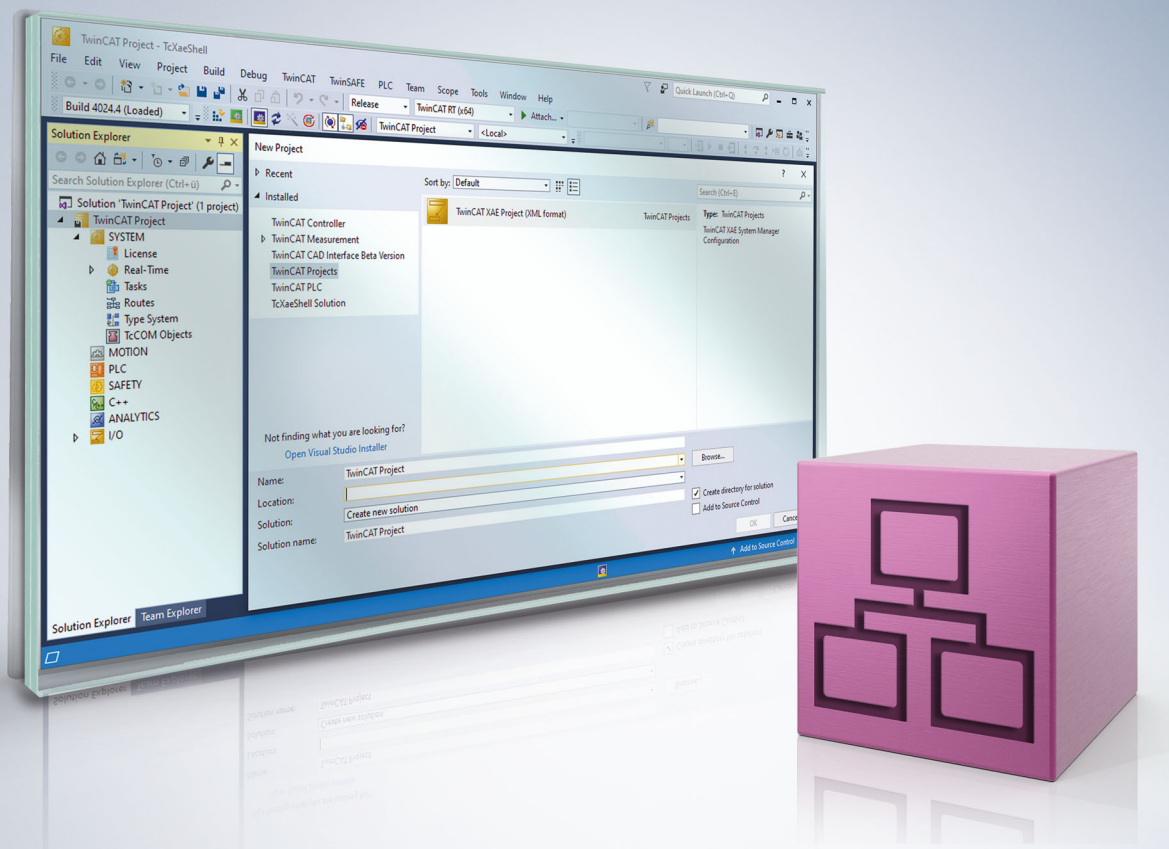
BECKHOFF New Automation Technology

Manual | EN

TF6310

TwinCAT 3 | TCP/IP



2025-05-21 | Version: 1.5.1

Table of contents

1 Foreword

1.1 Notes on the documentation

This description is intended exclusively for trained specialists in control and automation technology who are familiar with the applicable national standards.
The documentation and the following notes and explanations must be complied with when installing and commissioning the components.
The trained specialists must always use the current valid documentation.

The trained specialists must ensure that the application and use of the products described is in line with all safety requirements, including all relevant laws, regulations, guidelines, and standards.

Disclaimer

The documentation has been compiled with care. The products described are, however, constantly under development.
We reserve the right to revise and change the documentation at any time and without notice.
Claims to modify products that have already been supplied may not be made on the basis of the data, diagrams, and descriptions in this documentation.

Trademarks

Beckhoff®, ATRO®, EtherCAT®, EtherCAT G®, EtherCAT G10®, EtherCAT P®, MX-System®, Safety over EtherCAT®, TC/BSD®, TwinCAT®, TwinCAT/BSD®, TwinSAFE®, XFC®, XPlanar®, and XTS® are registered and licensed trademarks of Beckhoff Automation GmbH.
If third parties make use of the designations or trademarks contained in this publication for their own purposes, this could infringe upon the rights of the owners of the said designations.

EtherCAT® is a registered trademark and patented technology, licensed by Beckhoff Automation GmbH, Germany.

Copyright

Third-party trademarks

Trademarks of third parties may be used in this documentation. You can find the trademark notices here: https://www.beckhoff.com/trademarks.

1.2 For your safety

Safety regulations

Read the following explanations for your safety.
Always observe and follow product-specific safety instructions, which you may find at the appropriate places in this document.

Exclusion of liability

All the components are supplied in particular hardware and software configurations which are appropriate for the application. Modifications to hardware or software configurations other than those described in the documentation are not permitted, and nullify the liability of Beckhoff Automation GmbH & Co. KG.

Personnel qualification

This description is only intended for trained specialists in control, automation, and drive technology who are familiar with the applicable national standards.

Signal words

The signal words used in the documentation are classified below. In order to prevent injury and damage to persons and property, read and follow the safety and warning notices.

Personal injury warnings

⚠ DANGER

Hazard with high risk of death or serious injury.

⚠ WARNING

Hazard with medium risk of death or serious injury.

⚠ CAUTION

There is a low-risk hazard that could result in medium or minor injury.

Warning of damage to property or environment

NOTICE

The environment, equipment, or data may be damaged.

Information on handling the product

This information includes, for example:
recommendations for action, assistance or further information on the product.

1.3 Notes on information security

The products of Beckhoff Automation GmbH & Co. KG (Beckhoff), insofar as they can be accessed online, are equipped with security functions that support the secure operation of plants, systems, machines and networks. Despite the security functions, the creation, implementation and constant updating of a holistic security concept for the operation are necessary to protect the respective plant, system, machine and networks against cyber threats. The products sold by Beckhoff are only part of the overall security concept. The customer is responsible for preventing unauthorized access by third parties to its equipment, systems, machines and networks. The latter should be connected to the corporate network or the Internet only if appropriate protective measures have been set up.

In addition, the recommendations from Beckhoff regarding appropriate protective measures should be observed. Further information regarding information security and industrial security can be found in our https://www.beckhoff.com/secguide.

Beckhoff products and solutions undergo continuous further development. This also applies to security functions. In light of this continuous further development, Beckhoff expressly recommends that the products are kept up to date at all times and that updates are installed for the products once they have been made available. Using outdated or unsupported product versions can increase the risk of cyber threats.

To stay informed about information security for Beckhoff products, subscribe to the RSS feed at https://www.beckhoff.com/secinfo.

1.4 Documentation issue status

Version	Change
1.5.x	**New:** Technical introduction/Quick Start Technical introduction/protocols

2 Overview

The TwinCAT TCP/IP Connection Server enables the implementation of one or several TCP/IP servers/ clients in the TwinCAT PLC. This gives a PLC programmer the possibility to develop own network protocols of the application layer (OSI model) directly in a PLC program. The communication connection can optionally be secured via TLS.

Product components

The product TF6310 TCP/IP consists of the following components, which will be delivered by the setup:

- **PLC library:** Tc2_TcpIp library (implements basic TCP/IP and UDP/IP functionalities).
- **Background program:** TwinCAT TCP/IP Connection Server (process which is used for communication).

2.1 Comparison TF6310 TF6311

The products TF6310 "TCP/IP" and TF6311 "TCP/UDP Realtime" offer similar functionality.

This page provides an overview of similarities and differences of the products:

	TF 6310	**TF 6311**
TwinCAT	TwinCAT 2 / 3	TwinCAT 3
Client/Server	Both	Both
Large / unknown networks	++	+
Determinism	+	++
High-volume data transfer	++	+
Programming languages	PLC	PLC and C++
Operating system	Win32/64, CE5/6/7	Win32/64, CE7
UDP-Mutlicast	Yes	No
Trial license	Yes	Yes
Protocols	TCP, UDP	TCP, UDP, Arp/Ping
Hardware requirements	Variable	TwinCAT-compatible network card
Socket configuration	See operating system (WinSock)	TCP/UDP RT TcCom Parameters

The Windows firewall cannot be used, since the TF6311 is directly integrated in the TwinCAT system. In larger / unknown networks we recommend using the TF6310.

3 Installation

3.1 System requirements

The following system requirements must be met for the function TF6310 TCP/IP to work properly.

Technical data	Description
Operating system	Windows 10, 11 Windows CE 6/7 Windows Embedded Standard 2009 TwinCAT/BSD
Target platforms	PC architecture (x86, x64, Arm®)
TwinCAT Version	TwinCAT 2, TwinCAT 3
TwinCAT installation level	TwinCAT 2 CP, PLC, NC-PTP TwinCAT 3 XAE, XAR, ADS
Required TwinCAT license	TS6310 (for TwinCAT 2) TF6310 (for TwinCAT 3)

Support of TLS

Please note that the TLS function blocks are not available under Windows CE.

3.2 Installation

Setup installation (TwinCAT 3.1 Build 4024)

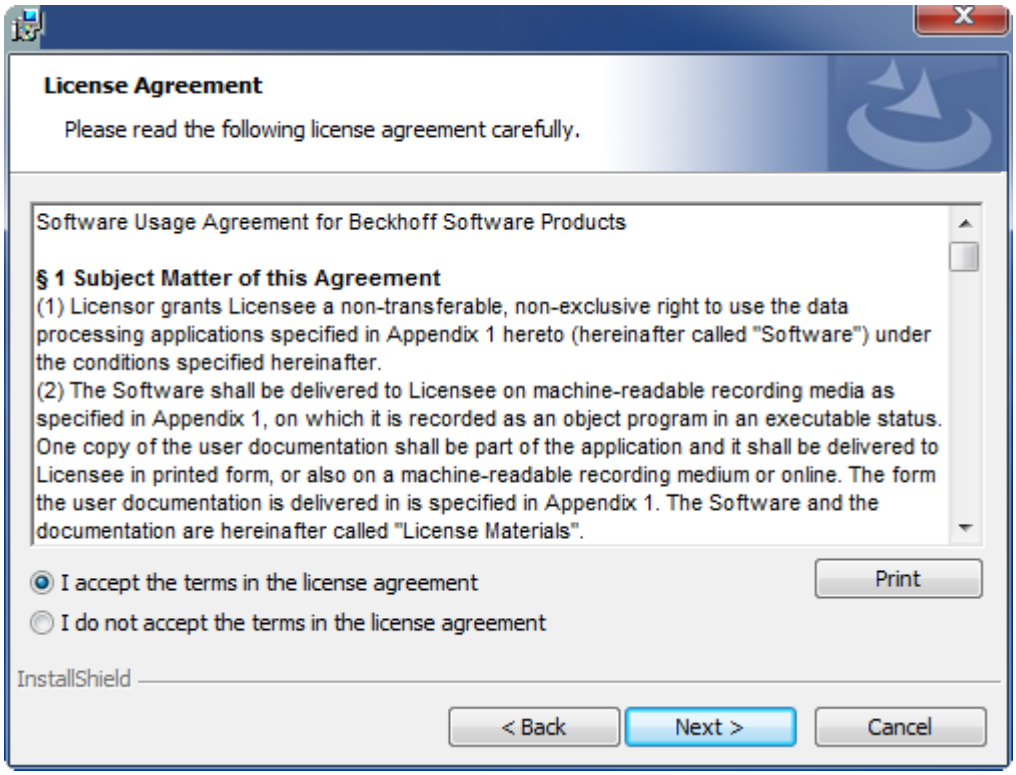
The following section describes how to install the TwinCAT 3 function for Windows-based operating systems.

✓ The TwinCAT 3 function setup file was downloaded from the Beckhoff website.

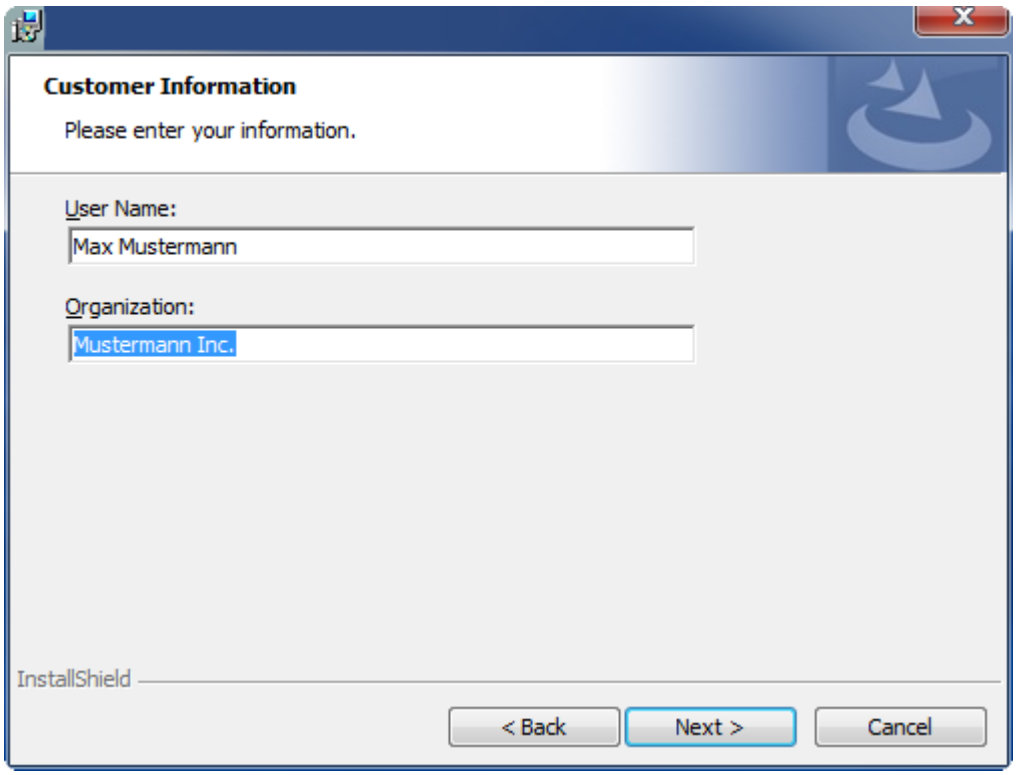
1. Run the setup file as administrator. To do this, select the **Run As Admin** command in the context menu of the file.

   ⇨ The installation dialog opens.

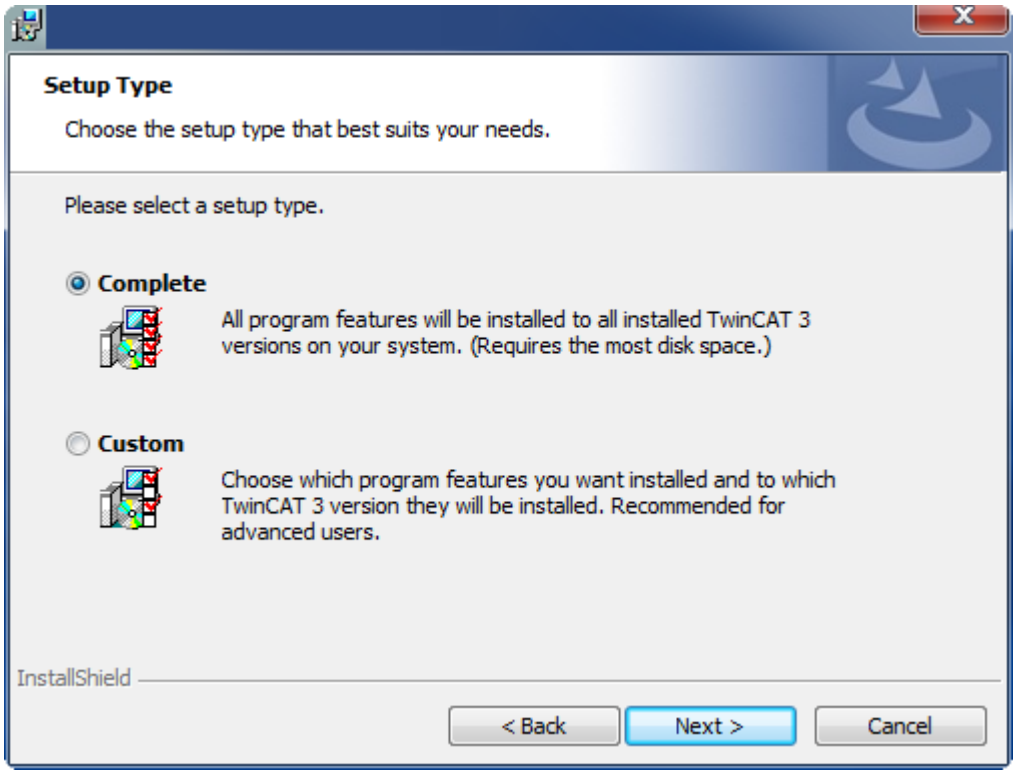
2. Accept the end user licensing agreement and click **Next**.



