# MITSUBISHI

PROGRAMMABLE CONTROLLER

SELECTION OF THE PROGRAMMABLE CONTROLLER

OF THE PROGRAMMABLE CONTROL

User's Manual

Computer link module type AJ71C24-S3



## REVISIONS

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## INTRODUCTION

Thank you-for-choosing-the-Mitsubishi MELSEC-A Series of General Purpose Programmable. Controllers. Please read this manual carefully so that the equipment is used to its optimum. A copy of this manual should be forwarded to the end User.

1.	GENERAL DESCRIPTION
2.	SYSTEM CONFIGURATION
3.	SPECIFICATIONS
4.	SETTINGS AND PROCEDURES BEFORE OPERATION
ō.	SETTING TRANSMISSION CONTROL DATA
3.	COMPUTER COMMUNICATION USING THE DEDICATED PROTOCOLS
7.	COMMUNICATIONS IN THE NO-PROTOCOL MODE
3.	TROUBLESHOOTING
٩F	PPENDICES

## **CONTENTS**

1.	GENERA	AL DESCRIPTION ·····	·· 1-1 ~ 1-3
1.1	Featu	res ······	1-2
2.	SYSTEM	/I CONFIGURATION······	··2-1 ~ 2-7
2.1	Overa	II Configuration ·····	2-1
2.2	Applic	cable Systems·····	2-2
2.3	Syste	m Configuration·····	2-3
	2.3.1	1:1 ratio of external devices to PC CPU's ······	2-3
	2.3.2	1:n ratio of external devices to PC CPU's ······	2-4
	2.3.3	2:1 ratio of external devices to PC CPU's	2-5
	2.3.4	2:1 ratio of external devices to PC CPU's	2-6
	2.3.5	Link with an external device (such as a computer) through MELSECNET	
3.	SPECIFI	CATIONS	3-1 ~ 3-12
3.1	Genei	ral Specifications ·····	3-1
3.2	Perfo	mance Specifications ······	3-2
	3.2.1	Transmission specifications	3-2
	3.2.2	RS232C connector specifications ······	3-3
	3.2.3	RS422 connector specifications	3-4
	3.2.4	RS-422 cable specifications ······	3-4
3.3	Funct	ion List·····	3-5
	3.3.1	Functions available using dedicated protocols	3-5
	3.3.2	Functions available in the no-protocol mode	3-7
	3.3.3	RS-232C CD pin check enable/disable function	3-8
	3.3.4	Transmission error data read function	3-8
3.4	I/O Lis	st for Programmable Controller CPU ······	3-9
3.5	3.5 B	uffer Memory ······	······· 3-11
4.		GS AND PROCEDURES BEFORE OPERATION	
4.1	Settin	gs and Procedures before Operation·····	4-1
4.2	Nome	enclature ······	4-2
	4.2.1	Nomenclature	4-2
	4.2.2	LED signals and displays ······	4-3
4.3	Settin	ras	4-4
	4.3.1	Setting a protocol or the no-protocol mode ······	4-4
-	4.3.2	Setting of transmission specifications	4-7
	4.3.3	Ctation number actting	
4.4	Loadi	ng and Installation·····	4-9
	4.4.1	Handling instructions	4-9
	4.4.2	Installation environment ······	4-9

4.5	Exter	nal Wiring·····	4-10
	4.5.1	Precautions when carrying out wiring	4-10
	4.5.2	Connecting the RS-232C connectors	
	4.5.3	Connecting the RS-422 connectors	4-11
	4.5.4	Connecting a multidrop link	4-11
4.6	Loopl	oack Self-Check ······	
	4.6.1	Procedure to carry out the loopback self-check ······	
	4.6.2	Self-check operation	
4.7		pack Test ·····	
4.8		ction and Maintenance ······	
5.	SETTIN	G TRANSMISSION CONTROL DATA	·····5-1 ~ 5-9
5.1	Preca	utions when Creating a Program ······	5-1
5.2	RS-23	2C CD Pin Check Enable/Disable Function · · · · · · · · · · · · · · · · · · ·	5-2
5.3	Trans	mission Error Data Read Function	5-3
	5.3.1	Reading the error LED display status ······	5-3
	5.3.2	Turning off error LED's	5-4
5.4	Settin	gs in the No-Protocol Mode ······	5-5
	5.4.1	Setting the no-protocol mode receive-complete code	
	5.4.2	Specifying amount of data to complete data receive (fixed length)	
	5.4.3	Specifying word or byte units in no-protocol mode	
	5.4.4	Setting buffer memory area for transmission in no-protocol mode	
	5.4.5	Setting buffer memory area for receiving in no-protocol mode	
6.	COMPU	TER COMMUNICATION USING THE DEDICATED PROTOCOLS	··· 6-1 ~ 6-78
6.1	Basic	s of Control Protocol ······	·····6-1
6.2		utions Regarding Computer Communications ······	
6.3	Trans	mission Control Protocol ······	6-4
		Control protocol format 1	
		Control protocol format 2 ······	
	6.3.3	Control protocol format 3	
	6.3.4	Control protocol format 4 ······	
	6.3.5	Protocol data codes ·····	
6.4		mission Sequence Timing Chart and Communication Times	
6.5	Princi	ple of Character Area Data Transmission ······	····· 6-17
6.6	Devic	e Memory Link······	6-19
	6.6.1	Command and device ranges	
	6.6.2	Batch bit read·····	····· 6- <i>2</i> 1
	6.6.3	Batch word read ······	
	6.6.4	Batch bit write	
	6.6.5	Batch word write ······	
	6.6.6	Test — bit write ······	
	6.6.7	Test — word write ······	
	668	Device memory manitar	

6.7	Extens	sion file register read and write ······ 6-31
	6.7.1	Commands and addresses 6-31
	6.7.2	Precautions during extension file register read and write 6-32
	6.7.3	Extension file register, batch read ······ 6-33
	6.7.4	Extension file register, batch write ······ 6-34
	6.7.5	Extension file register test - random write ······ 6-35
	6.7.6	Extension file register monitor ······ 6-36
6.8	Buffer	Memory Transfer 6-39
	6.8.1	Commands and buffer memory 6-39
	6.8.2	Buffer memory read······ 6-40
	6.8.3	Write to buffer memory ······ 6-41
6.9	Specia	al-function module buffer memory transfer
	6.9.1	Commands 6-42
	6.9.2	Principle of special-function module numbers in control protocols · · · · · · 6-44
	6.9.3	Special function module buffer read······ 6-46
	6.9.4	Write to special function module buffer ······ 6-47
6.10	Contro	ol of the Programmable Controller CPU ······ 6-48
	6.10.1	Commands 6-48
	6.10.2	Remote RUN/STOP 6-49
	6.10.3	PC type read······6-51
6.11	Progra	am Transfer
	6.11.1	Precautions during program transfer ······ 6-52
	6.11.2	Program transfer procedure ······ 6-53
	6.11.3	Parameter memory read and write ······ 6-55
	6.11.4	Sequence program read and write ······ 6-59
	6.11.5	Microcomputer program transfer 6-63
	6.11.6	
6.12	Globa	I Function 6-69
	6.12.1	Commands and control ····· 6-69
	6.12.2	
6.13	On-de	mand Function······ 6-71
	6.13.1	
	6.13.2	On-demand function operating procedure······ 6-73
	6.13.3	Method and examples for specifying on-demand function 6-75
6.14	Loopb	oack Test 6-78
7. C	оммс	JNICATIONS IN THE NO-PROTOCOL MODE7-11
7.1	Basics	s of the No-protocol Mode ······7-1
7.2	Hands	shake I/O Signals ·······7-2
7.3	Read a	and Write of Buffer Memory by PC CPU ······7-3
7.4	Receiv	ving Data in the No-protocol Mode (external device $ ightharpoonup$ AJ71C24) $\cdots 7-4$
7.5	Trans	mitting Data in the No-protocol Mode (AJ71C24 $\rightarrow$ external device)7-9

8.	TROUBLE	SHOOTING	8-1 ~ 8-8
8.1		ror Codes······	
8.2	Trouble	eshooting ······	8-3
	8.2.1	Troubleshooting flow chart······	8-3
	8.2.2	RUN LED turns off ·····	8-4
	8.2.3	Neutral state does not change or data is not received although	
		communication has been normal······	8-5
	8.2.4	2-C/N (LED No. 16) or 4-C/N (LED No. 20) turns on······	8-6
	8.2.5 I	Intermittent communication interruption	8-7
	8.2.6	Transmission of undecoded data ······	8-8
API	PENDICES	APP-1	~ APP-14
API	PENDIX 1	AJ71C24-S3 and AJ71C24 Compatibility and Precautions Regarding	
		Programs ·····	···· APP-1
		1.1 Compatibility ······	···· APP-1
		1.2 Precautions when switching AJ71C24-S3 and AJ71C24 programs ·····	
API	PENDIX 2	AJ71C24-S3 and AJ71C24 Function Comparison ······	
API	PENDIX 3	ASCII Code Table	APP-2
API	PENDIX 4	DTR CONTROL	···· APP-5
API	PENDIX 5		
AP	PENDIX 6	Special Function Module Buffer Memory Addresses	
	PENDIX 7		
'	• • • • •	Device Data to Printer	···APP-12
AP	PENDIX 8	External View	



#### 1. GENERAL DESCRIPTION

This User's Manual describes the specification, handling and transmission control protocols of the AJ71C24-S3 computer link module.

The AJ71C24-S3 computer link module has improved functions to those of the conventional AJ71C24 computer link module (AJ71C24-S3 is hereinafter referred to as "AJ71C24"). Compatibility and function comparisons between the two models are shown in Appendices 1 and 2. Be sure to read these appendices before using any existing program with the new module.

The AJ71C24 has one RS-232C port and one RS-422 port. It acts as the interface between the programmable controller CPU and external equipment (such as a computer, printer) or to the CPU of another programmable controller station. ("Programmable controller" is hereinafter referred to as "PC").

Dedicated transmission protocols 1 to 4 are used as transmission control procedures on the AJ71C24 and a no-protocol mode is also available. The user can select and set these independently for the RS-232C and RS-422 ports.

When using a dedicated transmission protocol or the no-protocol mode, data is transmitted using the codes below.

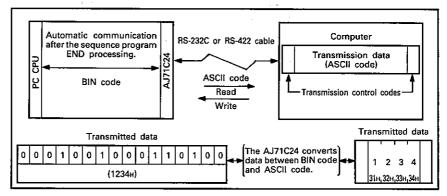


Fig. 1.1 Data Transmission with Dedicated Protocol

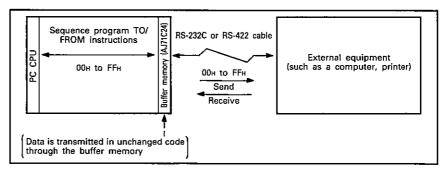


Fig. 1.2 Data Transmission in No-Protocol Mode

In this manual, "PC CPU" is used as a general term to cover the following PC CPU's:

	A1NCPU(P21/R21) A2NCPU(P21/R21)	A1CPU(P21/R21) A2CPU(P21/R21)	A1ECPU(P21/R21) A2ECPU(P21/R21)	
	A3NCPU(P21/R21)	A3CPU(P21/R21)	A3ECPU(P21/R21)	
l	A3HCPU(P21/R21)			

#### 1.1 Features

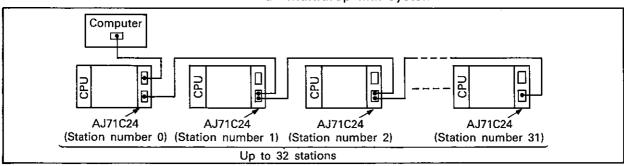
The main features of the AJ71C24 are described below.

- (1) Functions and system configuration using the dedicated protocols
  - (a) Read and write possible to and from all PC CPU devices Data can be read from all PC CPU devices. This permits observation and monitoring of all operations, and the collection and analysis of data. Data can be written to all PC CPU devices. This permits production control and production directives to be carried out.
  - (b) The AJ71C24 can upload and download programs from PC CPU. PC CPU programs (main sequence and subsequence control programs and microcomputer programs), parameter data and comment data is read by the computer and stored. When required it can be written to the PC CPU to change the program.
  - (c) Sequence programs not required for data transfer Data communication is always initiated by the computer. It is not necessary to create and change special sequence programs in order to use the AJ71C24.
  - (d) Remote RUN and STOP of the PC CPU

    The PC CPU can be remote-controlled by means of RUN
    and STOP instructions from the computer.
  - (e) On-demand function

This function is used when emergency data has to be sent from the PC CPU to the computer. The PC CPU sends a transmission request to the computer which is processed as an interrupt. This function is available only when a single PC is linked to a computer.

- (f) The system configuration required to carry out functions (a) to (d) above can be a single computer and PC CPU (1:1) system, or any of the systems described below.
  - 1) One computer and multiple PC CPU (1:n) system This is a method whereby data communication is carried out between a single computer and multiple PC CPU's (up to 32 stations). In this system the station that is to communicate with the computer is specified and a request for data communication is sent. At the necessary time, data communication is carried out with the necessary PC CPU. This type of system is referred to as a "multidrop link system."



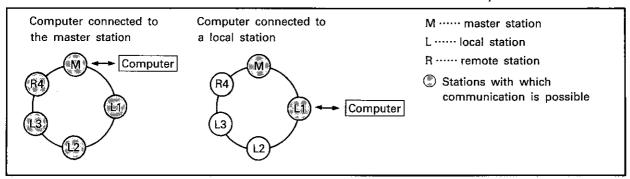


2) Link with a computer through MELSECNET In a system connected through MELSECNET, if the system contains a PC CPU connected to the computer via the AJ71C24, data communication is possible between the computer and a PC CPU not equipped with the AJ71C24.

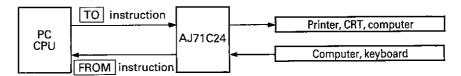
However, communication is not possible with A0J2CPUP23/R23 or A0J2CPUP25/R25 modules.

and local stations: stations:

MELSECNET master (communication of all data (device) memory, programs) is possible MELSECNET remote (communication only possible for ) data from special-function module buffer memory



- (2) Functions in the no-protocol mode
  - (a) Data communication can be initiated by PC CPU's Data communication can be initiated by the computer or any PC CPU. Data can be sent from a PC CPU to an external device by using the TO instruction in the sequence program to write data to the buffer memory. Data sent from an external device can be read by a PC CPU using the FROM instruction in the sequence program. Taking the example of a system with a printer, CRT and keyboard terminal connected in a 1:1 ratio. Data can be output from the buffer memory to the printer on CRT display using the TO instruction from the PC CPU. Data input from the keyboard to the buffer memory can be read using a FROM instruction from the PC CPU.



- (b) Selection between data receive using a completion code or fixed-length format
  - The user can select between using a receive-complete code or fixed-length format to determine the amount of data received, to match the specification of the external equipment (such as a computer, keyboard).
- (c) Variable communication memory area The user can allocate the user memory area to suit the purpose and application of the data transmission.



#### 2. SYSTEM CONFIGURATION

This chapter describes system configurations which may be combined with the AJ71C24.

#### 2.1 Overall Configuration

Fig. 2.1 shows the overall configuration of A series system which is loaded with the AJ71C24.

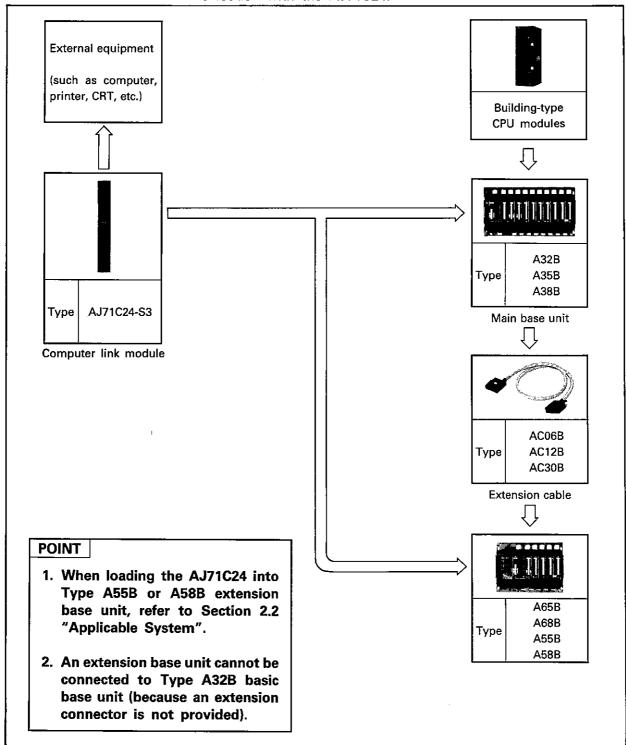


Fig. 2.1 Overall Configuration



#### 2.2 Applicable Systems

The AJ71C24 can be used in the systems described below only. It cannot be used in other systems.

(1) Applicable CPU modules

The AJ71C24 can be used in the following CPU modules. It cannot be used in the A0J2CPU.

- (2) Up to two AJ71C24 modules can be used per sequencer CPU module. When the sequencer CPU module is used in combination with the following modules, up to two AJ71C24 modules can be used for each combination.
  - AD51 intelligent communication module
  - AJ71C22 multi-drop link system module
- (3) The AJ71C24 can be inserted into any slot of a main base module or extension base module, except in the cases listed below.
  - (a) The power supply capacity may be insufficient to load the AJ71C24 into an extension base module with no built-in power supply (A55B or A58B). Wherever possible, avoid loading an AJ71C24 module into this type of extension base module. If it is necessary to use an AJ71C24 module in an extension base module with no built-in power supply, it is important to take the power supply capacity of the main base module and the voltage drop along the extension cables into consideration when selecting the extension cables.
  - (b) The AJ71C24 should not be loaded into the last slot of the A3(E)CPU extension level 7.
- (4) The AJ71C24 can be loaded in the following CPU modules at master and local stations of a data link system (MELSECNET system). The AJ71C24 cannot be used in a remote I/O station.

Applicable CPU	A1NCPUP21/R21	A1(E)CPUP21/R21
modules at master	A2NCPUP21/R21	A2(E)CPUP21/R21
and local stations	A3NCPUP21/R21	A3(E)CPUP21/P21
	A3HCPUP21/R21	

#### **POINT**

- (1) The AJ71C24 can also be loaded into the A81CPU base module (A78B). Refer to the A81CPU Users Manual for the commands available when the AJ71C24 is loaded.
- (2) The A0J2C214 can be connected to a multi-drop link system.



#### 2.3 System Configuration

The AJ71C24 is a link module to provide connection between external equipment (such as a computer) and PC CPU's. The system can comprise of a single external device and from 1 to 32 PC CPU stations (1:1 to 32 ratio system) or two external devices and from 1 to 32 PC CPU stations (2:1 to 32 ratio system). The connection may be made in two ways: using the RS-232C port or the RS-422 port.

## 2.3.1 1:1 ratio of external devices to PC CPU's

The system configuration for a 1:1 ratio of external devices (such as a computer) to PC CPU's is shown in Fig. 2.2 below.

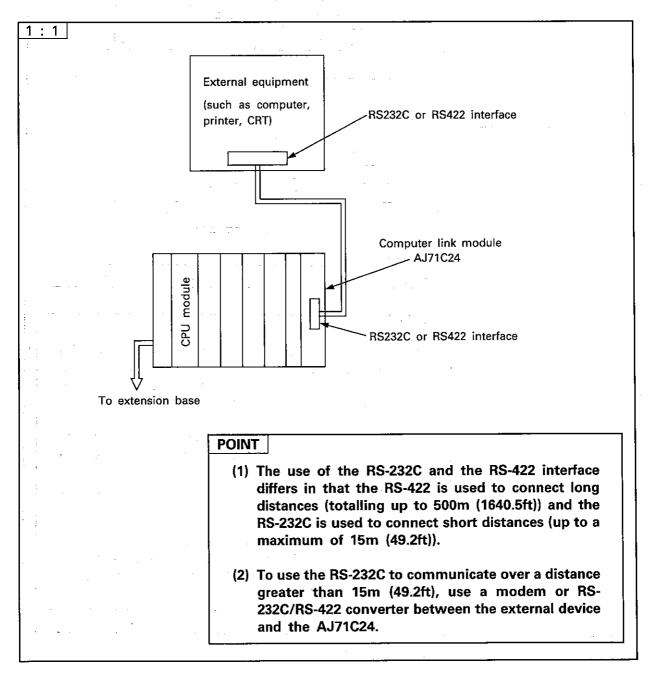


Fig. 2.2 System Configuration (I)



## 2.3.2 1:n ratio of external devices to PC CPU's

The system configuration for a 1:n ratio (where 'n' is up to 32) of external devices (such as a computer) to PC CPU's is shown in Fig. 2.3 below.

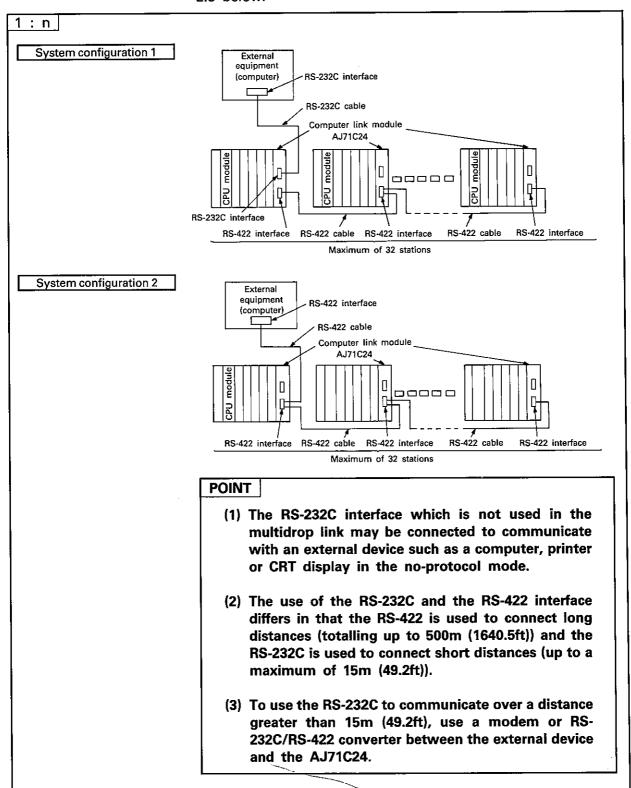


Fig. 2.3 System Configuration (I)



#### 2.3.3 2:1 ratio of external devices to PC CPU's

The system configuration for a 2:1 ratio of external devices (such as a computer) to PC CPU's is shown in Fig. 2.4 below. When this configuration is used, the mode setting switch (described in section 4.3.1) must be set in the range 1 to 8.

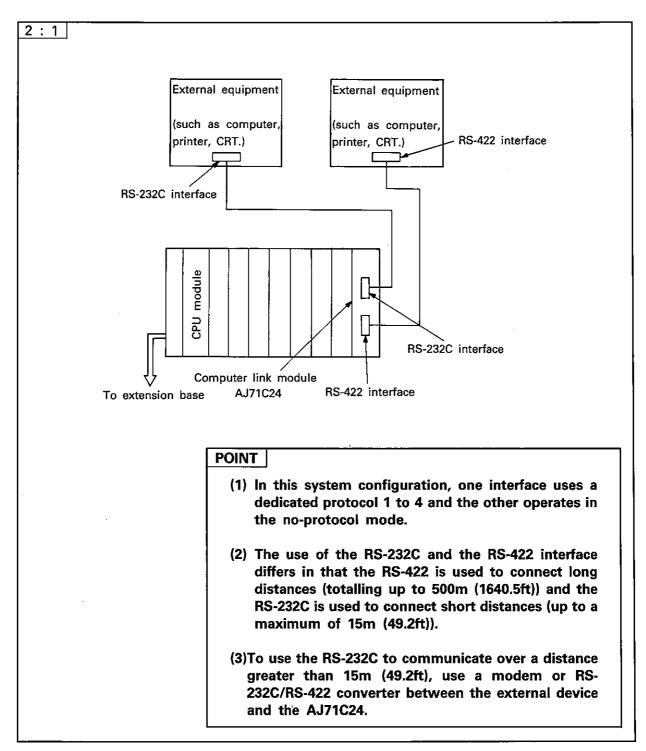


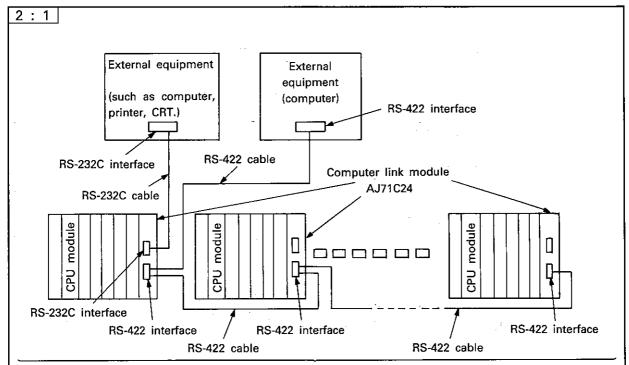
Fig. 2.4 System Configuration (III)



#### 2.3.4 2:1 ratio of external devices to PC CPU's

The system configuration for a 2:n ratio (where 'n' is up to 32) of external devices (such as a computer) to PC CPU's is shown in Fig. 2.5 below.

When this configuration is used, the mode setting switch (described in section 4.3.1) must be set in the range 1 to 8.



Maximum of 32 stations

#### POINT

- (1) The RS-232C interface which is not used in the multidrop link may be connected to communicate with an external device such as a computer, printer or CRT display in the no-protocol mode.
- (2) The RS-232C interface which is not used in the multidrop link may be connected to communicate with and external device such as a computer, printer or CRT display in the no-protocol mode.
- (3) To use the RS-232C to communicate over a distance greater than 15m (49.2ft), use a modem or RS-232C/RS-422 converter between the external device and the AJ71C24.

Fig. 2.5 System Configuration (N)



#### 2.3.5 Link with an external device (such as a computer) through MELSECNET

By installing the AJ71C24 to a PC CPU linked with other PC CPU's on MELSECNET, communication is possible with other PC CPU stations on MELSECNET.

However, communication is not possible with AOJ2CPUP23/R23 or AOJ2CPUP25/R25 modules.

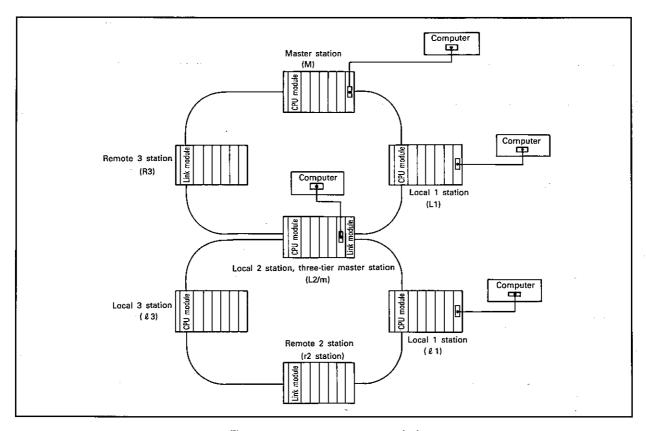


Fig. 2.6 System Configuration (V)

Range of PC CPU's for which communication is possible: (PC CPU's equipped with AJ71C24) (MELSECNET stations for which

communication is possible)

- M station (master station) ...... (1) Host

  - (2) All second-tier local stations (L1, L2/m)
  - (3) Second-tier remote I/O stations equipped with the special-function module (R3)
- L stations (local stations) ..... (1) Host

  - (2) Second-tier master station (M station)
- Um station (local/third-tier master station) ....... (1) Host

  - (2) Second-tier master station (M sta-
  - (3) All third-tier local stations ( $\ell$ 1,  $\ell$ 3)
  - (4) Third-tier remote I/O stations equipped with the special-function mod-
- £ station (third-tier local station) ..... (1) Host

  - (2) Third-tier master station (M station) (L2/m)



#### 3. SPECIFICATIONS

## 3.1 General Specifications

ltem	Specifications					
Operating ambient temperature	0 to 55°C					
Storage ambient temperature	—20 to 75℃					
Operating ambient humidity	10 to 90%RH, no condensation					
Storage ambient humidity	10 to 90%RH, no condensation					
		Frequency	Acceleration	Amplitude	Sweep Count	
Vibration resistance	Conforms to *JIS C 0911	10 to 55Hz		0.075mm (0.003inch)	10 times	
		55 to 150Hz	1g	<del></del>	*(1 octave/minute)	
Shock resistance	Conforms	to JIS C 0912	(10g × 3 time	es in 3 direction	ons)	
Noise durability	By noise simulator 1500Vp	p noise voltage	, 1 μ s noise wie	dth and 25 to 60	Hz noise frequency	
Dielectric withstand voltage	500V AC for 1 minute across batch of DC external terminals and ground					
Insulation resistance	$50 M\Omega$ or more with 500V DC insulation resistance tester at the same location as dielectric strength.					
Operating ambience		No corros	ive gases or d	ust.		
Cooling method	Self-cooling					

**Table 3.1 General Specifications** 

#### REMARKS

- (1) One octave marked \* indicates a change from the initial frequency to double or half frequency. For example, any of the changes from 10Hz to 20Hz, from 20Hz to 40Hz, from 40Hz to 20Hz, and 20Hz to 10Hz are referred to as one octave.
- (2) The noise durability and dielectric withstand voltage values were obtained with the RS-232C and RS-422 interfaces unconnected.
- \*JIS: Japanese Industrial Standard



## 3.2 Performance Specifications

## 3.2.1 Transmission specifications

Item		Chacilianti	000		
· · · · · · · · · · · · · · · · · · ·		Specifications			
Interface		Conforms to RS-232C.			
		Conforms to	RS-422.		
Transmissi	on evetem	Half-duplex communication system (dedicated protocol) *			
i i di i si i i sai	on system	Full-duplex communication system (no protocol)			
Synchrono	us system	Asynchronous	system		
Transmiss	ion speed	300, 600, 1200, 2400, 4806 (Switch sele			
	Start bit	1			
Data	Data bit	7 or 8			
format	Parity bit	1 or none	Selectable		
	Stop bit	1 or 2	Selectable		
Access cycle		Made at END processing of sequence program. Therefore, access cycle is 1 scan time.			
Erı	ror	Parity check present (odd/even)/absent			
dete	ction	Sum check present/absent			
DTR/DSR (ER/DR) control		Present (RS-232C only)			
X ON/OFF (DC1/DC3) control		Absent			
~ · · ·		Up to 15m (49.2ft) for RS-232C			
Transmissio	on distance	Up to 500m (1640.5ft) for RS-422			
Data 1	format	Start bit (1 bit) $+$ data bit (7 bits or 8 bits) $+$ p	arity bit (1 bit) + stop bit (1 bit or 2 bits)		
Current co	nsumption	5V DC, 1	.4A		
I/O re	quired	32 poin	ts		
Wei	ight	630g (1.39lb)			

<sup>\*</sup>If the on-demand function is used, only full-duplex communication is available.

**Table 3.2 Transmission Specifications** 



#### 3.2.2 RS232C connector specifications

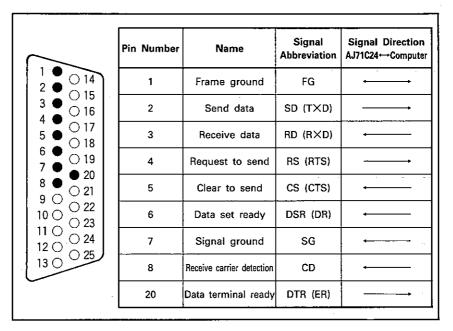


Fig. 3.1 RS-232C Connector Specifications

(1) Signals are described below.

FG: Frame ground. Connect the cable screening to pin 1 of the AJ71C24. If both the computer and the AJ71C24 have a FG pin, connect the cable screening to one of the FG pins only.

If the cable screening is connected to both FG pins, the resulting noise may prevent correct data communication.

RS: Turns on when the AJ71C24 hardware is ready. Remains on during data transmission.

When the CD terminal check is not enabled, the AJ71C24 hardware ready signal is permanently ON regardless of the ON/OFF status of the CD terminal.

DSR: Data is only transmitted from the AJ71C24 when this signal is on.

CD: Transmission sequence is initialized when this signal is off. During normal operation, CD should be on. The AJ71C24 has a function to enable or disable CD terminal checking.

DTR: Turns on when the AJ71C24 is ready to receive data.

(2) ON/OFF definitions are as follows:

ON: 5V to 15V DC OFF: -5V to -15V DC

(3) Interface connectors

The following type of RS-232C connectors is used. Use a matching connector.

25-pin D-sub (female) screw-fixing type



#### POINT

In some devices, the FG pin is connected internally to the SG pin. When connecting the AJ71C24 to such an external device, do not connect any wiring to pin 1 of the AJ71C24 RS-232C connector.

#### 3.2.3 RS422 connector specifications

$\oplus$	SDA	Signal Abbreviation	Signal Direction AJ71C24 ↔ Computer	Description
$\oplus$	SDB	SDA		Send data
$\oplus$	RDA	SDB		Send data
	-	RDA	<del></del>	Receive data
<u>+</u>	RDB	RDB		Receive data
$\oplus$	SG	SG		Signal ground
( <del>1)</del>	FG	FG	<del></del>	Frame ground

Fig. 3.2 RS422 Connector Specifications

#### 3.2.4 RS-422 cable specifications

An RS-422 cable is recommended in section 3.2.1. Other types of cables may be used instead, providing that they conform to the specifications listed in the table below.

Item	Description				
Cable type	Shielded				
Number of pins	3 Pairs				
Conductor resistance (20°C)	88.0Ω/km or less				
Insulation resistance	10,000M Ω km or less				
Dielectric strength	500V DC, 1 minute				
Electrostatic capacity (1kHz)	60nF/km or less on average				
Characteristic impedance (100kHz)	110 ± 10Ω				

Fig. 3.3 RS-422 Cable Specifications

(km=0.621mile)



#### 3.3 Function List

The tables below list the functions available when an external device (such as a computer) and a PC CPU are connected by means of the AJ71C24 interface.

#### 3.3.1 Functions available using dedicated protocols

The functions available using a dedicated protocol 1 to 4 are listed in Table 3.3.

These functions are also available when using a 1:n station ratio multidrop link or a computer connection via MELSECNET.

		0				PC	CPU St	ate											
Function		Cor	nmand	Description	No. of Points Processed Per	Dur-	During	RUN	Reference Section										
		Symbol ASCII code			Communication	ing STOP	SW22 ON	SW22 OFF											
		Bit units	BR	42н, 52н	Reads bit device (such as X, Y, M) in units of 1 point.	256 points				6.6.2									
-	Batch read	Word			Reads bit device (such as X, Y, M) in units of 16 points.	32 words (512 points)	0	0	0										
		units	WR	57н, 52н	Reads word device (such as D, R, T, C) in units of 1 point.	64 points				6.6.3									
		Bit units	BW	42н, 57н	Writes bit device (such as X, Y, M) in units of 1 point.	160 points	ļ.			6.6.4									
	Batch write	Word	1454	<i>5</i> 3. 53.	Writes bit device (such as X, Y, M) in units of 16 points.	10 words (160 points)	0	0	×	6.6.5									
		units	ww	57н, 57н	Writes word device (such as D, R, T, C) in units of 1 point.	64 points				0.0.5									
		Bit units	ВТ	42н, 54н	Specifies bit device (such as X, Y, M) and device number in units of 1 point at random and sets/resets the device.	20 points				6.6.6									
Device memory	Test (random write)				Specifies bit device (such as X, Y, M) and device number in units of 16 points at random and sets/resets the device.	10 words (160 points)	0	0	×										
	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,			WT	WT	WT	WT	WT	WT	WT	WT	WT	57н, 54н	Specifies word device (such as D, R, T) and device number in units of 1 point at random and sets/resets the device.  Monitor data entry	10 points				6.6.7
		Bit units	вм	-42н, 4Dн	Sets bit device to be monitored (such as X, Y, M) in units of 16 points.	40 points *1													
-	Monitor data entry	Word			Sets bit device to be monitored (such as X, Y, M) in units of 1 point.	20 words (320 points) *1	0	0	0										
	units		WM	57н, 40н	Sets word device to be monitored (such as D, R, T, C) in units of 1 point.	20 points				6.6.8									
	Maniera	Bit units	МВ	4Dн, 42н	Reads data from device for which device			0	0										
: -	Wonitor	Word units MN 4DH, 4EH		,, <u>,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,</u>															
	Batch re	ead ·	ER	45н, 52н	Reads extension file register (R) in units of 1 point.	64 points	0	0	0	6.7.3									
	Batch w	rite	EW	45н, 57н	Writes extension file register (R) in units of 1 point.	64 points	0	0	×	6.7.4									
Exten- sion file register	ion file   Test (random write)		ΕT	45н, 54н	Specifies the extension file register (R) in units of 1 point using block or device number and makes a random write.	10 points	0	0	×	6.7.5									
			EM	45н, 4Он	Sets the extension file register (R) device numbers to be monitored in units of 1 point.	20 points	0	0	0	6.7.6									
	Monitor		ME	4Он, 45н	Monitors the extension file register after monitor data entry.		0	0	0	0.7.0									
Buffer memory	Batch re	ead	CR	43н, 52н	Reads data from the AJ71C24 buffer memory.	64 words (128 bytes)	0	0	0	6.8.2									
illeanory	Batch w	rite	cw	43н, 57н	Writes data to the AJ71C2 buffer memory.	(120 Dytes)				6.8.3									

Table 3.3 Function List when using a Dedicated Protocol (Continue)

\*1 For other than A3HCPU, the number of points processed per communication is halved when designated device is 'X' (input)



$\overline{}$					_			PC	CPU St	ate		
					Соп	nmand	Description	No. of Points Processed Per	Dur-	During	RUN	Reference Section
Function		Symbol	ASCII code	2.0	communication	ing STOP	SW22 ON	SW22 OFF	Section			
Special	В	atch re	ead	TR	54н, 52н	Reads the contents of the special-function module buffer memory.	64 words	0	0	0	6.9.3	
function module	В	atch w	rite	TW	54н, 57н	Writes the contents of the special-function module buffer memory.	(128 bytes)	0	0	×	6.9.4	
			1 not T/C set value		45 50	Reads main sequence programs	64 steps	0	0	. 0		
	Batch	Main	T/C set value	MR	<b>4D</b> н, 52н	Reads T/C set values used in main sequence programs	64 points		-			
	read		1 not T/C set value			Reads subsequence programs	64 steps	 	0			
Sequ-		Sub	T/C set value	SR	53н, 52н	Reads T/C set values used in subsequence programs	64 points				6,11,4 ···	
ence Program	:		1 not T/C set value			Writes main sequence programs	64 steps	0	O*2	×	0.11.4	
	Batch	Main	T/C set value	MW	4Dн, 57н	Writes T/C set values used in main sequence programs	64 points	0	0	×		
	write 1 not			1 not T/C set value	211		Writes subsequence programs	64 steps	0	O*2	×	
		Sub	T/C set value	sw	53н, 57н	Writes T/C set values used in subsequence programs	64 points	0	0	×		
	Bat	ch	Main	UR	55н, 52н	Reads main microcomputer programs	<del>-</del>				1	
Micro- compu-	rea		Sub	VR	56н, 52н	Reads microcomputer subprograms	128 bytes	Ľ.			6.11.5	
ter program	Bat	ch	Main	UW	55н, 57н	Writes main microcomputer programs	126 Dytes	O O*2 X	0.11.0			
program	wr		Sub	vw	56н, 57н	Writes microcomputer subprograms,						
Com-	Б	Batch r	ead	KR	4Вн, 52н	Reads comment data.	128 bytes	0	0	0	6.11.6	
ments	В	atch v	vrite	KW	4Вн, 57н	Writes comment data.	126 Dytes	0	0	×	0.11.0	
	E	Batch r	ead	PR	50н, 52н	Reads parameters.	120 5.400	0	0	0	]	
Para-	В	atch v	vrite	PW	50н, 57н	Writes parameters.	128 bytes	0	×	×	6.11.3	
meter	Ana	lysis r	equest	PS	50н, 53н	Causes PC CPU to acknowledge and check rewritten parameters.		0	×	×		
	Re	mote	RUN	RR	52н, 52н	D of GC CRU					6.10.2	
PC CPU	Re	mote	STOP	RS	52н, 53н	Request remote run/stop of PC CPU.		Ľ			0.10.2	
	PC type mode		PC	50н, 43н	Reads the type of the PC CPU: A1, A2, A3, A3H		0	0	0	6.10.3		
Global		GW	47н, 57н	Turns on and off the global signal of the AJ71C24's loaded in each PC CPU system.	1 point	0	0	0	6.12			
On-demand		-		Transmission request initiated by a PC CPU. (Available in full-duplex communication with an external device in a 1:1 ratio system.)	Data length speci- fied in the sequ- ence program. (Max. 1760 words)	_	0	0	6.13			
	Loopba	ack tes	t	π	54н, 54н	Echoes unchanged characters back to the computer.	254 characters	0	0	0	6.14	

Table 3.3 Function List when using a Dedicated Protocol

- \*2 Writing during a program run may be carried out if all the following conditions are met:
  - 1) The PC CPU is type A3, A3E, A3N or A3H
  - 2) The program is not the currently running program (includes subprograms called by the currently running main program)
  - 3) the PC CPU special relay is in the following status:
    - (a) M9050 signal flow exchange contact······OFF (A3CPU only)
    - (b) M9051 (CHG instruction disable)-----ON



#### 3.3.2 Functions available in the no-protocol mode

(1) Functions in the no-protocol mode

			No. of	PC				
	Command	Description	Points Processed	Dunia -	During	Refer- ence		
Function		-	Per Com- munication	During STOP	SW22 ON	SW22 OFF	Section	
Send (PC → external device)		The PC CPU uses the TO instruction to output data written to the AJ71C24 buffer memory area in unchanged code to an external device.	(default value) Can be changed with	_		0	0	
Receive (External device → PC)	<del></del>	The PC CPU uses the FROM instruction to read data in the AJ71C24 buffer memory which was sent from an external device.	specification.	0	0	0	Section 7	

(2) Completing receiving data with the end code or with the fixed data length

The user can select between two methods to complete the data receive when the AJ71C24 is receiving data from an external device.

(a) End code

A predetermined end code is appended to the end of the data. The AJ71C24 stops receiving data when it receives this code.

The user can select any value for the end code

(b) Fixed data length

The AJ71C24 stops receiving data after it has received the preset amount of data. The user can set the length of data that will complete the data receive to any value.



## 3.3.3 RS-232C CD pin check enable/disable function

When communication is carried out via the RS-232C, the AJ71C24 carries out data communication according to the status of the ON signal sent from the external device to the RS-232C CD pin (receive carrier detection pin).

The AJ71C24 has a function to permit this CD pin check to be enabled or disabled.

If the CD pin check is disabled, data communication is carried out as if the CD pin were ON, regardless of the actual ON/OFF status of the pin. This function permits data communication with external devices that do not have the ability to turn ON the CD pin. Refer to section 5.2 for details of how to set this function.

#### 3.3.4 Transmission error data read function

This function permits the sequence program to read error data when an error LED's on the front panel of the module are lit and permits the sequence program to turn off error LED's which are lit. Refer to section 5.3 for details about sequence programs.

#### (1) Reading transmission error data

The status of the error LED display is stored in buffer memory. The sequence program can read this data to permit the PC CPU to carry out error checking and interlocking with data communication sequence programs.

#### (2) Function to turn off error LED's

This function permits the sequence program to turn off error LED's which are lit without resetting the PC CPU.



## 3.4 I/O List for Programmable Controller CPU

The I/O signals of the AJ71C24 for PC CPU are listed below. The numbers (n number) appended to X and Y are determined by the installing position of the AJ71C24 and the number of I/O modules up to the AJ71C24. (Example:  $Xn0 \rightarrow X0$  when the AJ71C24 is loaded in slot 0 of the main base unit)

(1) Input signals (AJ71C24 → PC CPU)

There are 16 input signals: Xn0 to XnF

Input Signal	Signal Name	Description					
Xn0	Transmission complete	Turns on upon completion of transmission from AJ71C24 to an external device in no-protocol mode.	7.2				
Xn1	Receive data read request	Turns on when AJ71C24 completes receiving data from an external device.	7.2				
Xn2	Global signal	Turns on and off in response to global command signals from the computer.	6.12				
Xn3	On-demand function operating	Turns on when the PC CPU executes an on-demand request.	6.13				
		<ul><li>(1) Shows the communication status between computer and AJ71C24 using a dedicated protocol.</li><li>(2) Used by a sequence program to check a communication status, etc.</li></ul>					
		Value Xn6 Xn5 Xn4 State of Message Sequence					
		O OFF OFF AJ71C24 initializing after power on or not using protocol 1 to 4					
Xn4 to	AJ71C24 state of	1 OFF OFF ON Waiting for ENQ					
Xn6	message sequence	2 OFF ON OFF Received ENQ					
		3 OFF ON ON Received host station number					
		4 ON OFF OFF Waiting for response from PC after receiving all data					
		5 ON OFF ON Waiting for message					
		6 ON ON OFF Unused					
		7 ON ON ON Unused					
Xn7	AJ71C24 READY signal	(1) Turns on when AJ71C24 is ready after the power is turned on. (This requires several seconds after the power is turned on.) (2) Used as the communication ready signal in the no-protocol mode.					
Xn8 to XnC		Reserved					
XnD	Watchdog timer error	(1) Turns on when a AJ71C24 watchdog timer error occurs.	8.2				
XnE XnF		Reserved					

Table 3.4 Input Signal List

## POINT

Y (Yn0 to YnF) corresponding to Xn0 to XnF may be used as internal relays.



# (2) Output signals (PC CPU $\rightarrow$ AJ71C24) There are 16 output signals: $Y_{(n+1)}$ 0 to $Y_{(n+1)}$ F

Output Signal	Signal Name	Signal Name Description	
Y(n+1)0	Transmission request	When this is turned on by the sequence program in the no-protocol mode, data written to the buffer memory is transmitted from the AJ71C24 to an external device.	7.2
Y(n+1)1	Receive data read complete	This turns on in the no-protocol mode when the PC CPU has completed reading the data received from an external device, which is stored in the AJ71C24 buffer memory.	
Y(n+1)2		Reserved	

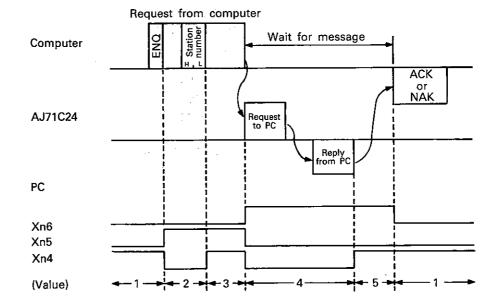
Table 3.5 Output Signal List

## **IMPORTANT**

 $Y_{(n+1)}$  2 to  $Y_{(n+1)}$  F are reserved for system use and cannot be used by a user. The functions of the AJ71C24 cannot be guaranteed if these signals are turned on or off by a sequence program.

#### REMARKS

Example: Use of input signals Xn4 to Xn6.





#### 3.5 Buffer Memory

The buffer memory is a memory area of the AJ71C24 used for data communication between an external device (such as a computer) and the PC CPU.

(1) Applications of the buffer memory
There are two types of buffer memory area. One area may be
used freely by the user but the other area has a fixed
application.

#### (a) User area

There are four applications of the user area, which can be categorized as follows.

- Data receive area in no-protocol mode
   This area stores data sent from an external device in the no-protocol mode.
- No-protocol mode data transmission area
   This area stores data from the PC CPU to be sent to an external device.
- 3) On-demand data storage area
  This area stores transmission data when using the on-demand function.
- 4) Area when using buffer memory read/write commands This area stores data when communication is made using the protocol 1 to 4 buffer memory read/write commands (CR, CW).

#### (b) Special-application area

The applications of this memory area are fixed. It is used to determine data communication format and to change the allocation of the memory area for section (a) above. When the power is turned on or the PC CPU is reset, default values are written to this special-application area. It is possible to change the default values to suit the purpose and application of data transmission and the specification of the external device.



(2) Allocation of buffer memory The buffer memory comprises of 16-bit addresses. The buffer memory has no battery back-up. The buffer memory address names and values are listed for

each address in the table below.

Address	Buffer me	mor	y address names	Default value	Reference section
Он		Area for amount of data transmitted in no-protocol mode			
1я to 7Fя	User area	assignment	No-protocol mode transmission buffer memory area		
80н	(256 words)		Area for amount of data received in no-protocol mode	0	
81н to FFн		Default	No-protocol made receive buffer memory area		
100н	Area to specify receiv	/e-er	nd code in no-protocol mode	0D0Aн (CR, LF)	5.4.1
101н	Error LED display are	ea	,	0	5.3.1
102н	Error LED extinguish	req	uest area	0	5.3.2
103н	Area to specify word	or by	te units in no-protocol mode	0 (words)	5.4.3
104 <sub>H</sub>	Area to specify head memory for no-proto		dress of transmission buffer mode	0	}5,4,4
105 <sub>ଖ</sub>	Area to specify length for no-protocol mode		transmission buffer memory	80н	
106н	Area to specify head a for no-protocol mode		ess of receive buffer memory	80н	}5,4,5
107н	Area to specify length	th o	f receive buffer memory for	80н	
108н	Area to specify amou no-protocol mode	nt o	f data to complete receive in	127 (words)	5.4.2
109н	Area to specify hear memory	d ac	ldress of on-demand buffer	0	}6.13
10Ан	Area to specify lengt	h of	on-demand buffer memory	0	J
10Вн	Area to specify RS-2	32C	CD pin check	0 (check CD pir	n)5.2
10Сн	Storage area for on-	dem	and errors	0	6.13
10Dя	Receive data clear re	ques	st area for no-protocol mode	0	7.4
10Ен to 11Fн	System area (reserve	:d)			
120н to 7FFн	User area (1760 wor	ds)		0	

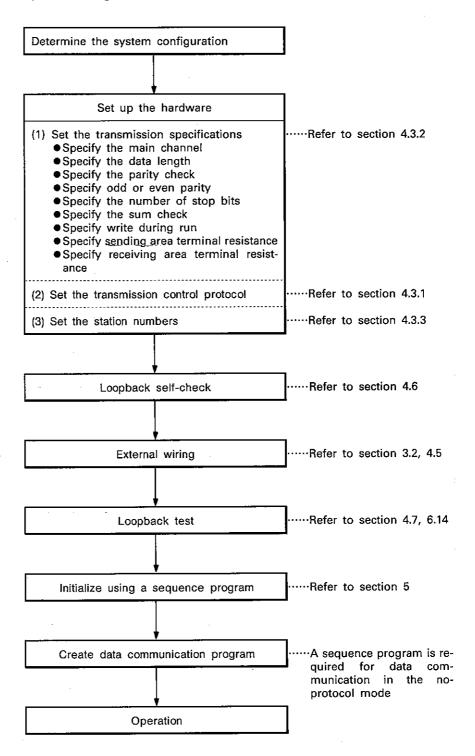
Table 3.6 Buffer Memory Table

## **IMPORTANT**

Buffer memory addresses  $10E_{\text{H}}$  to  $11F_{\text{H}}$  are reserved for system use. The user should not write data to this area as this will prevent correct operation of the AJ71C24.

## 4.1 Settings and Procedures before Operation

The settings and procedures which have to be carried out before a system using the AJ71C24 can be started are described below.



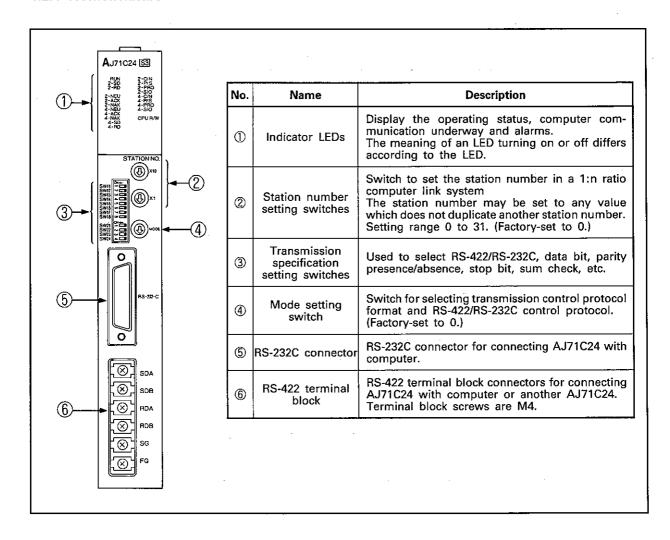
#### 4

## 4. SETTINGS AND PROCEDURES BEFORE OPERATION



#### 4.2 Nomenclature

#### 4.2.1 Nomenclature





#### 4.2.2 LED signals and displays

LED	Area I	Details	LED No.	LED	Meaning of LED Display	LED ON	LED OFF	Initial State of LED			
			0	RUN	Normal run display	Normal	Error	ON			
			1	2-SD	RS-232C transmission data level	Flickers during data sending	I	OFF			
			2	2-RD	RS-232C received data level	Flickers during data receiving	g	OFF			
			4	2-NEU	RS-232C's neutral	Transmission sequence initial state (waiting for ENQ)	ENQ received	ON			
			5	2-ACK	RS-232C's ACK	After sending ACK	After sending NAK	OFF			
			6	2-NAK	RS-232C's NAK	After sending NAK	After sending ACK	OFF			
RUN 2-SD		2-C/N 2-P/S	7	4-NEU	RS-422's neutral	Transmission sequence initial state (waiting for ENQ)	ENQ received	ON			
2-RD Unused	ÕÕ	2-PRO 2-SIO	8	4-ACK	RS-422's ACK	After sending ACK	After sending NAK	OFF			
2-NEU	ÕÕ	4-C/N	9	4-NAK	RS-422's NAK	After sending NAK	After sending ACK	OFF			
2-ACK 2-NAK 4-NEU	ŌŌ	OO 4-PRO 10 OO 4-SIO 11	10	4-SD	RS-422 transmission data level	Flashes during data transmi	ssion	OFF			
4-ACK 4-NAK	00		Unused		Unused	Unused CPU R/W	11	4-RD	RS-422 received data level	Flashes during data receive	*
4-SD 4-RD	00	)	16	2-C/N	Result of RS-232C and PC CPU communication	Refer to (4) below	Normal	OFF			
Unused {	00	Unused	17	2-P/S	RS-422 parity/sum check	Parity/sum check error	Normal	OFF			
Onusea	00	]	18	2-PRO	RS-232C protocol	Communication protocol error	Normal	OFF			
			19	2-510	RS-232C SIO	Overrun, framing error	Normal	OFF			
			20	4-C/N	Result of RS-232C and PC CPU communication	Refer to (4) below	Normal	OFF			
			21	4-P/S	RS-422 parity/sum check	Parity/sum check error	Normal	OFF			
			22	4-PRO	RS-422 protocol	Communications protocol error	Normal	OFF			
			23	4-SIO	RS-422 SIO	Overrun, framing error	Normal	OFF			
			25	CPU R/W	Communication with PC	Flickers during communicati munication)	on with PC (On at no com-	ON			

- (1) The LED's 2-C/N 4-SIO (LED Nos. 16 23) above light when an error occurs.
  - The ON/OFF statuses of the LED Nos. 16 23 are stored in the buffer memory at address 101<sub>H</sub>. The statuses can be read using the PC CPU FROM instruction to permit checking by a sequence program.
- (2) After any LED's 2-C/N 4-SIO (LED Nos. 16 23) have lit, they remain lit even if the cause of the error is eliminated. It is necessary to send an extinguish request to address 102<sub>H</sub> of the buffer memory using the PC CPU TO instruction to turn off the LED's.
- (3) The LED's RUN 4-RD (LED Nos. 0 11) and CPUR/W (LED No. 25) above light corresponding to the relevant status.
- (4) The LED's 2-C/N and 4-C/N (LED No. 16 and No. 20) above light in the following circumstances.
  - (a) When the AJ71C24 attempts to make an illegal access while the PC CPU is running (a write during program execution, for example).
  - (b) During abnormal PC CPU access.
- (5) The "initial state" column indicates the status at power-on or CPU reset.



#### 4.3 Settings

This section describes the setting method and explains the settings of the transmission control protocol and communication specifications (data length, sum check, etc.).

After changing the settings, turn the PC CPU power supply off and back on, or reset the PC CPU.

## 4.3.1 Setting a protocol or the no-protocol mode

(1) The method of setting the transmission control protocol and the meaning of the switch settings are described in the table below.

Mode Setting	Mode Setting	Sett	D	
Switch	Switch Number	RS-232C	RS-422	Remarks
	0	Unu	sed	
	1	Format 1 protocol	No protocol	
	2	Format 2 protocol	No protocol	
	3	Format 3 protocol	No protocol	For connection of computers to RS-232C and RS-422
	4	Format 4 protocol	No protocol	individually or for connection of a printer to the no
	5	No protocol	Format 1 protocol	protocol interface.  Both interfaces work inde
	6	No protocol	Format 2 protocol	pendently.
ABCOKE	7	No protocol	Format 3 protocol	
	8	No protocol	Format 4 protocol	
MODE	9	No protocol ←	No protocol	Used to write data sent by computer to all stations.
WODE	Α	Format 1 protocol -	→ Format 1 protocol	
	В	Format 2 protocol ←	Format 2 protocol	Mode used for compute link of 1: n stations.
	C .	Format 3 protocol +	→ Format 3 protocol	RS-232C and RS-422 oper ate jointly.
	D	Format 4 protocol +	→ Format 4 protocol	
	E	Unu	sed	
	F	For mod	dule test	RS-232C and RS-422 oper ate independently.

The RS-232C and RS-422 transmission specification protocols are identical.



(2) System configurations for control classified by setting modes
This section describes usable system configurations according
to the positions of mode setting switch.

Mode Setting Switch			Contain Confirmation France		
Station connected to external device	Other stations	Control	System Configuration Example		
Mode setting switch 1 to 4 (RS-232C: Format 1 to 4 RS-422: No protocol)		1) Computer reads/writes data from/to PC CPU. 2) Data sent from computer or keyboard to AJ71C24 is read by PC CPU with FROM instruction. Data written from PC CPU to AJ71C24 with TO instruction is transmitted to computer, printer, or CRT.	External device  Computer  Computer  RS-232C ②  RS-422  Executed with FROM/TO instruction		
Mode setting switch 5 to 8 (RS-232C: No protocol RS-422: Format 1 to 4)	Mode setting switch 5 to 8 (RS-232C: No protocol RS-422: Format 1 to 4)	1) Data sent from computer or keyboard to AJ71C24 is read by PC CPU with FROM instruction. Data written from PC CPU to AJ71C24 with TO instruction is transmitted to computer, printer, or CRT. 2) Computer reads/ writes data from/to PC CPU.	External equipment Computer, keyboard, printer, CRT, etc.  Executed with FROMTO instruction  RS-422  RS-422  RS-422  Maximum 32 stations  The RS-232C interfaces may be used for connection of computer, keyboard, printer, CRT, etc.  RS-232C  RS-422  RS-422  RS-422		
Mode setting switch 9 (RS-232C: Format 1 to 4 RS-422: No protocol)	Mode setting switch 1 to 4 (RS-232C: Format 1 to 4 RS-422: No protocol)	1) Data sent from computer or keyboard to AJ71C24 is read by PC CPU with FROM instruction. 2) Data written from PC CPU to AJ71C24 with TO instruction is transmitted to computer, printer, or CRT.	External equipment  Computer, keyboard, printer, CRT, etc.  Executed with FROM/TO instruction  RS-232C interfaces may be used for connection of computer keyboard, printer, CRT, etc.  Executed with FROM/TO instruction  RS-232C  RS-422  RS-422  RS-422  RS-422  RS-422  RS-422  RS-422  RS-422		



Mode Sett	Mode Setting Switch				
Station connected to external device	Other stations	Control	System Configuration Example		
Mode setting switch A to D (RS-232C: Format 1 to 4 RS-422: Format 1 to 4)	Mode setting switch 5 to 8 (RS-232C: No protocol RS-422: Format 1 to 4)	Computer reads/write data from/to PC CPU at one of 32 stations.	External equipment  Computer  Comput		
Mode setting switch F (Unit test)		Checks RS-232C.     Checks RS-422.     Checks communication between AJ71C24 and PC CPU.	Coopback with cable RS-232C Coopback with cable Loopback with cable		

#### REMARKS

Since 2 AJ71C24s may be loaded into each base, combinations of the above control configurations can be built up.



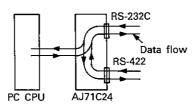
## 4.3.2 Setting of transmission specifications

4. SETTINGS AND PROCEDURES BEFORE OPERATION

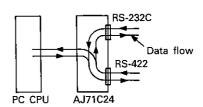
Setting of	Setting				Positi	on of S	etting S	witch			Remarks	
Switches	Switches			ON				C		nemarks		
	SW11	Main channel setting	RS-422				RS	Valid for modes 9 to D				
	- SW12	Data length	8 bits					7	bits			
		Baud rate	300	600	1200	2400	4800	9600	19200	Unused		
CH11 ON <b>←</b>	SW13		OFF	ON	OFF	ON	OFF	ON	OFF	ON		
SW11 SW12 SW13 SW14	SW14	Transmission	OFF	OFF	ON	ON	OFF	OFF	ON	ON		
SW15	SW15	speed setting	OFF	OFF	OFF	OFF	ON	ON	ON	ON	,	
SW16 SW17 SW18	SW16	Parity check	Yes			No						
SW21 SW22 SW23	SW17	Parity setting	Even				Odd				Valid only when parity check on is selected	
SW24	SW18	Stop bit	2 bits				1 bit					
	SW21	Sum check		Ye	es		No					
	SW22	Write during run		Allo	wed		Disallowed					
	SW23	Sending area terminal resistance		Present Present			Absent					
	SW24	Receiving area terminal resistance					Absent					

### REMARKS

- (a) The main channel in the above table refers to the interface to which the computer is connected (unless in no protocol mode). The main channel setting is valid only for modes 9 to D. In other modes, the setting switch may be in ON or OFF position.
- (b) Do not set the "unused" baud rate setting (SW13, 14, and 15 ON). If these switches are set, the RUN indicator LED (LED No. 0) is turned off and operation is not possible.
- (c) Setting the main channel defines data flow as shown below: Data received by the main channel is automatically sent from the sub channel. Data received by the sub channel is automatically sent to the main channel. If data received by the main channel is process commands for the host PC CPU, the commands are processed via the main channel and host PC CPU.



Main channel RS-232C



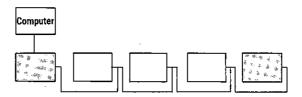
Main channel RS-422

# 4. SETTINGS AND PROCEDURES BEFORE OPERATION

## POINT

In multidrop systems, set terminal resistance "present" at end stations and "absent" for others.

Example: If the computer is connected to the AJ71C24 through the RS-232C



, with terminal resistance. (Set SW23 and 24 to ON position.)

, without terminal resistance. (Set SW23 and 24 to OFF position.)

## 4.3.3 Station number setting

The station number is set on each AJ71C24 so that the computer knows which AJ71C24 to access in a 1:n ratio computer link system.

Station Number Setting Switch	Description
X10	<ol> <li>(1) Set the station number in the range 0 to 31. (Never set a station number to more than 32.)</li> <li>(2) Set the X 10 switch to the number of tens in the station number.</li> <li>(3) Set the X 1 switch to the number of units in the station number.</li> <li>(4) The station number may be set to any value which does not duplicate another station number. It is not necessary to consider the order of connection when viewed from the computer. Station numbers do not have to be sequential and may be skipped.</li> <li>(5) If the switches are set as shown on the left, the station number is 25.</li> </ol>
X1	Computer  AJ71C24  Station Station Station No. 0 No. 1 No. 2 No. 31

## POINT

Take care not to set a station number which duplicates another station number as this leads to destruction of transmission data and precludes correct data communication.



### 4.4 Loading and Installation

## 4.4.1 Handling instructions

- (1) Protect the AJ71C24 and its terminal block impact.
- (2) Do not touch or remove the printed circuit board from the case.
- (3) Do not allow metal particles or wire offcuts to enter the AJ71C24.
- (4) Tighten the module mounting and terminal screws as specified below.

Screw	Tightening Torque kg·cm (lb·inch)
RS-422 terminal block installation screws (M4)	8 (6.93) to 14 (12.13)
Module mounting screws (optional) (M4)	8 (6.93) to 12 (10.39)

(5) To load the AJ71C24 onto the base, press the AJ71C24 against the base so that the latch is securely locked. To unload the AJ71C24, push the latch, and after the latch is disengaged from the base, pull the AJ71C24 toward you.

#### 4.4.2 Installation environment

Never install the System in the following environments:

- (1) Locations where ambient temperature is outside the range 0 to 55°C.
- (2) Locations where ambient humidity is outside the range of 10 and 90%RH.
- (3) Locations where dew condensation takes place due to sudden temperature changes.
- (4) Locations where there are corrosive gasses and combustible gasses.
- (5) Locations where there is a high level of conductive powder such as dust and iron filings, oil mist, salt, and organic solvent.
- (6) Locations exposed to the direct rays of the sun.
- (7) Locations where strong power and magnetic fields are generated.
- (8) Locations where vibration and shock are directly transmitted to the main unit.

# 4. SETTINGS AND PROCEDURES BEFORE OPERATION



## 4.5 External Wiring

## 4.5.1 Precautions when carrying out wiring

External wiring which is resistant to external noise effects is a prerequisite for reliable AJ71C24 operation to permit full use of all available functions.

Necessary precautions when carrying out external wiring of the AJ71C24 are listed below.

- (1) Keep main circuit wiring, high-voltage wiring and other load-carrying wiring outside the PC separate from AJ71C24 wiring and never bundle them together. This is to prevent noise and surge-induction effects.
  - AJ71C24 external wiring should be at least 100 mm (in.) away from other wiring.
- (2) Ground the shield of shielded wires and cables at one point only.
- (3) The RS-422 terminal has M4 screw connectors. Fasten suitable-sized crimped terminals to the ends of the cables before connecting the cables to the terminals.

## 4.5.2 Connecting the RS-232C connectors

Standard examples of connections to an RS-232C connector is shown in the diagram below.

(1) Connection to a device which can turn the CD pin ON

AJ71C	24 End	Cable Connection and	Computer End			
Signal name	Pin number	Signal Direction	Pin number	Signal name		
FG	1	<b>←</b>	1	FG		
SD (TXD)	2	ļ	2	SD (TXD)		
RD (RXD)	3		3	RD (RXD)		
RS	4	<del></del>	4	RS		
CS (CTS)	5		5	CS (CTS)		
DSR (DR)	6	• > _	6	DSR (DR)		
SG	7	•	7	SG		
CD	8		8	CD		
DTR (ER)	20		20	DTR (ER)		

- (2) Connection to a device which cannot turn the CD pin On
  - (a) When wired as in step (1) above, disable the RS-232C CD pin check.
  - (b) If the RS-232C CD pin check function is enabled, wire the connectors as shown below.

AJ71C24 End		Cable Connection and	Computer End			
Signal name	Pin number	Signal Direction	Pin number	Signal name		
FG	1		1	FG		
SD (TXD)	2		2	SD (TXD)		
RD (RXD)	3		3	RD (RXD)		
RS	4	<del></del>	4	R\$		
CS (CTS)	5	Ĭ <b>←</b> ──	5	CS (CTS)		
DSR (DR)	6	<b>.</b> .	6	DSR (DR)		
SG	7		7	SG		
CD	8		8	CD		
DTR (ER)	20		20	DTR (ER)		

## 4.5.3 Connecting the RS-422 connectors

Standard examples of connections to an RS-422 connector is shown in the diagram below.

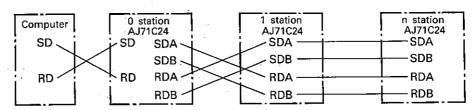
AJ71C24 End	Cable Connection and	Compu	Description	
Signal name	Signal Direction	Pin number	Signal name	Description
SDA		2	RDA	Receive data
SDB	├^ <u>-</u> — - — ^-	15	RDB	Receive data
RDA	<b>├</b> ───	3	SDA	Send data
RDB	<del>-</del> -^	16	SDB	Send data
		5	RSA	Request to send
		18	RSB	Request to send
	<u> </u>	4	CSA	Clear to send
		17	CSB	Clear to send
		21		
SG	-	7, 8, 20	SG	Signal ground
FG	<b>-</b>	1	FG	Frame ground

<sup>\*</sup>Connect pin 21 if required by the specification of the external device.