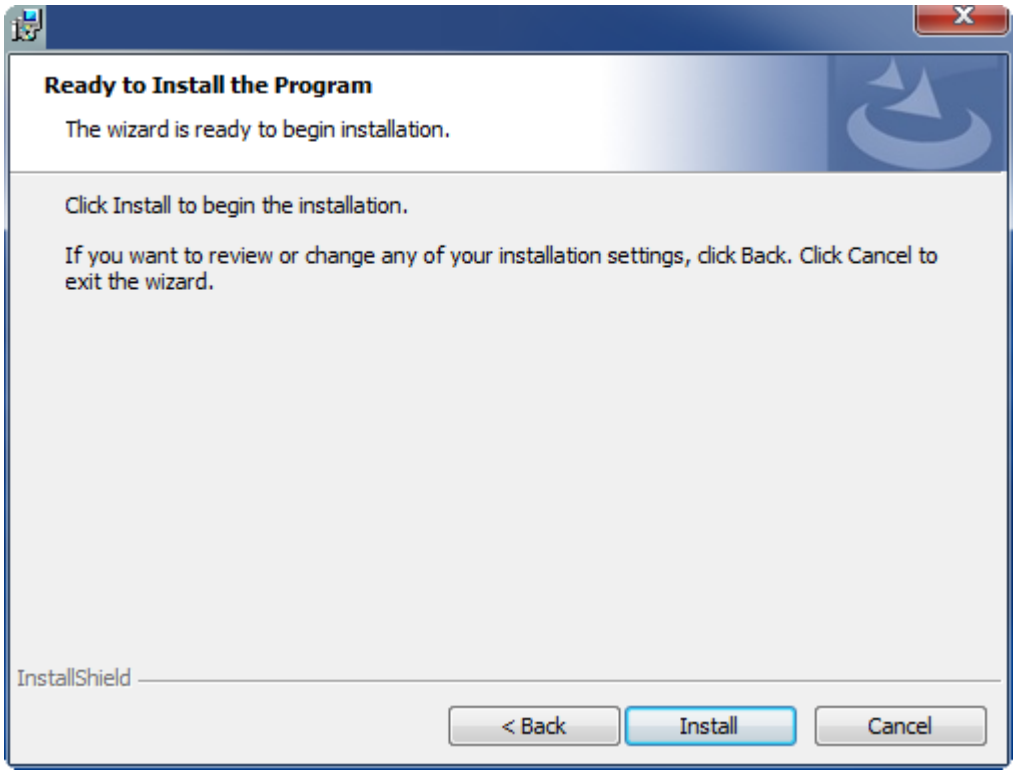
3. Enter your user data.



4. If you want to install the full version of the TwinCAT 3 function, select **Complete** as the installation type. If you want to install the TwinCAT 3 function components separately, select **Custom**.

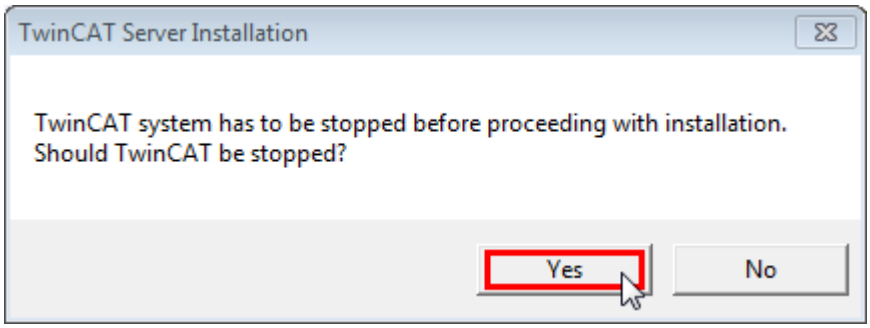


5. Click **Next**, then **Install** to start the installation.

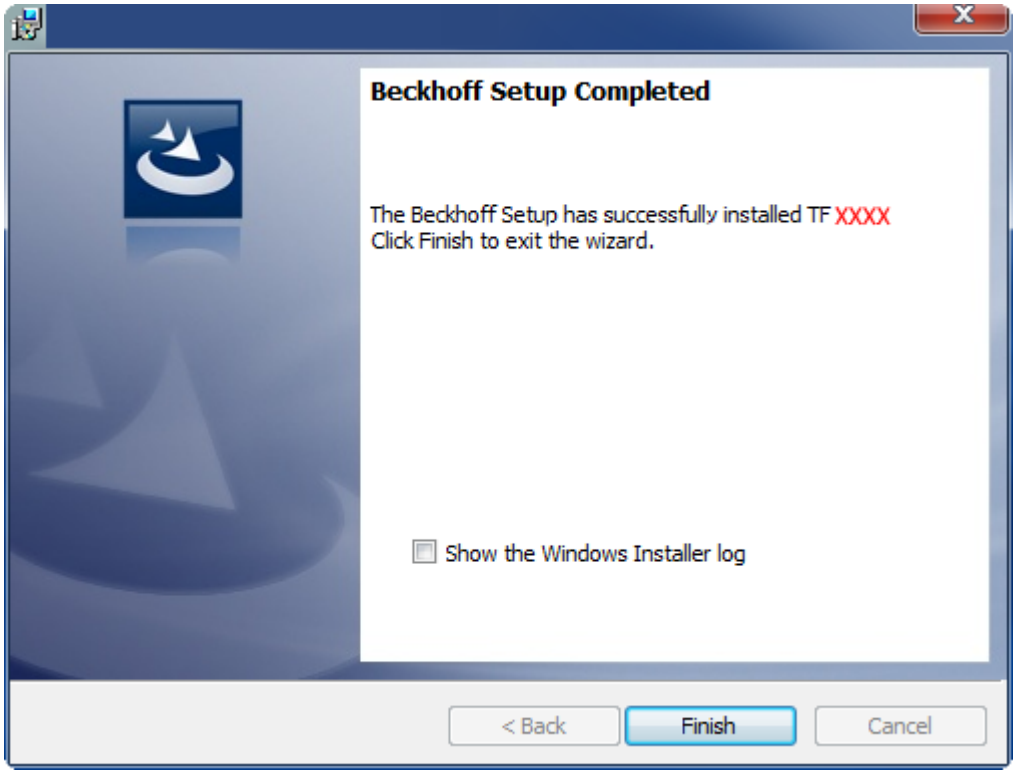


⇨ A dialog box informs you that the TwinCAT system must be stopped to proceed with the installation.

6. Confirm the dialog with **Yes.**



7. Click **Finish** to exit the setup.



⇨ The TwinCAT 3 function has been installed successfully.

3.3 Installation from TwinCAT 4026

TwinCAT Package Manager

If you are using TwinCAT 3.1 Build 4026 (and higher) on the Microsoft Windows operating system, you can install this function via the TwinCAT Package Manager, see installation documentation.

Normally you install the function via the corresponding workload; however, you can also install the packages contained in the workload individually. This documentation briefly describes the installation process via the workload.

Command line program TcPkg

You can use the TcPkg **C**ommand **L**ine **I**nterface (CLI) to display the available workloads on the system:

```
tcpkg list TF6310
```

You can use the following command to install the workload of the TF6770 IoT Websockets function.

```
tcpkg install TF6310.TcpIp.XAE
tcpkg install TF6310.TcpIp.XAR
```

TwinCAT Package Manager UI

You can use the **U**ser **I**nterface (UI) to display all available workloads and install them if required.
To do this, follow the corresponding instructions in the interface.

3.4 Installation Windows CE

This section describes, how you can install the TwinCAT 3 Function TF6310 TCP/IP on a Beckhoff Embedded PC Controller based on Windows CE.

The setup process consists of four steps:

- Download of the setup file [▶ 13]
- Installation on a host computer [▶ 13]
- Transferring the executable to the Windows CE device [▶ 13]
- Software installation [▶ 14]

The last paragraph of this section describes the Software upgrade [▶ 14].

Download of the setup file

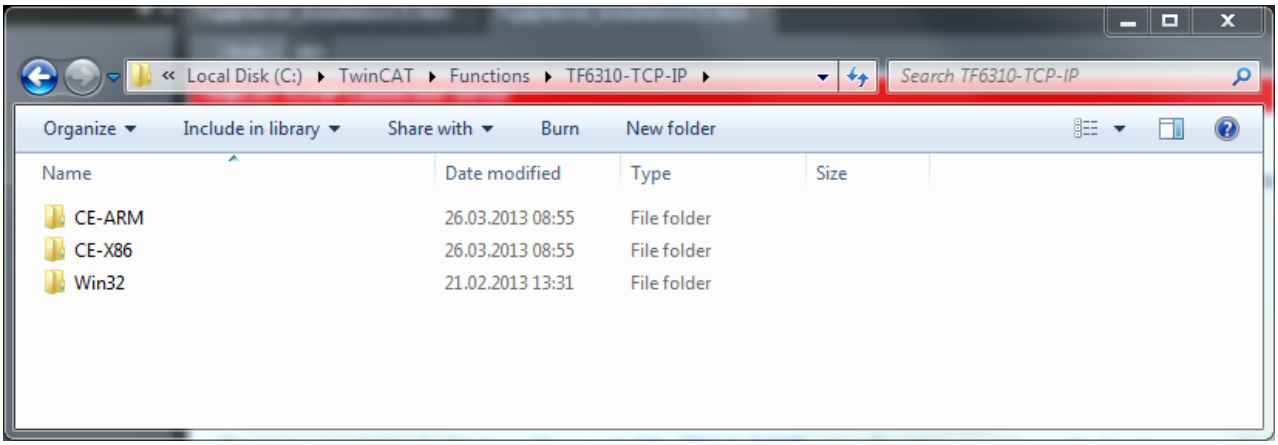
The CAB installation files for Windows CE are part of the TF6310 TCP/IP setup. Therefore you only need to download one setup file from www.beckhoff.com which contains binaries for Windows XP, Windows 7 and Windows CE (x86 and Arm®).

The installation procedure of the TF6310 TCP/IP setup is described in the regular installation article (see Installation [▶ 9]).

Installation on a host computer

After installation, the install folder contains three directories - each one for a different hardware platform:

- **CE-Arm®:** Arm®-based Embedded Controllers running Windows CE, e.g. CX8090, CX9020
- **CE-X86:** X86-based Embedded Controllers running Windows CE, e.g. CX50xx. CX20x0
- **Win32:** Embedded Controllers running Windows XP, Windows 7 or Windows Embedded Standard



The CE-Arm® and CE-X86 folders contain the TF6310 CAB files for Windows CE corresponding to the hardware platform of your Windows CE device. This file needs to be transferred to the Windows CE device.

Transferring the executable to the Windows CE device

Transfer the corresponding executable to you Windows CE device. This can be done via one of the following ways:

- via a Shared Folder
- via the integrated FTP-Server
- via ActiveSync

- via a CF card

For more information, please consult the "Windows CE" section in the Beckhoff Information System.

Software installation

After the file has been transferred via one of the above methods, execute the file and acknowledge the following dialog with **Ok**. Restart your Windows CE device after the installation has finished.

After the restart has been completed, the executable files of TF6310 are started automatically in the background.

The software is installed in the following directory on the CE device:

\Hard Disk\TwinCAT\Functions\TF6310-TCP-IP

Upgrade instructions

If you have already a version of TF6310 installed on your Windows CE device, you need to perform the following things on the Windows CE device to upgrade to a newer version:

1. Open the CE Explorer by clicking on **Start > Run** and entering "explorer".
2. Navigate to *\Hard Disk\TwinCAT\Functions\TF6310-TCP-IP\Server.*
3. Rename *TcpIpServer.exe* to *TcpIpServer.old.*
4. Restart the Windows CE device.
5. Transfer the new CAB-File to the CE device.
6. Execute the CAB-File and install the new version.
7. Delete *TcpIpServer.old*.
8. Restart the Windows CE device.

⇨ After the restart is complete, the new version is active.

3.5 Licensing

The TwinCAT 3 function can be activated as a full version or as a 7-day test version. Both license types can be activated via the TwinCAT 3 development environment (XAE).

Licensing the full version of a TwinCAT 3 Function

A description of the procedure to license a full version can be found in the Beckhoff Information System in the documentation "TwinCAT 3 Licensing".

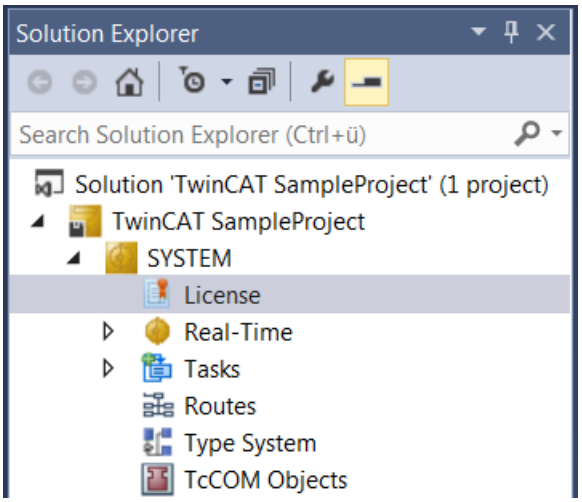
Licensing the 7-day test version of a TwinCAT 3 Function

A 7-day test version cannot be enabled for a TwinCAT 3 license dongle.

1. Start the TwinCAT 3 development environment (XAE).
2. Open an existing TwinCAT 3 project or create a new project.
3. If you want to activate the license for a remote device, set the desired target system. To do this, select the target system from the **Choose Target System** drop-down list in the toolbar.

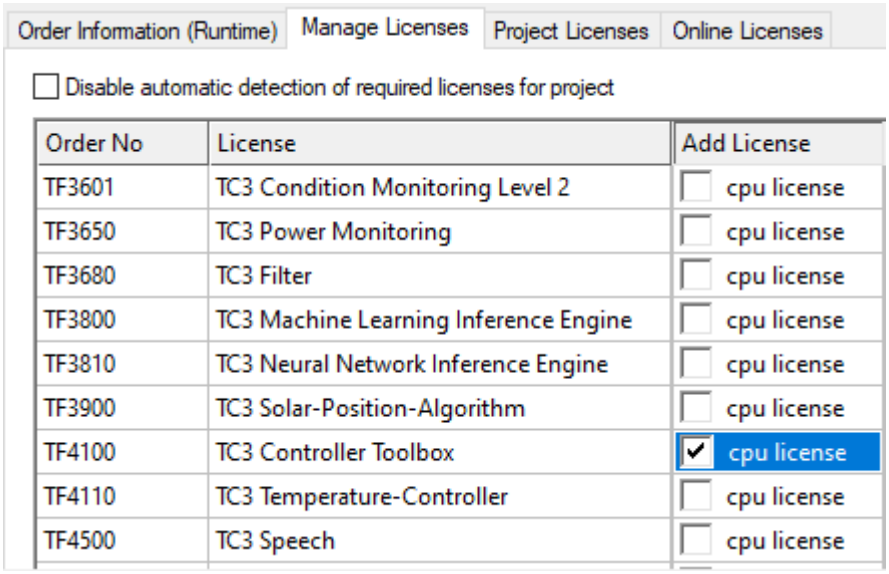
   ⇨ The licensing settings always refer to the selected target system. When the project is activated on the target system, the corresponding TwinCAT 3 licenses are automatically copied to this system.

4. In the **Solution Explorer**, double-click **License** in the **SYSTEM** subtree.



⇨ The TwinCAT 3 license manager opens.

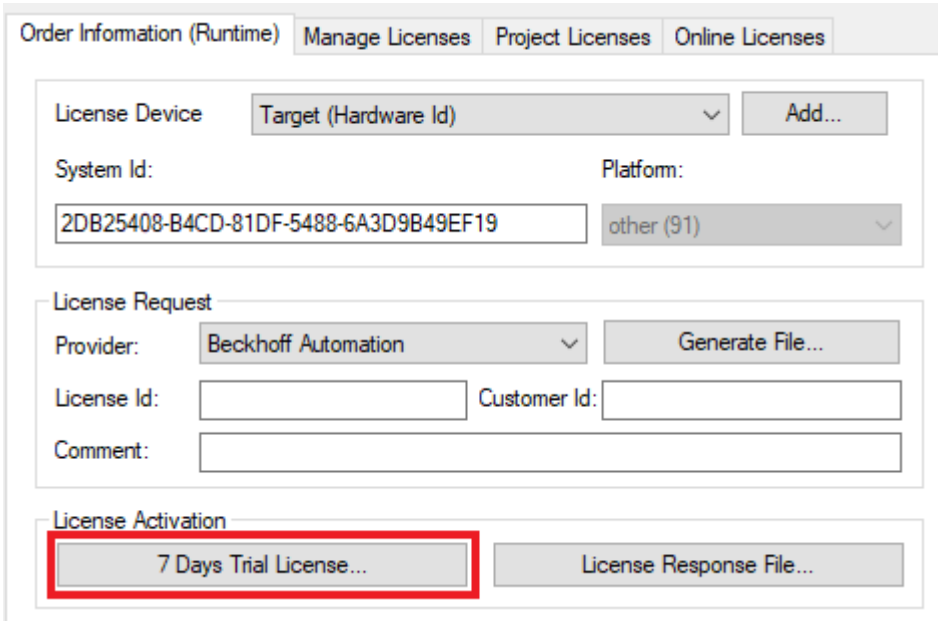
5. Open the **Manage Licenses** tab. In the **Add License** column, check the check box for the license you want to add to your project (e.g. "TF4100 TC3 Controller Toolbox").