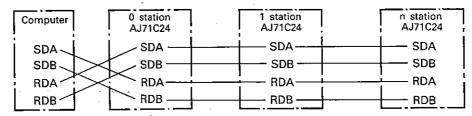
## 4.5.4 Connecting a multidrop link

Methods of connecting a computer and PC CPU's in a 1:n station ratio multidrop link are shown in the diagram below.

(1) The computer and the 0 station PC CPU are connected through the RS-232C port:



(2) The computer and the 0 station PC CPU are connected through the RS-422 port:



4

# 4. SETTINGS AND PROCEDURES BEFORE OPERATION



### 4.6 Loopback Self-Check

The loopback self-check function is used when the AJ71C24 is not connected to the computer to check that the AJ71C24 module is operating normally. This function is selected by setting the mode setting switch to "F".

### 4.6.1 Procedure to carry out the loopback self-check

The procedure to carry out the loopback self-check is listed below.

Step 1 Connect the cable Connect cables to the RS-232C and RS-422 connectors as shown below.

RS-23	2C Cable	Connections	RS-422 Cable Connections				
AJ71C	24 End		AJ71C24 End	Cable Connections			
Signal name	Pin number	Cable Connections	Signal name	Cable Connections			
FG	1		SDA				
SD	2	<del> </del>	ŞDB	_ <del></del>			
RD	3	<b>├</b>	RDA				
RS	4	<del>├──</del> ┐ ! !	RDB				
cs	5	<b>├</b>	SG				
SDR	6	<del>                                     </del>	FG				
SG	7.	] [	·				
CD	8	<del> </del> ◄───┐ ┃┃					
DTR	20	<b> </b>					

Step 2 Set the mode setting switch
Set the mode setting switch to "F" to select the loopback
self-check. (Refer to section 4.3.1 for details of how to set
this switch.)

### Step 3 Carry out the loopback self-check

- (1) Turn on the PC CPU power supply or reset the PC CPU. The check starts automatically when the AJ71C24 READY signal turns ON. The READY signal turns ON a few seconds after the power supply is turned on or the PC CPU is reset.
- (2) Check sequence

Checks are carried out in the following order:

- 1) PC CPU communication check
- 2) RS-232C communication check
- 3) RS-422 communication check.

The checks are then repeated. The checks are completed within one second. The checks are carried out automatically by the AJ71C24.

(3) Check the LED display status, as described in section 4.6.2.

Normal······checks are complete

Error······correct the error and repeat the
loopback self-check

- (4) Operation when checks are complete
  - 1) Turn the power supply off.
  - 2) Disconnect the cables.
  - 3) Change the setting of the mode setting switch.

#### POINT

In cases where two AJ71C24's are mounted in one PC CPU, do not carry out the loopback self-check simultaneously for both modules as this will result in a PC communication check error.

## 4.6.2 Self-check operation

4. SETTINGS AND PROCEDURES BEFORE OPERATION

Check Items	Check	Normal inc	licator	Error Ind LED		Information Flow	
PC communication	After writing data to special data register D9072, the AJ71C24 reads and verifies it. If the data matches, it is changed and the procedure is repeated. If data does not match, an error is indicated.	2-C/N (LED No. 16)	OFF	2-C/N	ON	RS-232C	
check		CPU R/W (LED No. 25)	Flicker	(LED No. 16)	ON	PC RS-422 CPU AJ71C24	
	Checks data sent from RS-232C connector. If normal, AJ71C24 changes data and the procedure is repeated. If not normal, an error is	2-SIO (LED No. 19)	OFF			RS-232C	
RS-232C communication check	indicated. An error is indicated if no cable is connected.	2-SD (LED No. 1)	Flicker	2-SIO (LED No. 19)	ON	RS-422	
		2-RD (LED No. 2)	·	·		AJ71C24	
	Checks data sent from RS-422 con- nector. If normal, AJ71C24 changes data and the procedure is repeated. If not normal, an error is	4-SIO (LED No. 23)	OFF				
RS-422 communication check	indicated. An error is indicated if no cable is connected.	4-SD (LED No. 10)	Flicker	4-SIO (LED No. 23)	ON	RS-232C	
		4-RD (LED No. 11)	THICKET			RS-422 AJ71C24	

\* Checks are carried out in the following order: 1) PC CPU communication check 2) RS-232C communication check 3) RS-422 communication check, and then repeated.

# 4. SETTINGS AND PROCEDURES BEFORE OPERATION



### 4.7 Loopback Test

The loopback test checks correctness of data communication between the computer and the AJ71C24 using the dedicated protocols 1 to 4.

The procedure to carry out the loopback test is listed below.

- (1) Connect the computer and AJ71C24
  Connect the cable between the computer and AJ71C24 as described in section 4.5.2.
- (2) Execute the loopback test command
  - 1) Create a loopback test command and data at the computer and transmit this to the AJ71C24. (Refer to section 6.14 for details of the commands.)
  - 2) The AJ71C24 echoes the unchanged data back to the computer.
- (3) Computer coincidence check
  Check at the computer if data sent from the computer to the
  AJ71C24 coincides with the data echoed back from the
  AJ71C24 to the computer.
  Coincident data indicates that the communication between the
  computer and AJ71C24 is normal.
  If the data sent from the computer to the AJ71C24 and the data
  echoed back from the AJ71C24 to the computer do not
  coincide, it is likely that the transmission specification settings
  do not match or the CD pin is repeatedly turning ON/OFF.
  Use the troubleshooting charts in Sections 8.2.5 and 8.2.6 to
  determine and correct the problem and then repeat the
  loopback test.
- (4) If no data communication is possible It is likely that the hardware settings or cable connections have not been carried out correctly. Use the troubleshooting charts in Sections 8.2.2, 8.2.3 and 8.2.4 to determine and correct the problem and then repeat the loopback test.

### 4.8 Inspection and Maintenance

The AJ71C24 module itself requires no particular inspection procedures. However, carry out the inspections listed in the PC CPU User's Manual to ensure optimum system performance.



#### 5. SETTING TRANSMISSION CONTROL DATA

The buffer memory has a special-application area used to set the transmission control data, as shown in section 3.5. Each transmission data item has a default value. However, depending on the purpose and application of data transmission and the specification of the external devices, using the default values can lead to increased complexity of the data communication programs and may even preclude data communication. This chapter describes the settings of all items in the buffer memory special-application area, the method for specifying changes and examples.

#### REMARKS

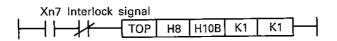
The contents of this chapter are only required when changing the preset default values. This chapter is not required when carrying out data communication using the default values.

## 5.1 Precautions when Creating a Program

The following precautions are important when using a sequence program to write data to the buffer memory special-application area.

- (1) Data can only be written to the special-application area using the sequence program TO instruction. The AJ71C24 will not operate correctly if data is written from the computer. Never write data to the buffer memory special-application area from the computer.
- (2) The buffer memory has no battery back-up When the power supply is turned off and back on or the PC CPU reset, previously written data is lost and all values return to the default values.
  - Therefore it is necessary to write data settings and changes after turning on the power supply or resetting the PC CPU.
- (3) If the buffer memory area allocation is changed when using both the protocols 1 to 4 and the no-protocol mode, the user area buffer memory addresses also change. If data is erroneously written to the no-protocol mode communication data buffer memory areas with the buffer memory read or write commands (CR, CW) or by the on-demand function, the no-protocol mode communication data will be changed and normal data communication impossible.
- (4) When word or byte units are specified for data communication in the no-protocol mode, the on-demand data units become the same as those in the no-protocol mode.
- (5) The buffer memory addresses 10E<sub>H</sub> and 11F<sub>H</sub> are reserved for system use and must not be used by the user. Never write data to the system area as this precludes normal operation of the AJ71C24.
- (6) When setting an item or changing a setting, first turn the power supply off and back on or reset the PC CPU. Carry out the settings on the rising edge of the AJ71C24 READY signal (Xn7) only, as shown in the example below. The AJ71C24 will not operate correctly if the changes are made during data communication between the external device and AJ71C24.

Example: To disable the RS-232C CD pin check function



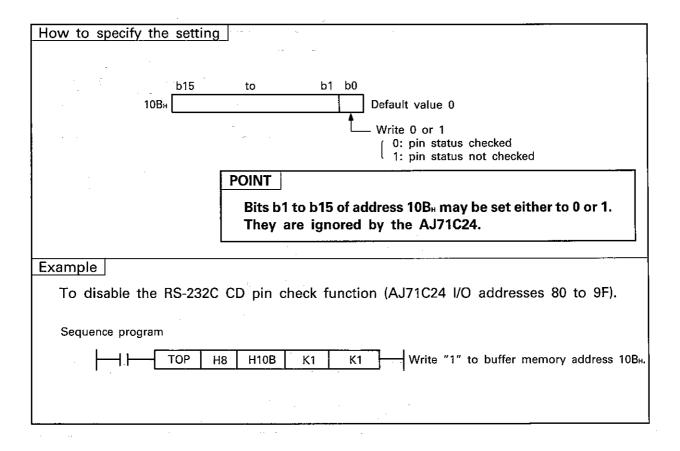


#### 5.2 RS-232C CD Pin Check Enable/Disable Function

The setting of this RS-232C CD pin check function to enable or disable determines whether or not the AJ71C24 checks the ON/OFF status of the CD pin (receive carrier detection pin).

Disabling the RS-232C CD pin (receive carrier detection pin) check function.

If a "1" is written to buffer memory address 10Bs, the AJ71C24 does not check the ON/OFF status of the CD pin, and operates as if the CD pin were ON.



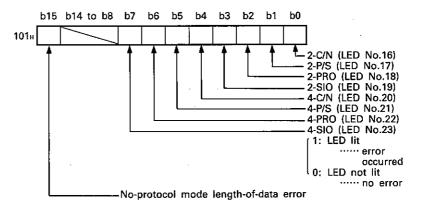


#### 5.3 Transmission Error Data Read Function

This section explains the contents of the buffer memory area storing the ON/OFF statuses of the error LED's and how to turn off LED's which are lit.

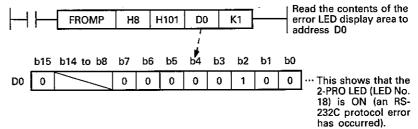
### 5.3.1 Reading the error LED display status

(1) Error LED display area
The ON/OFF statuses of the error LED's are stored in address
101<sub>H</sub> of the buffer memory as shown below.



(2) Program example to read the error LED display area
This shows an example of a program using the sequence
program FROM instruction to read the error LED display
ON/OFF statuses stored in buffer memory address 101<sub>H</sub>.

Program example to read the error LED display area (AJ71C24 I/O addresses 80 to 9F)



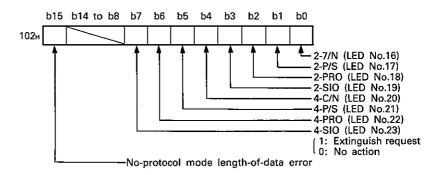


## 5.3.2 Turning off error LED's

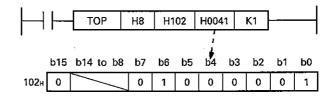
When an LED turns on, it remains lit even if the cause of the error is eliminated.

It is necessary to write "1" to the appropriate bit of address  $102_{\text{H}}$  of the buffer memory using the PC CPU TO instruction to turn off the LED which is lit.

(1) Error LED extinguish request area



(2) Program example to turn off error LED's This shows a sequence program example to turn off LED 2-C/N (LED No.16) and LED 4-PRO (LED No.22)



## POINT

- (1) The LED extinguish request is only valid when it is written.
- (2) The relevant data in the error LED display area at address 101<sub>H</sub> is cleared when the LED extinguish request is made. Data at address 102<sub>H</sub> remains as it was written.
- (3) If the cause of the error has not been corrected when the LED extinguish request is made, the LED will light once more.

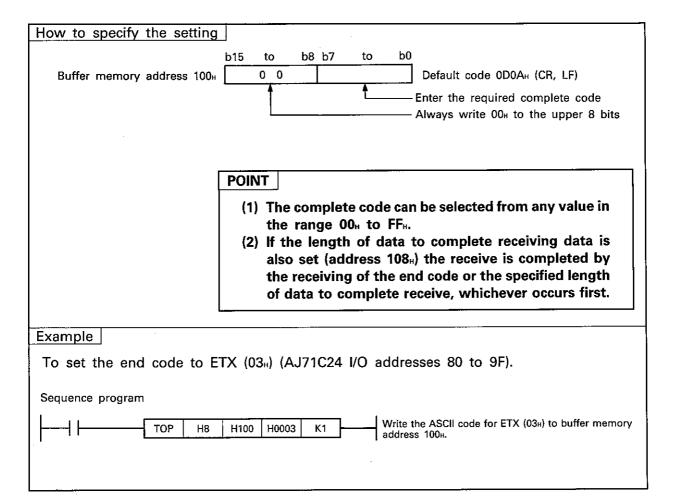


## 5.4 Settings in the No-Protocol Mode

This chapter describes the method for specifying setting items and examples in the no-protocol mode.

### 5.4.1 Setting the no-protocol mode receive-complete code

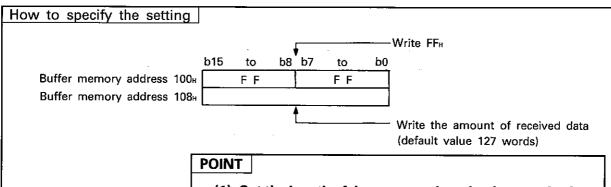
This shows the method of specifying receive-complete code settings and changes and a sequence program example.





## 5.4.2 Specifying amount of data to complete data receive (fixed length)

This section shows how to specify the way of completing the data receive and set the amount of data received. A sequence program example is also given.

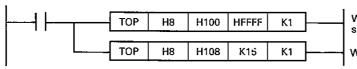


- (1) Set the length of data to complete the data receive in the following ranges:
  - Length of data received  $\leq$  no-protocol mode buffer memory length -1 (when word units are set) Length of data received  $\leq$  (no-protocol mode buffer memory length -1)  $\times$  2 (when byte units are set) If a the length of data received setting is larger than the no-protocol mode buffer memory length, then it is automatically set equal to the no-protocol mode buffer memory length.
- (2) The selection of word or byte units is described in Section 5.4.3.

## Example

To set the fixed length at which data receive is complete to 15 words (AJ71C24 I/O addresses 80 to 9F).

### Sequence program



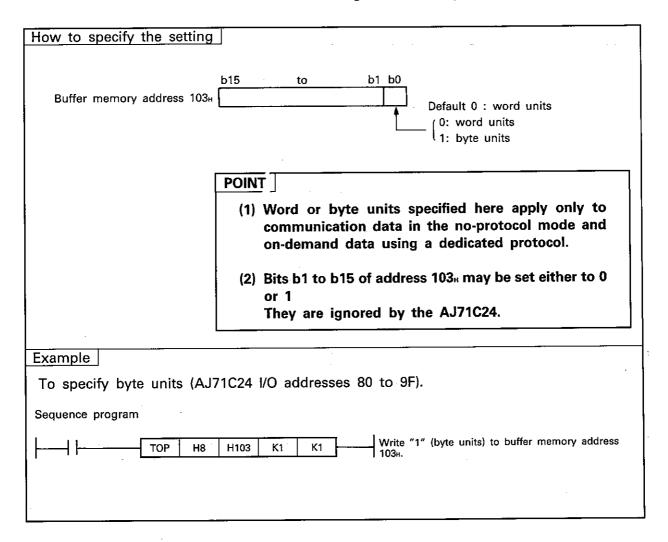
Write HFFFF to buffer memory address 100n to specify the fixed length.

Write "15" to buffer memory address 108<sub>H</sub>.



## 5.4.3 Specifying word or byte units in no-protocol mode

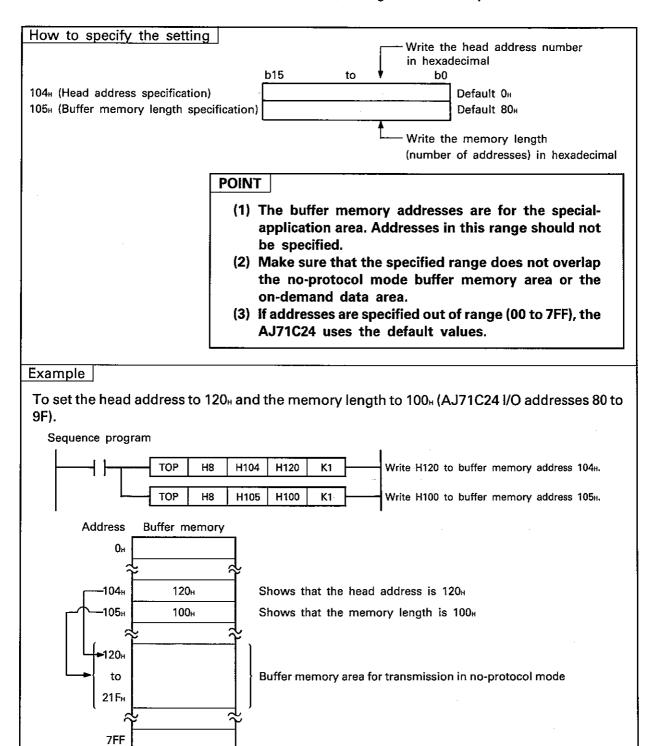
This section shows how to specify word or byte units for data communication and gives an example.





## 5.4.4 Setting buffer memory area for transmission in no-protocol mode

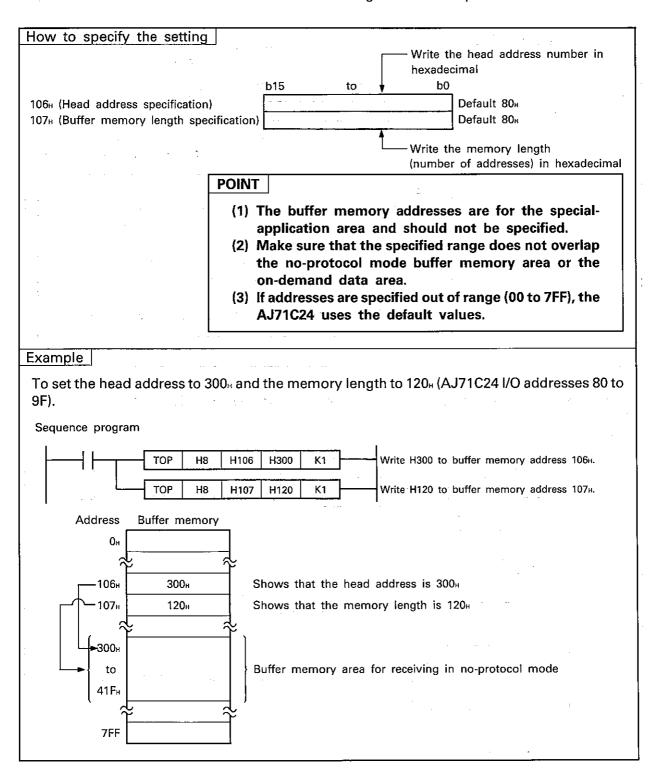
This section shows how to specify the setting of the AJ71C24 buffer memory area to store data transmitted from the PC CPU to an external device, and gives an example.





## 5.4.5 Setting buffer memory area for receiving in no-protocol mode

This section shows how to specify the setting of the AJ71C24 buffer memory area to store data transmitted to an external device from the PC CPU and gives an example.





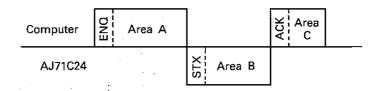
### 6. COMPUTER COMMUNICATION USING THE DEDICATED PROTOCOLS

The details and method of specifying the control protocols 1 to 4 are explained in this chapter and example are given.

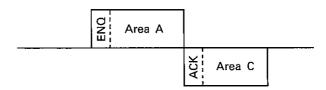
#### 6.1 Basics of Control Protocol

This section explains the transmission control protocol basics.

- (1) Understanding the control protocols
  - (a) Computer reading data from the AJ71C24



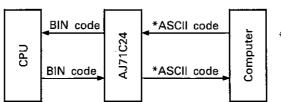
- 1) Areas A and C indicate transmission from the external device to the AJ71C24.
- 2) Area B indicates transmission from the AJ71C24 to the external device.
- Computer programs are created such that all data is transmitted from left to right.
   (Example: In area A, data is transmitted to the right after the ENQ signal.)
- 4) Area C of the program completes data communication (if communication is being carried out or not) and permits the next data communication to be carried out.
- (b) Computer writing data to the AJ71C24



- 1) Areas A indicate transmission from the external device to the AJ71C24.
- 2) Area B indicates transmission from the AJ71C24 to the external device.
- Computer programs are created such that all data is transmitted from left to right.
   (Example: In area A, data is transmitted to the right after the ENQ signal.)

(2) Data codes for data communication

This section explains the data codes for data communication using the protocols.



- \*The hexadecimal control codes shown in 6.3.5 are communicated unchanged.
- (a) Computer reading data from the PC CPU

  The data read from the PC CPU is converted to ASCII code
  by the AJ71C24 and transmitted to the computer.
- (b) Writing data from the computer to the PC CPU Data input from the computer as ASCII code is converted to BIN code (binary) by the AJ71C24 and transmitted to the PC CPU.



## 6.2 Precautions Regarding Computer Communications

The following precautions are important to ensure normal computer communications.

- (1) Make sure that the transmission specifications of the AJ71C24 in each station of a 1:n ratio computer link system are set the same. A normal link cannot be established if these settings are not correct.
- (2) Make sure that no AJ71C24 station numbers in a 1:n ratio computer link system are duplicated. A normal link cannot be established and data may be destroyed if station numbers are overlapping.
- (3) The settings of switches (for station number setting, mode setting and transmission specifications) on the AJ71C24 are read and processed when the power is turned on. As a result, changes in the switch settings made after the power is turned on are ignored.

If it is necessary to change the switch settings, move the switches and then reset the PC CPU.

- (4) The conditions under which the AJ71C24 transfer sequence is initialized are as follows:
  - when the power supply is turned on or the CPU reset with the reset switch on the CPU
  - when the control code EOT or CL is received using a protocol
  - when the CD pin is turned OFF (the ON/OFF status of the CD pin is ignored if the CD pin check function is disabled)
  - · when data communication has completed normally
  - · when a NAK control code is sent.
- (5) If nothing is sent from an RS-422 port in a 1:n ratio computer link system, in some cases a framing error occurs and 00<sub>H</sub> data (NULL code) is transmitted. These NULL codes should be ignored by the computer.

  The computer should also be made to ignore all data sent from the AJ71C24 prior to an STX, ACK or NAK code.
- (6) PC CPU scan time

When the AJ71C24 requests an access to the PC CPU, if the PC CPU is running, the access is processed once only after the END instruction.

Therefore the scan time is increased by this processing time. Refer to Appendix 5 for details of the intervening times and process times required for AJ71C24 and PC CPU communication.

Even if there is no link, the scan time increases by 0.2 ms if AJ71C24 is mounted.



- (7) The PC CPU can carry out only one process for each END instruction. If other accesses are made simultaneously from other AJ71C24's to the same PC CPU, one module must wait until the other processing ends so that the required scan time increases.
- (8) The AJ71C24 enters the STANDBY mode (refer to section 3.4 I/O List for Programmable Controller CPU) if a data link error occurs during data communication with a PC CPU (with a station number not equal to FF<sub>H</sub>) on MELSECNET. The computer carries out a time check and sends a CLEAR instruction (EOT or CL-refer to section 6.3.5 (1)) to initialize the transmission sequence if an error is detected.

#### 6.3 Transmission Control Protocol

There are 4 formats of control protocol. These formats are selected by the mode setting switch (Rotary switch). The differences between formats can be summarized basis on format 1 as follows:

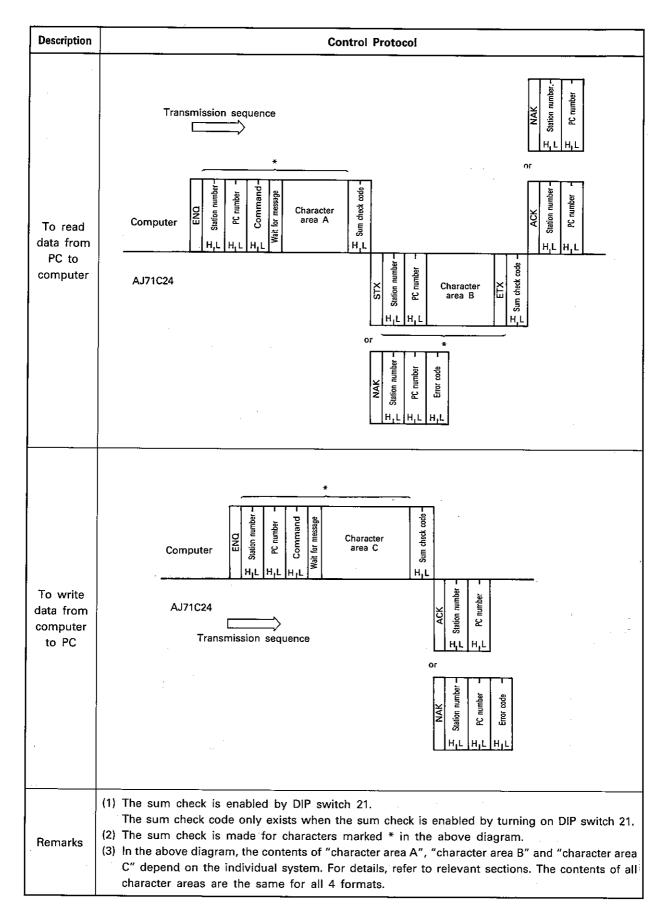
Format 2: Format 1 with block number added. Format 3: Format 1 with STX and ETX added. Format 4: Format 1 with CR and LF added.

Details of the four control protocols and the meanings of individual items are explained below.

b

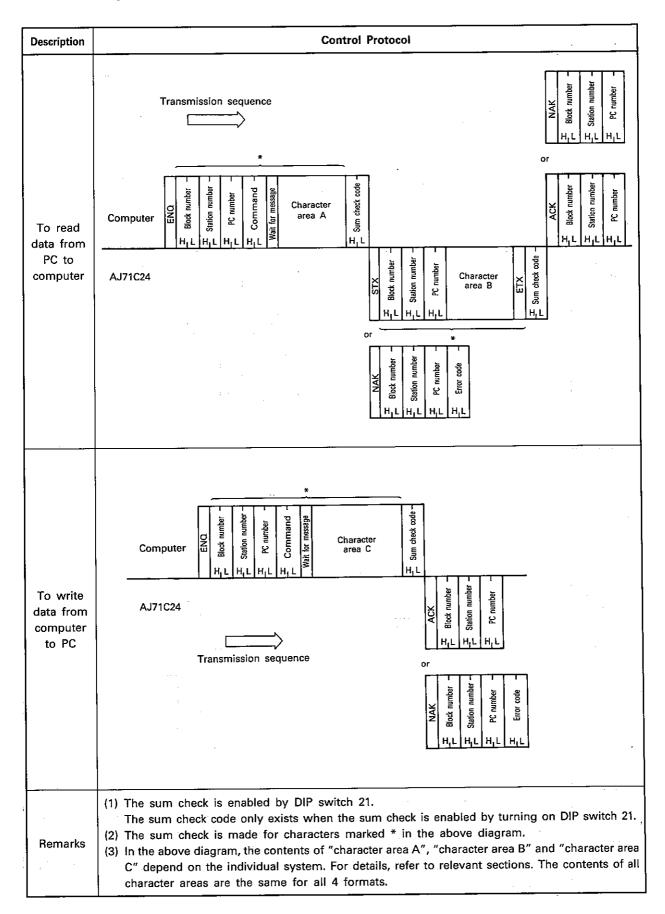


## 6.3.1 Control protocol format 1



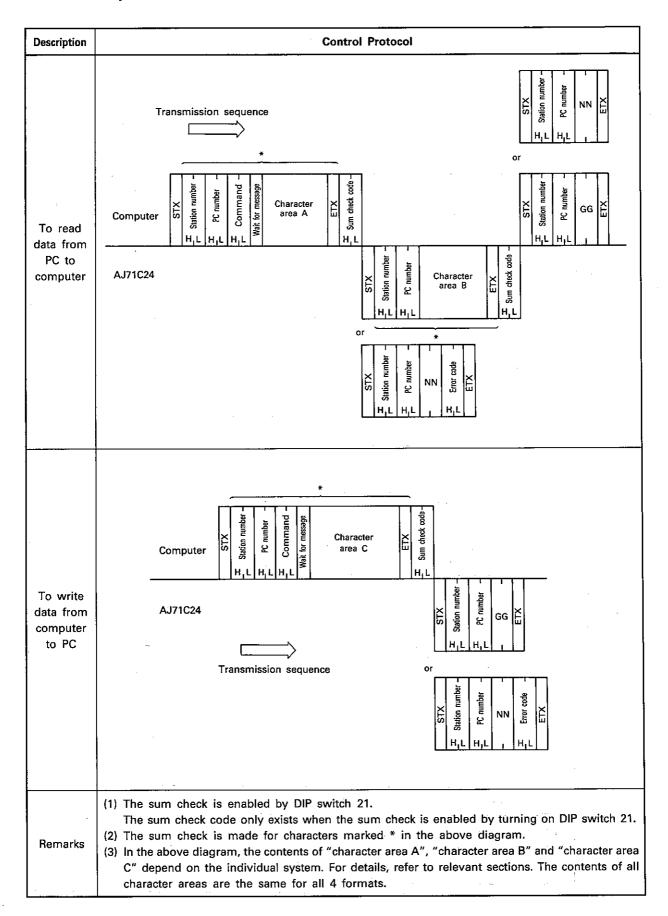


# 6.3.2 Control protocol format 2



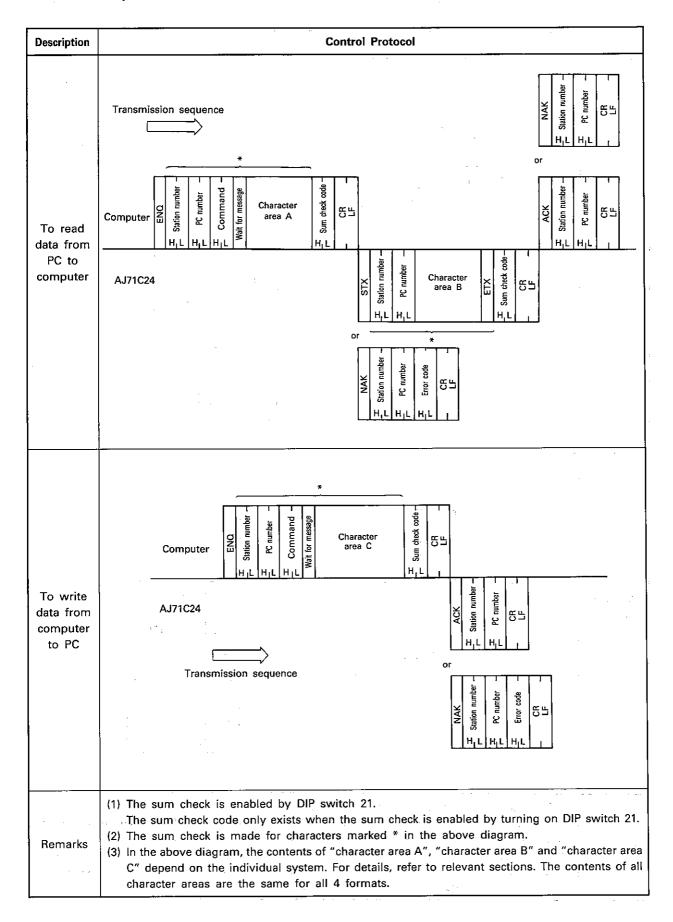


## 6.3.3 Control protocol format 3





### 6.3.4 Control protocol format 4





#### 6.3.5 Protocol data codes

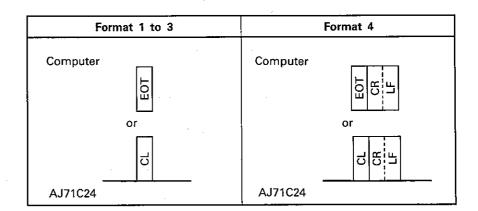
Details of the meanings of individual items of the four control protocols are explained below.

#### (1) Control codes

All control codes are sent and received in hexadecimal, they are shown in the following table.

Signal	Code (Hexade- cimal)	Description	Signal	Code (Hexade- cimal)	Description
NUL	00н	Null	LF	0Ан	Line Feed
STX	02н	Start of Text	CL	0Сн	Clear
ETX	03н	End of Text	CR	0D∺	Carriage Return
EOT	04н	End of Transmission	NAK	15н	Negative Acknowledge
ENQ	05н	Enquiry	G	47н	Good
ACK	06н	Acknowledge	N	4Ен	No Good

- (a) The NULL code (00<sub>H</sub>) is ignored in all messages. If a NULL code is included in a message, it is processed as if it did not exist.
- (b) In format 3, control code "GG" is equivalent to ACK and "NN" is equivalent to NAK.
- (c) On receiving an EOT or CL code, the AJ71C24 initializes transmission but does not answer. The initializing code depends on the format as indicated below. At this time there is no answer from the AJ71C24.



#### (2) Block number

The block number is an optional number assigned as a data reference number for the computer. Block numbers are used to arrange data, etc. Block numbers may be from 00<sub>H</sub> to FF<sub>H</sub> (in 2-digit ASCII (hexadecimal)).



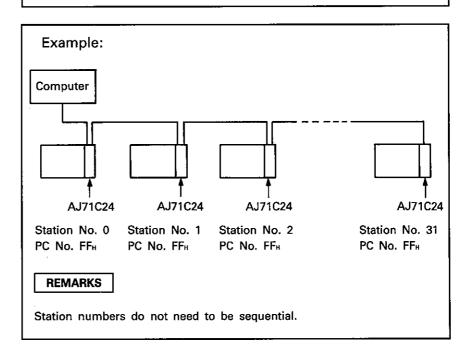
## (3) Station number

The station number is set by the station number setting switch on the front of the AJ71C24 and used to identify to which AJ71C24 in a station access will be made.

Station numbers must be in the range  $00_{H}$  to  $1F_{H}$  (0 to 31) (in 2-digit ASCII (hexadecimal)

### POINT

- (1) The local station setting switch is set to a decimal values but the station number is specified in hexadecimal. Example
  - Switch setting "10" corresponds to a station number of "0 $A_{\text{H}}$ " specified in the protocol.
- (2) For the global operation, specify station number "FF<sub>H</sub>". If 0 to 31 (00<sub>H</sub> to 1F<sub>H</sub>) is specified, "Xn2" turns on at that station number only. For details, refer to Section 6.12.



## (4) PC number

The PC number is used to determine which PC CPU on MELSECNET to access.

The PC number may be from  $00_{H}$  to  $40_{H}$  (00 to 64) in 2-digit ASCII (hexadecimal).

- (a) Accessing PC CPU's equipped with AJ71C24 Set all the PC numbers to FF<sub>H</sub> (host).
- (b) Accessing PC CPU's on MELSECNET equipped with AJ71C24

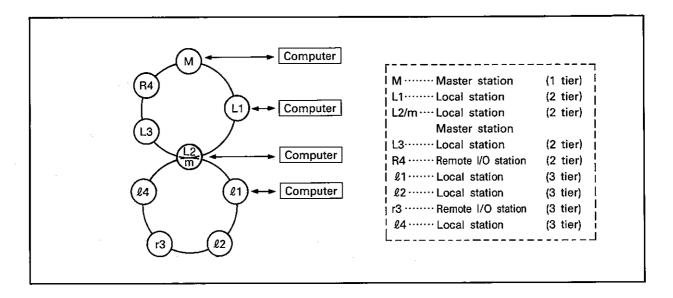
MELSECNET master station ..... Set the PC number

MELSECNET local and remote stations ...... Set each link slave station number (1 to 64) in hexadecimal

(01<sub>H</sub> to 40<sub>H</sub>)



(c) The range of PC CPU's which can be accessed by setting the PC numbers is described below.



DO 00111 1 1 11 11 11 11 11 11 11 11 11 11	PC's to which a link is possible (PC number)									
PC CPU loaded with AJ71C24 connected to computer	Host (FF)	M (0)	L1 (1)	L2/m (2/0)	L3 (3)	R4 (4)	£1 (1)	l2 (2)	r3 (3)	24 (4)
М	0		0	0	0	•1)	X	X	X	×
L1	0	0		X	X	X	X	X	X	×
L2/m	0	0	X	_	X	X	0	0	•1	0
£1	0	X	X	0	X	X	_	X	X	X

- Access to all devices possible by setting appropriate PC numbers
- \*) ····· Access to special-function module buffer memory possible by setting appropriate PC numbers

## POINT

Communication is not possible with A0J2CPUP23/R25 or A0J2CPUP25/R25 modules.



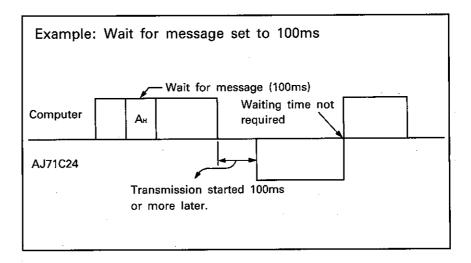
#### (5) Command

Used to specify the operation required, e.g. read, write, etc. Commands must be in 2 digit ASCII.

### (6) Wait for message

This is a time delay required for some computers to switch from transmission to reception states. Wait for message determines the minimum waiting time before the AJ71C24 sends data after receiving it from the computer. Set this time in accordance with the computer specifications.

The wait for message time may be set between 0 and 150ms in units of 10ms. The time is set from  $0_H$  to  $F_H$  (0 to 15) in 1-digit hexadecimal, where 1 corresponds to 10ms etc.



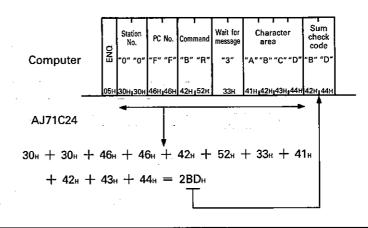


### (7) Sum check code

The sum check code is 2 digit ASCII representing the lower 1 byte (8 bits) of the sum derived from the BIN code representing the checked data.

With DIP switch SW21 OFF, the sum check code is not added.

Example: A, B, C, and D are transferred in format 1, setting station number 0, PC number FF, command BR (batch read of device memory), and wait for message to 30ms, the sum check code value is as shown below.



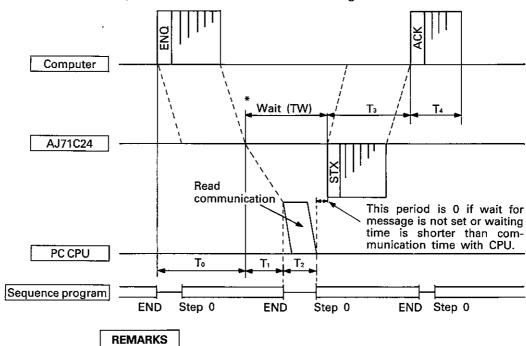
#### (8) Error code

- Indicates the error following a NAK transmission.
- Error codes are transmitted as 2 digit ASCII (hexadecimal) in the range 00<sub>H</sub> to FF<sub>H</sub>.
- If two or more errors occur simultaneously, the lower one is transmitted.
- For details of error codes, refer to Section 8.1.



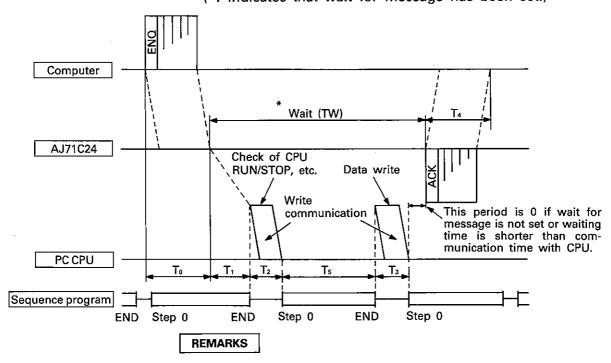
## 6.4 Transmission Sequence Timing Chart and Communication Times

(1) To read data from PC CPU to computer (\*: Indicates that wait for message has been set.)



For file register and parameter, an extra 1 scan plus T2 is required.

(2) To write data from computer to PC CPU (\*: Indicates that wait for message has been set.)



As shown above, communication between AJ71C24 and PC CPU is always made after END. Therefore, scan time increases by communication time. For communication time, refer to Appendix 5.

For the number of points processed per communication after END, refer to Section 3.3.1.



### (3) Transmission time

This section describes how to calculate approximate communication time from the start of data transmission from the computer to the completion of all communications after a reply is sent from the AJ71C24.

For  $T_0$  to  $T_4$ , refer to (1) and (2) on the preceding page.

### (a) To read data from PC CPU to computer

Communication time =  $T_0$  + (longer time of  $T_1$  +  $T_2$  or TW) +  $T_3$  +  $T_4$ 

where, 
$$T_0$$
,  $T_3$ ,  $T_4$  =  $\frac{1}{\text{baud rate}} \times \text{number of bits per character}$   $\frac{(1 + \frac{7/8}{12} + \frac{0}{12}) \times \text{character length}}{(1 + \frac{7/8}{12} + \frac{1}{12}) \times \text{character length}}$ 

Start bit

Data length Parity bit Stop bit

(7 or 8) (0 or 1) (1 or 2)

T<sub>1</sub> = maximum 1 scan time (since data entry to PC CPU is made after END processing. If the PC is not running, T<sub>1</sub> is 0.)

T<sub>2</sub> = value in Appendix 5

TW = wait for message set time.

#### (b) To write data from computer to PC CPU

Communication time = T0 + (longer time of  $T_1 + T_2 + T_3 + T_5$  or TW) +  $T_4$ 

where, 
$$T_0$$
,  $T_4$  =  $\frac{1}{\text{baud rate}} \times \text{number of bits of 1 character}$   
 $(1 + \frac{7/8}{1} + \frac{0/1}{1} + \frac{1/2}{1}) \times \text{character length}$   
Start bit

Data length Parity bit Stop bit
 $(7 \text{ or } 8)$   $(0 \text{ or } 1)$   $(1 \text{ or } 2)$ 

T<sub>1</sub> = maximum 1 scan time (since data entry to PC CPU is made after END processing. If the PC is not running, T<sub>1</sub> is 0.)

 $T_2$ ,  $T_3$  = values in Appendix 5

(For functions processed in 1 scan, T₃ is 0.)

TW = setting time when wait for message has been

set.

 $T_5 = 1 \text{ scan time}$ 

(For functions processed in 1 scan, T₅ is 0.)



- (4) Transmission time through MELSECNET
  - (a) The transmission time (T<sub>1</sub>) for data transmission by specifying the PC number to a PC CPU on MELSECNET not equipped with AJ71C24 is calculated as follows:

#### Local station

Transmission time  $(T_1) = (LRDP instruction processing time + scan time for station 1 loaded with AJ71C24) <math>\times$  2

• Remote station

Transmission time (T<sub>i</sub>) = (RFRP instruction processing time + MELSECNET master station scan time)  $\times$  2

Substitute "3" for the factor "2" in the equations above (underlined \( \square \square \)) for the first data communication after the power supply is turned on or for the relevant station after the PC CPU has been reset.

If there are no more than 10 stations in communication, use a factor of "1" for the second, and subsequent, communications.

• Causes of delayed transmission time (T<sub>1</sub>) Instructions requiring 2 scans for transmission (writing to device "R", etc.) need double the time derived from the equations above.

When other stations in the link are being monitored by A6GPP, the transmission time doubles for each station to be monitored.

\* Refer to the Data Link User's Manual for details of the data link.

#### Example

The transmission time for a MELSECNET master station equipped with AJ71C24 to read a local station device memory:

(Conditions: L<LS<M, M : 80msec  $\alpha$ 1 : 10msec)

Transmission time  $(T_1) = (M \times 4 + \alpha 1 \times 4 + M) \times 2$ 

 $= (80 \times 4 + 10 \times 4 + 80) \times 2 = 880$ 

The transmission time is 880 ms. Where:

M : MELSECNET master station scan time

α1 : MELSECNET master station link refresh time

LS: Link scan time

L : MELSECNET local station scan time

### POINT

Under some conditions, data transmission to a PC CPU on MELSECNET not equipped with AJ71C24 can cause a considerable time delay.

This time delay can be reduced by carrying out all communication from computer to PC CPU's to stations equipped with AJ71C24 (PC station number FF<sub>H</sub>) and all other data communication using the MELSECNET data link (B, W).



## 6.5 Principle of Character Area Data Transmission

The principle of the transmission data handled as character areas when using commands to carry out data communication between the computer and PC CPU is explained in this section. The data shown in the examples is contained in character area B in the case of read and monitor and in character area C in the case of write, test, and monitor data register.

## (1) Bit device memory read and write

The bit device memory can be handled in bit units (one device point) or word units (16 device points).

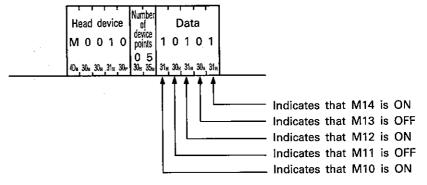
The principles of these types of data are described below.

## (a) Bit units (one point)

When the bit device memory is handled as bit units, the specified number of device points from the specified head device in sequence from the left are represented as 1 (31<sub>H</sub>) if the device is on, or 0 (30<sub>H</sub>) if the device is off.

### Example

Indication of ON/OFF status of five points from M10

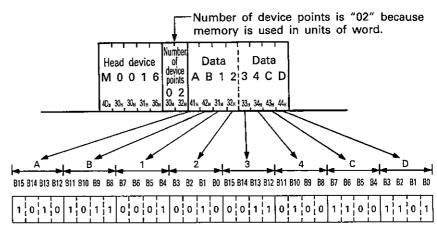


#### (b) Word units (16 points).

When the bit device memory is handled as word units, each word is expressed sequentially in hexadecimal values in 4-bit units from the upper bit.

#### Example

Indication of ON/OFF status of 32 points from M16



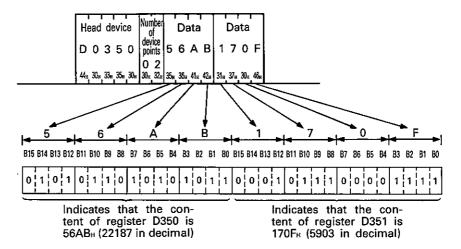
0: represents ON 1: represents OFF



(2) Word device memory read and write

In the word device memory, each word is expressed sequentially in hexadecimal values in 4-bit units from the upper bit. Example

Indication of the contents of the D350 and D351 registers



#### **REMARKS**

Extension file memory read and write, buffer memory read and write and on-demand data when word units are specified are handled according to the same principle as the word device memory.



## 6.6 Device Memory Link

## 6.6.1 Command and device ranges

(1) Commands used for device memory transactions are shown

	Command				Stat	e of PC	CPU	
ltem		Cor	nmand	Processing	Number of Points Processed Per	D	During	RUN
item		Symbol	ASCII code	riocessing	Communication	During STOP	SW22 ON	SW22 OFF
	Bit unit	BŘ	42н, 52н	Reads bit device (such as X, Y, M) in units of 1 point.	256 points*			
Batch read	Word	WR	57н, 52н	Reads bit device (such as X, Y, M) in units of 16 points.	32 words (512 points)	0	0	0
	unit	VVII	57H, 52H	Reads word device (such as D, R, T, C) in units of 1 point.	64 points			
	Bit unit	BW	42н, 57н	Writes bit device (such as X, Y, M) in units of 1 point.	160 points			
Batch write	Word	ww	57н, 57н	Writes bit device (such as X, Y, M) in units of 16 points.	10 words (160 points)	0	0	×
	unit	*****	57к, 57к	Writes word device (such as D, R, T, C) in units of 1 point.	64 points			
	Bit unit	вт	42н, 54н	Specifies bit device (such as X, Y, M) and device number in units of 1 point at random and sets/resets the device.	20 points			
Test (Random write)	Word	ord		Specifies bit device (such as X, Y, M) and device number in units of 16 points at random and sets/resets the device.	10 words (160 points)	0	0	×
	unit	WT	57н, 54н	Specifies word device (such as D, R, T, C) and device number in units of 1 point at random and writes the device	10 points		0	
	Bit unit	вм	42н, 4Dн	Sets bit device (such as X, Y, M) to be monitored in units of 1 point.	40 points*			
Monitor data entry	Word	\A/N4	57. AD.	Sets bit device (such as X, Y, M) to be monitored in units of 16 points.	20 words* (320 points)	0	0	0
	unit	WM	57н, 4Dн	Sets word device (such as D, R, T, C) to be monitored in units of 1 point.				
Monitor	Bit unit	МВ	4Dн, 42н	Reads data from device for which monitor data entry has			0	
IVIOIIIIOI	Word unit	MN	4D <sub>H</sub> , 4E <sub>H</sub>	been made.				

Key: O Available × Unavailable

Values marked \* in the Number of Points Processed Per Communication column must be halved if the specified device is  $\times$ (input).



### (2) Devices

The devices that can be accessed form device memory and device number ranges are listed in the table. Each device is comprised of 5 characters:

	Bit Device			Word Device	
Device	Device number range (character)	Decimal/hexadecimal representation	Device	Device number range (character)	Decimal/hexadecimal representation
Input X	X0000 to X07FF	Hexadecimal	Timer (present value) T	TN000 to TN255	Decimal
Output Y	Y0000 to Y07FF	Hexadecimal	Counter (Present value) C	CN000 to CN255	Decimal
Internal relay M	M0000 to M2047	Decimal	Data register D	D0000 to D1023	Decimal
Latch relay L	L0000 to L2047	Decimal	Link register W	W0000 to W03FF	Hexadecimal
Step relay S	S0000 to S2047	Decimal	File register R	R0000 to R8191	Decimal
Link relay B	B0000 to B03FF	Hexadecimal	Special register D	D9000 to D9255	Decimal
Annunciator F	F0000 to F0255				
Special relay M	M9000 to M9255	· .			
Timer (contact) T	TS000 to TS255	1			
Timer (coil) T	TC000 to TC255	Decimal			
Counter (contact) C	CS000 to CS255				
Counter (coil) C	CC000 to CC255	1			

### POINT

(1) Bit devices and word devices are differentiated as follows:

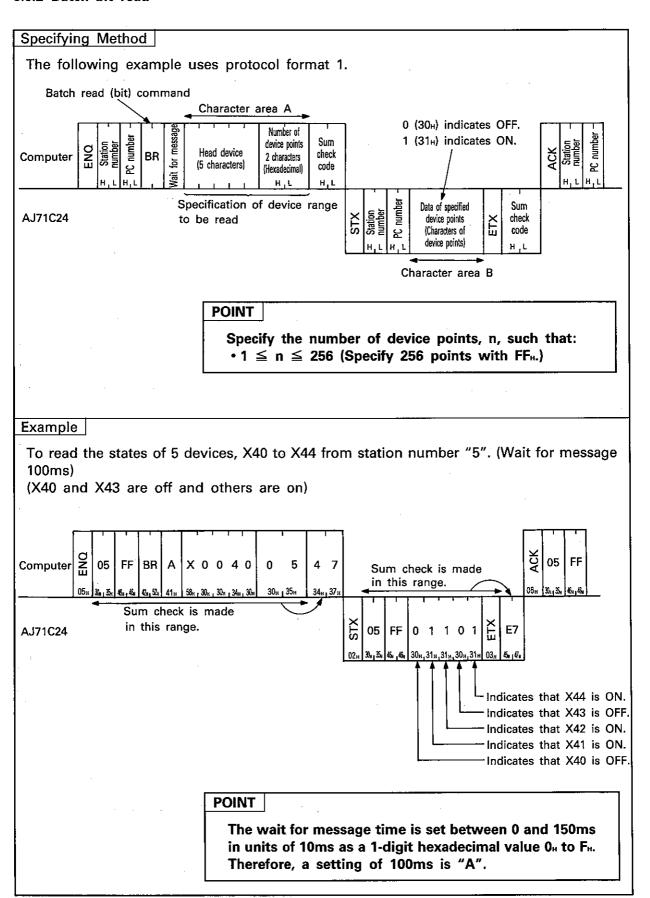
Bit device — X, Y, M, L, B, F, T (contact), T (coil), C (contact), C (coil)

Word device — T (present value), C (present value), D, W. R

- (2) When specifying word units, always make sure that the bit device numbers are divisible by 16.
- (3) Zeros ("0") in the upper digits of the device number (e.g., X0070 the zeros underlined ∞) may be replaced by the blank code (20₁).
- (4) The ranges for specifying M, L and S are limited. However, the processing does not change if a device number originally allocated to M is specified by L or S, or vice versa.
- (5) The special relays (M9000 to M9255) and special registers (D9000 to D92550) are divided for read-only, write-only and system use.
  - A PC CPU error may occur if a write operation is carried out outside the permitted write range. Refer to the ACPU programming manual for details of the special relays and special registers.
- (6) Carry out reading and writing to the file register (R) with the commands described in section 6.7 when using the software utility package SW0GHP-UTLPC-FN1.



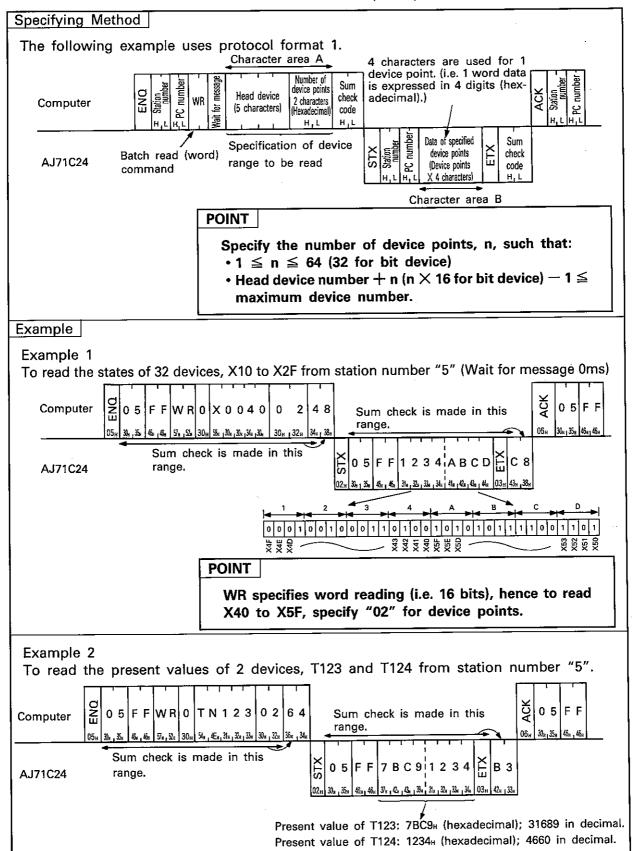
### 6.6.2 Batch bit read





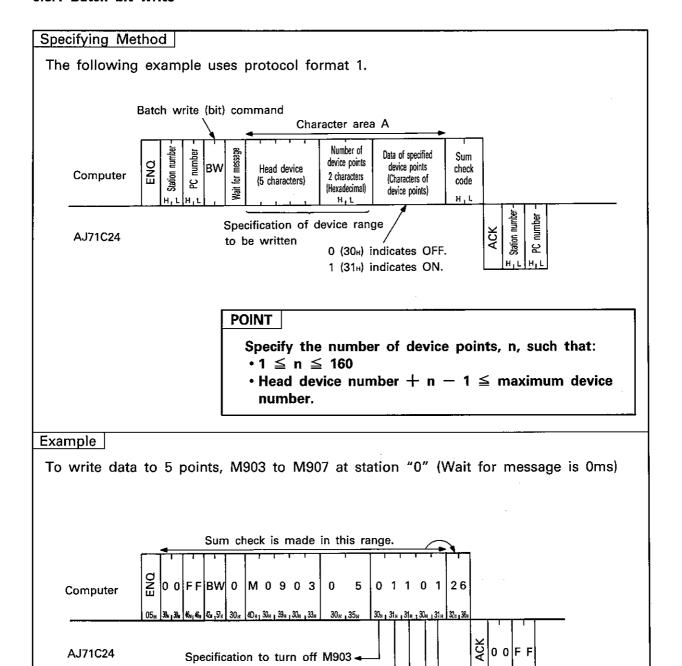
### 6.6.3 Batch word read

The method for specifying the control protocol and examples are shown below for a batch read of word device memory and a batch read of bit device memory (16 point units).





### 6.6.4 Batch bit write

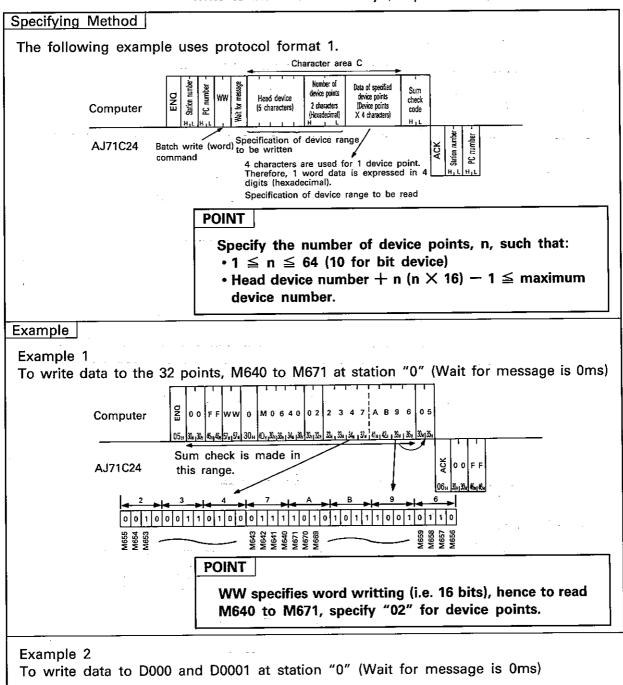


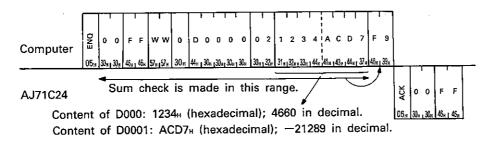
Specification to turn on M904 ← Specification to turn on M905 ← Specification to turn off M906 ← Specification to turn on M907 ←



#### 6.6.5 Batch word write

The method for specifying the control protocol and examples are shown below for a batch write to word device memory and a batch write to bit device memory (16 point units).





# 6.6.6 Test - bit write

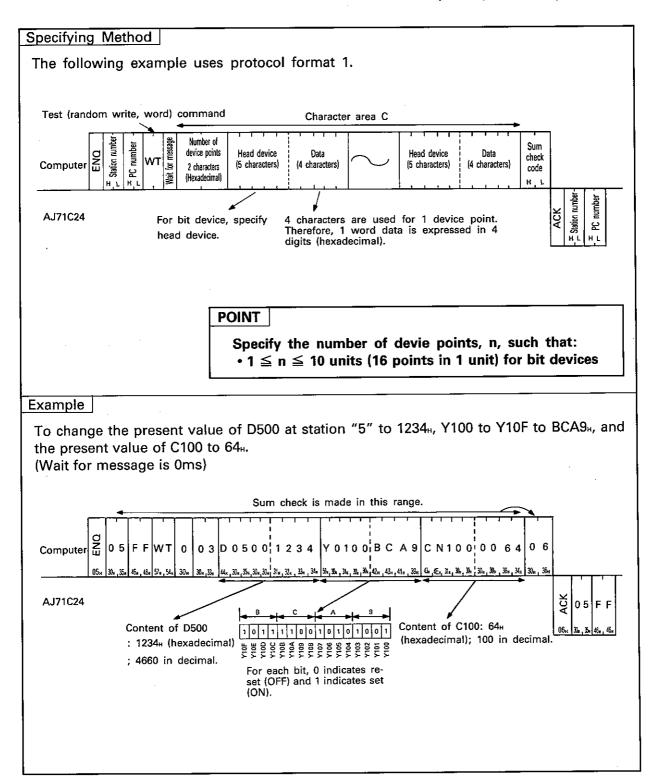
Concesto	B.4 I	. al						
Specifyi	ng Metho	a						
The fol	lowing e	xampl	e uses	protocol fo	ormat 1.	-		
Teet	(random w	rite bit	t) comme	ınd				
1631	Handon V	\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\			Character	area C		
	ğ ş		Number of	<del>                                     </del>	11111	$\overline{}$	11111	Sum.
Computer	ENO	Wait for message	device points 2 characters (Hexadecimal) H , L	Head device (5 characters)	Head de (5 charac		Head device (5 characters)	Sum check code H L
AJ71C24								ACK Station number PC number
				1 chara		voot (OFF)		Station PC nu
ļ·					indicates re indicates se			H,L,H,L,
				. (01.17		. ,,,		
	÷		PC	TNIC				
					: ie numbei	r of device	e points, n,	such that:
[				•1 ≤ n :		. J. GEVIC	- pomico, ii,	Javii tildt.
<b>:</b>				** :	<del></del>			
Example	<u> </u>		*11.	<u> </u>				
Example	_	Λ. <del> </del>	off DO4		n on Vor	ne neation 4	"E" /\AIa!± £-	macaga is 0===1
	_	0, turn	off B31	IA, and tur	n on Y2F a	at station '	"5" (Wait for	message is 0ms)
	_	0, turn	ı off B31	A, and tur	n on Y2F a	at station '	"5" (Wait for	message is 0ms)
	_	0, turn	<del>.</del>	· .			″5″ (Wait for	message is 0ms)
	_	0, turn	<del>.</del>	IA, and tur			"5" (Wait for	message is 0ms)
	ch on M5		· •	Sum check is	s made in th	iis range.		
	ch on M5		· •	Sum check is	s made in th	iis range.	"5" (Wait for	
To swit	ch on M5	F BT (	0 0 3	Sum check is	s made in th	is range.		0 - 6
To swit	och on M5	F BT (	0 0 3	Sum check is  3 M 0 0 5  33 <sub>4</sub> 4D <sub>8</sub> , 30 <sub>8</sub> , 30 <sub>8</sub> , 35 <sub>8</sub>	s made in th	3 1 A 0	Y O O 2 F 1	0 - 6 4 30 <sub>H</sub> , 35 <sub>H</sub>
To swit	och on M5	F BT (	0 0 3	Sum check is  3 M 0 0 5  33 <sub>4</sub> 4D <sub>8</sub> , 30 <sub>8</sub> , 30 <sub>8</sub> , 35 <sub>8</sub>	s made in th	is range.	Y O O 2 F 1	0 - 6 4 30 <sub>M</sub> , 35 <sub>M</sub>
To swit	ON 05 F1	F BT (	О О З	Sum check is  3 M 0 0 5  33 <sub>4</sub> 4D <sub>8</sub> , 30 <sub>8</sub> , 30 <sub>8</sub> , 35 <sub>8</sub>	s made in th	3 1 A 0	Y O O 2 F 1	0 - 6 4 30 <sub>H</sub> , 35 <sub>H</sub>
To swit	ON 05 F1	F BT (	О О З	Sum check is  3 M 0 0 5  33 <sub>4</sub> 4D <sub>8</sub> , 30 <sub>8</sub> , 30 <sub>8</sub> , 35 <sub>8</sub>	s made in th	3 1 A 0 33a, 31a, 41a, 30a Reset (OFF)	Y 0 0 2 F 1  59x, 30x, 30x, 32x, 45x, 31,  Set (ON)	0 6 4 30n, 35n  YO  O 5 F F  O6n 30n, 35n 45n, 45n
To swit	ON 05 F1	F BT (	О О З	Sum check is  3 M 0 0 5  33 <sub>4</sub> 4D <sub>8</sub> , 30 <sub>8</sub> , 30 <sub>8</sub> , 35 <sub>8</sub>	5 made in th	3 1 A 0	Y 0 0 2 F 1 59x, 30x, 30x, 30x, 45x 31	0 - 6 30 <sub>H</sub> , 35 <sub>H</sub> YY 0 5 F F
To swit	ON 05 F1	F BT (	О О З	Sum check is  3 M 0 0 5  33 <sub>4</sub> 4D <sub>8</sub> , 30 <sub>8</sub> , 30 <sub>8</sub> , 35 <sub>8</sub>	5 made in th	3 1 A 0 0 33a, 31a, 41a 30a Reset (OFF)	Y 0 0 2 F 1 59x, 30x, 30x, 30x, 45x 31	0 6 4 30n, 35n  YO  O 5 F F  O6n 30n, 35n 45n, 45n
To swit	ON 05 F1	F BT (	О О З	Sum check is  3 M 0 0 5  33 <sub>H</sub> 4D <sub>H</sub> , 30 <sub>R</sub> , 30 <sub>B</sub> , 35 <sub>B</sub>	5 made in th	3 1 A 0 0 33a, 31a, 41a 30a Reset (OFF)	Y 0 0 2 F 1  59x, 30x, 30x, 32x, 45x, 31  Set (ON)	0 6 4 30n, 35n  YO  O 5 F F  O6n 30n, 35n 45n, 45n
To swit	ON 05 F1	F BT (	О О З	Sum check is  3 M 0 0 5  33 <sub>H</sub> 4D <sub>H</sub> , 30 <sub>R</sub> , 30 <sub>B</sub> , 35 <sub>B</sub>	5 made in th	3 1 A 0 0 334, 314, 414, 304	Y 0 0 2 F 1  59x, 30x, 30x, 32x, 45x, 31  Set (ON)	0 6 4 30n, 35n  YO  O 5 F F  O6n 30n, 35n 45n, 45n
To swit	ON 05 F1	F BT (	О О З	Sum check is  3 M 0 0 5  33 <sub>H</sub> 4D <sub>H</sub> , 30 <sub>R</sub> , 30 <sub>B</sub> , 35 <sub>B</sub>	5 made in th	3 1 A 0 0 33a, 31a, 41a 30a Reset (OFF)	Y 0 0 2 F 1  59x, 30x, 30x, 32x, 45x, 31  Set (ON)	0 - 6 4 30 <sub>H</sub> , 35 <sub>H</sub> V  O 5 F F  O6 <sub>H</sub> 30 <sub>H</sub> , 35 <sub>H</sub> 45 <sub>H</sub> , 45 <sub>H</sub>



#### 6.6.7 Test - word write

The method for specifying the control protocol and examples are shown below for a random write to word device memory and bit device memory (16 point units).

Word devices and bit devices may be specified together.





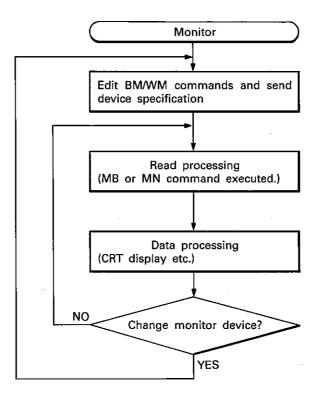
### 6.6.8 Device memory monitor

"Monitor data entry" is the function to specify to the AJ71C24 the devices and numbers to be monitored by a computer. "Monitor" refers to the function whereby a computer monitors the data contents of the devices specified by the monitor data entry function, which are read from the PC CPU when the computer sends a monitor read instruction.

Continuous device numbers are read by batch read instructions (BR, WR). However, this function allows random device numbers to be specified for reading and monitoring of the data.

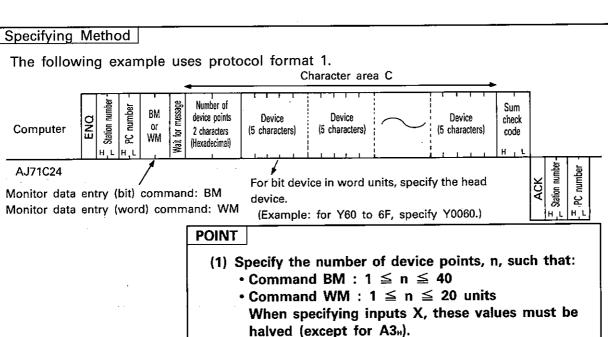
The method for specifying the control protocol and examples are shown below for the monitor function operating procedure and for entering the numbers of the devices to be monitored into the AJ71C24.

### (1) Monitor operation procedure



### POINT |

- (1) The monitor data entry must be completed before executing the monitor function, as shown above. A protocol error occurs if monitor data entry is not completed before the monitor function is executed.
- (2) The monitor data entry settings are lost when the power is turned off or the PC CPU reset.
- (3) Three types of monitor data entry may be made: for the device memory (bit units) (BM), device memory (word units) (WM) and the expansion file register (EM), respectively.