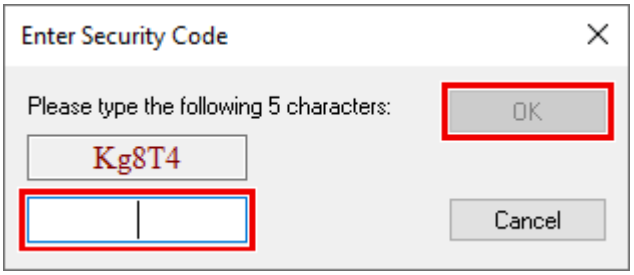
6. Open the **Order Information (Runtime)** tab.

⇨ In the tabular overview of licenses, the previously selected license is displayed with the status “missing”.

7. Click **7-Day Trial License...** to activate the 7-day trial license.



⇨ A dialog box opens, prompting you to enter the security code displayed in the dialog.



8. Enter the code exactly as it is displayed and confirm the entry.
9. Confirm the subsequent dialog, which indicates the successful activation.
   ⇨ In the tabular overview of licenses, the license status now indicates the expiry date of the license.
10. Restart the TwinCAT system.

⇨ The 7-day trial version is enabled.

3.6 Migration from TwinCAT 2

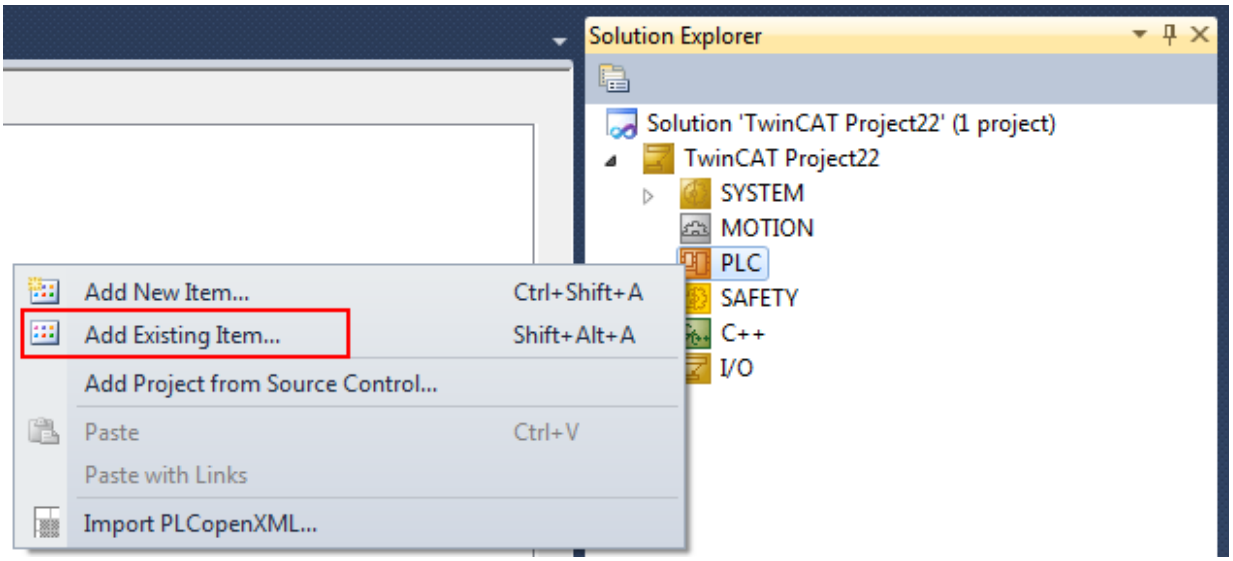
If you would like to migrate an existing TwinCAT 2 PLC project which uses one of the TCP/IP Server's PLC libraries, you need to perform some manual steps to ensure that the TwinCAT 3 PLC converter can process the TwinCAT 2 project file (*.pro). In TwinCAT 2, the Function TCP/IP Server is delivered with three PLC libraries:

- TcpIp.lib
- TcSocketHelper.lib
- TcSnmp.lib

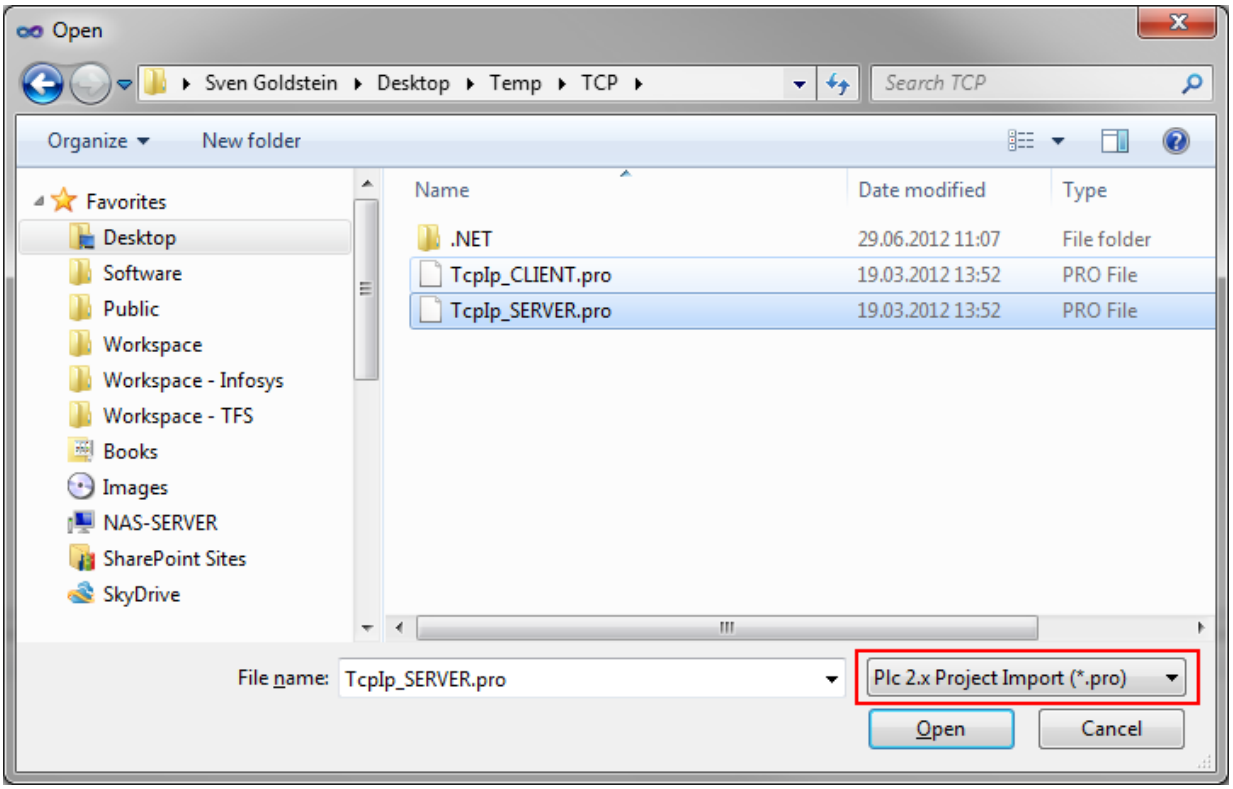
By default, these library files are installed in *C:\TwinCAT\Plc\Lib*. Depending on the library used in your PLC project, you need to copy the corresponding library file to *C:\TwinCAT3\Components\Plc\Converter\Lib* and then perform the following steps:

1. Open the TwinCAT Engineering.
2. Create a new TwinCAT 3 solution.

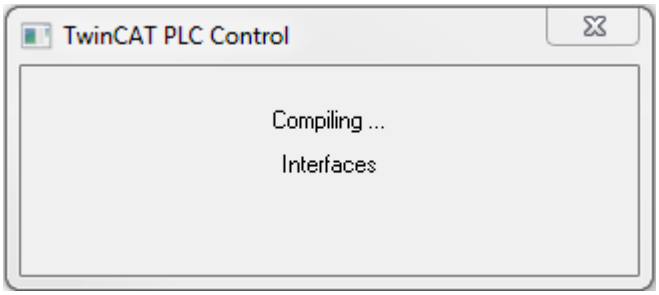
3. Right-click on the "PLC" node and select **Add Existing Item** in the context menu that opens.

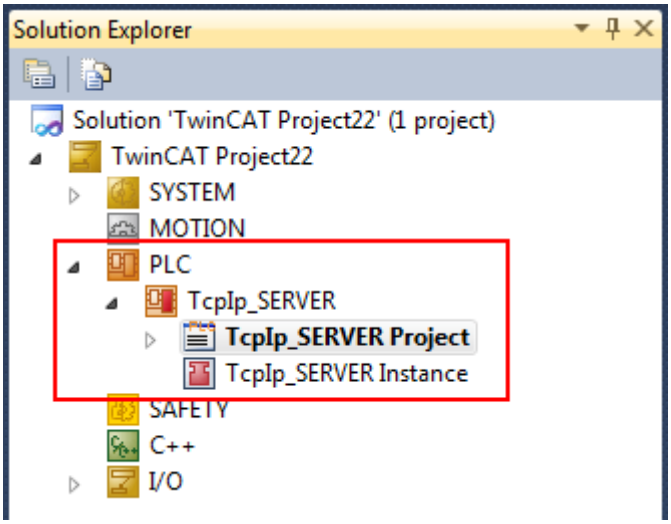


4. In the Open dialog, select the file type "Plc 2.x Project Import (*.pro)", browse to the folder containing your TwinCAT 2 PLC project and select the corresponding.pro file and click **Open**.



⇨ TwinCAT 3 starts the converter process and finally displays the converted PLC project under the “PLC“ node.





4 Technical introduction

4.1 Quick Start

The following chapter provides a quick introduction to the TwinCAT TCP/IP product. The instructions are based on the corresponding download in our samples [▶ 64] and can be downloaded as a finished TwinCAT project. The individual components of the application are explained in more detail below.

The TwinCAT project implements a TCP/IP Client/Server application, which sends a message to the server as a client and receives the same message back accordingly. The TwinCAT project can be activated directly and starts its program execution immediately. Communication between client and server takes place via localhost.

MAIN

In the MAIN program, the corresponding variable declarations are first made for the client and the server. Client and server are encapsulated by two function blocks, which use the corresponding function blocks from the Tc2_TcpIp library to call the socket functions (Send, Receive, Listen, Connect, etc.).

The following variables are declared for the client:

```
fbTcpClient1: FB_TCPClient;
sClient1SendData : STRING(255);
nServer1Port : UDINT := 12000;
sServer1Host : T_IPv4Addr := '';
bStartClient1Communication : BOOL := TRUE;
tClient1CycleTime : TIME := T#0.5S;
bClient1SendTrigger : BOOL;
bClient1Connected : BOOL;
sClient1ReceivedData : STRING(255);
bClient1Busy : BOOL;
bClientError1 : BOOL;
nClient1ErrorID1 : UDINT;
```

The following variables are declared for the server:

```
fbTcpEchoServer1 : FB_TCPServer;
sServerReceivedData : STRING(255);
bStartServer1Communication : BOOL := TRUE;
bServer1Connected : BOOL;
sServerData : STRING(255);
bServer1Busy : BOOL;
bServer1Error : BOOL;
nServer1ErrorID : UDINT;
```

The message to be sent is saved in the variable sClient1SendData. Later in the program, the value of this variable is changed cyclically. Specifically, a counter value is appended to the variable using string concatenation.

```
IF bAutogenerateData AND bClient1Connected THEN
  fbTimer1(IN:= NOT fbTimer1.Q, PT:= tClient1CycleTime, Q=> , ET=> );
  IF fbTimer1.Q THEN
    sClient1SendData := Concat('TestString No.', UDINT_TO_STRING(nCnt));
    fbTcpClient1.bSendTrigger := TRUE;
    nCnt := nCnt + 1;
  ELSE
    fbTcpClient1.bSendTrigger := FALSE;
  END_IF
END_IF
```

The cycle in which the variable value is set and sent is defined by the timer fbTimer1. The send process is started by setting the variable fbTcpClient1.bSendTrigger.

The server application is represented by the function block instance fbTcpEchoServer1. This is activated cyclically in the program flow so that messages can be received via the server's state machine.

```
fbTcpEchoServer1(
  sLocalHost := '',
  nLocalPort := nServer1Port,
  bStartCommunication := bStartServer1Communication,
  bConnected => bServer1Connected,
  sSendData => sServerData,
```

```
bBusy=> bServer1Busy,
bError=> bServer1Error,
nErrorID=> nServer1ErrorID);
```

The incoming TCP port of the server is defined via the nLocalPort input. The client connects to this port to exchange data with the server. If you modify this sample so that the communication between client and server is to be carried out via the network, make sure that the server port in your system's firewall is open.

Closing the sockets

When the TwinCAT project is restarted, the variable bInit causes all active socket connections to be closed. This is done at the beginning of the program execution.

FB_TCPServer

This function block encapsulates the server application and uses the function blocks from the Tc2_TcpIp library to set up a socket connection for the server, listen for incoming messages and send back a corresponding response. Specifically, the function blocks FB_SocketAccept [▶ 27], FB_SocketListen [▶ 26], FB_SocketReceive [▶ 30], FB_SocketSend [▶ 28], FB_SocketClose [▶ 24] and FB_SocketCloseAll [▶ 25] are used for this purpose.

The internal state machine of the function block is based on the following steps:

State	Description
0	Initial state. The process is started via the variable bStartCommunication.
10	In this state, the socket listener is started, i.e. the server application connects to the defined TCP port.
20	In this state, an incoming socket connection is accepted.
30	In this state, a message is received from the connected client.
35	In this state, a message is sent back to the connected client.
40-42	The socket connections are closed in these states.

FB_TCPClient

This function block encapsulates the client application and uses the function blocks from the Tc2_TcpIp library to establish a connection to the server, send a message to the server and receive a corresponding response. Specifically, the function blocks FB_SocketConnect [▶ 23], FB_SocketSend [▶ 28], FB_SocketReceive [▶ 30] and FB_SocketClose [▶ 24] are used for this purpose.

The internal state machine of the function block is based on the following steps:

State	Description
0	Initial state. The process is started via the variable bStartCommunication.
10	In this state, a connection is established with the server.
15	In this state, a message is sent to the server and the response is processed.
20	In this state, the connection to the server is closed.

4.2 Protocols

In this section you will find a general overview of the TCP and UDP transmission protocols and a link to the corresponding PLC libraries that are required to integrate the protocols. Both transmission protocols are part of the Internet Protocol Suite and are therefore of great importance for our everyday communication, e.g. via the Internet.

Transmission Control Protocol (TCP)

The TCP protocol is a connection-oriented transmission protocol (OSI Layer 4), comparable to a telephone connection, in which callers must first establish a connection before data can be transmitted. Data streams (bytes) can be reliably transferred on request via TCP, which is why it is also referred to as a "data stream-oriented transfer protocol" in this context. The TCP protocol is used in networks where the data sent by a client or server requires confirmation from the other party. The TCP protocol is well suited for transferring

large amounts of data or data streams without a defined start/end identifier. For the transmitter this is not a problem since he knows how many data bytes are transmitted. However, the receiver is unable to detect where a message ends within the data stream and where the next data stream starts. A read call on the receiver side only supplies the data currently in the receive buffer (this may be less or more than the data block sent by the other device). The transmitter has to specify a message structure that is known to the receiver and can be interpreted. In simple cases the message structure may consist of the data and a final control character (e.g. carriage return). The final control character indicates the end of a message. A possible message structure, which is often used for the transmission of binary data with a variable length, can be defined as follows: A special control character (a so-called start delimiter) and the data length of the subsequent data are entered in the first data bytes. This enables the receiver to detect the start and end of the message.

TCP/IP Client

A minimum TCP/IP client implementation within the PLC requires the following function blocks:

- An instance of the function blocks FB_SocketConnect [▶ 23] and FB_SocketClose [▶ 24] for establishing and terminating the connection to the remote server (tip: the function block FB_ClientServerConnection [▶ 46] combines the functionality of both function blocks).
- An instance of the function block FB_SocketSend [▶ 28] and/or FB_SocketReceive [▶ 30] for data exchange (sending and receiving) with the remote server.

TCP/IP server

A minimum TCP/IP server implementation within the PLC requires the following function blocks:

- An instance of the FB_SocketListen [▶ 26] function block for opening the listener socket:
- An instance of the function blocks FB_SocketAccept [▶ 27] and FB_SocketClose [▶ 24] (tip: FB_ServerClientConnection [▶ 48] combines the functionality of all three function blocks) for establishing and terminating the connection(s) to the remote clients:
- For data exchange (sending and receiving) with the remote clients, one instance of the function block FB_SocketSend [▶ 28] and/or FB_SocketReceive [▶ 30]:
- In each PLC runtime system in which you open a socket, one instance of the function block FB_SocketCloseAll [▶ 25]:

The instances of the function blocks FB_SocketAccept [▶ 27] and FB_SocketReceive [▶ 30] are called cyclically (polling), all others as required.