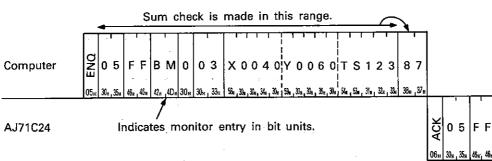
# Example

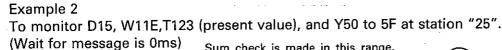
Example 1

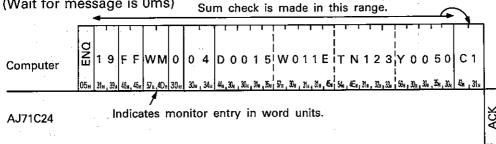
To monitor X40, Y60, and T123 (contact) at station "5". (Wait for message is 0ms)

when using command WM.

(2) As shown in Example 2, word devices and bit devices (16 point units) can be specified together







# POINT

Station number is specified in hexadecimal, 19<sub>H</sub>.

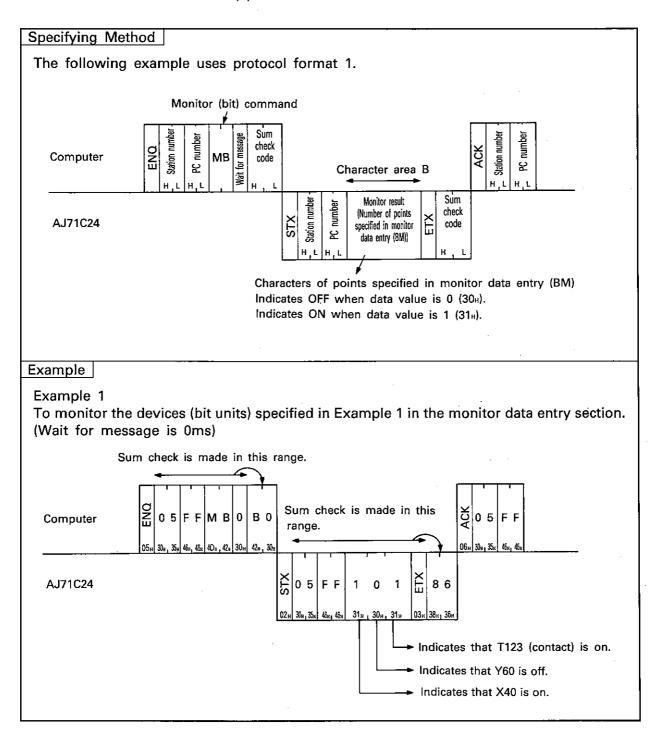
FF

1 9



#### (3) Bit monitor

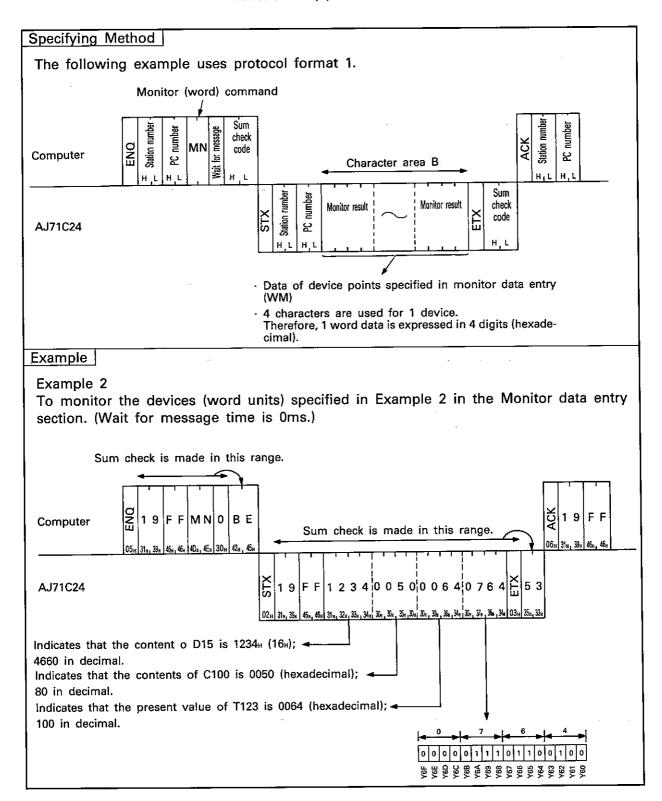
The method for specifying the control protocol and examples are shown below for monitoring all the devices specified to the AJ71C24 with the monitor data entry (bit units :BM) function in (2) above.





### (4) Word monitor

The method for specifying the control protocol and examples are shown below for monitoring all the devices specified to the AJ71C24 with the monitor data entry (word units :WM) function in (2) above.





### 6.7 Extension file register read and write

Extension file register refers to an empty area of the PC CPU user memory area used as a file register. The extension file register is used to store necessary data and results of calculations for data processing carried out with the software utility package SW0GHP-UTLPC-FN1 (hereafter referred to as UTLP-FN1).

The method for specifying the control protocol, explanations and examples are shown below for reading and writing to and from the extension file register.

#### 6.7.1 Commands and addresses

(1) The commands used for extension file register read and write operations are listed in the table below.

				-	State of PC CPU		
ltem	Col	mmand	Processing	No. of Points Processed Per	D	During RUN	
iteiii	Symbol	ASCII code	riocessing	Access	During STOP	SW22 ON	SW22 OFF
Batch read	ER	45н, 52н	Reads extension file register (R) in units of 1 point.	64	0	0	0,
Batch write	EW	45н, 57н	Writes to extension file register (R) in units of 1 point.	64	.0	0	×
Test (random write)	ET	45н, 54н	Specifies the extension file register (R) in units of 1 point using block or device number and makes a random write.	. 10	0	0	×
Monitor data entry	EM	45н, 4Dн	Sets the device numbers to be monitored in units of 1 point.	20	0	0	0
Monitor	ME	4Dн, 45н	Monitors the extension file register after monitor data entry.		0	0	0

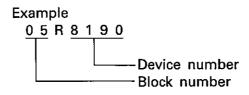
Key: ○ Available × Unavailable

(2) Extension file register addresses

- (a) The extension file register comprises of blocks No. 0 28. Block No. 0 contains the number of points specified by the PC CPU parameters and each block No. 1 - 28 has 8192 point registers.
- (b) The range of block numbers which can be specified varies according to the type of memory cassette and the PC CPU parameter settings.

Refer to the UTLP-FN1 Operating Manual for details.

(c) The block and device numbers to specify addresses require 7 characters.



# 6.7.2 Precautions during extension file register read and write

Care is required with the following points when reading and writing to and from the extension file register.

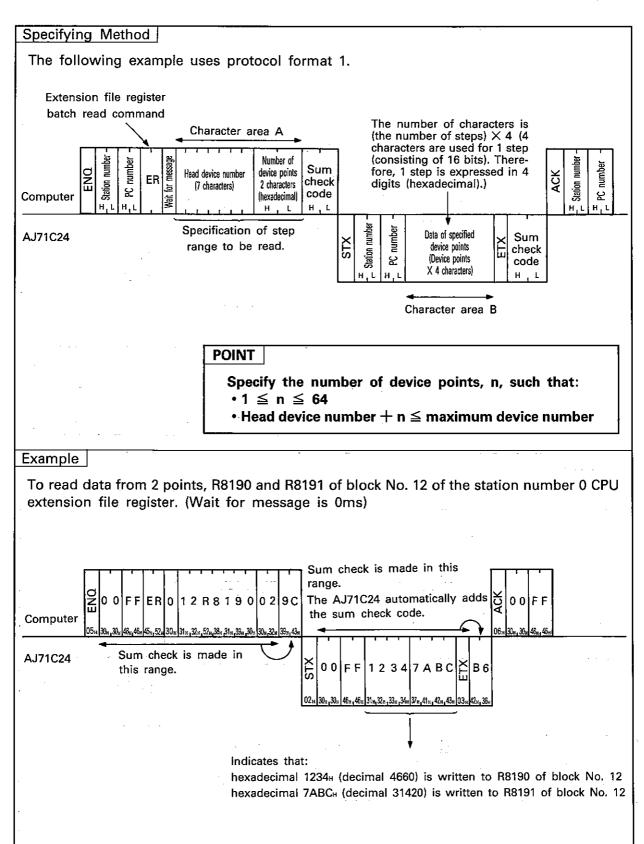
- (1) The extension file register is not used by A1(E) and A1NCPU. This function is not available during communication between A1(E) or A1NCPU and the PC CPU.
- (2) Some types of memory cassette loaded to the PC CPU are unable to detect an error (character area error 06<sub>H</sub>) if an attempt is made to read or write after specifying a block number which does not exist. In this case, data which is read may not be correct and a write operation may destroy the PC CPU user memory.

Always check the type of memory cassette and the parameter settings before using this function.

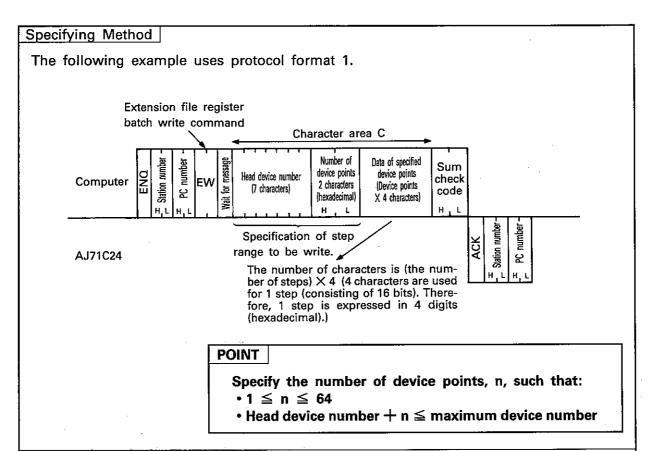
Type of Memory Cassette	Block Numbers w	hich do not Cause a Charac	haracter Area Error (06н)				
	A2(E), A3(E)CPU	A2N, A3NCPU	АЗНСРИ				
A3MCA-12		No. 10, No. 11	·				
A3MCA-18		No10 t	o No. 28				
A3MCA-24	: <u></u>	No. 13 to No. 20	No. 13 to No. 28				
A3MCA-40			No. 21 to No. 28				

Refer to the UTLP-FN1 manual for details.

# 6.7.3 Extension file register, batch read

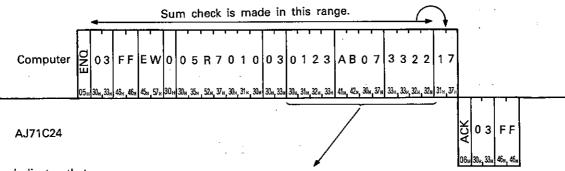


# 6.7.4 Extension file register, batch write



### Example

To write data to 3 points R7010 - R7012 of block No. 05 of the station number 3 CPU extension file register. (Wait for message is 0ms)

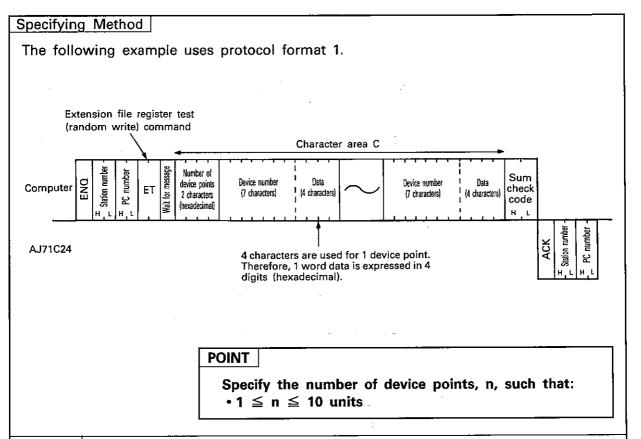


Indicates that:

hexadecimal 0123<sub>H</sub> (decimal 291) is written to R7010 of block No. 05 hexadecimal AB07<sub>H</sub> (decimal -21753) is written to R7010 of block No. 05 hexadecimal 3322<sub>H</sub> (decimal 13090) is written to R7010 of block No. 05 The AJ71C24 automatically adds the sum check code.

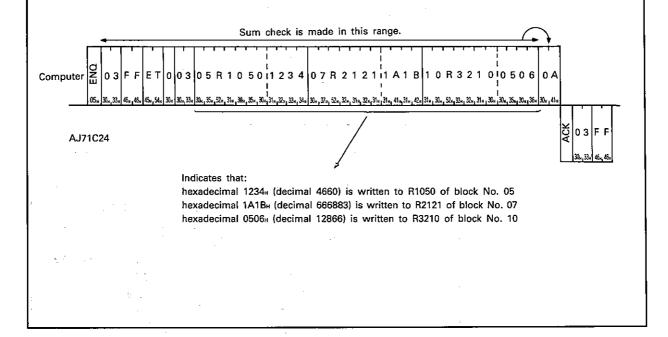


### 6.7.5 Extension file register test - random write



### Example

To write data to R1050 of block No. 5, R2121 of block No. 7 and R3210 of block No. 10 of the station number 3 CPU extension file register. (Wait for message time is 10ms.)



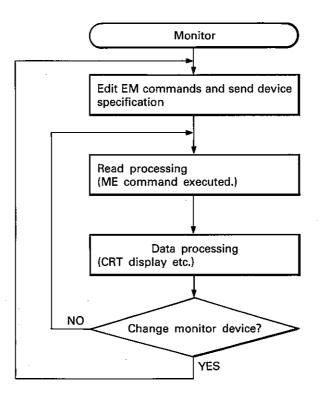
# 6.7.6 Extension file register monitor

"Monitor data entry" is the function to specify to the AJ71C24 the devices and numbers to be monitored by a computer. "Monitor" refers to the function whereby a computer monitors the data contents of the devices specified by the monitor data entry function, which are read from the PC CPU when the computer sends a monitor read instruction.

Continuous device numbers are read by batch read instructions (ER). However, this function allows random device numbers to be specified for reading and monitoring of the data.

The method for specifying the control protocol and examples are shown below for the monitor function operating procedure and for entering the numbers of the devices to be monitored into the AJ71C24.

# (1) Monitor operation procedure



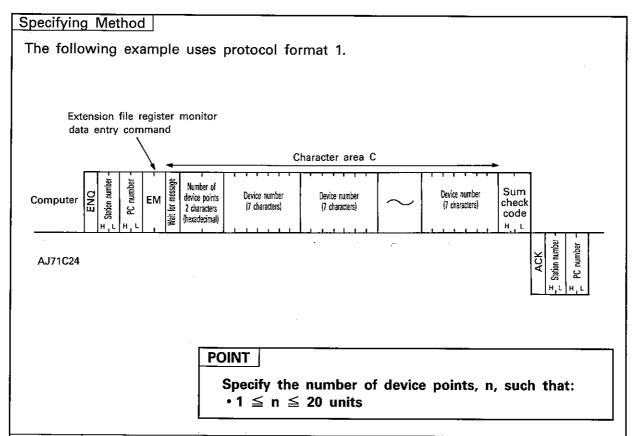
# POINT

- (1) The monitor data entry must be completed before executing the monitor function, as shown above. A protocol error occurs if monitor data entry is not completed before the monitor function is executed.
- (2) The monitor data entry settings are lost when the power is turned off or the PC CPU reset.
- (3) Three types of monitor data entry may be made: for the expansion file register (EM), device memory (bit units) (BM) and device memory (word units) (WM).

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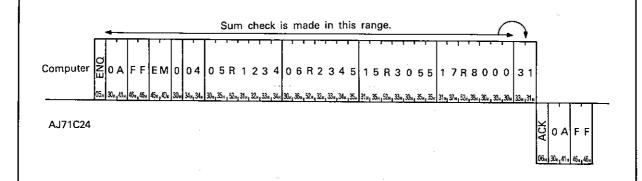


(2) Extension file register monitor data entry
The method for specifying the control protocol and an
example are shown below for entering the extension file
register device numbers to be monitored into the AJ71C24.



# Example

To write data to R1234 of block No. 5, R2345 of block No. 6, R3055 of block No. 15 and R8000 of block No. 17 of the station number 10 CPU extension file register. (Wait for message is 0ms.)



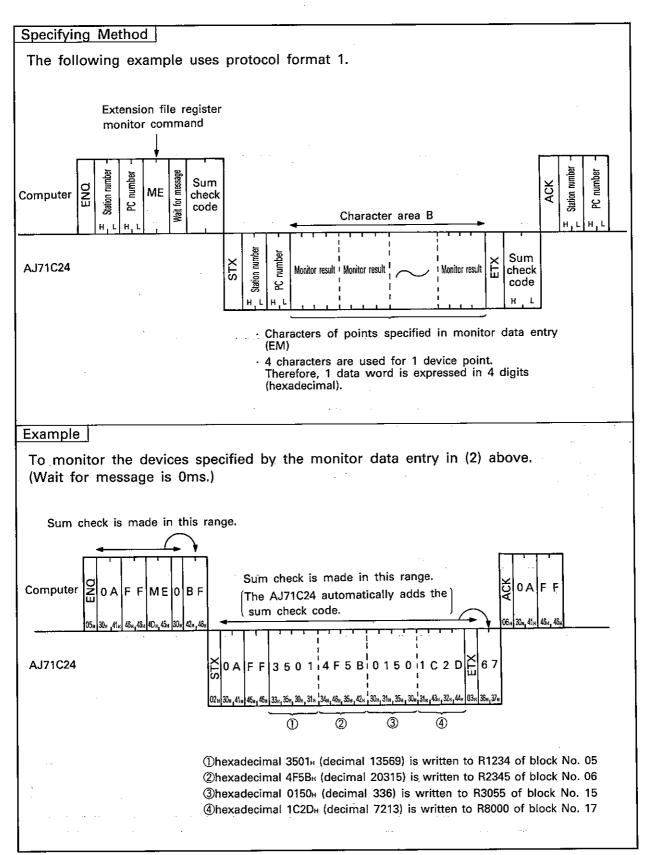
### POINT

Station number 10 is specified in hexadecimal, 0AH.



(3) Extension file register monitor

The method for specifying the control protocol and examples are shown below for monitoring all the devices specified to the AJ71C24 with the monitor data entry (EM) function in (2) above.





# 6.8 Buffer Memory Transfer

This function is used to read from and write to the AJ71C24 buffer memory. When this function is used, communication between the computer and AJ71C24 commences immediately the computer sends a read or write request, without waiting for the PC CPU END processing. Therefore, the time T1, described in section 6.4, is always equal to zero. The PC CPU carries out reads and writes of the buffer memory using TO and FROM instructions. The method for specifying the control protocol, meanings and examples are shown below for carrying out this function.

# 6.8.1 Commands and buffer memory

This section explains the read/write operations to the AJ71C24 buffer memory.

### (1) Commands

	Command			State of 'PC CPU			
ltem			Processing	Number of Points Processed Per		During RUN	
	Symbol	ASCII code	rioussing	Communication	During STOP	SW22 ON	SW22 OFF
Batch read	CR	43н, 52н	Reads buffer memory.	64 words		_	_
Batch write	cw	43н, 57н	Writes to buffer memory.	(128 bytes)	0	0	0

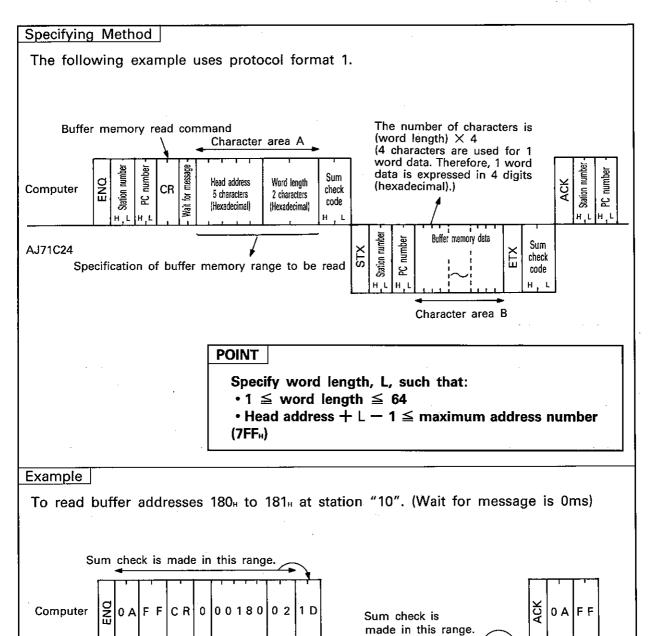
Key: O Available

(2) Buffer memory
Buffer memory addresses are 0<sub>H</sub> to 7FF<sub>H</sub> (Section 3.5).
One address consists of 1 word (16 bits).
Read and write are both carried out in word units, regardless of the word/byte unit setting.

### **POINT**

- (1) When the no-protocol mode (see Chapter 7) is used at the same time as this function, make sure that buffer memory addresses are not duplicated.
- (2) Buffer addresses 100<sub>H</sub> to 11F<sub>H</sub> comprise the specialapplication area. The AJ71C24 will not operate correctly if any operations other than those described in the sections are carried out.

# 6.8.2 Buffer memory read



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AJ71C24

1234н (4660).

Indicates that the content of buffer memory address 180<sub>H</sub> is

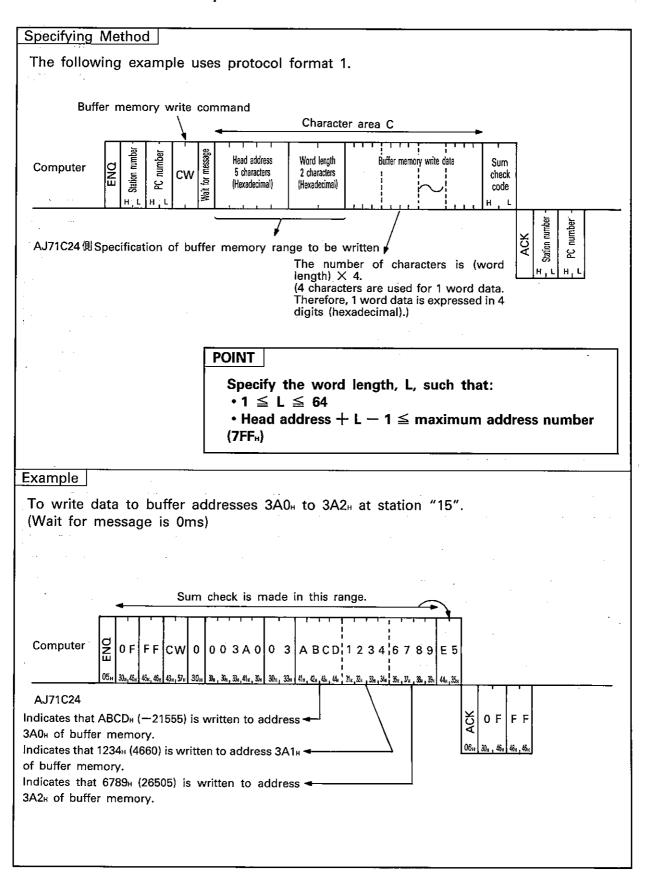
Indicates that the content of buffer memory address 181n is

0 A F F A B C D 1 2 3 4 L

D 4



# 6.8.3 Write to buffer memory





# 6.9 Special-function module buffer memory transfer

The method for specifying the control protocol and examples are shown below for reading data to and writing data from the special-function module buffer memory.

These commands all access the special-function module buffer memory in byte units.

### 6.9.1 Commands

### (1) Commands

					State of PC CPU			
ltem .	Col	nmand	Processing	Number of Points Processed Per	Duning	During	RUN	
item	Symbol	ASCII code	Trocessing	Communication	During STOP	SW22 ON	SW22 OFF	
Batch read	TR	<b>54н, 52</b> н	Reads special-function module buffer memory	64 words	0	0	0	
Batch write	τw	54н, 57н	Writes to special-function mod- ule buffer memory	(128 bytes)	0	0	×	

 ${\sf Key}\,:\, \bigcirc\,\, {\sf Available}$ 

(2) Linkable special-function modules, buffer memory head address, module numbers

Special-Function Module Name	Buffer Memory Head Address (hexadecimal)	Module Number when Mounted in Slot No. 0		
A68AD analog/digital converter module	80н	01н		
A62DA digital/analog converter module	10н	01к		
A84AD analog/digital converter module	10н	02н		
AD61 high-speed counter module	80 <sub>H</sub>	01н		
AD71(S1) positioning module	200н	01н		
AD72 positioning module	200н	02н		
AD51 intelligent communication module	800н	02н		
AJ71C24-S3 computer link module	1000н	01н		
A81CPU PID control module	200н	03н		



(3) Principle of the special-function module buffer memory
The special-function module buffer memory comprises of
16-bit (one word) addresses. Read and write of the specialfunction module buffer memory is carried out by TO and
FROM instructions sent between the PC CPU and specialfunction module.

When the computer makes a read from and write to the special-function module buffer memory via the AJ71C24, they are carried out in byte units (1 address = 8 bits).

The addresses specified in the computer (hexadecimal) are converted from FROM / TO instruction addresses as shown below:

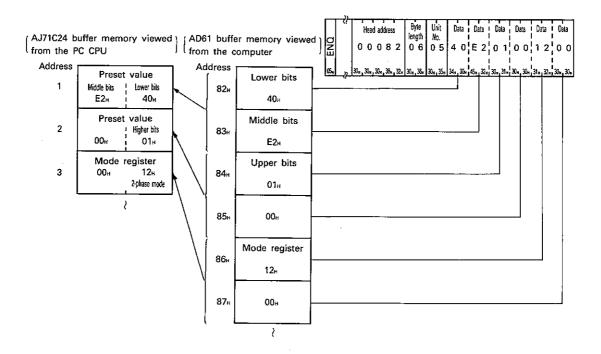
Specified address (hexadecimal) = Module head address +  $\{(FROM)/TO]$  instruction address  $\times$  2) converted into hexadecimal}

#### Example

To specify AD61 high-speed counter module FROM / TO instruction addresses (CH.1 preset value).

Specified address = FROM / = instruction address 1X2 + Head address 80+ 80+

The data format when the computer makes a read or write to or from the special-function module buffer memory via the AJ71C24, is explained below using the AD61 module as an example.



# POINT

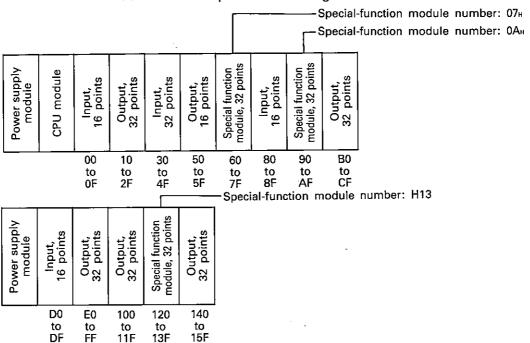
The buffer memory in each special-function module has its read and write area, read-only and write-only areas and areas reserved for OS use, which are not available to the user. Refer to the manual for each module before using this function.

PC CPU or special-function module errors may occur if reading or writing is carried out incorrectly.



# 6.9.2 Principle of special-function module numbers in control protocols

(1) Special-function module numbers specified in control protocols are the upper 2 digits of the last special-function module I/O address expressed in 3 digits.

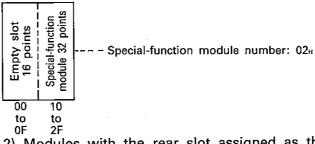


(2) Precautions with special-function modules occupying two slots

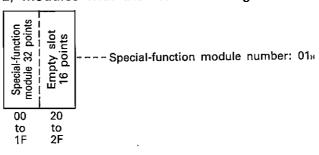
For special-function modules occupying two slots, the number of points occupied by each slot is fixed for each module. The special-function module number is the upper 2 digits of the last address of the slot assigned to the special-function module.

Refer to the User's manual for each special-function module for details of the allocation of slots to each module.

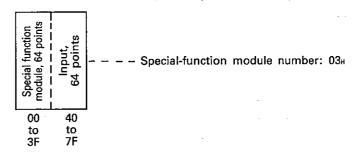
1) Modules with the front slot assigned as the empty slot (AD72, A84AD, etc.)



2) Modules with the rear slot assigned as the empty slot



3) Modules with the special-function module assignment and I/O assignment mixed (A81CPU, etc.)



(3) Module numbers of special-function modules at MELSECNET remote stations

The module numbers of special-function modules at MELSEC-NET remote stations are determined by the setting of the link parameters at the MELSECNET master station.

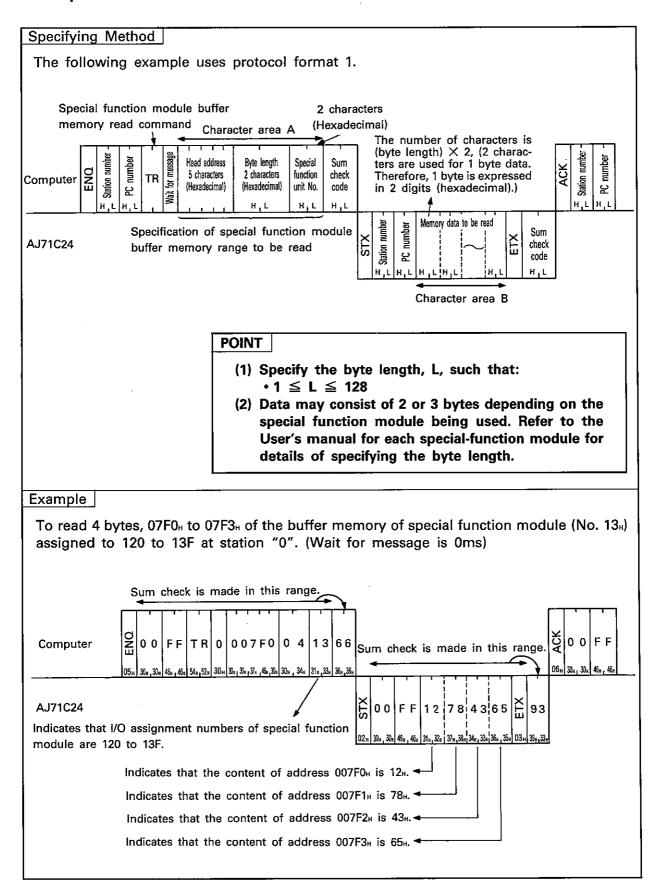
L/R	M ·	M←L		M ← R	м -	· L/R	M +	L/R
No.	В	·W	W	W	Y	Х/Ү	Х	Y/X
R1			29C-309	0F915E	400-48F	000-08F	430-44F	030-04F
R2			215-24F	080-0A3	510-67F	010—17F	500-65F	000-15F
R3		<del></del>	1B6-214	15F—1B5	270-32F	050-10F	220—28F	000-06F
		_	_	_	_	_	_	_
	-	_		_	_	_	_	-
			- :	_	_	_	_	_
		_	_		_	_	_	_
	_	_	-	-	_	_	<b>-</b> .	-

(I/O addresses viewed from the remote station			Y 00 to 1F	Y 20 to 2F	X/Y 30 to 4F	Y 50 to 6F	Y 70 to 8F	
Remote I/O station No. 1	Power supply module	AJ72P25	Output, 32 points	Output, 32 points	Special function module, 32 points	Output, 32 points	Output, 32 points	
Link parameter I/O addresses	)		Y 400 to 41F	Y 420 to 42F	X/Y 430 to 44F	Y 450 to 46F	Y 470 to 48F	unction module
							mber 4	

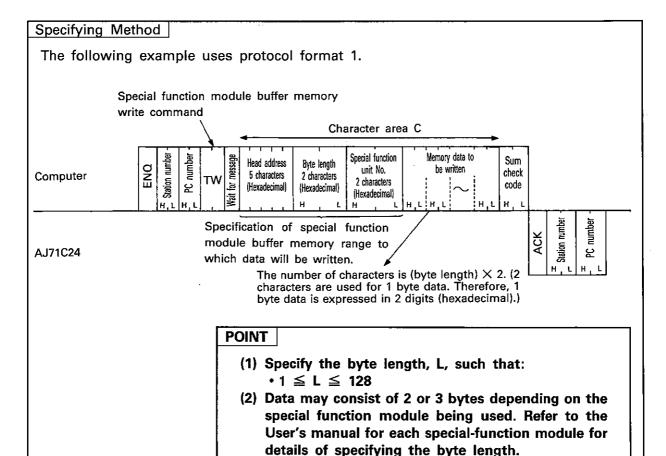
ô



### 6.9.3 Special function module buffer read

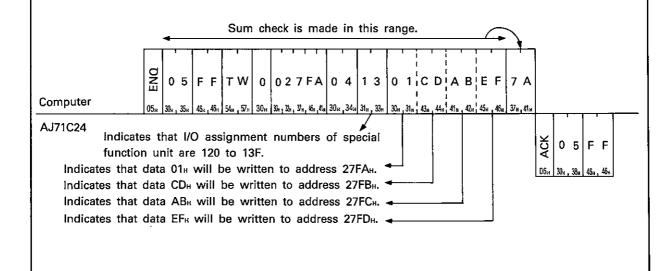


# 6.9.4 Write to special function module buffer



# Example

To write data to bytes, 27FA<sub>H</sub> to 27FD<sub>H</sub> of the special function module (13<sub>H</sub>) buffer memory assigned to 120 to 13F in station "5". (Wait for message is 0ms)



6

# 6.10 Control of the Programmable Controller CPU

This function is used for the remote RUN/STOP control of the PC CPU and to read the type of PC CPU linked to the computer. The method for specifying the control protocol, meaning and examples are shown below.

#### 6.10.1 Commands

(1) The commands used for remote RUN/STOP control and to read PC CPU type are listed in the table below.

				PC CPU State			
Item	Cor	nmand	Processing	D	During RUN		
item	Symbol	ASCII code	- Processing	During STOP	SW22 ON	SW22 OFF	
Remote run	RR	52н, 52н	Demands remote run of PC CPU.	0	0	0	
Remote stop	RS	52н, 53н	Demands remote stop of PC CPU.	0	0	0	
PC type mode	PC	50н, 43н	Reads if the PC CPU is type A1N, A2N, A3N, A3H or AJ72P25/R25.	0	0	0	

Key: O Available



### 6.10.2 Remote RUN/STOP

# (1) Remote RUN/STOP control

(a) Remote RUN/STOP commands from the computer are valid as follows for different CPU key switch positions:

		P	PC CPU Key Switch Position				
		RUN	STOP	PAUSE	STEP-RUN		
Command from	Remote RUN	RUN	STOP	PAUSE	STEP-RUN		
computer	Remote STOP	STOP	STOP	STOP	STOP		

#### **REMARKS**

- (a) When remote stop has been executed at a given PC CPU from another source, e.g. an A6GPP etc., that CPU cannot be switched to run mode by the host computer.
- (b) The clearing of data memories on receiving a remote run instruction depends on the states of special relays M9016 and M9017.