User Datagram Protocol (UDP)

UDP is a connection-less protocol, i.e. data is sent between network devices without an explicit connection. UDP uses a simple transmission model without implicitly defining workflows for handshaking, reliability, data ordering or congestion control. Even though the above description suggests that UDP datagrams arrive unsolicited or duplicated or cause congestion on the data line, the protocol is preferred over TCP in some cases, especially for real-time communication, as TCP features require more computing power and therefore more time. The UDP protocol is well suited to sending small amounts of data due to its connection-less nature. UDP is a "packet-oriented/message-oriented transport protocol", i.e. the sent data block is received on the receiver side as a complete data block.

The following function blocks are required for a minimum UDP client/server implementation:

- For opening and closing a UDP socket, one instance of the function blocks FB_SocketUdpCreate [▶ 31] and FB_SocketClose [▶ 24] (tip: FB_ConnectionlessSocket [▶ 51] combines the functionality of both function blocks):
- An instance of the function block FB_SocketUdpSendTo [▶ 32] and/or FB_SocketUdpReceiveFrom [▶ 34] for data exchange (sending and receiving) with other devices:
- In each PLC runtime system in which you open a UDP socket, one instance of the function block FB_SocketCloseAll [▶ 25]:

The instances of the function block FB_SocketUdpReceiveFrom [▶ 34] are called cyclically (polling), all others as required.

See also: Samples [▶ 64]

5 PLC API

5.1 Function blocks

5.1.1 FB_SocketConnect

Using the function block FB_SocketConnect, a local client can establish a new TCP/IP connection to a remote server via the TwinCAT TCP/IP Connection Server. If successful, a new socket is opened, and the associated connection handle is returned at the hSocket output. The connection handle is required by the function blocks FB_SocketSend [▶ 28] and FB_SocketReceive [▶ 30], for example, in order to exchange data with a remote server. If a connection is no longer required, it can be closed with the function block FB_SocketClose [▶ 24]. Several clients can establish a connection with the remote server at the same time. For each new client, a new socket is opened and a new connection handle is returned. The TwinCAT TCP/IP Connection Server automatically assigns a new IP port number for each client.

Inputs

```
VAR_INPUT
    sSrvNetId   : T_AmsNetId := '';
    sRemoteHost : T_IPv4Addr := '';
    nRemotePort : UDINT;
    bExecute    : BOOL;
    tTimeout    : TIME := T#45s;(*!!!*)
END_VAR
```

Name	Type	Description
sSrvNetId	T_AmsNetId	String containing the network address of the TwinCAT TCP/IP Connection Server. For the local computer (default) an empty string may be specified.
sRemoteHost	T_IPv4Addr	IP address (Ipv4) of the remote server in the form of a string (e.g. '172.33.5.1'). An empty string can be entered on the local computer for a server.
nRemotePort	UDINT	IP port number of the remote server (e.g. 200).
bExecute	BOOL	The function block is activated by a positive edge at this input.
tTimeout	TIME	Maximum time allowed for the execution of the function block.

Setting the maximum execution time of the function block

Do not set the value "tTimeout" too low, as timeout periods of > 30 s can occur in case of a network interruption. If the value is too low, command execution would be interrupted prematurely, and ADS error code 1861 (timeout elapsed) would be returned instead of the Winsocket error WSAETIMEDOUT.

Outputs

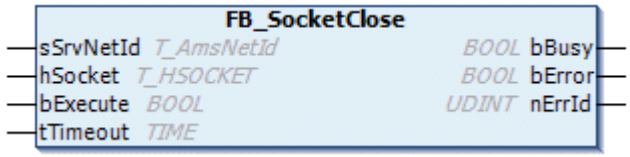
```
VAR_OUTPUT
    bBusy     : BOOL;
    bError    : BOOL;
    nErrId    : UDINT;
    hSocket   : T_HSOCKET;
END_VAR
```

Name	Type	Description
bBusy	BOOL	This output is active if the function block is activated. It remains active until acknowledgement.
bError	BOOL	If an error should occur during the transfer of the command, then this output is set once the bBusy output was reset.
nErrId	UDINT	If an bError output is set, this parameter returns the TwinCAT TCP/IP Connection Server error number [▶ 101].
hSocket	T_HSOCKET	TCP/IP connection handle [▶ 61] to the newly opened local client socket.

Requirements

Development environment	Target system type	PLC libraries to include (category group)
TwinCAT v3.1.0	PC, or CX (x86, X64, Arm®)	Tc2_TcpIp (communication)

5.1.2 FB_SocketClose



The function block FB_SocketClose can be used to close an open TCP/IP or UDP socket.

TCP/IP: The listener socket is opened with the function block FB_SocketListen [▶ 26], a local client socket with FB_SocketConnect [▶ 23] and a remote client socket with FB_SocketAccept [▶ 27].

UDP: The UDP socket is opened with the function block FB_SocketUdpCreate [▶ 31].

Inputs

```
VAR_INPUT
    sSrvNetId   : T_AmsNetId := '';
    hSocket     : T_HSOCKET;
    bExecute    : BOOL;
    tTimeout    : TIME := T#5s;
END_VAR
```

Name	Type	Description
sSrvNetId	T_AmsNetId	String containing the network address of the TwinCAT TCP/IP Connection Server. For the local computer (default) an empty string may be specified.
hSocket	T_HSOCKET	• TCP/IP: Connection handle [▶ 61] of the listener, remote or local client socket to be closed. • UDP: Connection handle of the UDP socket.
bExecute	BOOL	The function block is enabled by a positive edge at this input.
tTimeout	TIME	Maximum time allowed for the execution of the function block.

Outputs

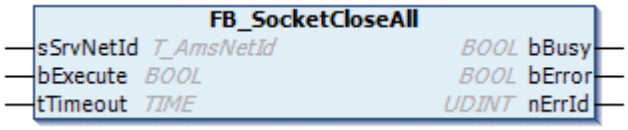
```
VAR_OUTPUT
    bBusy     : BOOL;
    bError    : BOOL;
    nErrId    : UDINT;
END_VAR
```

Name	Type	Description
bBusy	BOOL	This output is active if the function block is activated. It remains active until acknowledgement.
bError	BOOL	If an error should occur during the transfer of the command, then this output is set once the bBusy output was reset.
nErrId	UDINT	If an bError output is set, this parameter returns the TwinCAT TCP/IP Connection Server error number [▶ 101].

Requirements

Development environment	Target system type	PLC libraries to include (category group)
TwinCAT v3.1.0	PC, or CX (x86, X64, Arm®)	Tc2_TcpIp (communication)

5.1.3 FB_SocketCloseAll



If TwinCAT is restarted or stopped, the TwinCAT TCP/IP Connection Server is also stopped. Any open sockets (TCP/IP and UDP connection handles) are closed automatically. The PLC program is reset after a "PLC reset", a "Rebuild all..." or a new "Download", and the information about already opened sockets (connection handles) is no longer available in the PLC. Any open connections can then no longer be closed properly.

The function block FB_SocketCloseAll can be used to close all connection handles (TCP/IP and UDP sockets) that were opened by a PLC runtime system. This means that, if FB_SocketCloseAll is called in one of the tasks of the first runtime systems (port 801), all sockets that were opened in the first runtime system are closed. In each PLC runtime system that uses the socket function blocks, an instance of FB_SocketCloseAll should be called during the PLC start.

Inputs

```
VAR_INPUT
    sSrvNetId     : T_AmsNetId := '';
    bExecute      : BOOL;
    tTimeout      : TIME := T#5s;
END_VAR
```

Name	Type	Description
sSrvNetId	T_AmsNetId	String containing the network address of the TwinCAT TCP/IP Connection Server. For the local computer (default) an empty string may be specified.
bExecute	BOOL	The function block is enabled by a positive edge at this input.
tTimeout	TIME	Maximum time allowed for the execution of the function block.

Outputs

```
VAR_OUTPUT
    bBusy     : BOOL;
    bError    : BOOL;
    nErrId    : UDINT;
END_VAR
```

Name	Type	Description
bBusy	BOOL	This output is active if the function block is activated. It remains active until acknowledgement.
bError	BOOL	If an error should occur during the transfer of the command, then this output is set once the bBusy output was reset.
nErrId	UDINT	If an bError output is set, this parameter returns the TwinCAT TCP/IP Connection Server error number [▶ 101].

Sample of an implementation in ST

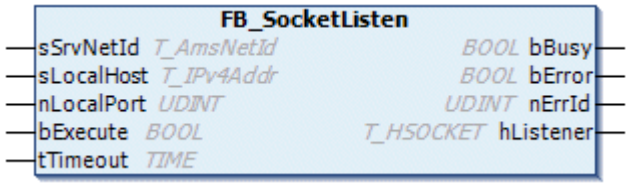
The following program code is used to properly close the connection handles (sockets) that were open before a "PLC reset" or "Download" before a PLC restart.

```
PROGRAM MAIN
VAR
    fbSocketCloseAll : FB_SocketCloseAll;
    bCloseAll        : BOOL := TRUE;
END_VAR
IF bCloseAll THEN(*On PLC reset or program download close all old connections *)
    bCloseAll := FALSE;
    fbSocketCloseAll( sSrvNetId:= '', bExecute:= TRUE, tTimeout:= T#10s );
ELSE
    fbSocketCloseAll( bExecute:= FALSE );
END_IF
IF NOT fbSocketCloseAll.bBusy THEN
(*...
... continue program execution...
...*)
END_IF
```

Requirements

Development environment	Target system type	PLC libraries to include (category group)
TwinCAT v3.1.0	PC, or CX (x86, X64, Arm®)	Tc2_TcpIp (communication)

5.1.4 FB_SocketListen



Using the function block FB_SocketListen, a new listener socket can be opened via the TwinCAT TCP/IP Connection Server. Via a listener socket, the TwinCAT TCP/IP Connection Server can 'listen' for incoming connection requests from remote clients. If successful, the associated connection handle is returned at the hListner output. This handle is required by the function block FB_SocketAccept [▶ 27]. If a listener socket is no longer required, it can be closed with the function block FB_SocketClose [▶ 24]. The listener sockets on an individual computer must have unique IP port numbers.

Inputs

```
VAR_INPUT
    sSrvNetId   : T_AmsNetId := '';
    sLocalHost  : T_IPv4Addr := '';
    nLocalPort  : UDINT;
    bExecute    : BOOL;
    tTimeout    : TIME := T#5s;
END_VAR
```

Name	Type	Description
sSrvNetId	T_AmsNetId	String containing the network address of the TwinCAT TCP/IP Connection Server. For the local computer (default) an empty string may be specified.
sLocalHost	T_IPv4Addr	Local server IP address (Ipv4) in the form of a string (e.g. '172.13.15.2'). For a server on the local computer (default), an empty string may be entered.
nLocalPort	UDINT	Local server IP port (e.g. 200).
bExecute	BOOL	The function block is enabled by a positive edge at this input.
tTimeout	TIME	Maximum time allowed for the execution of the function block.

Outputs

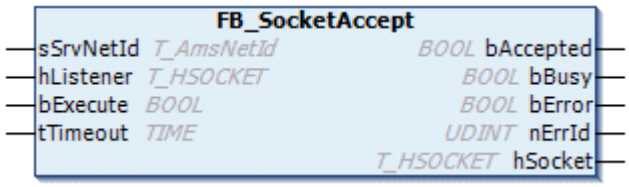
```
VAR_OUTPUT
    bBusy      : BOOL;
    bError     : BOOL;
    nErrId     : UDINT;
    hListener  : T_HSOCKET;
END_VAR
```

Name	Type	Description
bBusy	BOOL	This output is active if the function block is activated. It remains active until acknowledgement.
bError	BOOL	If an error should occur during the transfer of the command, then this output is set once the bBusy output was reset.
nErrId	UDINT	If an bError output is set, this parameter returns the TwinCAT TCP/IP Connection Server error number [▶ 101].
hListener	T_HSOCKET	Connection handle [▶ 61] to the new listener socket.

Requirements

Development environment	Target system type	PLC libraries to include (category group)
TwinCAT v3.1.0	PC, or CX (x86, X64, Arm®)	Tc2_TcpIp (communication)

5.1.5 FB_SocketAccept



The remote client connection requests arriving at the TwinCAT TCP/IP Connection Server have to be acknowledged (accepted). The function block FB_SocketAccept accepts the incoming remote client connection requests, opens a new remote client socket and returns the associated connection handle. The connection handle is required by the function blocks FB_SocketSend [▶ 28] and FB_SocketReceive [▶ 30], for example, in order to exchange data with a remote client. All incoming connection requests first have to be accepted. If a connection is no longer required or undesirable, it can be closed with the function block FB_SocketClose [▶ 24].

A server implementation requires at least one instance of this function block. This instance has to be called cyclically (polling) from a PLC task. The function block can be activated via a positive edge at the bExecute input (e.g. every 5 seconds).

If successful, the bAccepted output is set, and the connection handle to the new remote client is returned at the hSocket output. No error is returned if there are no new remote client connection requests. Several remote clients can establish a connection with the server at the same time. The connection handles of

several remote clients can be retrieved sequentially via several function block calls. Each connection handle for a remote client can only be retrieved once. It is recommended to keep the connection handles in a list (array). New connections are added to the list, and closed connections must be removed from the list.

Inputs

```
VAR_INPUT
    sSrvNetId     : T_AmsNetId := '';
    hListener     : T_HSOCKET;
    bExecute      : BOOL;
    tTimeout      : TIME := T#5s;
END_VAR
```

Name	Type	Description
sSrvNetId	T_AmsNetId	String containing the network address of the TwinCAT TCP/IP Connection Server. For the local computer (default) an empty string may be specified.
hListener	T_HSOCKET	Connection handle [▶ 61] of the listener socket. This handle must first be requested via the function block FB_SocketListen [▶ 26].
bExecute	BOOL	The function block is enabled by a positive edge at this input.
tTimeout	TIME	Maximum time allowed for the execution of the function block.

Outputs

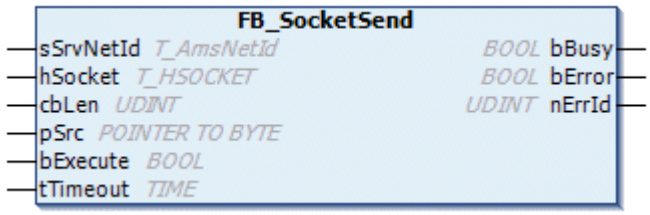
```
VAR_OUTPUT
    bAccepted : BOOL;
    bBusy     : BOOL;
    bError    : BOOL;
    nErrId    : UDINT;
    hSocket   : T_HSOCKET;
END_VAR
```

Name	Type	Description
bAccepted	BOOL	This output is set if a new connection to a remote client was established.
bBusy	BOOL	This output is active if the function block is activated. It remains active until acknowledgement.
bError	BOOL	If an error should occur during the transfer of the command, then this output is set once the bBusy output was reset.
nErrId	UDINT	If an bError output is set, this parameter returns the TwinCAT TCP/IP Connection Server error number [▶ 101].
hSocket	T_HSOCKET	Connection handle [▶ 61] of a new remote client.

Requirements

Development environment	Target system type	PLC libraries to include (category group)
TwinCAT v3.1.0	PC, or CX (x86, X64, Arm®)	Tc2_TcpIp (communication)

5.1.6 FB_SocketSend



Using the function block FB_SocketSend, data can be sent to a remote client or remote server via the TwinCAT TCP/IP Connection Server. A remote client connection will first have to be established via the function block FB_SocketAccept [▶ 27], or a remote server connection via the function block FB_SocketConnect [▶ 23].

Inputs

```
VAR_INPUT
    sSrvNetId  : T_AmsNetId := '';
    hSocket    : T_HSOCKET;
    cbLen      : UDINT;
    pSrc       : POINTER TO BYTE;
    bExecute   : BOOL;
    tTimeout   : TIME := T#5s;
END_VAR
```

Name	Type	Description
sSrvNetId	T_AmsNetId	String containing the network address of the TwinCAT TCP/IP Connection Server. For the local computer (default) an empty string may be specified.
hSocket	T_HSOCKET	Connection handle [▶ 61] of the communication partner to which data are to be sent.
cbLen	UDINT	Number of date to be sent in bytes.
pSrc	POINTER TO BYTE	Address (pointer) of the send buffer.
bExecute	BOOL	The function block is enabled by a positive edge at this input.
tTimeout	TIME	Maximum time allowed for the execution of the function block.

Setting the execution time of the function block

If the transmit buffer of the socket is full, for example because the remote communication partner receives the transmitted data not quickly enough or large quantities of data are transmitted, the FB_SocketSend function block will return ADS timeout error 1861 after the tTimeout time. In this case, the value of the tTimeout input variable has to be increased accordingly.

Outputs

```
VAR_OUTPUT
    bBusy     : BOOL;
    bError    : BOOL;
    nErrId    : UDINT;
END_VAR
```

Name	Type	Description
bBusy	BOOL	This output is active if the function block is activated. It remains active until acknowledgement.
bError	BOOL	If an error should occur during the transfer of the command, then this output is set once the bBusy output was reset.
nErrId	UDINT	If an bError output is set, this parameter returns the TwinCAT TCP/IP Connection Server error number [▶ 101].