Specia	l Relay	Data Mamana State
M9016	M9017	Data Memory State
OFF	OFF	CPU is run without clearing data memory.
OFF	ON	Data memory is cleared outside the latch range set in parameters. (In this case, Link X image is not cleared.)
ON	ON/OFF	CPU is run after data memory is cleared.

#### REMARKS

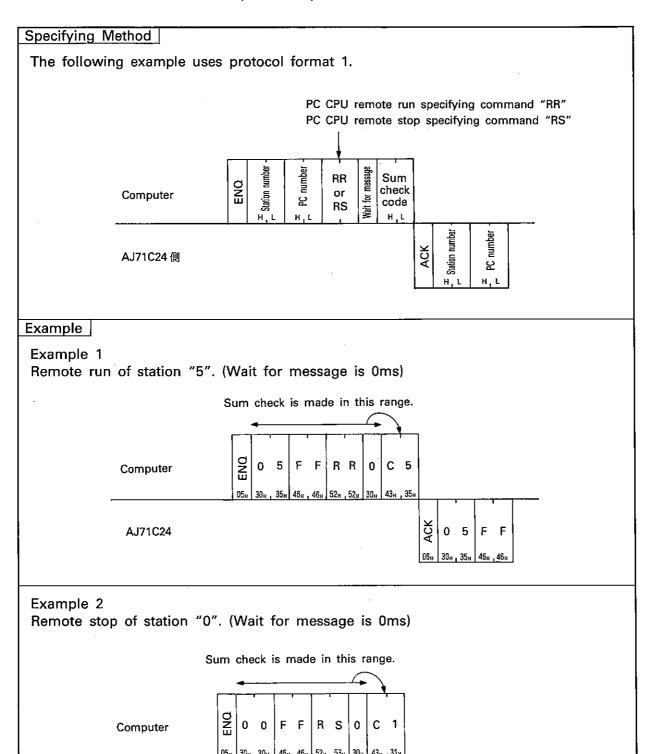
Always reset special relays M9016 and M9017 where data memory clearing is not required.

# POINT

After carrying out remote RUN/STOP control with the computer, the remote data is deleted when the power supply is turned off or the PC CPU is reset.



(2) Remote RUN/STOP specification and examples The method for specifying the control protocol and examples are shown below for remote RUN/STOP control of the PC CPU by the computer.



AJ71C24

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0



# 6.10.3 PC type read

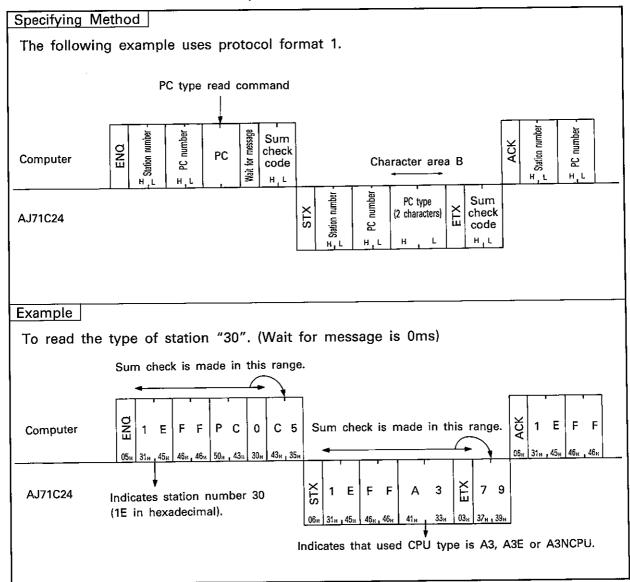
This function indicates the type of PC CPU linked to the computer.

# (1) Returned code and PC CPU types

PC CPU Type	Code Specified for Protocol (Hexadecimal)		
АЗНСРИ	А4н		
A3NCPU, A3(E)CPU	АЗн		
A2NCPU, A2(E)CPU	А2н		
A1NCPU, A1(E)CPU	А1н		
AJ72P25/R25	АВн		

# (2) PC type read

The method for specifying the control protocol and examples are shown below for reading the type of PC CPU linked to the computer.



### 6.11 Program Transfer

This function is used to transfer all types of program (main and subsequence programs, microcomputer main and sub programs), parameters and comment data from the PC CPU and store them in the computer. The computer then carries out the appropriate control by writing programs, parameters and comment data to the PC CPU.

### 6.11.1 Precautions during program transfer

Care is required with the following points when reading and writing programs.

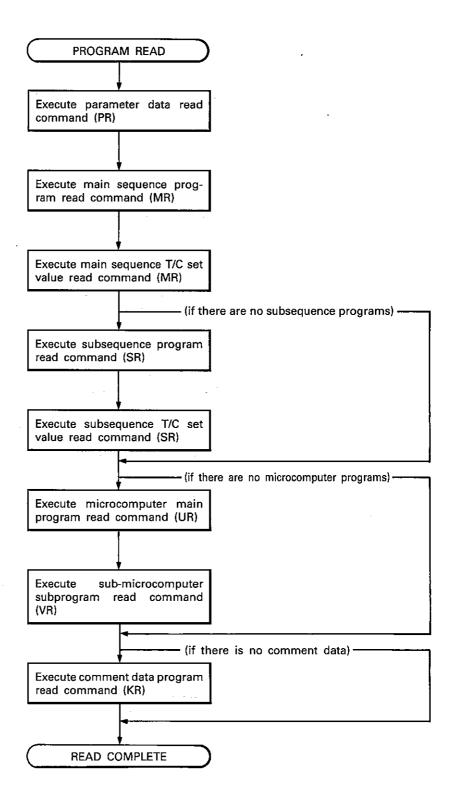
- (1) When reading programs that have been written to the PC CPU, read all sequence programs, microcomputer programs, parameter data and comment data from all areas. When writing programs, write all stored data to the PC CPU. The PC CPU will not work correctly if all areas are not written.
- (2) Before writing programs, write parameter data and execute a parameter analysis request, otherwise the parameters in CPU user memory will be changed but the parameters stored in the work area by the ACPU for operation will remain unchanged. Therefore, if a peripheral device is loaded and operated after the parameters are changed, processing will be carried out with the previous parameters, which are still stored in the work area.
- (3) The number of points which can be processed per communication is fixed. When reading or writing data, divide the data up into a number of groups to read or write the entire area.



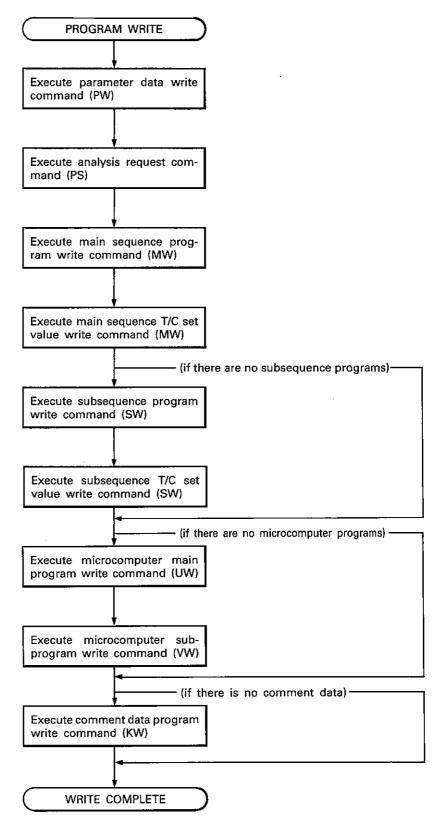
# 6.11.2 Program transfer procedure

Flowcharts are shown below to describe the operation procedure to read and write programs.

# (1) Reading



# (2) Writing



6



### 6.11.3 Parameter memory read and write

The method for specifying the control protocol, meanings and an example are shown below for reading the content of the PC CPU parameter memory and writing data to the parameter memory.

- (1) Commands and addresses
  - (a) Commands

Item Symbol				PC CPU State			
	Col	nmanu	Processing	Number of Points Processed Per Communication	During STOP	During RUN	
	Symbol	ASCII code				SW22 ON	SW22 OFF
Batch read	PR	50н, 52н	Reads parameters.	120 h	0	0	0
Batch write	PW	50н, 57н	Writes parameters.	128 bytes	0	×	×
Analysis request	PS	50н, 53я	Causes PC CPU to acknowledge and check rewritten parameters.		0	×	×

Key: O Available × Unavailable

(b) Parameter addresses
There are 3K bytes of parameter memory, addresses
00000<sub>H</sub> to 00BFF<sub>H</sub>. For addresses, use 5 digit ASCII (hexadecimal).

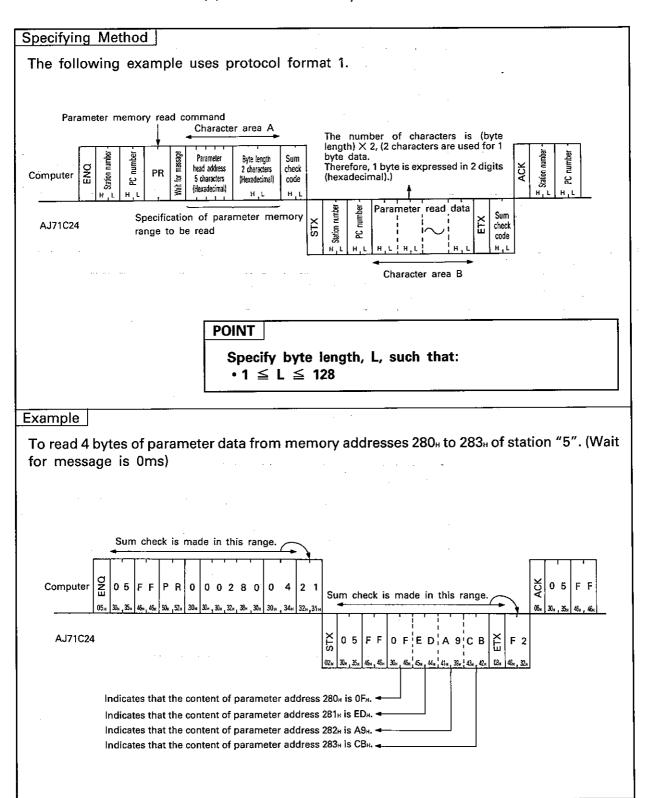
# POINT

After changing parameters, always call the parameter analysis request command (PS).

If not, the parameters in CPU user memory will be changed but the parameters stored in the work area by the ACPU for operation will remain unchanged. Therefore, if a peripheral device is loaded and operated after the parameters are changed, processing will be carried out with the previous parameters, which are still stored in the work area.

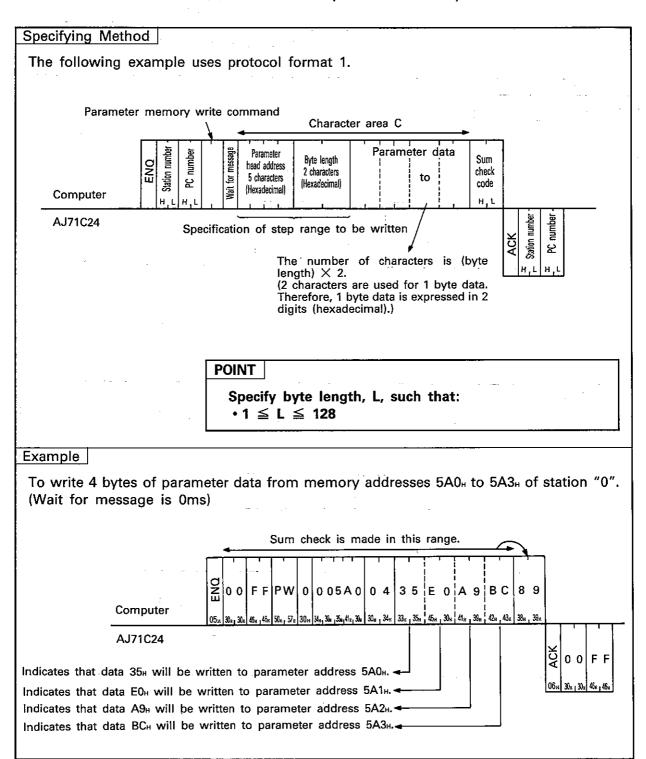


## (2) Parameter memory batch read





### (3) Batch write to parameter memory



(4) Parameter memory analysis request When parameter memory data has been changed, this function allows the PC CPU to recognize this change and to store the new parameters into the work area.

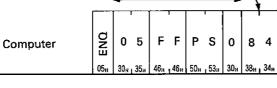
## Specifying Method

The following example uses protocol format 1.

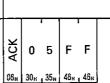
## Example

To execute analysis request after writing parameters to station "5". (Wait for message is 0ms)

Sum check is made in this range.



AJ71C24



## 6.11.4 Sequence program read and write

(1) Commands and step assignment (a) Commands

	ltem		Con	nmand		Number of Points	PC CPU stat		tate
					Processing		During	During	RUN
			Symbol	ASCII code		Communication	STOP	SW22 ON	SW22 OFF
	not T/C value		MR	4D. E2.	Reads main sequence program.	64 steps			
Batch	IVIAIII	T/C set value	IVIN	MR   4DH, 52H	Reads T/C set values used in main sequence programs.	64 points	0	0	
read	Sub	not T/C set value	SR	E2. E2.	Reads subsequence program.	64 steps	0	0	0
	Jub	T/C set value	- Sh	53н, 52н	Reads T/C set values used in subsequence programs.	64 points			
	Main	not T/C set value	The state of the s			64 steps	0	O*	×
Batch	1910111	T/C set value	10100	4DH, 57H	Writes T/C set values used in main sequence programs.	64 points	0	0	×
write	Sub	not T/C set value	SW	53н, 57н	Write subsequence program.	64 steps	0	0*	×
	Sub		344	ээн, э7н	Writes T/C set values used in subsequence programs.	64 points	0	0	×

Key: ○ Available × Unavailable

- \* Writing during a program run may be carried out if all the following conditions are met:
  - 1) the PC CPU is type A3(E), A3N or A3H
  - 2) the program is not the currently running program (indicates a subprogram called by the main program if a main program is being run)
  - 3) the PC CPU special relay is in the following status:
    - (a) M9050 (signal flow conversion contact) ...... OFF

(A3CPU only)

(b) M9051 (CHG instruction disable) ..... ON

ì



(b) Specifying the head step

The division between sequence programs and T/C set values, and their addresses in 4-digit ASCII are shown in the table below.

Example

To read the set values T0 to T63

Head address = FE00<sub>H</sub> Command = MR

Sequence Program	Specified Step for Control Protocol
T0 set value	FE00 <sub>H</sub>
T1 set value	FE01 <sub>H</sub>
to	to
T255 set value	, FEFF <sub>H</sub>
C0 set value	FF00 <sub>H</sub>
C1 set value	FF01 <sub>H</sub>
to	to
C255 set value	FFFF <sub>H</sub>
Step 0	0000н
Step 1	0001н
to	to
Step 30719 (30K)	77FF <sub>H</sub>

Calculation of specified step

Timer: Tm= FE00<sub>H</sub> + n

Counter: Cm= FF00<sub>H</sub> + n

where, m= device number

n= hexadecimal value of device number

(c) Meaning of T/C set values

T/C set values are stored as hexadecimal values as shown

in the table below.

When rewriting the PC CPU set values from the computer via the AJ71C24, specify the set value in 4-digit ASCII.

Data specified to change T10 setting value K10 to K20 ····· 0014<sub>H</sub> Data specified to change T11 setting value D30 to D10 ······ 800A<sub>H</sub>

Ladder Example in Program	Setting in Program	Setting in Control Protocol
	Ко	0000н
K EIKIKIKI	<b>K</b> 1	0001н
	to	to
' '	К9	0009н
KERRERE	K10	000Ан
c :::::::::>	to	to
	K32767	7FFF∗
D HEREE	D0	8000н
T EURURUI >	D <b>1</b>	8002н
` ' '	D2	8004н
D EIRIRIRI	to	to
	D1023	87FЕн

Calculation of Control Protocol value

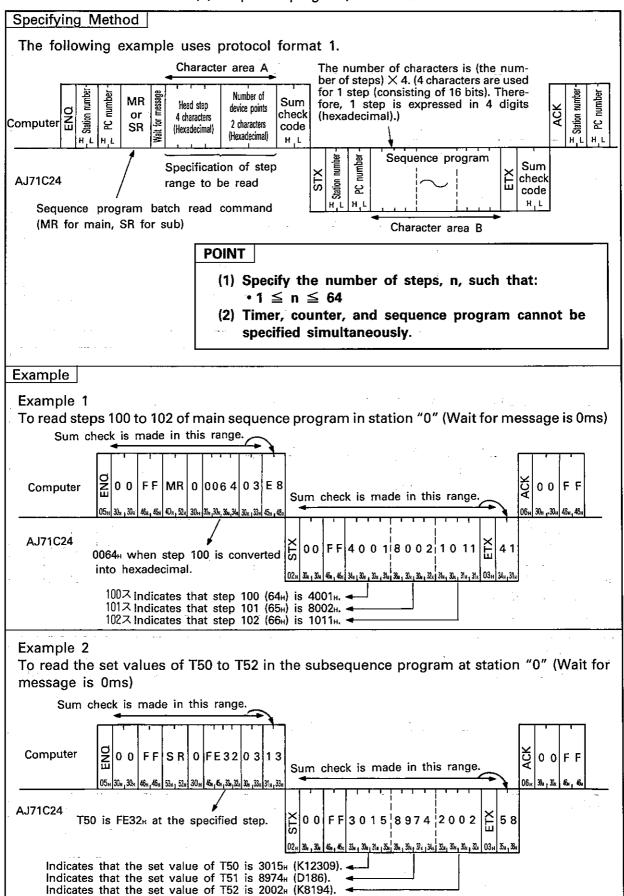
 $Km = 0000_{H} + n$ 

 $Dm = 8000_{H} + 2n$ 

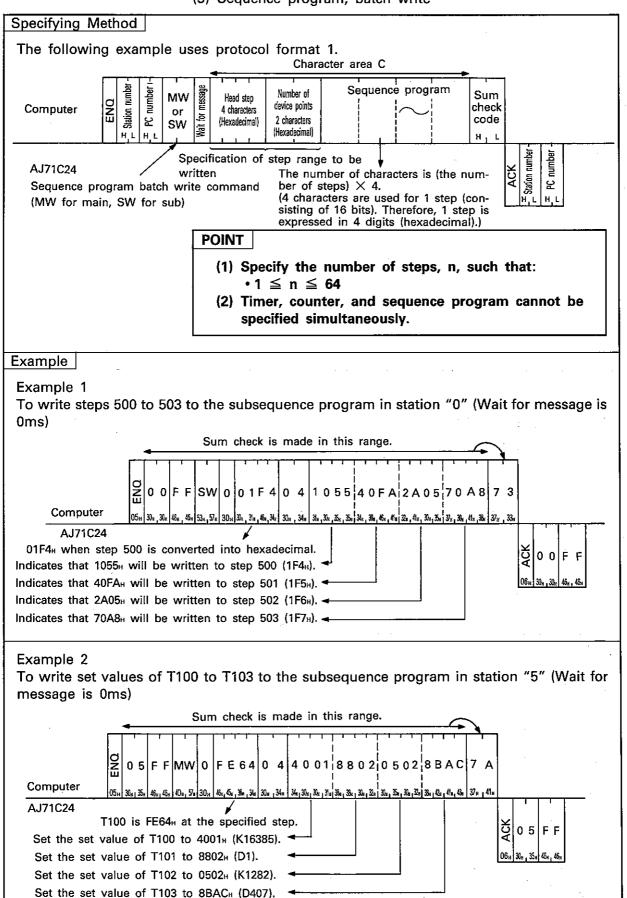
where, m= device number

n= hexadecimal value of device number

## (2) Sequence program, batch read



(3) Sequence program, batch write





### 6.11.5 Microcomputer program transfer

The method for specifying the control protocol, meanings and examples are shown below to read and write PC CPU micro-computer programs.

Commands and addresses
 Commands and program addresses to read and write micro-computer programs are explained below.

 (a) Commands

•-						State of PC CPU			
		Cor	mmand	Processing	No. of Points Processed Per	During		RUN	
item		Symbol	ASCII code	riotessing	Access	During STOP	SW22 ON	SW22 OFF	
	Main	UR	55н, 52н	Reads microcomputer main programs	129 bytos	0	0	0,	
Batch read	Sub	VR	56н, 52н	Reads microcomputer subprograms	128 bytes				
D-1-1-	Main	υw	55н, 57н	Writes microcomputer main programs	129 bytos	0	O *	×	
Batch write	Sub	vw .	56н, 57н	Writes microcomputer subprograms	128 bytes				

Key: O Available X Unavailable

- \* Writing during a program run may be carried out if all the following conditions are met:
  - 1) the PC CPU is type A3, A3E, A3N or A3H
  - the program is not the currently running program (indicates a subprogram called by the main program if a main program is being run)
  - 3) the PC CPU special relay is in the following status:
    - (a) M9050 signal flow conversion contact ..... OFF (A3CPU only)
    - (b) M9051 (CHG instruction disable) ..... ON
    - (b) Microcomputer program addresses
      Microcomputer addresses are specified in the control protocol as follows:
      - 1) The range of addresses that can be specified for each CPU is shown in the table below.

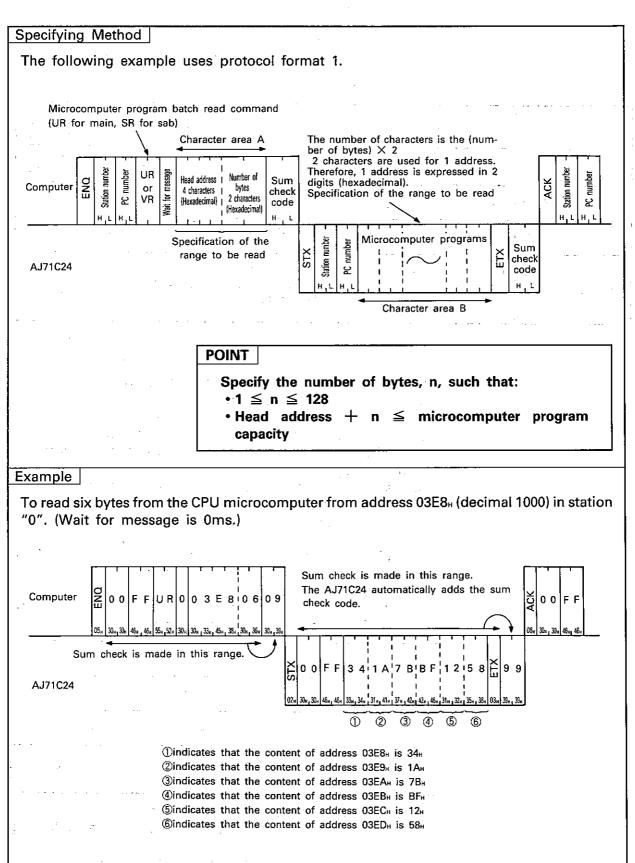
CPU Type	Microcomputer program capacity	Microcomputer addresses		
A1(E)CPU A1NCPU	Max. 10K bytes	000н to 27FFн		
A2(E)CPU A2NCPU	Max. 26K bytes	000н to 67FFн		
A3(E)CPU A3NCPU A3HCPU	Main and sub Max. 58K bytes	000н to Е7FFн		

- 2) Addresses are specified in 4-digit ASCII.
- 3) A character area error 06<sub>H</sub> occurs if the following condition is not fulfilled:

Head address  $+ n \leq program capacity$ 

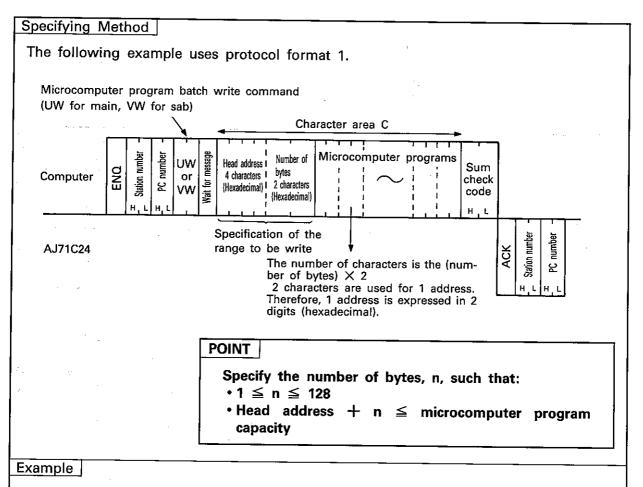


(2) Microcomputer program, batch read The method for specifying the control protocol and an example are shown below for carrying out a batch read of a microcomputer program.

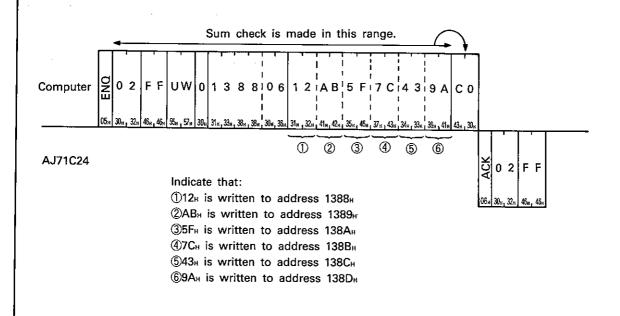




(3) Microcomputer program, batch write
The method for specifying the control protocol and an
example are shown below for carrying out a batch write of a
microcomputer program.



To write six bytes to the CPU microcomputer address from 1388<sub>H</sub> (decimal 5000) in station "2". (Wait for message is 0ms.)



### 6.11.6 Comment memory transfer

The method for specifying the control protocol, meanings and examples are shown below to read and write PC CPU comment data.

(1) Commands and addresses

Commands and comment data addresses to read and write
comment data are explained below.

(a) Commands

					PC CPU State			
	Coi	nmand	Processing	No. of Points Processed Per	Duning	During Rt		
ltem	Symbol	ASCII code	Frocessing	Access	During STOP	SW22 ON	SW22 OFF	
Batch read	KR	4Вн, 52н	Reads comment memory	128 bytes	0	0	0	
Batch write	KW	4Вн, 57н	Writes to comment memory	128 bytes	0	0	×	

Key: ○ Available × Unavailable

(b) Comment memory addresses

The area to store comment data is managed using relative addresses from the head address of 00<sub>H</sub>.

For example, for 2 KBytes of parameter comments, the range in which the addresses may be specified for the head address is  $00_{\text{H}}$  - 7FF<sub>H</sub>.

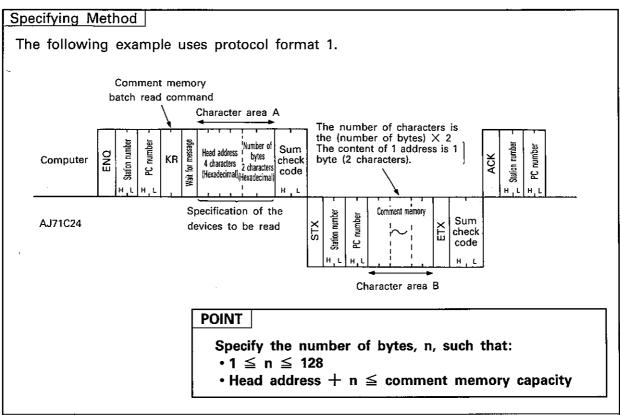
- Comment memory capacity is 64 KBytes
   The comment data address range is determine by the parameter setting.
- Comment memory addresses are specified in 4-digit ASCII.
- 3) A character area error 06<sub>H</sub> occurs if the following condition is not fulfilled: Head address + specified number of bytes ≤ comment memory capacity.

### POINT

It is not possible to specify a particular device or device number when reading or writing comment data. Always read or write all data from address 00<sub>H</sub>.

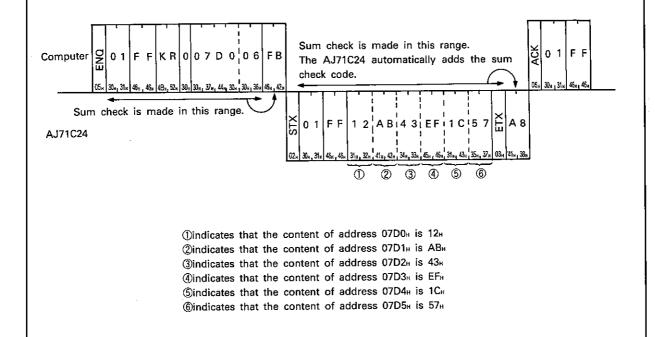


(2) Comment memory, batch read The method for specifying the control protocol and an example are shown below for carrying out a batch read of the comment memory.



### Example

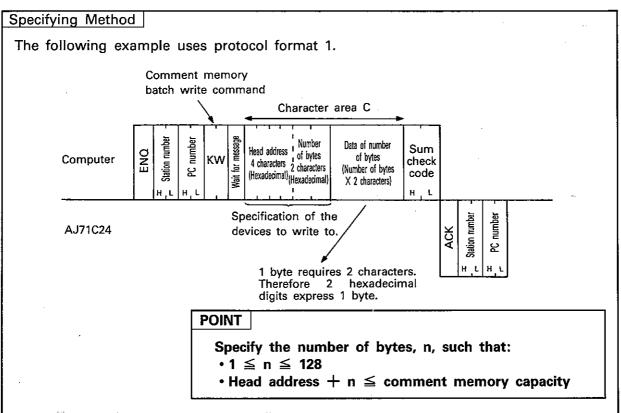
To read six bytes from the CPU comment memory from address  $7D0_H$  (decimal 2000) in station "1". (Wait for message is 0ms.)





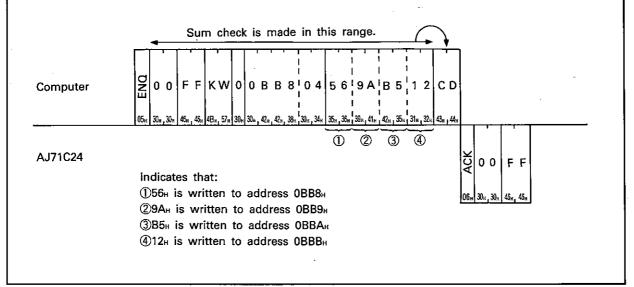
(3) Comment memory, batch write

The method for specifying the control protocol and an
example are shown below for carrying out a batch write of the
comment memory.



## Example

To write four bytes to the CPU comment memory from address 0BB8<sub>H</sub> (decimal 3000) in station "0". (Wait for message is 0ms.)



### 6.12 Global Function

The global function is used to switch the Xn2 input signal at each AJ71C24 in all stations which are linked to the computer by the multidrop link.

This function is used for emergency instructions etc., to the PC CPU.

"n" in Xn2 is determined by the slot location of the AJ71C24. The method for specifying the control protocol, meanings and an example are shown below for executing the global function.

## 6.12.1 Commands and control

### (1) Commands

			Pe		CPU State		
ltem (	Cor	nmand	Processing	During During		RUN	
item .	Symbol	ASCII code	Processing		SW22 ON	SW22 OFF	
Global	GW	47н, 57н	Turns on/off Xn2 of the AJ71C24s loaded in each PC CPU system.	0	0	0	

Key: O Available

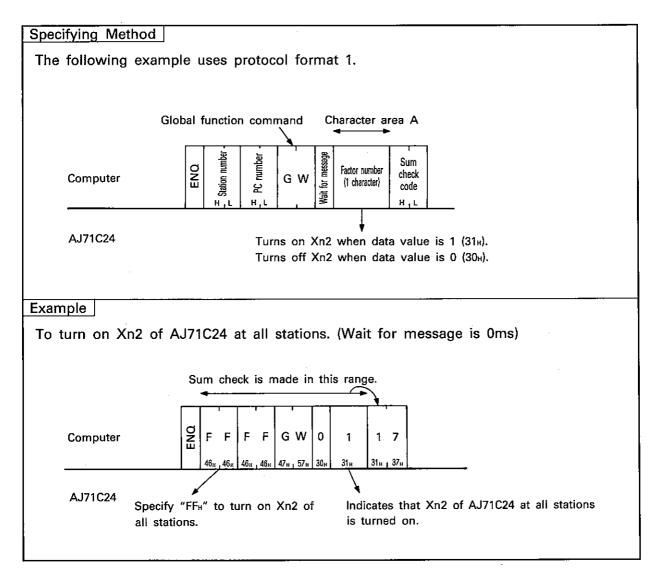
### (2) Control

This function switches the Xn2 input signal at each AJ71C24 in all stations which are linked to the computer.

- (a) Xn2 is determined by the I/O addresses of the AJ71C24s. Example: If the I/O addresses are 90 to AF, Xn2 is X92.
- (b) Specify the station number in the control protocol as FF<sub>H</sub>. Specifying a number other than FF<sub>R</sub> causes, Xn2 of the AJ71C24 at the specified station number to turn on/off.
- (c) This function is a command from the computer. A reply is not given by the AJ71C24.
- (d) Xn2 is cleared of any station when the power supply is turned off or when it is reset.

6

## 6.12.2 Global function specifying method

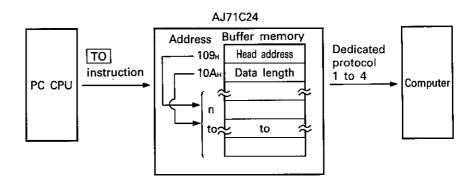




### 6.13 On-demand Function

During data transfer between the computer and PC CPU using the dedicated protocols 1 - 4, communication is normally initiated by the computer.

If the PC CPU has emergency data to send to the computer, transfer is impossible unless the computer has a start program. The on-demand function is used when the PC CPU has data to send to the computer. In this case, the PC CPU specifies the buffer memory area in which the data to be transferred is stored and then starts the transfer.



## **POINT**

This function is available when there is a 1:1 ratio of computer to PC CPU and the computer is using the full-duplex communication method.

### 6.13.1 On-demand handshake signal and buffer memory

The handshake signal and buffer memory used by the on-demand function are explained in this section.

### (1) On-demand handshake signal

The on-demand handshake signal turns ON when the PC CPU sends a data transmission request to the computer to start transmission, and turns OFF when transmission of the data specified by the AJ71C24 is complete. It acts and an interlock to prevent on-demand requests being made simultaneously in two directions.

Handshake signal	Description	Signal turned ON/OFF by
Xn3	During execution of on- demand function ON: transmission underway OFF: transmission complete	AJ71C24

<sup>\* &</sup>quot;n" in Xn3 is determined by the slot location of the AJ71C24.

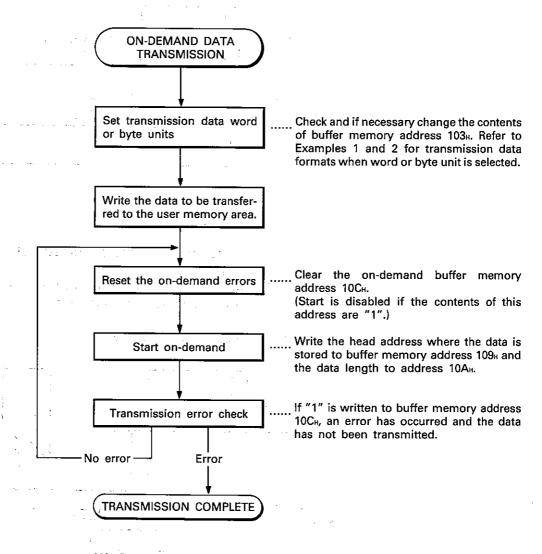


## (2) Buffer memory used by on-demand function

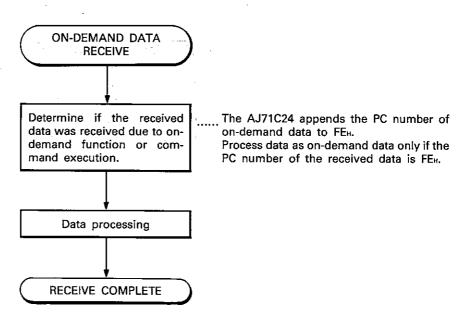
Address	Name	Description		
109н	Area to specify head address in on-demand buffer memory	The head address of the data stored in the buffer memory to be transmitted by the on-demand function is specified by the PC CPU TO instruction.		
10A <sub>H</sub>	Area to specify length of data	The length of the data to be transmitted by the on-demand function is specified by the PC CPU TO instruction.		
10Сн	On-demand error storage area  The AJ71C24 writes a "1" to this addr a transmission error occurs during demand data transmission.  0: No error  1: Error			

### 6.13.2 On-demand function operating procedure

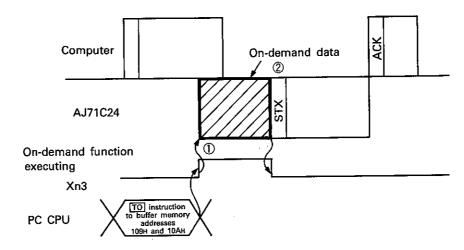
### (1) PC CPU operating procedure



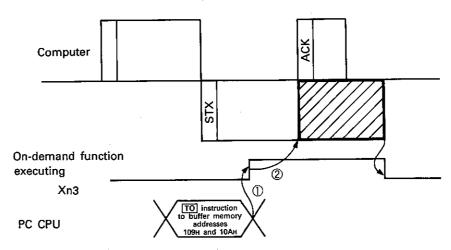
### (2) Computer operating procedure



- (3) The timing charts for an on-demand request are shown below.
  - (a) If computer is transmitting data

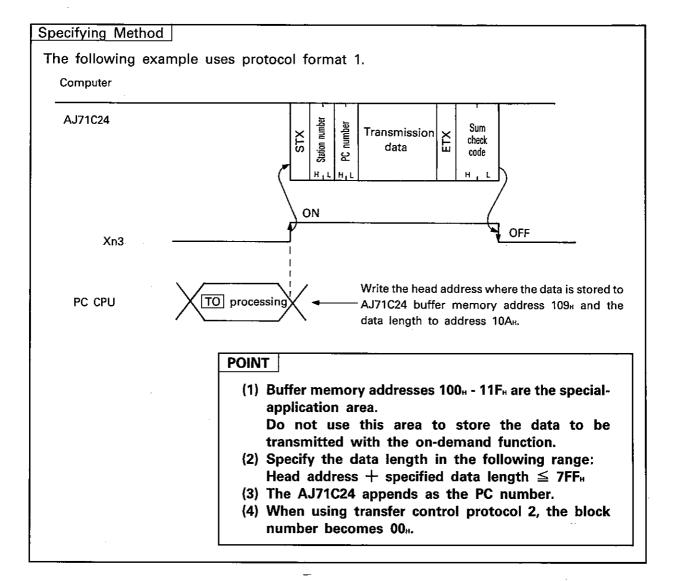


- ①Transmission commences immediately after the ondemand request is made.
- ②Command data (STX to) has to wait for completion of the on-demand data transmission.
- (b) If computer is receiving data



- ① TO instruction turns ON the on-demand busy signal. Transmission commences immediately the on-demand request is made.
- When the on-demand request is made, the on-demand data transmission has to wait for completion of command data transmission.

## 6.13.3 Method and examples for specifying on-demand function

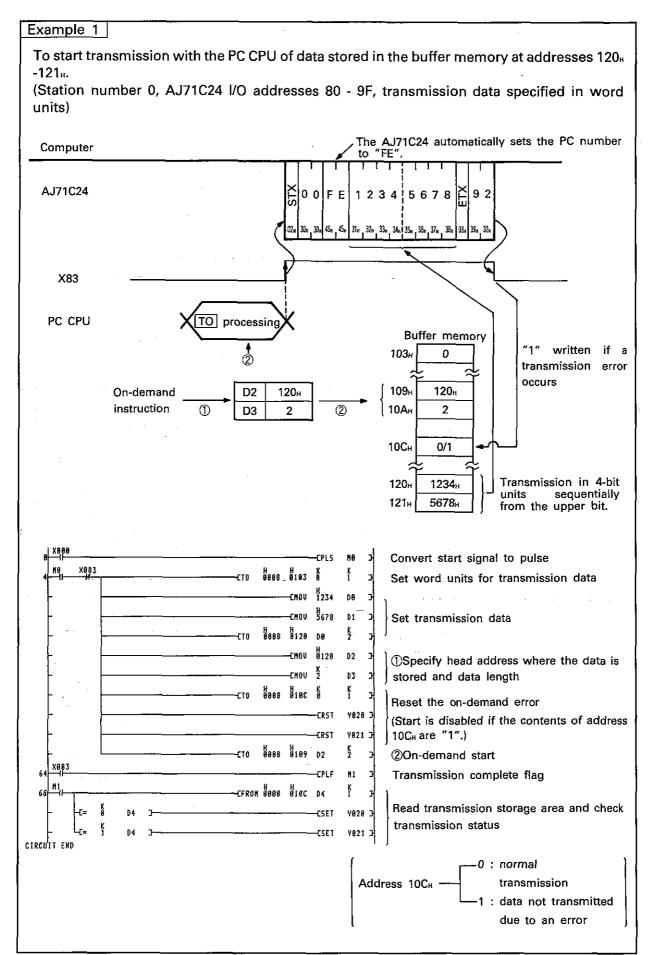


## **IMPORTANT**

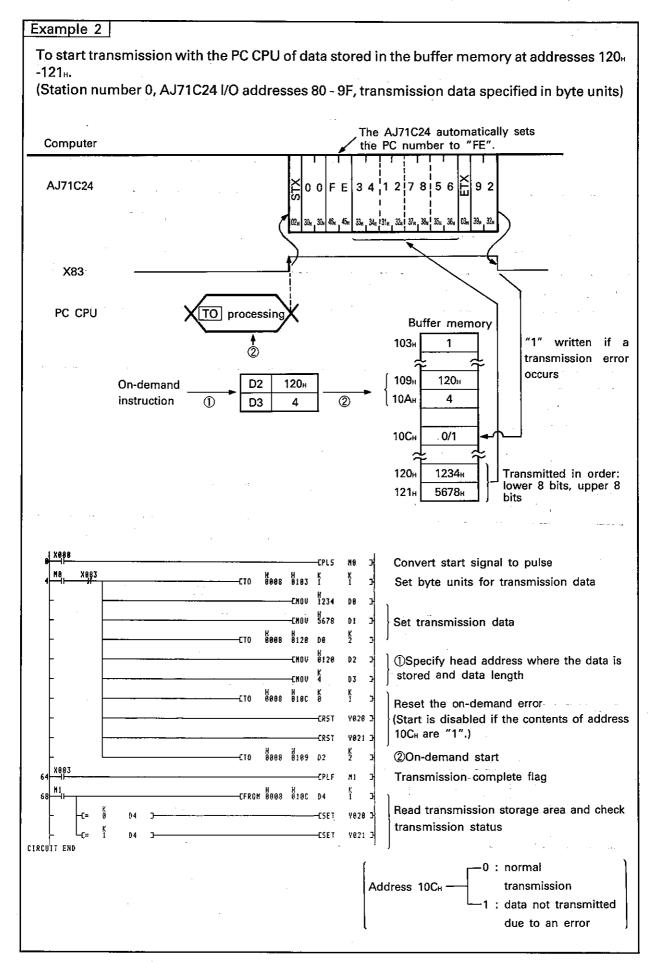
If the on-demand function is used in a multidrop link with a 1:n or 2:n ratio of computer to PC CPU's, control protocol 1-4 communication data and on-transmission data will be destroyed and correct communication impossible.

Only use the  $\boxed{TO}$  instruction to write data to buffer memory addresses 109 $\mu$  and 10A $\mu$  when the system is configured in a 1:1 ratio.











## 6.14 Loopback Test

The loopback test is a function to determine if the communication between the computer and AJ71C24 is correct.

The method for specifying the control protocol, meaning, and an example are shown below for running the loopback test.

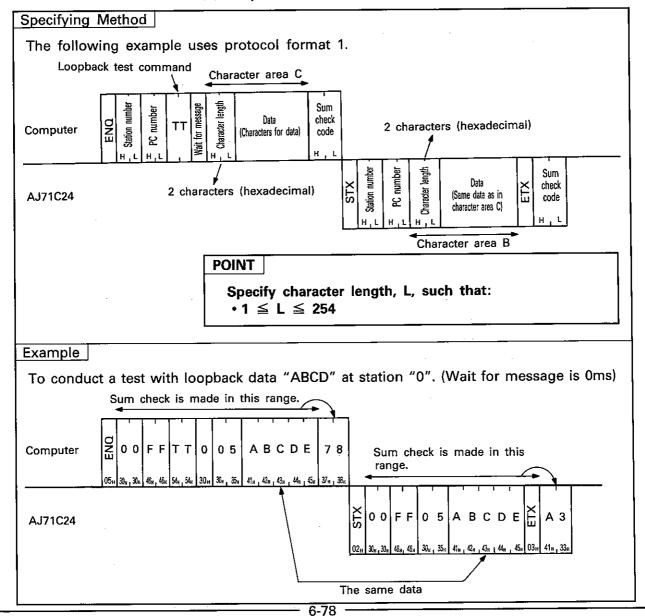
### (1) Commands

The commands used for the loopback test are shown in the table below.

			•	PC CPU state		ite	
Item	Cor	mmand	Processing	Number of Points  Processed Per	During H		RUN
item	Symbol	ASCII code	riocessing	Communication	During STOP	SW22 ON	SW22 OFF
Loopback test	тт	54н, 54н	Echoes character back to the computer.	254 characters	0	0	0

Key: O Available

## (2) Loopback test call



## 7. COMMUNICATIONS IN THE NO-PROTOCOL MODE



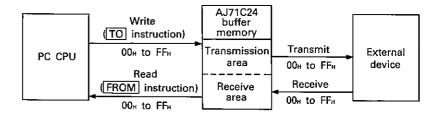
### 7. COMMUNICATIONS IN THE NO-PROTOCOL MODE

Communications between external devices (such as a computer, printer) and the PC CPU in the no-protocol mode are explained in this chapter.

## 7.1 Basics of the No-protocol Mode

This section explains the basics of the link between external devices (such as a computer, printer) and the PC CPU in the no-protocol mode.

- (1) What no-protocol means
  In no-protocol communication:
  - the PC CPU uses TO instructions to read data from the no-protocol mode transmission buffer memory area, and output the data in unchanged code to an external device
  - the PC CPU uses FROM instructions to read data received from an external device which has been stored in the AJ71C24 no-protocol mode receive buffer memory area.



### POINT

In the no-protocol mode, data is not converted to ASCII in the AJ71C24. If ASCII code is required, the data must be handled as ASCII code, respectively, in the PC CPU.

(2) Setting word or byte units for no-protocol communication It is possible to select word or byte units for transmission data in the no-protocol mode. Word units are selected by default, but byte units can be set by writing "1" or word units by writing "0" to the buffer memory special-application area address 103<sub>H</sub>.

(Refer to section 5.4.3 for details of program to make this setting.)

### POINT

The byte or word units set for the no-protocol mode also apply to the on-demand function.

## 7.2 Handshake I/O Signals

Signals known as I/O handshake signals are required for communication in the no-protocol mode.

These signals output data received from the PC CPU to an external device and detect signals sent from an external device to enable the PC CPU to read them.

The I/O handshake signals are shown in the table below.

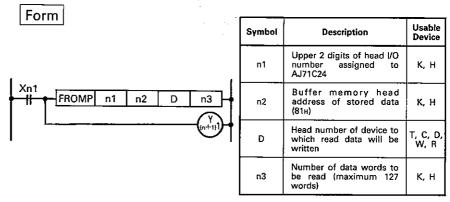
	Signal	Timing
PC CPU	Y <sub>(n+1)</sub> 0 (Sending request)	Turned off by program  Turned on by program
Outside	X <sub>n</sub> 0 (Sending complete)	Turned on by AJ71C24
Outside 1	X <sub>n1</sub> (Receiving request)	Turned off by program
PC CPU	Y <sub>(n+1)</sub> 1 (Receiving complete)	Turned on by program

### 7.3 Read and Write of Buffer Memory by PC CPU

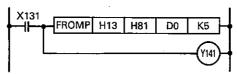
The following gives a brief description of a basic PC CPU program to read and write data to and from the AJ71C24 buffer memory in the no-protocol mode.

(1) FROM, FROMP, DFRO, DFROP instructions to write to the transmission area

Read data from the no protocol receive data area (addresses  $80_{H}$  to  $FF_{H}$ ) of the buffer memory.

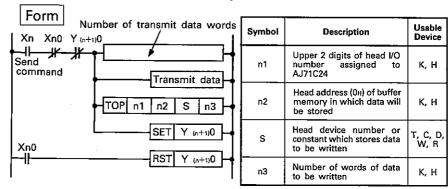


Example: To read 5 data words starting at buffer memory address 81<sub>H</sub>, with the AJ71C24 located in slot number 130 to 14F

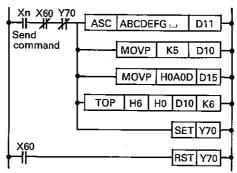


(2) TO, TOP, DTO, DTOP instructions to read from the receive area

Write data to the no protocol data transmit area (addresses  $0_H$  to  $7F_H$ ) of the buffer memory.



Example: To write "ABCDEFG\_CR.LF" to addresses 1<sub>H</sub> to 6 words of the buffer memory, with the AJ71C24 located in slot number 60 to 7F.



7

### 7.4 Receiving Data in the No-protocol Mode (external device → AJ71C24)

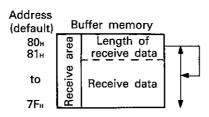
"Receiving" refers to the process to store the data received from an external device in the no-protocol mode receive buffer memory area (hereinafter abbreviated to "receive area"), and then read them by the PC CPU using the FROM instruction.

### (1) Receive area

The receive area stores the length of data received and the data itself. By default, addresses  $80_{\text{H}}$  to FF<sub>H</sub> is allocated to the receive area.

It is however possible to change the receive area to suit the purpose of the data communication and specifications of the external devices. (Refer to section 5.4.5.)

If the receive data is longer than the buffer memory (default length 127 words), the data is divided and sent piece by piece. It is recommended that the receive area should be larger than the amount of data received. (Refer to example programs and remarks.)



- The actual amount of data received is written when the receive-complete code is received or the fixed length of data has been received.
- Data received is stored sequentially from the lowest address until the complete code is received or the fixed length of data has been received.

### (2) Receiving data

There are two methods to complete receiving data:

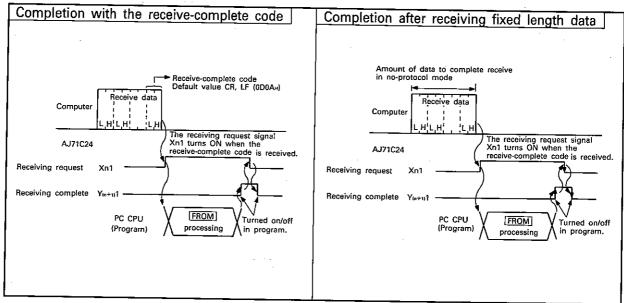
- receiving the receive-complete code
- receiving the pre-set amount of data (fixed length).
- (a) Completion with the receive-complete code
  Receiving data is complete when the AJ71C24 receives the
  data which specifies the receive-complete code.
  The default receive-complete code is CR, LF (0D0AH) but
  this may be changed to any value in the range 0000H 00FFH
  to suit the specifications of external devices. (Refer to
  section 5.4.1 for details of how to change the code.)
- (b) Completion after receiving fixed length data Receiving data is complete when the AJ71C24 receives the preset amount of data. When using the fixed data length to complete data receive it is not necessary to set a code such as the receive-complete code, so that all data from 00<sub>H</sub> to FF<sub>H</sub> can be received. (Refer to section 5.4.2 for details of how to set the fixed data length.)

1

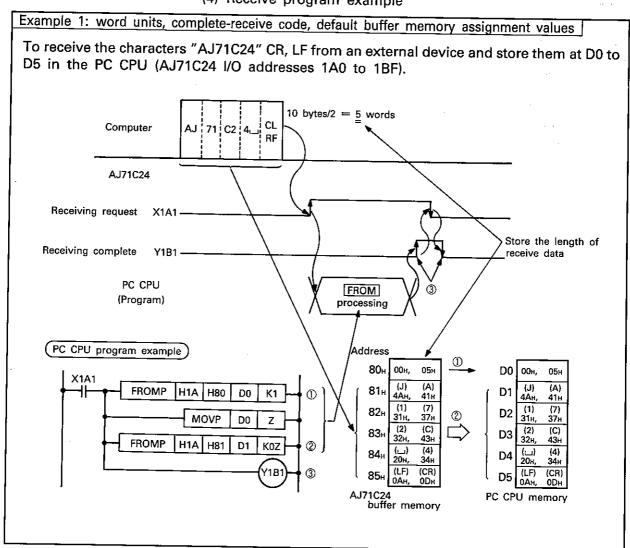
# 7. COMMUNICATIONS IN THE NO-PROTOCOL MODE



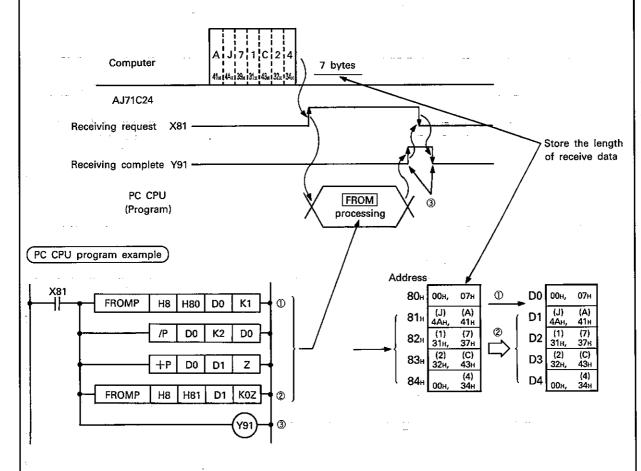
## (3) Receiving procedure



## (4) Receive program example



Specify the units as byte units. Set the fixed data length to complete data receive to 7. To receive the characters "AJ71C24" from an external device and store them at D0 to D4 in the PC CPU (AJ71C24 I/O addresses 80 to 9F).



### **POINT**

● Even if transmission data units are set to byte units the PC CPU FROM instruction operates using word units. Therefore, the length of receive data must be converted to the number of buffer memory points required (word units).

In the example above, 7 bytes of data are received:  $7 \div 2 = 3.5 \cdots 4$  words required

• When an odd number of bytes are received, the upper 8 bits of last address read by the FROM instruction contain 00<sub>H</sub>.

7

#### **REMARKS**

If the length of receive data is greater than the length of no-protocol mode receive buffer memory, the data is processed as described below.

### (1) Receiving data with the receive-complete code

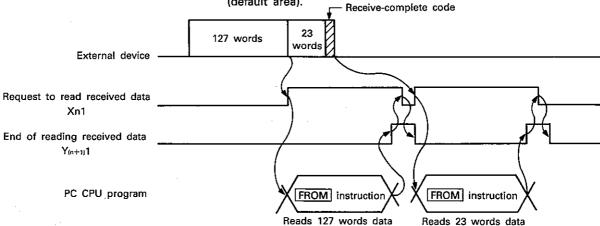
If the AJ71C24 receives data which is longer than the receive area, it receives the amount of date to fill the receive area and then turns ON the receiving request signal Xn1.

When the PC CPU turns ON the receiving complete signal  $Y_{(n+1)}$  the remaining data can be read.

These two operations are repeated until the receive-complete code is received.

Set the receive area so that the length of receive data is less than the length of the receive buffer memory for the no-protocol mode (specified in buffer memory address 107<sub>H</sub>).

Example: To receive 150 words of data when the receive area is from 80s to FFs (default area).

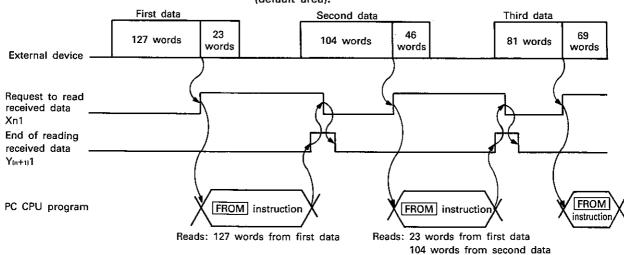


### (2) Receiving fixed length data

If the setting of the length of data to complete the receive is larger than the receive area, then the length of data is taken as the length of receive buffer memory for the no-protocol mode, specified in buffer memory address 107<sub>H</sub> (default length 127 words).

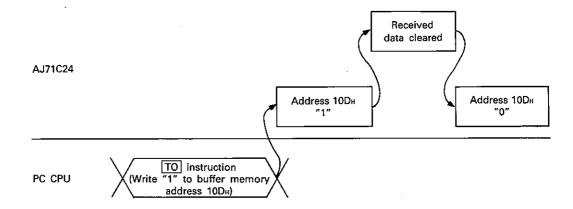
Set the receive area so that the length of receive data is less than the length of the receive buffer memory for the no-protocol mode.

Example: To receive 150 words of data when the receive area is from 80<sub>H</sub> to FF<sub>H</sub> (default area).





- (5) Clearing the receive buffer memory If an error occurs due to failure of an external device, for example, while receiving data from an external device in the no-protocol mode, the data received up to the error may be incorrect or interrupted. To recover after an error has occurred it is possible to clear all received data and initialize the AJ71C24 buffer memory.
  - (a) Error detection The following methods are used to detect errors while data is being received.
    - 1) Reading the error LED display area
      To detect errors the PC CPU can read the LED ON/OFF
      statuses, stored at buffer memory address 101<sub>H</sub> as
      transmission error data.
    - 2) PC input signals Signals such as READY signals from external devices are connected to the PC CPU as input signals. The PC CPU can detect errors from the ON/OFF status of these signals.
  - (b) Clearing received data
    - Range of data cleared
       All data already received by the AJ71C24 is cleared and
       the no-protocol mode receive buffer memory area is
       initialized (refer to Appendix 4 for details).
    - 2) How to clear received data
      Received data is cleared by writing "1" to buffer memory address 10D<sub>H</sub> using the TO instruction.
      After clearing received data, the AJ71C24 clears the "1" that was written to buffer memory address 10D<sub>H</sub>.



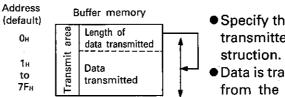
## 7.5 Transmitting Data in the No-protocol Mode (AJ71C24 → external device)

"Transmitting" refers to outputting data which was written to the no-protocol mode transmit buffer memory area (hereinafter abbreviated to "transmit area"), from the AJ71C24 to an external device in response to the PC CPU send request signal ( $Y_{(n+1)}O$ ).

### (1) Transmit area

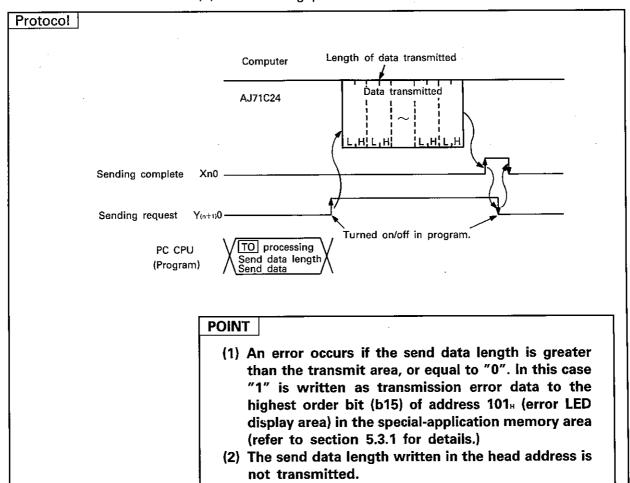
The transmit area stores the length of data to be transmitted and the data itself. By default, addresses  $0_{H}$  to  $7F_{H}$  is allocated to the transmit area.

It is however possible to change the transmit area to suit the purpose of the data communication and specifications of the external devices. (Refer to section 5.4.4.)



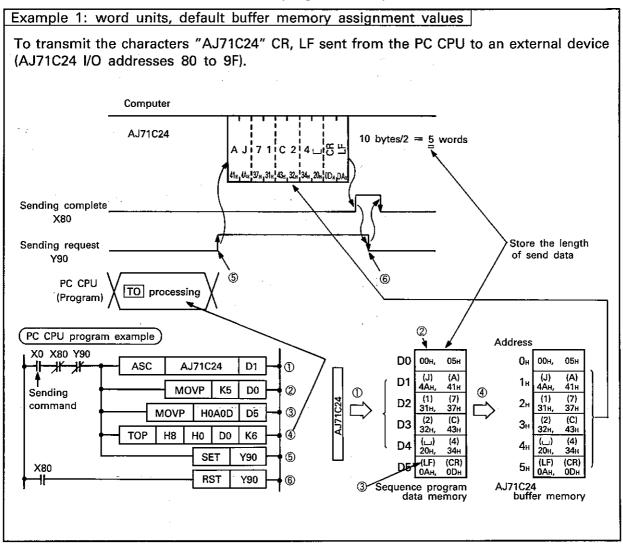
- Specify the length of data to be transmitted with the TO instruction.
- Data is transmitted sequentially from the lowest address.

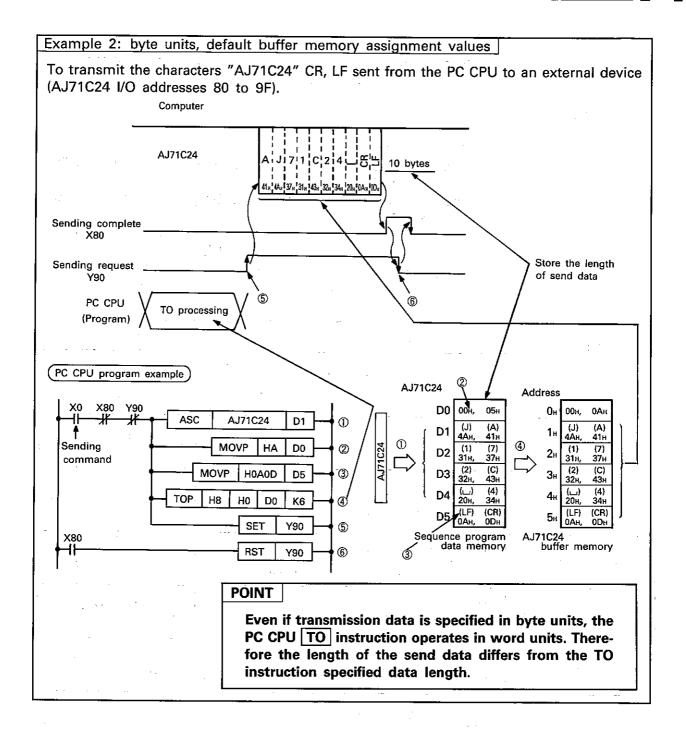
## (2) Transmitting procedure





### (3) Transmit program example







### 8. TROUBLESHOOTING

Errors which can occur with the AJ71C24 and troubleshooting procedures are described in this chapter.

### 8.1. NAK Error Codes

Error codes and their definitions when an NAK code is transmitted during data communication between the computer and PC CPU are listed in Table 8.1.

The error codes are transmitted as 2-digit ASCII (hexadecimal) between 00<sub>H</sub> and FF<sub>H</sub>.

When several errors occur simultaneously, the code with the lowest number takes preference and is transmitted.

If any of the following errors occurs, the transmission sequences are initialized and LED's 2-NEU and 4-NEU (LED No. 4 and 7).

Error Code (Hexadecimal)	Error	Error Definition	Relevant LED No.	Corrective Action
00н	Disable during run	Invalid access has been made during run. (1) Data has been written to PC CPU with SW22 OFF (write disable during run). (2) Sequence program and parameters have been written.	2-C/N (LED No. 16) 4-C/N (LED No. 20)	<ul><li>(1) Start communication after turning on SW22.</li><li>(2) Write parameters after setting PC CPU to STOP.</li></ul>
01н	Parity error	Parity error With SW16 ON (parity present), parity check result does not match the state of SW17 (odd/even parity).	2-P/S (LED No. 17) 4-P/S (LED No. 21)	Check control protocol, change the SW setting or data.
02н	Sum check error	Sum check error With SW21 ON (sum check present), sum check result of received data does not match the sum check code of sent data, i.e. send data is different from receive data.	2-P/S (LED No. 17) 4-P/S (LED No. 21)	Check data sent from computer and sum check result, correct invalid data.
03н	Protocol error	Communications protocol not valid.  Communication has been made in protocol different from the one set by the mode setting switch.	2-PRO (LED No. 18) 4-PRO (LED No. 22)	Check and correct the mode setting switch position and control protocol. Repeat data communication.
04н	Framing error	Framing error Data does not comply with the setting of SW18 (stop bit).	2-SIO (LED No. 19) 4-SIO (LED No. 23)	Change the setting of SW18 or control protocol.
05н	Overrun error	Overrun error New data has been sent before AJ71C24 completes receiving the preceding data.	2-SiO (LED No. 19) 4-SiO (LED No. 23)	Allow more time between transmitting data.
06н	Character area error	Character area A, B, or C error, or specified command does not exist  (1) The specification of the character area A, B, or C for the control protocol set with the mode setting switch is not correct.  (2) A command used in the protocol does not exist. (For example, a subsequence program was specified for A1N or A2NCPU.)	2-PRO (LED No. 18) 4-PRO (LEO No. 22)	<ol> <li>Check and correct the character area A, B, or C. Repeat data communication.</li> <li>Refer to the function list in section 3.3 and the ACPU User's Manual and correct the specified commands. Repeat data communication.</li> </ol>
07н	Character error	Character error Character other than "A to Z", "0 to 9", "" and control codes in Section 6.3.5 (1) has been received.	2-PRO (LED No. 18) 4-PRO (LED No. 22)	Check and correct data.
08н	PC access error	Buffer memory is unable to make communication with PC. CPU is not an A1(E), A1N, A2(E), A2N, A3(E), A3N, A3HCPU, or AJ72P25/R25.	2-C/N (LED No. 16) 4-C/N (LED No. 20)	Change to a PC CPU which can carry out data communication.

Table 8.1 Error Code List (Continue)



Error Code (Hexadecimal)	Error	Error Definition	Relevant LED No.	Corrective Action
10н	PC number error	Defined PC number does not exist.  The PC number specified in the protocol was not "host" (FFH) or a station number set with the MELSECNET link parameters.	2-C/N (LED No. 16) 4-C/N (LED No. 20)	Change the PC number to "host" (FFH) or a station number set with the MELSECNET link parameters. Repeat data communication.
11s	Mode error	Incorrect communication between AJ71C24 and PC CPU  (1) After the AJ71C24 has correctly received a request from the computer, normal data communication is not carried out between the AJ71C24 and PC CPU due to noise, or some other reason.		Repeat the data communica- tion. If the error reoccurs, check for noise and other causes or replace the AJ71C24. Repeat the data communication.
12н	Special function unit specification error	Special function unit specification error A special function module, having buffer memory, which has the communication capability is not placed in the special function module number area.	2-C/N (LED No. 16) 4-C/N (LED No. 20)	Check control protocol data or change the special function unit I/O location.
13н	Program step No. specification error	Error in specification of a sequence program step number.  (1) A step number was specified which lies outside of the program range specified by the programmable controller CPU parameters.	2-C/N (LED No. 16) 4-PRO (LED No. 20)	Specify a step number which lies within the specified range, or change the parameters and transfer them again.
18н	Remote error	Remote run/stop impossible.  Remote stop/pause has already been implemented from another unit (such as another AJ71C24).	2-PRO (LED No. 18) 4-PRO (LED No. 22)	Check for and reset remote stop/pause from another unit.
21н	Special function unit bus error	Memory access to special function unit cannot be made (for command TR, TW).  (1) Special function unit control bus error (2) Special function unit faulty.	2-C/N (LED No. 16) 4-C/N (LED No. 20)	PC CPU, base unit, special function unit, or AJ71C24 hardware fault. Consult the nearest Mitsubishi representative.