Requirements

Development environment	Target system type	PLC libraries to include (category group)
TwinCAT v3.1.0	PC, or CX (x86, X64, Arm®)	Tc2_TcpIp (communication)

5.1.7 FB_SocketReceive

Using the function block FB_SocketReceive, data from a remote client or remote server can be received via the TwinCAT TCP/IP Connection Server. A remote client connection will first have to be established via the function block FB_SocketAccept [▶ 27], and a remote server connection via the function block FB_SocketConnect [▶ 23]. The data can be received or sent in fragmented form (i.e. in several packets) within a TCP/IP network. It is therefore possible that not all data may be received with a single call of the FB_SocketReceive instance. For this reason, the instance has to be called cyclically (polling) within the PLC task, until all required data have been received. During this process, an rising edge is generated at the bExecute input, e.g. every 100 ms. If successful, the data received last are copied into the receive buffer. The nRecBytes output returns the number of the last successfully received data bytes. If no new data could be read during the last call, the function block returns no error and nRecBytes == zero.

In a simple protocol for receiving, for example, a null-terminated string on a remote server, the function block FB_SocketReceive, for example, will have to be called repeatedly until the null termination was detected in the data received.

Set timeout value

If the remote device was disconnected from the TCP/IP network (on the remote side only) while the local device is still connected to the TCP/IP network, the function block FB_SocketReceive returns no error and no data. The open socket still exists, but no data are received. The application may wait forever for data in this case. It is recommended to implement timeout monitoring in the PLC application. If not all data were received after a certain period, e.g. 10 seconds, the connection has to be closed and reinitialized.

Inputs

```
VAR_INPUT
    sSrvNetId  : T_AmsNetId := '';
    hSocket    : T_HSOCKET;
    cbLen      : UDINT;
    pDest      : POINTER TO BYTE;
    bExecute   : BOOL;
    tTimeout   : TIME := T#5s;
END_VAR
```

Name	Type	Description
sSrvNetId	T_AmsNetId	String containing the network address of the TwinCAT TCP/IP Connection Server. For the local computer (default) an empty string may be specified.
hSocket	T_HSOCKET	Connection handle [▶ 61] of the communication partner from which data are to be received.
cbLen	UDINT	Maximum available buffer size (in bytes) for the data to be read.
pDest	POINTER TO BYTE	Address (pointer) of the receive buffer.
bExecute	BOOL	The function block is enabled by a positive edge at this input.
tTimeout	TIME	Maximum time allowed for the execution of the function block.

Outputs

```
VAR_OUTPUT
    bBusy     : BOOL;
    bError    : BOOL;
```

```
    nErrId    : UDINT;
    nRecBytes : UDINT;
END_VAR
```

Name	Type	Description
bBusy	BOOL	This output is active if the function block is activated. It remains active until acknowledgement.
bError	BOOL	If an error should occur during the transfer of the command, then this output is set once the bBusy output was reset.
nErrId	UDINT	If an bError output is set, this parameter returns the TwinCAT TCP/IP Connection Server error number.
nRecBytes	UDINT	Number of the last successfully received data bytes.

Requirements

Development environment	Target system type	PLC libraries to include (category group)
TwinCAT v3.1.0	PC, or CX (x86, X64, Arm®)	Tc2_TcpIp (communication)

5.1.8 FB_SocketUdpCreate

The function block FB_SocketUdpCreate can be used to open a client/server socket for the User Datagram Protocol (UDP). If successful, a new socket is opened, and the associated socket handle is returned at the hSocket output. The handle is required by the function blocks FB_SocketUdpSendTo [▶ 32] and FB_SocketUdpReceiveFrom [▶ 34], for example, in order to exchange data with a remote device. If a UDP socket is no longer required, it can be closed with the function block FB_SocketClose [▶ 24]. The port address nLocalHost is internally reserved by the TCP/IP Connection Server for the UDP protocol (a "bind" is carried out). Several network adapters may exist in a PC. The input parameter sLocalHost determines the network adapter to be used. If the sLocalHost input variable is ignored (empty string), the TCP/IP Connection Server uses the default network adapter. This is usually the first network adapter from the list of the network adapters in the Control Panel.

Automatically created network connections

If an empty string was specified for sLocalHost when FB_SocketUdpCreate was called and the PC was disconnected from the network, the system will open a new socket under the software loopback IP address: '127.0.0.1'.

Automatically created network connections with several network adapters

If two or more network adapters are installed in the PC and an empty string was specified as sLocalHost, and the default network adapter was then disconnected from the network, the new socket will be opened under the IP address of the second network adapter.

Setting a network address

In order to prevent the sockets from being opened under a different IP address, you can specify the sLocalHost address explicitly or check the returned address in the handle variable (hSocket), close the socket and re-open it.

Inputs

```
VAR_INPUT
    sSrvNetId  : T_AmsNetId := '';
    sLocalHost : T_IPv4Addr := '';
    nLocalPort : UDINT;
```

```
    bExecute    : BOOL;
    tTimeout    : TIME:= T#5s;
END_VAR
```

Name	Type	Description
sSrvNetId	T_AmsNetId	String containing the network address of the TwinCAT TCP/IP Connection Server. For the local computer (default) an empty string may be specified.
sLocalHost	T_IPv4Addr	Local IP address (Ipv4) of the UDP client/server socket as a string (e.g. '172.33.5.1'). An empty string may be specified for the default network adapter.
nLocalPort	UDINT	Local IP port number of the UDP client/server socket (e.g. 200).
bExecute	BOOL	The function block is enabled by a positive edge at this input.
tTimeout	TIME	Maximum time allowed for the execution of the function block.

Outputs

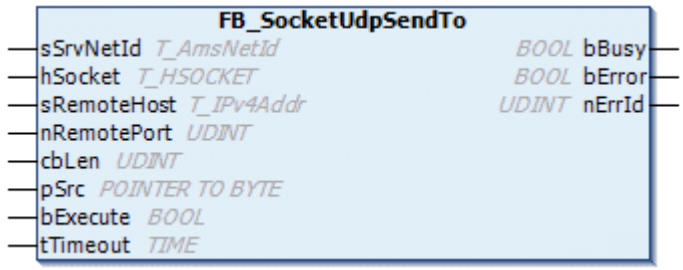
```
VAR_OUTPUT
    bBusy     : BOOL;
    bError    : BOOL;
    nErrId    : UDINT;
    hSocket   : T_HSOCKET;
END_VAR
```

Name	Type	Description
bBusy	BOOL	This output is active if the function block is activated. It remains active until acknowledgement.
bError	BOOL	If an error should occur during the transfer of the command, then this output is set once the bBusy output was reset.
nErrId	UDINT	If an bError output is set, this parameter returns the TwinCAT TCP/IP Connection Server error number [▶ 101].
hSocket	T_HSOCKET	Handle of the newly opened UDP client/server socket [▶ 61].

Requirements

Development environment	Target system type	PLC libraries to include (category group)
TwinCAT v3.1.0	PC, or CX (x86, X64, Arm®)	Tc2_TcpIp (communication)

5.1.9 FB_SocketUdpSendTo



The function block FB_SocketUdpSendTo can be used to send UDP data to a remote device via the TwinCAT TCP/IP Connection Server. The UDP socket must first be opened with the function block FB_SocketUdpCreate [▶ 31].

Inputs

```
VAR_INPUT
    sSrvNetId   : T_AmsNetId := '';
    hSocket     : T_HSOCKET;
    sRemoteHost : T_IPv4Addr;
```

```
    nRemotePort : UDINT;
    cbLen       : UDINT;
    pSrc        : POINTER TO BYTE;
    bExecute    : BOOL;
    tTimeout    : TIME := T#5s;
END_VAR
```

Name	Type	Description
sSrvNetId	T_AmsNetId	String containing the network address of the TwinCAT TCP/IP Connection Server. For the local computer (default) an empty string may be specified.
hSocket	T_HSOCKET	Handle of an opened UDP socket [▶ 61].
sRemoteHost	T_IPv4Addr	IP address (Ipv4) in string form (e.g. '172.33.5.1') of the remote device to which data is to be sent. An empty string can be entered on the local computer for a device.
nRemotePort	UDINT	IP port number (e.g. 200) of the remote device to which data is to be sent.
cbLen	UDINT	Number of date to be sent in bytes. The maximum number of data bytes to be sent is limited to 8192 bytes (constant TCPADS_MAXUDP_BUFFSIZE in the library in order to save storage space).
pSrc	POINTER TO BYTE	Address (pointer) of the send buffer.
bExecute	BOOL	The function block is enabled by a positive edge at this input.
tTimeout	TIME	Maximum time allowed for the execution of the function block.

Setting the size of the received data bytes

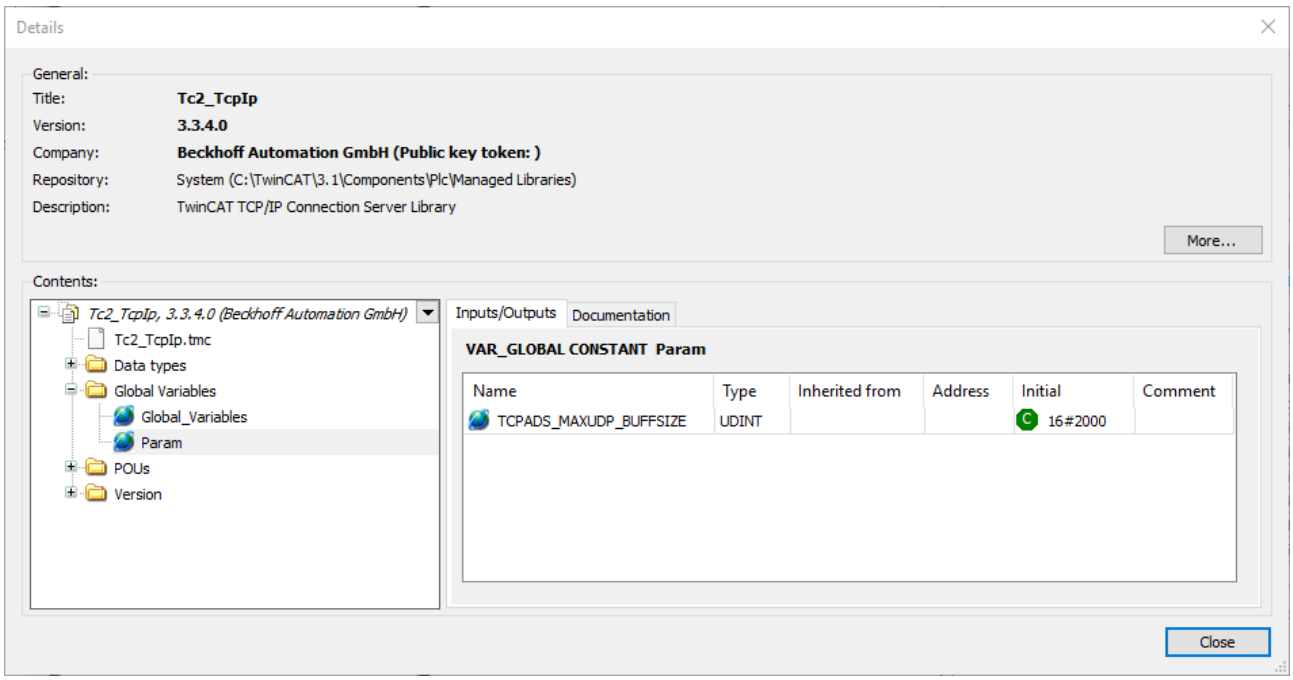
Available in product version: TwinCAT TCP/IP Connection Server v1.0.50 or higher: The maximum number of data bytes to be received can be increased (only if absolutely necessary).

TwinCAT 2

1. Redefine global constant in the PLC project (in the sample the maximum number of data bytes to be received is to be increased to 32000):
   ```
   VAR_GLOBAL CONSTANT
       TCPADS_MAXUDP_BUFFSIZE : UDINT := 32000;
   END_VAR
   ```
2. Activate option **Replace constants** in the dialog of the TwinCAT PLC control (Project > Options ... > Build).
3. Rebuild Project.

TwinCAT 3

In TwinCAT 3, this value can be edited via a parameter list of the PLC library (from version 3.3.4.0).



Outputs

```
VAR_OUTPUT
    bBusy     : BOOL;
    bError    : BOOL;
    nErrId    : UDINT;
END_VAR
```

Name	Type	Description
bBusy	BOOL	This output is active if the function block is activated. It remains active until acknowledgement.
bError	BOOL	If an error should occur during the transfer of the command, then this output is set once the bBusy output was reset.
nErrId	UDINT	If an bError output is set, this parameter returns the TwinCAT TCP/IP Connection Server error number [▶ 101].

Requirements

Development environment	Target system type	PLC libraries to include (category group)
TwinCAT v3.1.0	PC, or CX (x86, X64, Arm®)	Tc2_TcpIp (communication)

5.1.10 FB_SocketUdpReceiveFrom

Using the function block FB_SocketUdpReceiveFrom, data from an open UDP socket can be received via the TwinCAT TCP/IP Connection Server. The UDP socket must first be opened with the function block FB_SocketUdpCreate [▶ 31]. The instance of the FB_SocketUdpReceive function block has to be called cyclically (polling) within the PLC task. During this process, an rising edge is generated at the bExecute

input, e.g. every 100 ms. If successful, the data received last are copied into the receive buffer. The nRecBytes output returns the number of the last successfully received data bytes. If no new data could be read during the last call, the function block returns no error and nRecBytes == zero.

Inputs

```
VAR_INPUT
    sSrvNetId : T_AmsNetId := '';
    hSocket   : T_HSOCKET;
    cbLen     : UDINT;
    pDest     : POINTER TO BYTE;
    bExecute  : BOOL;
    tTimeout  : TIME := T#5s;
END_VAR
```

Name	Type	Description
sSrvNetId	T_AmsNetId	String containing the network address of the TwinCAT TCP/IP Connection Server. For the local computer (default) an empty string may be specified.
hSocket	T_HSOCKET	Handle of an opened UDP socket [▶ 61], whose data are to be received.
cbLen	UDINT	Maximum available buffer size (in bytes) for the data to be read. The maximum number of data bytes to be received is limited to 8192 bytes (constant TCPADS_MAXUDP_BUFFSIZE in the library in order to save storage space).
pDest	POINTER TO BYTE	Address (pointer) of the receive buffer.
bExecute	BOOL	The function block is enabled by a positive edge at this input.
tTimeout	TIME	Maximum time allowed for the execution of the function block.

Setting the size of the received data bytes

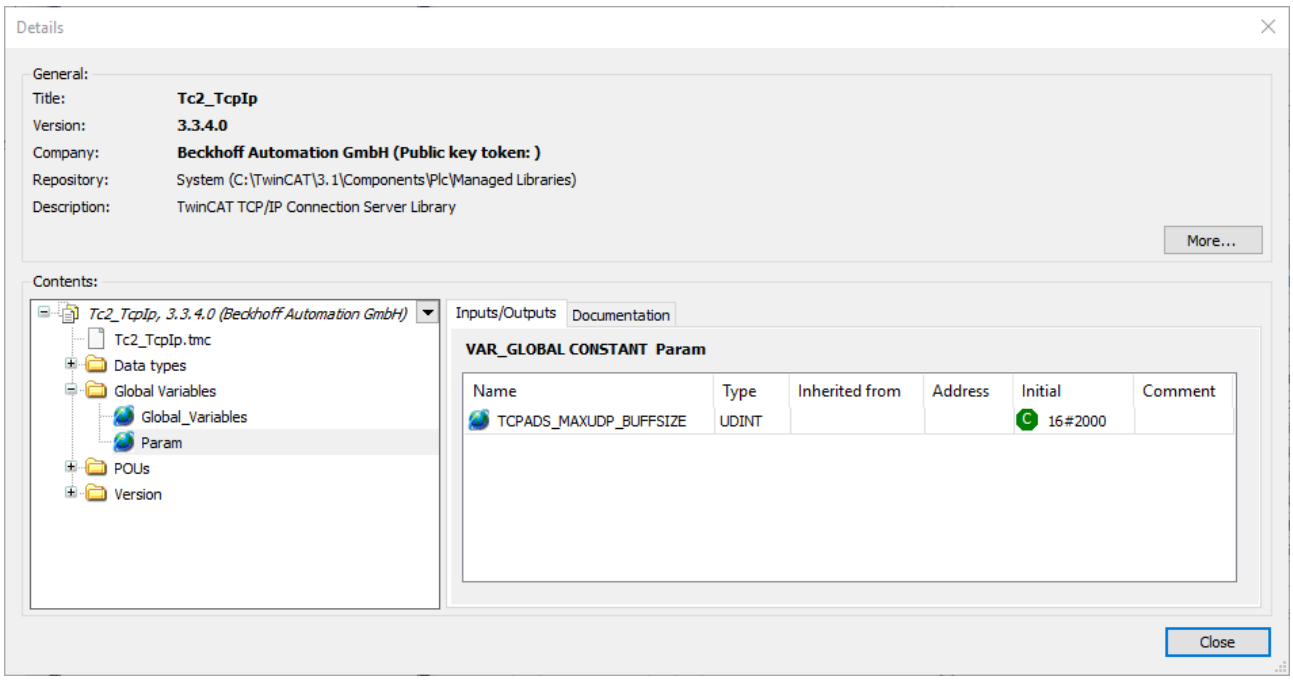
Available in product version: TwinCAT TCP/IP Connection Server v1.0.50 or higher: The maximum number of data bytes to be received can be increased (only if absolutely necessary).

TwinCAT 2

1. Redefine global constant in the PLC project (in the sample the maximum number of data bytes to be received is to be increased to 32000):
   ```
   VAR_GLOBAL CONSTANT
       TCPADS_MAXUDP_BUFFSIZE : UDINT := 32000;
   END_VAR
   ```
2. Activate option **Replace constants** in the dialog of the TwinCAT PLC control (Project > Options ... > Build).
3. Rebuild Project.

TwinCAT 3

In TwinCAT 3, this value can be edited via a parameter list of the PLC library (from version 3.3.4.0).



Outputs

```
VAR_OUTPUT
    bBusy       : BOOL;
    bError      : BOOL;
    nErrId      : UDINT;
    sRemoteHost : T_IPv4Addr := '';
    nRemotePort : UDINT;
    nRecBytes   : UDINT;
END_VAR
```

Name	Type	Description
bBusy	BOOL	This output is active if the function block is activated. It remains active until acknowledgement.
bError	BOOL	If an error should occur during the transfer of the command, then this output is set once the bBusy output was reset.
nErrId	UDINT	If an bError output is set, this parameter returns the TwinCAT TCP/IP Connection Server error number [▶ 101].
sRemoteHost	T_IPv4Addr	If successful, IP address (Ipv4) of the remote device whose data were received.
nRemotePort	UDINT	If successful, IP port number of the remote device whose data were received (e.g. 200).
nRecBytes	UDINT	Number of data bytes last successfully received.

Requirements

Development environment	Target system type	PLC libraries to include (category group)
TwinCAT v3.1.0	PC, or CX (x86, X64, Arm®)	Tc2_TcpIp (communication)

5.1.11 FB_SocketUdpAddMulticastAddress

Binds the server to a multicast IP address so that multicast packages can be received. This function block expects an already established UDP socket connection, which can be established via the function block FB_SocketUdpCreate [▶ 31].

Inputs

```
VAR_INPUT
    sSrvNetId      : T_AmsNetId := '';
    hSocket        : T_HSOCKET;
    sMulticastAddr : STRING(15);
    bExecute       : BOOL;
    tTimeout       : TIME := T#5s;
END_VAR
```

Name	Type	Description
sSrvNetId	T_AmsNetId	String containing the network address of the TwinCAT TCP/IP Connection Server. For the local computer (default) an empty string may be specified.
hSocket	T_HSOCKET	Connection handle [▶ 61] of the listener socket. This handle must first be requested via the function block FB_SocketUdpCreate [▶ 31].
sMulticastAddr	T_IPv4Addr	Multicast IP address to which the binding should take place.
bExecute	BOOL	The function block is enabled by a positive edge at this input.
tTimeout	TIME	Maximum time allowed for the execution of the function block.

Outputs

```
VAR_OUTPUT
    bBusy     : BOOL;
    bError    : BOOL;
    nErrId    : UDINT;
END_VAR
```

Name	Type	Description
bBusy	BOOL	This output is active if the function block is activated. It remains active until acknowledgement.
bError	BOOL	If an error should occur during the transfer of the command, then this output is set once the bBusy output was reset.
nErrId	UDINT	If an bError output is set, this parameter returns the TwinCAT TCP/IP Connection Server error number [▶ 101].

Requirements

Development environment	Target system type	PLC libraries to include (category group)
TwinCAT v3.1.0	PC, or CX (x86, X64, Arm®)	Tc2_TcpIp (communication)

5.1.12 FB_SocketUdpDropMulticastAddress

Removes the binding to a multicast IP address that was previously set up via the function block FB_SocketUdpAddMulticastAddress [▶ 36].

Inputs

```
VAR_INPUT
    sSrvNetId      : T_AmsNetId := '';
    hSocket        : T_HSOCKET;
    sMulticastAddr : STRING(15);
    bExecute       : BOOL;
    tTimeout       : TIME := T#5s;
END_VAR
```

Name	Type	Description
sSrvNetId	T_AmsNetId	String containing the network address of the TwinCAT TCP/IP Connection Server. For the local computer (default) an empty string may be specified.
hSocket	T_HSOCKET	Connection handle [▶ 61] of the listener socket. This handle must first be requested via the function block FB_SocketUdpCreate [▶ 31].
sMulticastAddr	T_IPv4Addr	Multicast IP address to which the binding should take place.
bExecute	BOOL	The function block is enabled by a positive edge at this input.
tTimeout	TIME	Maximum time allowed for the execution of the function block.

Outputs

```
VAR_OUTPUT
    bBusy     : BOOL;
    bError    : BOOL;
    nErrId    : UDINT;
END_VAR
```

Name	Type	Description
bBusy	BOOL	This output is active if the function block is activated. It remains active until acknowledgement.
bError	BOOL	If an error should occur during the transfer of the command, then this output is set once the bBusy output was reset.
nErrId	UDINT	If an bError output is set, this parameter returns the TwinCAT TCP/IP Connection Server error number [▶ 101].

Requirements

Development environment	Target system type	PLC libraries to include (category group)
TwinCAT v3.1.0	PC, or CX (x86, X64, Arm®)	Tc2_TcpIp (communication)

5.1.13 FB_TlsSocketConnect

The FB_TlsSocketConnect function block enables a client to establish a new TCP/IP connection to a remote server via the TwinCAT TCP/IP Connection Server, secured via TLS. If successful, a new socket is opened, and the associated connection handle is returned at the hSocket output. The connection handle is required by the function blocks FB_SocketSend [▶ 28] and FB_SocketReceive [▶ 30], for example, in order to exchange data with a remote server. If a connection is no longer required, it can be closed with the function block FB_SocketClose [▶ 24]. Several clients can establish a connection with the remote server at the same time.

For each new client, a new socket is opened and a new connection handle is returned. The TwinCAT TCP/IP Connection Server automatically assigns a new IP port number for each client. The TLS parameters can be defined via the function blocks FB_TlsSocketAddCa [▶ 42], FB_TlsSocketAddCrl [▶ 43], FB_TlsSocketSetPsk [▶ 45] and FB_TlsSocketSetCert [▶ 44]. Programming samples for their use can be found in our samples.

Inputs

```
VAR_INPUT
    sSrvNetId   : T_AmsNetId:='';
    sRemoteHost : STRING(TCPADS_TLS_HOSTNAME_SIZE):='';
    nRemotePort : UDINT:=0;
    flags       : ST_TlsConnectFlags:=DEFAULT_TLSCONNECTFLAGS;
    bExecute    : BOOL;
    tTimeout    : TIME:=T#45s;(*!!!*)
END_VAR
```

Name	Type	Description
sSrvNetId	T_AmsNetId	String containing the network address of the TwinCAT TCP/IP Connection Server. For the local computer (default) an empty string may be specified.
sRemoteHost	STRING(TCPADS_TLS_HOSTNAME_SIZE)	IP address (Ipv4) of the remote server in the form of a string (e.g. 172.33.5.1). An empty string can be entered on the local computer for a server.
nRemotePort	UDINT	IP port number of the remote server (e.g. 200).
flags	ST_TlsConnectFlags [▶ 60]	Additional (optional) client connection parameters.
bExecute	BOOL	The function block is enabled by a positive edge at this input.
tTimeout	TIME	Maximum time allowed for the execution of the function block.

Setting the maximum execution time of the function block

Do not set the value "tTimeout" too low, as timeout periods of > 30 s can occur in case of a network interruption. If the value is too low, command execution would be interrupted prematurely, and ADS error code 1861 (timeout elapsed) would be returned instead of the Winsocket error WSAETIMEDOUT.

Inputs/outputs

```
VAR_IN_OUT
    hSocket : T_HSOCKET;
END_VAR
```

Name	Type	Description
hSocket	T_HSOCKET	TCP/IP connection handle [▶ 61] to the newly opened local client socket

Outputs

```
VAR_OUTPUT
    bBusy  : BOOL;
    bError : BOOL;
    nErrId : UDINT;
END_VAR
```

Name	Type	Description
bBusy	BOOL	This output is active if the function block is activated. It remains active until acknowledgement.
bError	BOOL	If an error should occur during the transfer of the command, then this output is set once the bBusy output was reset.
nErrId	UDINT	If an bError output is set, this parameter returns the TwinCAT TCP/IP Connection Server error number [▶ 101].

Requirements

Development environment	Target platform	PLC libraries to be integrated (category group)
TF6310 v3.3.15.0 or later TwinCAT v3.1.0	PC or CX (x86, x64, Arm®)	Tc2_TcpIp (Communication)

5.1.14 FB_TlsSocketListen

The function block FB_TLsSocketListen can be used to open a new listener socket secured via TLS via the TwinCAT TCP/IP Connection Server. Via a listener socket, the TwinCAT TCP/IP Connection Server can 'listen' for incoming connection requests from remote clients. The socket handle created with the function block FB_TlsSocketCreate [▶ 41] can then be used by the function block FB_SocketAccept [▶ 27] to accept an incoming client request. If a listener socket is no longer required, it can be closed with the function block FB_SocketClose [▶ 24]. The listener sockets on an individual computer must have unique IP port numbers. Programming samples for using this function block can be found in our samples.

Inputs

```
VAR_INPUT
    sSrvNetId  : T_AmsNetId:='';
    sLocalHost : T_IPv4Addr:='';
    nLocalPort : UDINT:=0;
    flags      : ST_TlsListenFlags:=DEFAULT_TLSLISTENFLAGS;
    bExecute   : BOOL;
    tTimeout   : TIME:=T#5s;
END_VAR
```

Name	Type	Description
hListener	T_HSOCKET	Socket handle, which was created via the function block FB_TlsSocketCreate.
sSrvNetId	T_AmsNetId	String containing the network address of the TwinCAT TCP/IP Connection Server. For the local computer (default) an empty string may be specified.
sLocalHost	T_IPv4Addr	Local server IP address (Ipv4) in the form of a string (e.g. 172.13.15.2). For a server on the local computer (default), an empty string may be entered.
nLocalPort	UDINT	Local server IP port (e.g. 200).
flags	ST_TlsListenFlags [▶ 60]	Additional (optional) server connection settings.
bExecute	BOOL	The function block is enabled by a positive edge at this input.
tTimeout	TIME	Maximum time allowed for the execution of the function block.

Inputs/outputs

```
VAR_IN_OUT
    hListener : T_HSOCKET;
END_VAR
```

Name	Type	Description
hListener	T_HSOCKET	Connection handle [▶ 61] to the new listener socket.

Outputs

```
VAR_OUTPUT
    bBusy  : BOOL;
    bError : BOOL;
    nErrId : UDINT;
END_VAR
```

Name	Type	Description
bBusy	BOOL	This output is active if the function block is activated. It remains active until acknowledgement.
bError	BOOL	If an error should occur during the transfer of the command, then this output is set once the bBusy output was reset.
nErrId	UDINT	If an bError output is set, this parameter returns the TwinCAT TCP/IP Connection Server error number [▶ 101].

Requirements

Development environment	Target platform	PLC libraries to be integrated (category group)
TF6310 v3.3.15.0 or later TwinCAT v3.1.0	PC or CX (x86, x64, Arm®)	Tc2_TcpIp (Communication)

5.1.15 FB_TlsSocketCreate

The function block FB_TlsSocketCreate can be used to create a new socket via the TwinCAT TCP/IP Connection Server, either for a server (bListener:=true) or client application (bListener:=false). Via a listener socket, the TwinCAT TCP/IP Connection Server can 'listen' for incoming connection requests from remote clients. If successful, the associated connection handle (hSocket) is returned at the hListner output. This handle is required by the function block FB_TlsSocketListen [▶ 40], and subsequently FB_SocketAccept [▶ 27]. If a listener socket is no longer required, it can be closed with the function block FB_SocketClose [▶ 24]. After the execution of the function block FB_TlsSocketCreate TLS parameters can be set to secure the communication connection. This is done using the function blocks FB_TlsSocketAddCa [▶ 42], FB_TlsSocketAddCrl [▶ 43], FB_TlsSocketSetCert [▶ 44] and FB_TlsSocketSetPsk [▶ 45]. Programming samples for this can be found in our samples.

Inputs

```
VAR_INPUT
    sSrvNetId : T_AmsNetId:='';
    bListener : BOOL:=FALSE;
    bExecute  : BOOL;
    tTimeout  : TIME:=T#5s;
END_VAR
```

Name	Type	Description
sSrvNetId	T_AmsNetId	String containing the network address of the TwinCAT TCP/IP Connection Server. For the local computer (default) an empty string may be specified.
bListener	BOOL	Creates a new socket handle.
bExecute	BOOL	The function block is enabled by a positive edge at this input.
tTimeout	TIME	Maximum time allowed for the execution of the function block.

Outputs

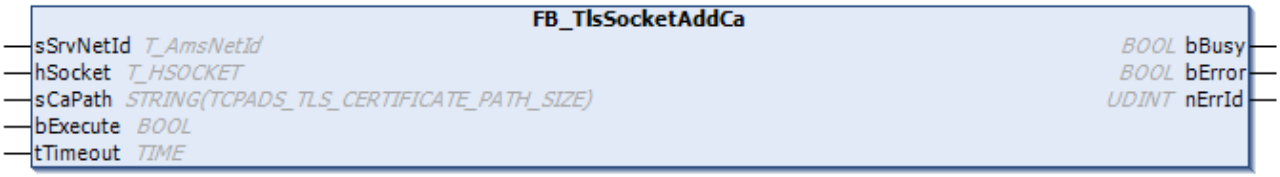
```
VAR_OUTPUT
    bBusy   : BOOL;
    bError  : BOOL;
    nErrId  : UDINT;
    hSocket : T_HSOCKET;
END_VAR
```

Name	Type	Description
bBusy	BOOL	This output is active if the function block is activated. It remains active until acknowledgement.
bError	BOOL	If an error should occur during the transfer of the command, then this output is set once the bBusy output was reset.
nErrId	UDINT	If an bError output is set, this parameter returns the TwinCAT TCP/IP Connection Server error number [▶ 101].
hSocket	T_HSOCKET	Connection handle [▶ 61] for the new socket.

Requirements

Development environment	Target platform	PLC libraries to be integrated (category group)
TF6310 v3.3.15.0 or later TwinCAT v3.1.0	PC or CX (x86, x64, Arm®)	Tc2_TcpIp (Communication)

5.1.16 FB_TlsSocketAddCa



The FB_TlsSocketAddCa function block is used to configure the path to a CA certificate for an existing socket handle. The certificate file must be in PEM format. Programming samples for using this function block can be found in our samples.

Inputs

```
VAR_INPUT
    sSrvNetId : T_AmsNetId:='';
    hSocket   : T_HSOCKET;
    sCaPath   : STRING(TCPADS_TLS_CERTIFICATE_PATH_SIZE):='';
    bExecute  : BOOL;
    tTimeout  : TIME:=T#5s;
END_VAR
```

Name	Type	Description
sSrvNetId	T_AmsNetId	String containing the network address of the TwinCAT TCP/IP Connection Server. For the local computer (default) an empty string may be specified.
hSocket	T_HSOCKET	Socket handle.
sCaPath	STRING(TCPADS_TLS_CERTIFICATE_PATH_SIZE)	Path to the CA's certificate file.
bExecute	BOOL	The function block is enabled by a positive edge at this input.
tTimeout	TIME	Maximum time allowed for the execution of the function block.

Outputs

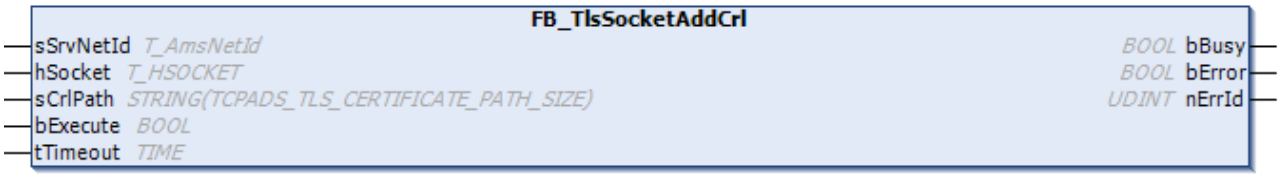
```
VAR_OUTPUT
    bBusy  : BOOL;
    bError : BOOL;
    nErrId : UDINT;
END_VAR
```

Name	Type	Description
bBusy	BOOL	This output is active if the function block is activated. It remains active until acknowledgement.
bError	BOOL	If an error should occur during the transfer of the command, then this output is set once the bBusy output was reset.
nErrId	UDINT	If an bError output is set, this parameter returns the TwinCAT TCP/IP Connection Server error number [▶ 101].

Requirements

Development environment	Target platform	PLC libraries to be integrated (category group)
TF6310 v3.3.15.0 or later TwinCAT v3.1.0	PC or CX (x86, x64, Arm®)	Tc2_TcpIp (Communication)

5.1.17 FB_TlsSocketAddCrl



The function block FB_TlsSocketAddCrl is used to specify the path to a CRL file for an existing socket handle. The CRL must be in PEM format. Programming samples for using this function block can be found in our samples.