Table 8.1 Error Code List

### REMARKS

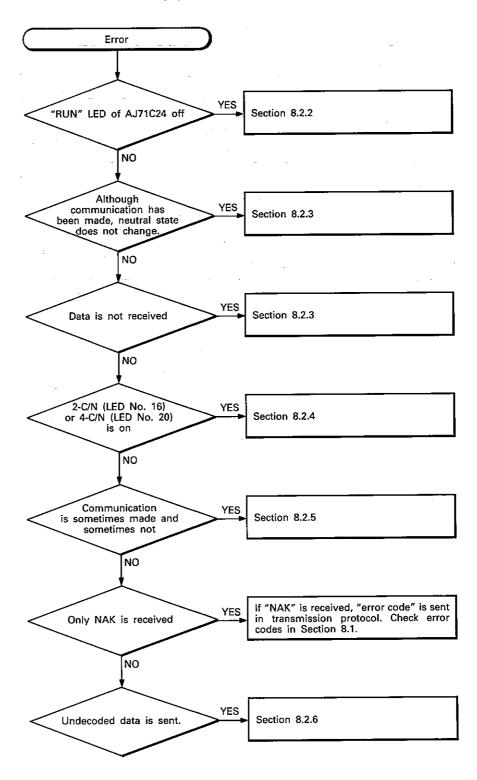
- (1) Error codes, 0<sub>H</sub> to 08<sub>H</sub> are transmitted to the external device after diagnosis by the AJ71C24 when access is made by the computer to AJ71C24.
- (2) Error codes,  $10_H$  to  $21_H$  are generated by the PC CPU when access is made by the AJ71C24 to the PC CPU.

#### 8.2 Troubleshooting

This section describes basic troubleshooting procedures for the AJ71C24. for information on CPU module troubleshooting, refer to the A1, A2, A3CPU User's Manual.

#### 8.2.1 Troubleshooting flow chart

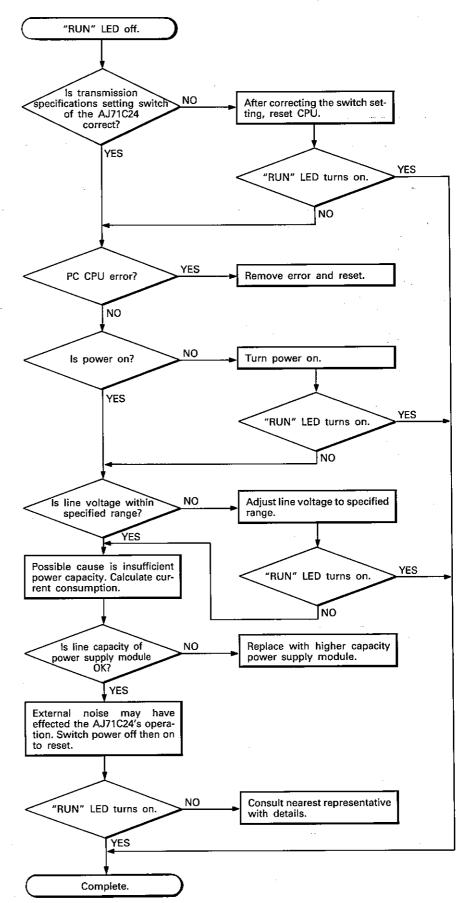
Errors are divided by phenomena.



8

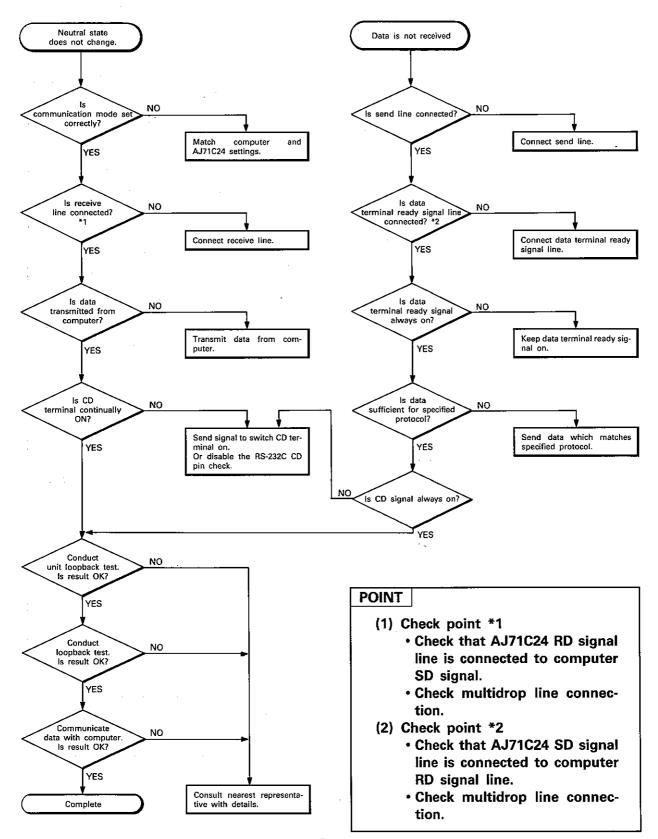


#### 8.2.2 RUN LED turns off



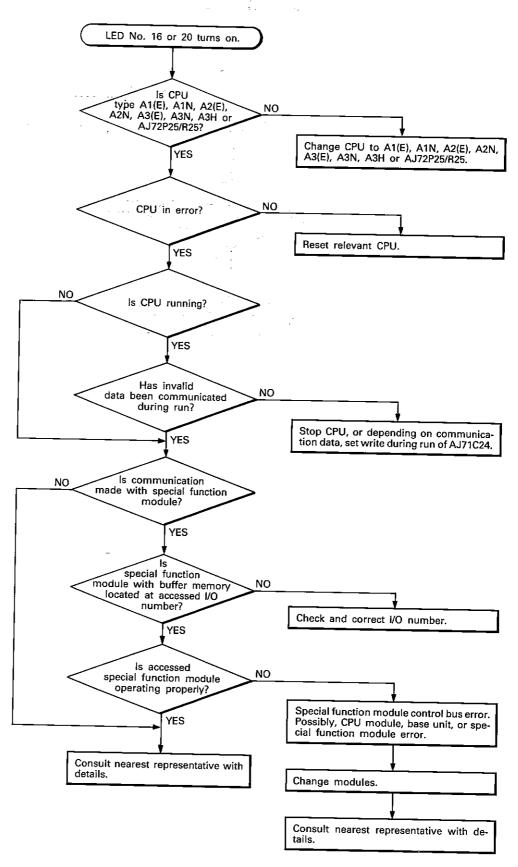
# 8.2.3 Neutral state does not change or data is not received although communication has been normal

Despite apparently normal communication, the neutral state remains on and further communication is halted or data is not received.

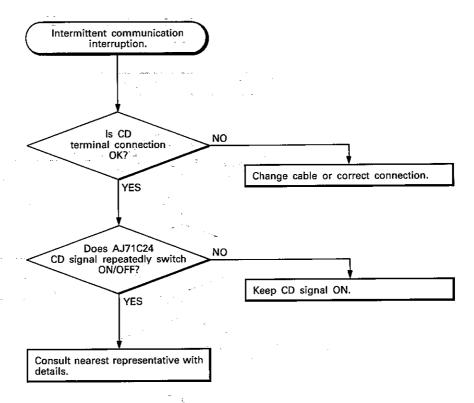


## 8.2.4 2-C/N (LED No. 16) or 4-C/N (LED No. 20) turns on

Flow chart for use when 2-C/N (LED No. 16) or 4-C/N (LED No. 20) on the AJ71C24 panel turns on.



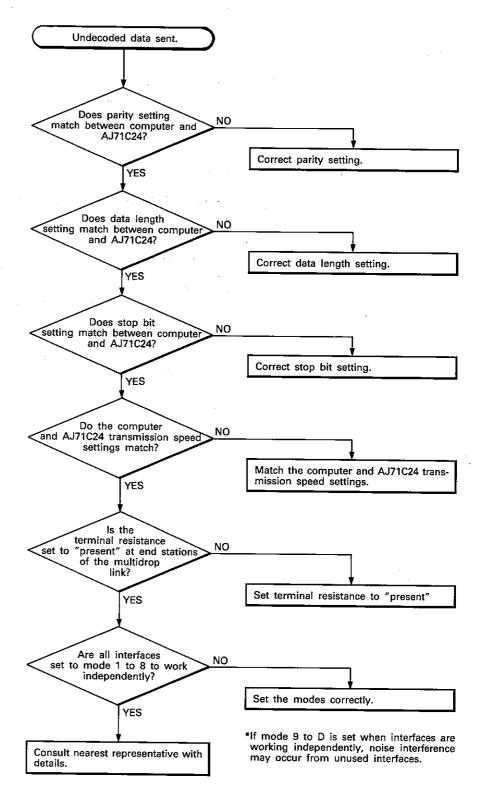
## 8.2.5 Intermittent communication interruption





#### 8.2.6 Transmission of undecoded data

Flow chart for use when the AJ71C24 sends code and data, which is not included in the control code, in response to data sent from the computer.





#### **APPENDICES**

## APPENDIX 1 AJ71C24-S3 and AJ71C24 Compatibility and Precautions Regarding Programs

Precautions that need to be observed when switching AJ71C24-S3 and AJ71C24 programs are described below.

#### 1.1 Compatibility

External dimensions, method of attachment and basic programs (in the PC CPU and computer) are identical between the AJ71C24-S3 and AJ71C24.

They have full compatibility in the range of AJ71C24 functions.

## 1.2 Precautions when switching AJ71C24-S3 and AJ71C24 programs

Take care of the following points when replacing an AJ71C24 with an AJ71C24-S3.

- (1) Buffer memory read and write (commands CR and CW)
  Addresses 100<sub>H</sub> to 11F<sub>H</sub> in the AJ71C24-S3 buffer memory
  make up the special-application area.
  Only use commands CR and CW to read from and write to the
  user area, with addresses higher than 120<sub>H</sub>.
- (2) I/O to the PC CPU
  The AJ71C24-S3 has a READY signal (Xn7).
  In a link in the no-protocol mode, it is recommended that the READY signal be inserted into the AJ71C24 sequence program as an interlock signal.



## APPENDIX 2 AJ71C24-S3 and AJ71C24 Function Comparison

Improved and added functions of the AJ71C24-S3 compared to the AJ71C24 are shown in the table below.

Fı	ınction				AJ71C24	AJ71C24-S3	Reference Section						
	Unit READY signal					READY signal is the I/O signal Xn7 to the PC CPU.	3.4						
	RS-2320	C CD p	in che	ck	Normal CD pin check	The AJ71C24-S3 permits the CD pin to be carried out or disabled.	3.3.3						
	Transmission Display area error data		sion   · ·		Display area		Display area		Display area		<ul> <li>It can be seen from the LED status on the front panel if an error has occurred or not.</li> </ul>	<ul> <li>The ON/OFF status of the LED's is stored in the buffer memory so that the sequ- ence program can read the buffer mem- ory for the PC CPU to check if a data communication error has occurred.</li> </ul>	3.3.4
	<b>1</b> -5-:-	-	1	xtinguish uests	The PC CPU has to be reset.	The sequence program can make LED extinguish requests.							
				Command	/								
		Batch	read	ER		Reads extension file register (R) in units of 1 point.							
		Batch	write	EW		Writes extension file register (R) in units of 1 point.							
	Extension file register	Te (randon		ET		Specifies the extension file register (R) in units of 1 point using block or device number and makes a random write.	6.7						
to 4		Mon data		EM		Sets the extension file register (R) device numbers to be monitored in units of 1 point.							
protocols 1		Mon	itor	ME		Monitors the extension file register after monitor data entry.							
rotc		Batch	Main	UR	_ / \	Reads microcomputer main programs							
	Micro- computer	read	Sub	VR	/ \	Reads microcomputer subprograms	6.11.5						
Dedicated	program	Batch	Main	υw	/ \	Writes microcomputer main programs							
Ded		write	Sub	vw	/ \	Writes microcomputer subprograms							
	Comment	Batch	read	KR	/	Reads comment memory	6.11.6						
		Batch	write	кw	\	Writes comment memory							
	l	On-dem	and		<ul> <li>All transmission in- itiated by the com- puter</li> </ul>	◆ The PC CPU can make transmission requests during data communication with using dedicate protocols 1 to 4.	6.13						
	Data communication with PC CPU on MELSECNET		<ul> <li>Communication only possible with PC CPU's loaded with AJ71C24.</li> </ul>	<ul> <li>Communication possible with PC CPU's on MELSECNET which are not loaded with AJ71C24.</li> </ul>	6.3.5 (4)								



Fu	nction	AJ71C24	AJ71C24-S3	Reference Section
	Receive-complete setting	● Fixed as CR, LF (0Dн, 0Aн)	● Can be set to desired value. (Default setting: CR, LF (0DH, 0AH))	5.4.1
	Length of data to receive (receive with fixed data length)	Fixed as 127 words (254 bytes)	<ul> <li>Can be set to desired value. (Default setting: 127 words)</li> </ul>	5.4.2
	Data word/byte unit setting	• Fixed as word units	Data can be handled as word units or byte units (default value: word units)	5.4.3
No-protocol	Transmission buffer memory	Fixed as: Head address0 <sub>H</sub> Buffer memory length80 <sub>H</sub>	● Can be set to desired values, excluding memory area 100μ to 11Fμ Default: Head address 0μ Buffer memory length 80μ	5.4.4
No-pr	Receive buffer memory	Fixed as: Head address80 Buffer memory length80	● Can be set to desired values, excluding memory area 100μ to 11Fμ Default: Head address 80μ Buffer memory length 80μ	5.4.5
	Receive data clear request	Necessary to reset the PC CPU to clear received data after an error occurs. All dedicated protocol communication data also lost.	1	



## **APPENDIX 3 ASCII Code Table**

Character codes used for the computer link are shown below. (7-bit codes)

	MSD	0	1	2	3	4	5	6	7
LSD		000	001	010	011	100	101	110	111
0	0000	NUL	DLE	SP	0	@	Р	,	Р
1	0001	SOH	DC1	į	1	Α	Q	a	q
2	0010	STX	DC2	11.	2	В	R	b	r
3	0011	ETX	DC3	#	3	С	s	С	s
4	0100	EOT	DC4	\$	4	D	Т	d	t
5	0101	ENQ	NAK	%	5	E	U	e	u
6	0110	ACK	SYN	&	6	· F	٧	f	v
7	0111	BEL	ETB	1.7	7	G	w	g	w
8	1000	BS	CAN	(	8	. н	х	h	x
9	1001	HT	EM	)	. 9	1	Y	i	y
Α	1010	LF	SUB	*	:	J	z	j	z
В	1011	VT	ESC	+	;	K	[	k	{
C .	1100	FF	FS	,	<	L	\	1	
D	1101	CR	GS	_	= .	м	J	m	}
E	1110	so	RS		>	N	<b>†</b>	n	~
F.	1111	SI	vs	1	, ?-	. 0	<b>+</b>	o	DEL

#### APPENDIX 4 DTR CONTROL

This appendix explains DTR control.

(1) Explanation of DTR control

DTR control enables and disables data communication with an external device via the AJ71C24 RS-232C by means of the DSR and DTR signals.

DTR control is not available for the RS-422.

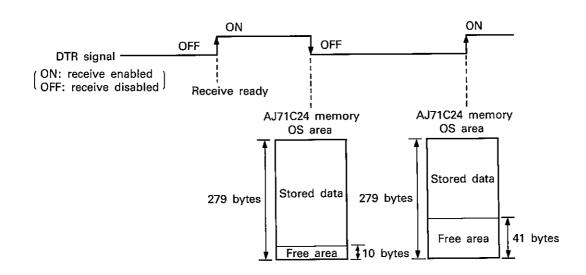
(2) The AJ71C24 stores data received from and external device to the no-protocol receive buffer memory via its OS memory area.

Under the conditions below, the AJ71C24 temporarily stores received data to its OS area. When transfer to the no-protocol receive buffer memory is enabled (read request signal Xn1 is OFF), it transfers the data until the receive-complete code or until the fixed length of data has been transmitted. Conditions:

- 1) When there is too much data for the buffer memory because the length of data received exceeds the no-protocol receive buffer memory area.
- 2) When data is transmitted from an external device before the PC CPU sends the data received previously.
- (3) AJ71C24 DTR control

The size of the AJ71C24 data storage area is 279 bytes. It turns the DTR signal ON and OFF as follows: less than 10 bytes storage area free: OFF more than 41 bytes storage area free: ON

(4) When received data is cleared as described in (5) section 7.4, all data in the OS area is cleared simultaneously with the data in the no-protocol receive buffer memory.





## APPENDIX 5 Communication Times between Programmable Controller CPU and AJ71C24.

During PC CPU run, data is processed after the execution of the END instruction in response to a request from the AJ71C24. The maximum number of points processed per communication are given in Section 3.3.1.

The intervening time (i.e. by how much the san time increases) for each processing operation and its corresponding processing time (indicated in numbers of scans) is shown below.

					Intervening	Time (Scan tin	ne increase)	Company Remained for Processing	
		Item			A1N, A2N, A3N	АЗН	Access points	Scan Count Required for Processing	
		Datah yand	Bit units	BR	0.76m sec	0.57m sec	256 points	1 scan	
		Batch read	Word units	WR	1.13m sec	0.81m sec	64 points	2 scans for device "R" only	
		Databita	Bit units	BW	1.13m sec	0.94m sec	256 points	2 scans	
		Batch write	Word units	ww	1.13m sec	0.84m sec	64 points	1 scan for "enable during run" setting (excluding R)	
	Device	Test Random	Bit units	вт	1.13m sec	0.90m sec	20 points	2 scans 1 scan for "enable during run" setting (excluding R)	
	memory	write	Word units	WT	1.13m sec	0.90m sec	10 points	setting (excluding R)	
		Monitor data	Bit units	ВМ				<del></del>	
		entry	Word units	WM				1 scan for device "R" only	
Device		Monitor	Bit units	МВ	1.51m sec	0.93m sec	20 points	1 scan	
data		WiGhitor	Word unit	MN	1.51m sec	0.96m sec	10 points	i scan	
		Batch	read	ER	1.27m sec	0.76m sec	64 points		
		Batch	write	EW	1.27m sec	0.76m sec	64 points	2 scans	
	Extension file register	Test Random write  Monitor data entry  Monitor		ET	1.31m sec	0.87m sec	10 points		
-				EM		_		<del></del>	
				ME	1.75m sec	0.98m sec	20 points	1 scan	
	Buffer	Batch read Batch write		CR	_	_	<u> </u>	<u> </u>	
	тетогу			CW					
Special fu	nction module	Batch read		TR	FROM instruction	FROM instruction		1 ścan	
Special function module Buffer memory		Batch write		TW.	processing time+ 1.13m sec	processing time+ 0.81m sec	128 bytes	2 scans 1 scan when "enable during run" is set	
	Sequence	Batch read Sequence	Main	MR	1.20m sec	0.78m sec	64 steps	1 scan	
			Sub	SR	1.20m sec	0.84m sec		1 scall	
	program	Batch write	Main	MW	0.67m sec	0.55m sec	04 steps	2 scans	
		Daten write	Sub	sw	0.67m sec	0.55m sec		1 scan when "enable during run" is set	
		Batch read	Main	UR	1.35m sec	0.76m sec			
	Micro- computer	Batch read	Sub	VR	1.35m sec	0.76m sec	128 bytes	2 scans	
Program	program	iram	Main	UW	1.35m sec	0.76m sec	120 Dytes	2 scans	
		Batch write	Sub	w	1.53m sec	0.73m sec	]		
	C	Batch	read	KR	1.35m sec	0.76m sec	120 hidea	2 scans	
	Comment	Batch	write	KW	1.53m sec	0.73m sec	128 bytes	2 Scalis	
		Batch	read	PR	0.68m sec	0.50m sec	128 bytes	2 scans	
	Parameter	Batch	write	PW					
		Analysis	request	PS		-	_		
		Remo	te run	RR					
PC	CPU	Remo	te stop	RŞ	]			_	
	·	- PC typ	e read	PC	0.34m sec	0.34m sec		1 scan	
		Global		GW		<u> </u>			

## POINT

- (1) The PC CPU can only process one of the above operations at each END instruction. If the A6GPP and AJ71C24 access a given PC CPU at the same time, one unit must wait until the other unit terminates processing. Therefore, scan count required for processing increases.
- (2) With no AJ71C24 communication, scan time increases 0.2m sec (A3HCPU is 0.1m sec).



#### **APPENDIX 6 Special Function Module Buffer Memory Addresses**

The special function module buffer memory addresses specified for reading and writing (commands TR, TW) data to and from special function module buffer memory with protocols 1 to 4 are listed below.

Refer to the unit manuals for details of the buffer memory contents.

#### (1) Type A68AD analog-digital converter module

Duffer Manager Contains	Address (H	exadecimal)	Address for FROM / TO Instruction
Buffer Memory Contents	Lower 8 bits	Higher 8 bits	Address for FROW / TO Instruction
Number of channels	80н	81н	0
Averaging processing specification	82н	83н	1
CH1 averaging time, count	84н	85н	2
CH2 averaging time, count	86н	• • 87н	3
CH3 averaging time, count	. 88н	89н	4
CH4 averaging time, count	8Ан	8Вн	5
CH5 averaging time, count	8Сн	8D <sub>H</sub>	6
CH6 averaging time, count	8Ен	8Fн	7
CH7 averaging time, count	90н	91н	8
CH8 averaging time, count	92н	- 93н	9
CH1 digital output value	94н	95н	10
CH2 digital output value	96н	97н	11
CH3 digital output value	98н	99н	12
CH4 digital output value	9Ан	9Вн	13
CH5 digital output value	9Сн	9Dн	14
CH6 digital output value	9Ен	9Fн	15
CH7 digital output value	АОн	А1н	16
CH8 digital output value	А2н	АЗн	17
Write data error code	C4H	С5н	- 34

## (2) Type A62DA digital-analog converter module

	Address (He	exadecimal)	- 1 (FROM (TO) 1
Buffer Memory Contents	Lower 8 bits	Higher 8 bits	Address for FROM / TO Instruction
CH1 digital value	10н	11н	0
CH2 digital value	12н	13н	1
CH1 voltage set value check code	14н	15н	2
CH2 voltage set value check code	16н	17н	3
CH1 current set value check code	18н	19н	4
CH2 current set value check code	. 1Ан	1Вн	5



## (3) Type A84AD analog-digital converter module

	Address (H	exadecimal)	Address for FROM / TO Instruction	
Buffer Memory Contents	Lower 8 bits	Higher 8 bits		
Unused area	10н	11н	0	
Averaging processing specification	12н	13н	1	
CH1 averaging time, count	14н	15н	2	
CH2 averaging time, count	16н	17н	3	
CH3 averaging time, count	18н	19н	4	
CH4 averaging time, count	1Ан	1Вн	5	
Unused area (reserved)				
CH1 digital I/O value	24 <sub>H</sub>	25н	10	
CH2 digital I/O value	26н	27н	11	
CH3 digital I/O value	28н	29н	12	
CH4 digital I/O value	2Ан	2Вн	13	
CH1 internal set mode flag	2Сн	2Dн	14	
CH2 internal set mode flag	2Ен	2Fн	15	
CH3 internal set mode flag	30н	31н	16	
CH4 internal set mode flag	32н	33н	17	
CH1 temperature detector value	34н	35н	18	
CH2 temperature detector value	36н	37н	19	
CH3 temperature detector value	38н	39н	20	
CH4 temperature detector value	ЗАн	3Вн	_ 21	
CH1 set value check code	3Сн	3Dн	22	
CH2 set value check code	3Ея	3Fн	23	
CH3 set value check code	40н	41н	24	
CH4 set value check code	42н	43н	25	
Write data error code	44н	45н	26	
Analog output permitted signal enable/disable flag	46н	47н	27	
CH1 loaded module code	48н	49н	28	
CH2 loaded module code	4Ан	4Вн	29	
CH3 loaded module code	4Сн	4Dн	30	
CH4 loaded module code	4E <sub>H</sub>	4F <sub>H</sub>	31	
CH1 temperature set range (offset)	50н	51н	32	
CH1 temperature set range (gain)	52н	53н	33	
CH2 temperature set range (offset)	54н	55н	34	
CH2 temperature set range (gain)	56н	57н	35	
CH3 temperature set range (offset)	58н	59н	36	
CH3 temperature set range (gain)	5Ан	5Вн	37	
CH4 temperature set range (offset)	5Сн	5Dн	38	
CH4 temperature set range (gain)	5Ен	5FH	39	



## (4) Type AD61(S1) high-speed counter module

Duffey Manager Contacts	Address (H	exadecimal)	Address for FROI	M / TO Instruction	
Buffer Memory Contents	Channel 1	Channel 2	CH1	CH2	
Harvard and (managed)	80н	С0н	. 0		
Unused area (reserved)	81н	- С1н	v	32	
Preset value write (lower bits)	82н	C2⊦	1	22	
Preset value write (middle bits)	83н	С3н	╗	33	
Preset value write (higher bits)	84н	С4н		34	
	85н	С5н	2 .	34	
Mode register	86н	С6н	3	<b>35</b>	
	87н	С7н		35	
Present value read (lower bits)	88н	С8н			
Present value read (middle bits)	89н	С9н	4	36	
Present value read (higher bits)	8Ан	САн	· _	27	
	8Вн	СВн	_ 5	37 .	
Set value read, write (lower bits)	8Сн	ССн		00	
Set value read, write (middle bits)	8D <sub>H</sub>	CD⊭	- 6 · ·	38	
Set value read, write (higher bits)	8Ен	СЕн	7	20	
	8Fн	СFн	7	.39	



## (5) Type AD71(S1) positioning module

Buffer Memory Contents		Address (Hexadecimal)	Address for FROM / TO Instruction	
-		200н	0	
X axis positioning start data		to	to	
		391н	200	
_		392н	201	
Error reset		393н	201	
			300	
Y axis positioning start data		to	to	
		5Е9н	500	
		2040н	3872	
Positioning data		to	to	
	data	235Fн	4271	
		2360н	4272	
Positioning speed		to	to	
	l o	267F <sub>H</sub>	4671	
	positioning	2680н	4672	
Dwell time		to	to	
	axis	299Fн	5071	
	آ × [	29А0н	5072	
Positioning address	``	to	to	
-		2FDF <sub>H</sub>	5871	
•		2FEОн	5872	
Positioning data		to	to	
	data	32FF <sub>H</sub>	6271	
	1 1	3300н	6272	
Positioning speed	l in	to	to	
	tior	361 Гн	6671	
	positioning	3620н	6672	
Dwell time		to	to	
	axis	393Fн	7071	
	>	3940⊬	7072	
Positioning address		to	to	
		3F7Fн	7871	
		3F80н	7872	
X axis parameter		to	to	
		3F9Fн	7887	
Y axis parameter		3FA8 <sub>H</sub>	7892	
		to	to	
		3FС7н	7907	
X axis zero return data		3FD0 <sub>н</sub>	7912	
		to	to	
		. 3FDDн	7917	
	_	3FE4н	7922	
Y axis zero return data		to	to	
		3FF1н	7928	



## (6) Type AD72 positioning module

Buffer Memory Contents	Address (Hexadecimal)	Address for FROM TO Instruction
	200н	0
X axis positioning start data	to	to
	391н	200
Error reset	392н	201
Error reset	393н	201
· · ·	458 <sub>H</sub>	300
Y axis positioning start data	to	to
	5Е9н	500
	6ВОн	600
Monitor area	to	to
	: 6BFн	607
•	2040н	3872
X axis positioning data	to	to
	2FDF <sub>H</sub>	. 5871
	2FEОн	5872
Y axis positioning data	to	to
	3F7F <sub>H</sub>	7871
<del>-</del>	3F80н	7872
X axis parameters	to	to
	3F9Fн	7891
	3FA8н	7892
Y axis parameters	to	to to
	3FC7 <sub>H</sub>	7911
	3FD0н	7912
X axis zero return data	- to	to
	3FDD <sub>H</sub>	7917
· ·	3FЕ4н	7922
Y axis zero return data	to	to
	3FE1 <sub>H</sub>	7928

## (7) AJ71C24-S3

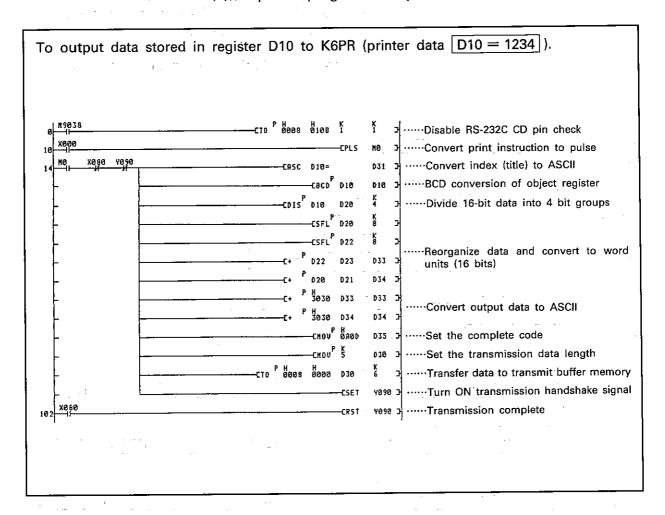
Address Specified by Computer	Address when Connected to Computer				
1000н -	0				
to	to				
11 <b>FF</b> <sub>H</sub>	FF∺				
1200н	100н				
to	to Special-application area				
123F <sub>H</sub>	11F <sub>H</sub>				
<sup>-</sup> 1240 <sub>н</sub>	120н				
to	to				
1FFF <sub>H</sub>	7FF <sub>H</sub>				



# APPENDIX 7: Sequence Program Example to Output No-protocol Mode Word Device Data to Printer

This program shows an example of outputting to printer and printing out of the contents of the data registers (D), link registers (W) and file registers (R) and current timer and counter values.

(1) Sequence program example



#### REMARKS

AJ71C24 transmission specification settings for output to printer

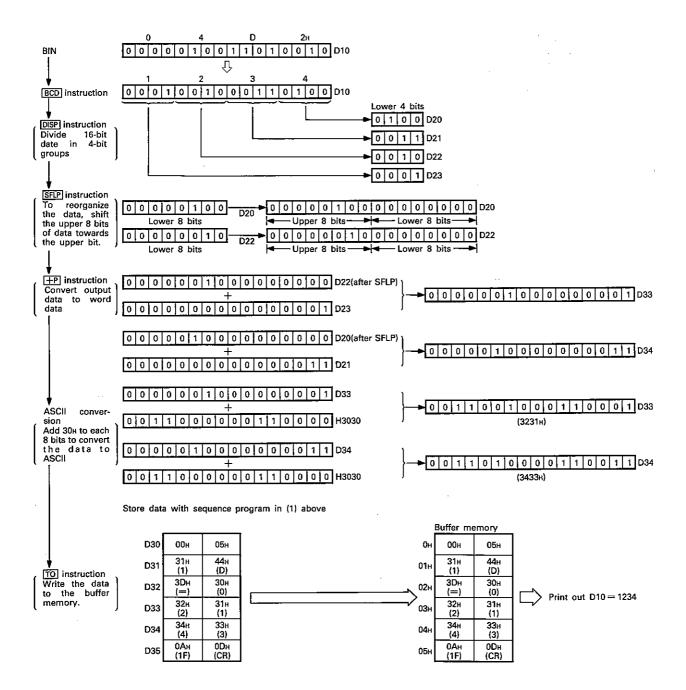
	K6PRE	K7PRE
Baud rate	2400	9600
Data length	8	8
Stop bits	1	2
Parity check	Even	None
Comments	•	Baud rate can be changed to 2400



(2) Procedure to convert data stored in a data register to printer output data.

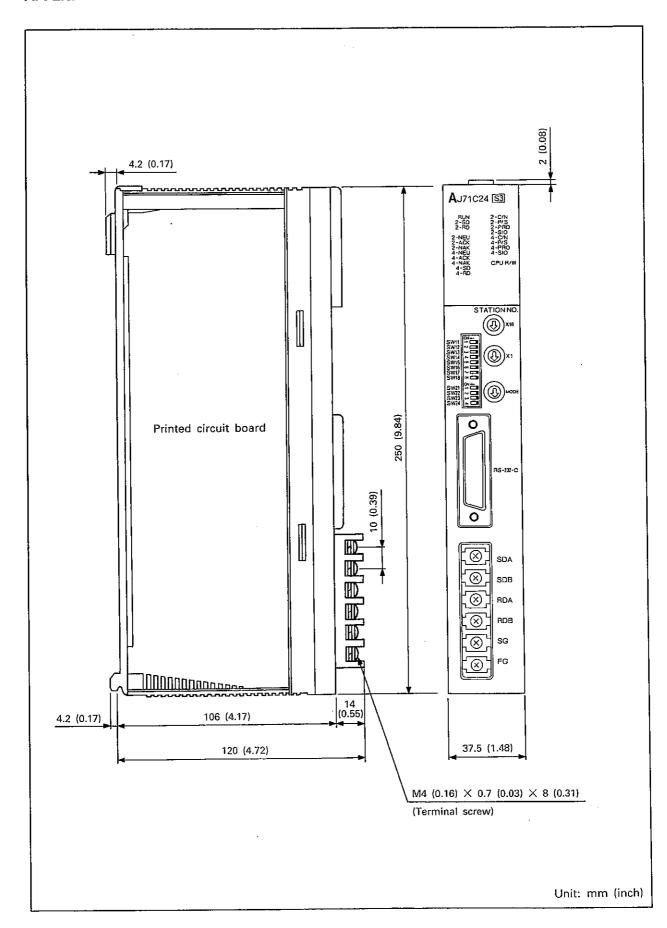
The PC CPU handles numerical data in binary, so that it is necessary to convert data to be printed out from binary (BIN) to ASCII. Data is output sequentially from the buffer memory to printer from the lowest address (head address) with the lower 8 bits before the upper 8 bits. Therefore the order of the data to be output to the printer has be reorganized by the sequence program. The example for this conversion for the program described in (1) is given below.

Example: To convert "1234" stored in the data register to ASCII





#### **APPENDIX 8 External View**



#### IMPORTANT

The components on the printed circuit boards will be damaged by static electricity, so avoid handling them directly. If it is necessary to handle them take the following precautions.

- (1) Ground human body and work bench.
- (2) Do not touch the conductive areas of the printed circuit board and its electrical parts with any non-grounded tools etc.

Under no circumstances will Mitsubishi Electric be liable or responsible for any consequential damage that may arise as a result of the installation or use of this equipment.

All examples and diagrams shown in this manual are intended only as an aid to understanding the text, not to guarantee operation. Mitsubishi Electric will accept no responsibility for actual use of the product based on these illustrative examples.

Owing to the very great variety in possible applications of this equipment, you must satisfy yourself as to its suitability for your specific application.





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