Inputs

```
VAR_INPUT
    sSrvNetId : T_AmsNetId:='';
    hSocket   : T_HSOCKET;
    sCrlPath  : STRING(TCPADS_TLS_CERTIFICATE_PATH_SIZE):='';
    bExecute  : BOOL;
    tTimeout  : TIME:=T#5s;
END_VAR
```

Name	Type	Description
sSrvNetId	T_AmsNetId	String containing the network address of the TwinCAT TCP/IP Connection Server. For the local computer (default) an empty string may be specified.
hSocket	T_HSOCKET	Socket handle.
sCrlPath	STRING(TCPADS_TLS_CERTIFICATE_PATH_SIZE)	Path to the CRL file.
bExecute	BOOL	The function block is enabled by a positive edge at this input.
tTimeout	TIME	Maximum time allowed for the execution of the function block.

Outputs

```
VAR_OUTPUT
    bBusy  : BOOL;
    bError : BOOL;
    nErrId : UDINT;
END_VAR
```

Name	Type	Description
bBusy	BOOL	This output is active if the function block is activated. It remains active until acknowledgement.
bError	BOOL	If an error should occur during the transfer of the command, then this output is set once the bBusy output was reset.
nErrId	UDINT	If an bError output is set, this parameter returns the TwinCAT TCP/IP Connection Server error number [▶ 101].

Requirements

Development environment	Target platform	PLC libraries to be integrated (category group)
TF6310 v3.3.15.0 or later TwinCAT v3.1.0	PC or CX (x86, x64, Arm®)	Tc2_TcpIp (Communication)

5.1.18 FB_TlsSocketSetCert

The function block FB_TlsSocketSetCert can be used to configure a client/server certificate that is to be used for a specific socket handle. The certificates must be in PEM format. Programming samples for using this function block can be found in our samples.

Inputs

```
VAR_INPUT
    sSrvNetId : T_AmsNetId:='';
    hSocket   : T_HSOCKET;
    sCertPath : STRING(TCPADS_TLS_CERTIFICATE_PATH_SIZE):='';
    sKeyPath  : STRING(TCPADS_TLS_CERTIFICATE_PATH_SIZE):='';
    sKeyPwd   : STRING(TCPADS_TLS_KEY_PASSWORD_SIZE):='';
    bExecute  : BOOL;
    tTimeout  : TIME:=T#5s;
END_VAR
```

Name	Type	Description
sSrvNetId	T_AmsNetId	String containing the network address of the TwinCAT TCP/IP Connection Server. For the local computer (default) an empty string may be specified.
hSocket	T_HSOCKET	Socket handle.
sCertPath	STRING(TCPADS_TLS_CERTIFICATE_PATH_SIZE)	Path to the file with the client/server certificate.
sKeyPath	STRING(TCPADS_TLS_CERTIFICATE_PATH_SIZE)	Path to the file with the client/server private key.
sKeyPwd	STRING(TCPADS_TLS_KEY_PASSWORD_SIZE)	Optional, if the private key is secured with a password.
bExecute	BOOL	The function block is enabled by a positive edge at this input.
tTimeout	TIME	Maximum time allowed for the execution of the function block.

Outputs

```
VAR_OUTPUT
    bBusy  : BOOL;
    bError : BOOL;
    nErrId : UDINT;
END_VAR
```

Name	Type	Description
bBusy	BOOL	This output is active if the function block is activated. It remains active until acknowledgement.
bError	BOOL	If an error should occur during the transfer of the command, then this output is set once the bBusy output was reset.
nErrId	UDINT	If an bError output is set, this parameter returns the TwinCAT TCP/IP Connection Server error number [▶ 101].

Requirements

Development environment	Target platform	PLC libraries to be integrated (category group)
TF6310 v3.3.15.0 or later TwinCAT v3.1.0	PC or CX (x86, x64, Arm®)	Tc2_TcpIp (Communication)

5.1.19 FB_TlsSocketSetPsk

The function block FB_TlsSocketSetPsk can be used to configure a pre-shared secret for an existing socket handle. Programming samples for using this function block can be found in our samples.

Inputs

```
VAR_INPUT
    sSrvNetId : T_AmsNetId:='';
    hSocket   : T_HSOCKET;
    sIdentity : STRING(TCPADS_TLS_PSK_IDENTITY_SIZE):='';
    pskKey    : PVOID:=0;
```

```
    pskKeyLen : UDINT(0..TCPADS_TLS_MAX_PSK_KEY_SIZE):=0;
    bExecute  : BOOL;
    tTimeout  : TIME:=T#5s;
END_VAR
```

Name	Type	Description
sSrvNetId	T_AmsNetId	String containing the network address of the TwinCAT TCP/IP Connection Server. For the local computer (default) an empty string may be specified.
hSocket	T_HSOCKET	Socket handle.
sIdentity	STRING(TCPADS_TLS_PSK_IDENTITY_SIZE)	A freely selectable identity for the PSK.
pskKey	PVOID	Pointer to a byte array containing the PSK.
pskKeyLen	UDINT(0..TCPADS_TLS_MAX_PSK_KEY_SIZE)	Length of pskKey.
bExecute	BOOL	The function block is enabled by a positive edge at this input.
tTimeout	TIME	Maximum time allowed for the execution of the function block.

Outputs

```
VAR_OUTPUT
    bBusy  : BOOL;
    bError : BOOL;
    nErrId : UDINT;
END_VAR
```

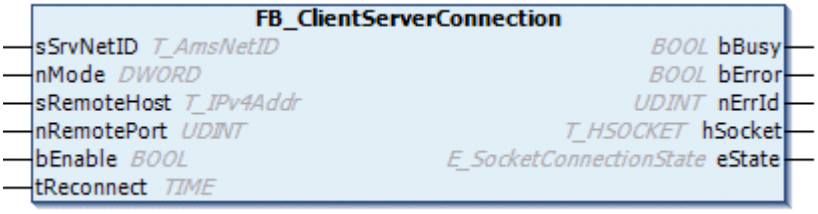
Name	Type	Description
bBusy	BOOL	This output is active if the function block is activated. It remains active until acknowledgement.
bError	BOOL	If an error should occur during the transfer of the command, then this output is set once the bBusy output was reset.
nErrId	UDINT	If an bError output is set, this parameter returns the TwinCAT TCP/IP Connection Server error number [▶ 101].

Requirements

Development environment	Target platform	PLC libraries to be integrated (category group)
TF6310 v3.3.15.0 or later TwinCAT v3.1.0	PC or CX (x86, x64, Arm®)	Tc2_TcpIp (Communication)

5.1.20 Helper

5.1.20.1 FB_ClientServerConnection



The function block FB_ClientServerConnection can be used to manage (establish or remove) a client connection. FB_ClientServerConnection simplifies the implementation of a client application by encapsulating the functionality of the two function blocks FB_SocketConnect [▶ 23] and FB_SocketClose [▶ 24]

internally. The integrated debugging output of the connection status facilitates troubleshooting in the event of configuration or communication errors. In addition, a minimum client application only requires an instance of the function block FB_SocketSend [▶ 28] and/or an instance of the function block FB_SocketReceive [▶ 30].

In the first step, a typical client application establishes the connection with the server via the FB_ClientServerConnection function block. In the next step instances of FB_SocketSend and/or FB_SocketReceive can be used to exchange data with the server. When a connection is closed depends on the requirements of the application.

Inputs

```
VAR_INPUT
    sSrvNetID   : T_AmsNetID := '';
    nMode       : DWORD := 0;
    sRemoteHost : T_IPv4Addr := '';
    nRemotePort : UDINT;
    bEnable     : BOOL;
    tReconnect  : TIME := T#45s;(*!!!*)
END_VAR
```

Name	Type	Description
sSrvNetID	T_AmsNetID	String containing the AMS network address of the TwinCAT TCP/IP Connection Server. For the local computer (default) an empty string may be specified.
nMode	DWORD	Parameter flags (modes). The permissible parameters are listed here and can be combined by ORing: CONNECT_MODE_ENABLEDBG: Enables logging of debug messages in the application log. In order to view the debug messages open the TwinCAT System Manager and activate log view.
sRemoteHost	T_IPv4Addr	IP address (Ipv4) of the remote server in the form of a string (e.g. '172.33.5.1'). An empty string can be entered on the local computer for a server.
nRemotePort	UDINT	IP port number of the remote server (e.g. 200).
bEnable	BOOL	As long as this input is TRUE, the system attempts to establish a new connection at regular intervals until a connection was established successfully. Once established, a connection can be closed again with FALSE.
tReconnect	TIME	Cycle time used by the function block to try and establish the connection.

Setting the cycle time for the connection

The tReconnect value should not be set too low, since timeout periods of > 30 s may occur in the event of a network interruption. If the value is too low, command execution would be interrupted prematurely, and ADS error code 1861 (timeout elapsed) would be returned instead of the Winsocket error WSAETIMEDOUT.

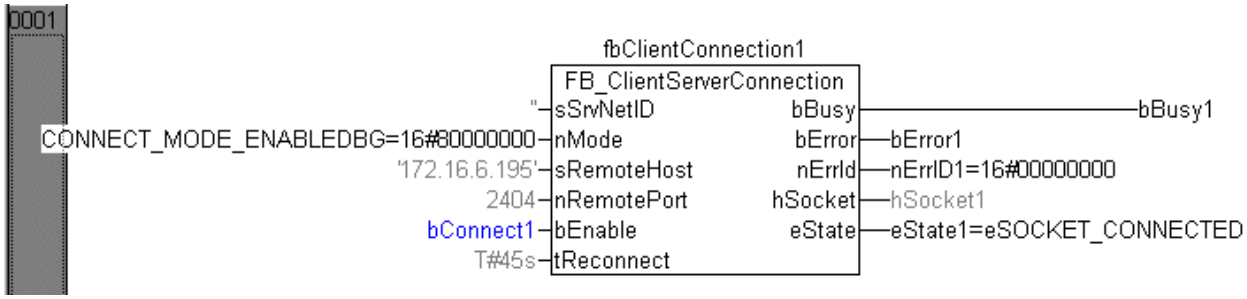
Outputs

```
VAR_OUTPUT
    bBusy      : BOOL;
    bError     : BOOL;
    nErrId     : UDINT;
    hSocket    : T_HSOCKET;
    eState     : E_SocketConnectionState := eSOCKET_DISCONNECTED;
END_VAR
```

Name	Type	Description
bBusy	BOOL	TRUE, as long as the function block is active.
bError	BOOL	Becomes TRUE if an error code occurs.
nErrID	UDINT	If an bError output is set, this parameter returns the TwinCAT TCP/IP Connection Server error number [▶ 101].
hSocket	T_HSOCKET	Connection handle [▶ 61] to the newly opened local client socket. If successful, this variable is transferred to the instances of the function blocks FB_SocketSend [▶ 28] and/or FB_SocketReceive [▶ 30].
eState	E_SocketConnectionState	Returns the current connection status [▶ 57].

Sample of a call in FBD

```
PROGRAM MAIN
VAR
    fbClientConnection1 : FB_ClientServerConnection;
    bConnect1           : BOOL;
    bBusy1              : BOOL;
    bError1             : BOOL;
    nErrID1             : UDINT;
    hSocket1            : T_HSOCKET;
    eState1             : E_SocketConnectionState;
END_VAR
```

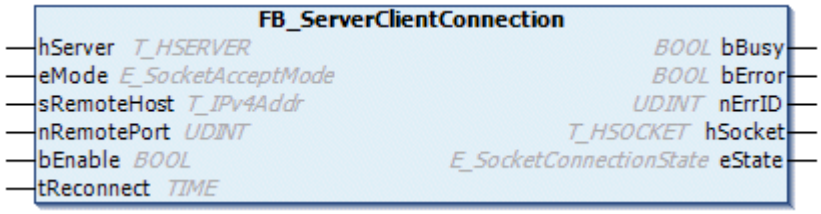


Here you can find more application examples (and source code): Samples [▶ 64]

Requirements

Development environment	Target system type	PLC libraries to include (category group)
TwinCAT v3.1.0	PC, or CX (x86, X64, Arm®)	Tc2_TcpIp (communication)

5.1.20.2 FB_ServerClientConnection



The function block FB_ServerClientConnection can be used to manage (establish or remove) a server connection. FB_ServerClientConnection simplifies the implementation of a server application by encapsulating the functionality of the three function blocks FB_SocketListen [▶ 26], FB_SocketAccept [▶ 27] and FB_SocketClose [▶ 24] internally. The integrated debugging output of the connection status facilitates troubleshooting in the event of configuration or communication errors. In addition, a minimum server application only requires an instance of the function block FB_SocketSend [▶ 28] and/or an instance of the function block FB_SocketReceive [▶ 30].

In the first step a typical server application establishes the connection with the client via the FB_ServerClientConnection function block (more precisely, the server application accepts the incoming connection request). In the next step instances of FB_SocketSend and/or FB_SocketReceive can be used to exchange data with the server. When a connection is closed depends on the requirements of the application.

Inputs

```
VAR_INPUT
    eMode       : E_SocketAcceptMode := eACCEPT_ALL;
    sRemoteHost : T_IPv4Addr := '';
    nRemotePort : UDINT := 0;
    bEnable     : BOOL;
    tReconnect  : TIME := T#1s;
END_VAR
```

Name	Type	Description
eMode	E_SocketAcceptMode	Defines whether all or only certain connections [▶ 56] are to be accepted.
sRemoteHost	T_IPv4Addr	IP address (Ipv4) in string form (e.g. '172.33.5.1') of the remote client whose connection is to be accepted. For a client on the local computer an empty string may be specified.
nRemotePort	UDINT	IP port number (e.g. 200) of the remote client whose connection is to be accepted.
bEnable	BOOL	As long as this input is TRUE, the system attempts to establish a new connection at regular intervals until a connection was established successfully. Once established, a connection can be closed again with FALSE.
tReconnect	TIME	Cycle time used by the function block to try to establish a connection.

Inputs/outputs

```
VAR_IN_OUT
    hServer     : T_HSERVER;
END_VAR
```

Name	Type	Description
hServer	hServer	Server handle [▶ 61]. This input variable has to be initialized via the F_CreateServerHnd [▶ 53] function.

Outputs

```
VAR_OUTPUT
    bBusy     : BOOL;
    bError    : BOOL;
    nErrID    : UDINT;
    hSocket   : T_HSOCKET;
    eState    : E_SocketConnectionState := eSOCKET_DISCONNECTED;
END_VAR
```

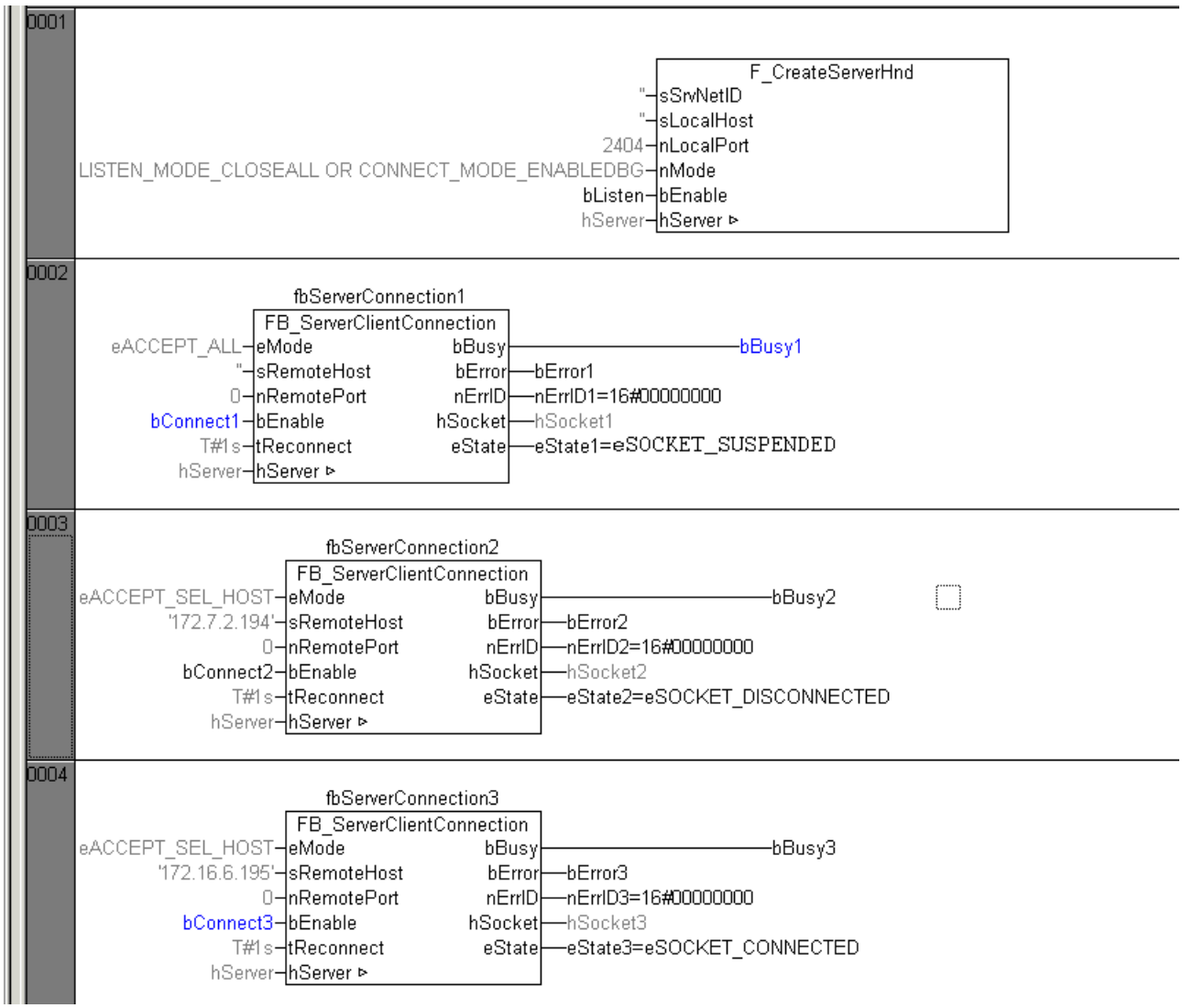
Name	Type	Description
bBusy	BOOL	TRUE, as long as the function block is active.
bError	BOOL	Becomes TRUE if an error code occurs.
nErrId	UDINT	If an bError output is set, this parameter returns the TwinCAT TCP/IP Connection Server error number [▶ 101].
hSocket	T_HSOCKET	Connection handle [▶ 61] to the newly opened remote client socket. If successful, this variable is transferred to the instances of the function blocks FB_SocketSend [▶ 28] and/or FB_SocketReceive [▶ 30].
eState	E_SocketConnectionState	Returns the current connection status [▶ 57].

Sample in FBD

The following sample illustrates initialization of a server handle variable. The server handle is then transferred to three instances of the FB_ServerClientConnection function block.

```
PROGRAM MAIN
VAR
    hServer             : T_HSERVER;
    bListen             : BOOL;

    fbServerConnection1 : FB_ServerClientConnection;
    bConnect1           : BOOL;
    bBusy1              : BOOL;
    bError1             : BOOL;
    nErrID1             : UDINT;
    hSocket1            : T_HSOCKET;
    eState1             : E_SocketConnectionState;

    fbServerConnection2 : FB_ServerClientConnection;
    bConnect2           : BOOL;
    bBusy2              : BOOL;
    bError2             : BOOL;
    nErrID2             : UDINT;
    hSocket2            : T_HSOCKET;
    eState2             : E_SocketConnectionState;

    fbServerConnection3 : FB_ServerClientConnection;
    bConnect3           : BOOL;
    bBusy3              : BOOL;
    bError3             : BOOL;
    nErrID3             : UDINT;
    hSocket3            : T_HSOCKET;
    eState3             : E_SocketConnectionState;
END_VAR
```

Online View:



The first connection is activated (`bConnect1 = TRUE`), but the connection has not yet been established (passive open).

The second connection has not yet been activated (`bConnect2 = FALSE`) (closed).

The third connection has been activated (`bConnect3 = TRUE`) and a connection to the remote client has been established.

Here you can find more application examples (and source code): Samples [▶ 64]

Requirements

Development environment	Target system type	PLC libraries to include (category group)
TwinCAT v3.1.0	PC, or CX (x86, X64, Arm®)	Tc2_TcpIp (communication)

5.1.20.3 FB_ConnectionlessSocket

A UDP socket can be managed (opened/generated and closed) with the function block FB_ConnectionlessSocket. FB_ConnectionlessSocket simplifies the implementation of a UDP application by encapsulating the functionality of the two function blocks FB_SocketUdpCreate [▶ 31] and FB_SocketClose [▶ 24] already internally. The integrated debugging output of the socket status facilitates troubleshooting in the event of configuration or communication errors. In addition, a minimum UDP application only requires an instance of the function block SocketUdpSendTod [▶ 32] and/or an instance of the function block FB_SocketUdpReceiveFrom [▶ 34].

In the first step a typical UDP application opens a connection-less UDP socket with the function block FB_ConnectionlessSocket. In the next step instances of FB_SocketUdpSendTo and/or FB_SocketUdpReceiveFrom can be used for exchanging data with another communication device. When a UDP socket is closed depends on the requirements of the application (e.g. in the event of a communication error).

Inputs

```
VAR_INPUT
    sSrvNetID    : T_AmsNetID := '';
    nMode        : DWORD := 0;
    sLocalHost   : T_Ipv4Addr := '';
    nLocalPort   : UDINT;
    bEnable      : BOOL;
    tReconnect   : TIME := T#45s;(*!!!*)
END_VAR
```

Name	Type	Description
sSrvNetID	T_AmsNetID	String containing the AMS network address of the TwinCAT TCP/IP Connection Server. For the local computer (default) an empty string may be specified.
nMode	DWORD	Parameter flags (modes). The permissible parameters are listed here and can be combined by ORing. CONNECT_MODE_ENABLEDBG: Enables logging of debug messages in the application log. In order to view the debug messages open the TwinCAT System Manager and activate log view.
sLocalHost	T_Ipv4Addr	IP address (Ipv4) in string form (e.g. '172.33.5.1') of the local network adapter. An empty string may be specified for the default network adapter.
nLocalPort	UDINT	IP port number (e.g. 200) on the local computer.
bEnable	BOOL	As long as this input is TRUE, attempts are made cyclically to open a UDP socket until a connection has been established. An open UDP socket can be closed again with FALSE.
tReconnect	TIME	Cycle time with which the function block tries to open the UDP socket.

Setting the cycle time for the connection

The tReconnect value should not be set too low, since timeout periods of > 30 s may occur in the event of a network interruption. If the value is too low, command execution would be interrupted prematurely, and ADS error code 1861 (timeout elapsed) would be returned instead of the Winsocket error WSAETIMEDOUT.

Outputs

```
VAR_OUTPUT
    bBusy   : BOOL;
    bError  : BOOL;
    nErrId  : UDINT;
    hSocket : T_HSOCKET;
    eState  : E_SocketConnectionlessState := eSOCKET_CLOSED;
END_VAR
```

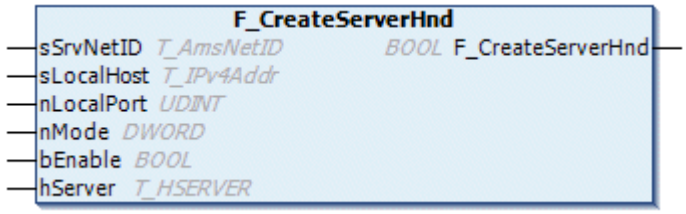
Name	Type	Description
bBusy	BOOL	TRUE, as long as the function block is active.
bError	BOOL	Becomes TRUE if an error code occurs.
nErrID	UDINT	If an bError output is set, this parameter returns the TwinCAT TCP/IP Connection Server error number [▶ 101].
hSocket	T_HSOCKET	Connection handle [▶ 61] to the newly opened UDP socket. If successful, this variable is transferred to the instances of the function blocks FB_SocketUdpSendTo [▶ 32] and/or FB_SocketUdpReceiveFrom [▶ 34].
eState	E_SocketConnectionlessState	Returns the current connection status [▶ 57].

Requirements

Development environment	Target system type	PLC libraries to include (category group)
TwinCAT v3.1.0	PC, or CX (x86, X64, Arm®)	Tc2_TcpIp (communication)

5.2 Functions

5.2.1 F_CreateServerHnd



The function F_CreateServerHnd is used to initialize/set the internal parameters of a server handle variable hServer. The server handle is then transferred to the instances of the function block FB_ServerClientConnection [▶ 48] via VAR_IN_OUT. An instance of the FB_ServerClientConnection function block can be used to manage (establish or remove) a sever connection in a straightforward manner. The same server handle can be transferred to several instances of the function block FB_ServerClientConnection, in order to enable the server to establish several concurrent connections.

Syntax

```
FUNCTION F_CreateServerHnd : BOOL
VAR_IN_OUT
    hServer         : T_HSERVER;
END_VAR
VAR_INPUT
    sSrvNetID       : T_AmsNetID := '';
    sLocalHost      : STRING(15) := '';
    nLocalPort      : UDINT := 0;
    nMode           : DWORD := LISTEN_MODE_CLOSEALL (* OR CONNECT_MODE_ENABLEDBG*);
 bEnable            : BOOL := TRUE;
END_VAR
```

Return value

Name	Type	Description
F_CreateServerHnd	BOOL	Returns TRUE if everything is OK, FALSE if there is an incorrect parameter value.

Inputs

Name	Type	Description
sSrvNetID	T_AmsNetID	String containing the AMS network address of the TwinCAT TCP/IP Connection Server. For the local computer (default) an empty string may be specified.
sLocalHost	T_IPv4Addr	Local server IP address (Ipv4) in the form of a string (e.g. '172.13.15.2'). For a server on the local computer (default), an empty string may be entered.
nLocalPort	UDINT	Local server IP port (e.g. 200).
nMode	DWORD	Parameter flags (modes). The permissible parameters are listed here and can be combined by ORing. LISTEN_MODE_CLOSEALL: All previously opened socket connections are closed (default). CONNECT_MODE_ENABLEDBG: Enables logging of debug messages in the application log. In order to view the debug messages open the TwinCAT System Manager and activate log view.
bEnable	BOOL	This input determines the behavior of the listener socket. A listener socket opened beforehand remains open as long as this input is TRUE. If this input is FALSE, the listener socket is closed automatically, but only once the last (previously) accepted connection was also closed.

/ Inputs/outputs

Name	Type	Description
hServer	T_HSERVER	Server handle variable whose internal parameters are to be initialized.

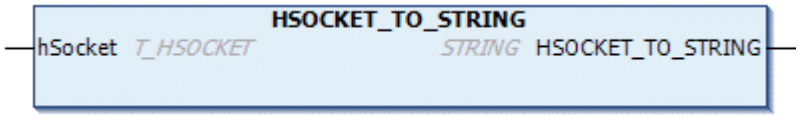
Example:

See FB_ServerClientConnection [▶ 48].

Requirements

Development environment	Target system type	PLC libraries to include (category group)
TwinCAT v3.1.0	PC, or CX (x86, X64, Arm®)	Tc2_TcpIp (communication)

5.2.2 HSOCKET_TO_STRING



The function converts the connection handle of type T_HSOCKET to a string (e.g. for debug outputs).

The returned string has the following format: "Handle:0xA[BCD] Local:a[aa].b[bb].c[cc].d[dd]:port Remote:a[aa].b[bb].c[cc].d[dd]:port".

Example: "Handle:0x4001 Local:172.16.6.195:28459 Remote:172.16.6.180:2404"

Syntax

```
FUNCTION HSOCKET_TO_STRING : STRING
VAR_INPUT
    hSocket : T_HSOCKET;
END_VAR
```

Return value

Name	Type	Description
HSOCKET_TO_STRING	STRING	Contains the STRING representation of the connection handle.

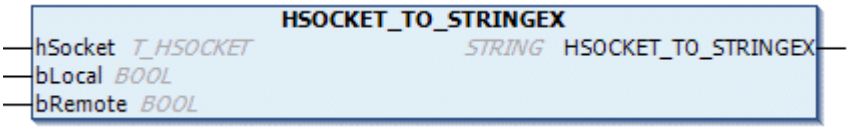
Inputs

Name	Type	Description
hSocket	T_HSOCKET	The connection handle [▶ 61] to be converted.

Requirements

Development environment	Target system type	PLC libraries to include (category group)
TwinCAT v3.1.0	PC, or CX (x86, X64, Arm®)	Tc2_TcpIp (communication)

5.2.3 HSOCKET_TO_STRINGEX



The function converts the connection handle of type T_HSOCKET to a string (e.g. for debug outputs).

The returned string has the following format: "Handle:0xA[BCD] Local:a[aa].b[bb].c[cc].d[dd]:port Remote:a[aa].b[bb].c[cc].d[dd]:port".

Example: "Handle:0x4001 Local:172.16.6.195:28459 Remote:172.16.6.180:2404"

The parameters bLocal and bRemote determine whether the local and/or remote address information should be included in the returned string.

Syntax

```
FUNCTION HSOCKET_TO_STRINGEX : STRING
VAR_INPUT
    hSocket : T_HSOCKET;
    bLocal  : BOOL;
    bRemote : BOOL;
END_VAR
```

Return value

Name	Type	Description
HSOCKET_TO_STRINGEX	STRING	Contains the hex-based STRING representation of the connection handle.

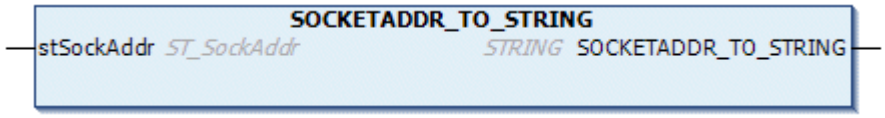
Inputs

Name	Type	Description
hSocket	T_HSOCKET	The connection handle [▶ 61] to be converted.
bLocal	BOOL	TRUE: Include the local address, FALSE: Exclude the local address.
bRemote	BOOL	TRUE: Include the remote address, FALSE: Exclude the remote address.

Requirements

Development environment	Target system type	PLC libraries to include (category group)
TwinCAT v3.1.0	PC, or CX (x86, X64, Arm®)	Tc2_TcpIp (communication)

5.2.4 SOCKETADDR_TO_STRING



The function converts a variable of type ST_SockAddr to a string (e.g. for debug outputs).

The returned string has the following format: "a[aa].b[bb].c[cc].d[dd]:port"

Example: "172.16.6.195:80"

```
FUNCTION SOCKETADDR_TO_STRING : STRING
VAR_INPUT
    stSockAddr : ST_SockAddr;
END_VAR
```

Return value

Name	Type	Description
SOCKETADDR_TO_STRING	STRING	Contains the STRING representation of the socket address.

Inputs

Name	Type	Description
stSockeAddr	ST_SockAddr	The variable to be converted.

See ST_SockAddr [▶ 59]

Requirements

Development environment	Target system type	PLC libraries to include (category group)
TwinCAT v3.1.0	PC, or CX (x86, X64, Arm®)	Tc2_TcpIp (communication)

5.3 Data types

5.3.1 E_SocketAcceptMode

E_SocketAcceptMode specifies which connections are accepted by the server.

Syntax

```
TYPE E_SocketAcceptMode:
(* Connection accept modes *)
(
    eACCEPT_ALL, (* Accept connection to all remote clients *)
    eACCEPT_SEL_HOST, (* Accept connection to selected host address *)
    eACCEPT_SEL_PORT, (* Accept connection to selected port address *)
    eACCEPT_SEL_HOST_PORT (* Accept connection to selected host and port address *)
);
END_TYPE
```

Values

Name	Description
eACCEPT_ALL	Accept connection to all remote clients.
eACCEPT_SEL_HOST	Accept connection to selected host address.
eACCEPT_SEL_PORT	Accept connection to selected port address.
eACCEPT_SEL_HOST_PORT	Accept connection to selected host and port address.

Requirements

Development environment	Target system type	PLC libraries to include (category group)
TwinCAT v3.1.0	PC, or CX (x86, X64, Arm®)	Tc2_TcpIp (communication)

5.3.2 E_SocketConnectionState

TCP/IP Socket Connection Status (eSOCKET_SUSPENDED == the status changes e.g. from eSOCKET_CONNECTED => eSOCKET_DISCONNECTED).

Syntax

```
TYPE E_SocketConnectionState:
(
    eSOCKET_DISCONNECTED,
    eSOCKET_CONNECTED,
    eSOCKET_SUSPENDED
);
END_TYPE
```

Values

Name	Description
eSOCKET_DISCONNECTED	The connection is interrupted.
eSOCKET_CONNECTED	The connection exists.
eSOCKET_SUSPENDED	The status of the connection changes from disconnected to connected or from connected to disconnected.

Requirements

Development environment	Target system type	PLC libraries to include (category group)
TwinCAT v3.1.0	PC, or CX (x86, X64, Arm®)	Tc2_TcpIp (communication)

5.3.3 E_SocketConnectionlessState

Status information of a connection-less UDP socket (eSOCKET_TRANSIENT == the status changes from eSOCKET_CREATED=>eSOCKET_CLOSED, for example).

Syntax

```
TYPE E_SocketConnectionlessState:
(
    eSOCKET_CLOSED,
    eSOCKET_CREATED,
    eSOCKET_TRANSIENT
);
END_TYPE
```

Values

Name	Description
eSOCKET_CLOSED	The UDP socket is closed.
eSOCKET_CREATED	The UDP socket is created.
eSOCKET_TRANSIENT	The UDP socket changes from closed to open or from open to closed.

Requirements

Development environment	Target system type	PLC libraries to include (category group)
TwinCAT v3.1.0	PC, or CX (x86, X64, Arm®)	Tc2_TcpIp (communication)

5.3.4 E_WinsockError

Syntax

```
TYPE E_WinsockError :
 (
    WSOK,
    WSAEINTR        := 10004 ,
(* A blocking operation was interrupted by a call to WSACancelBlockingCall. *)
    WSAEBADF        := 10009 ,(* The file handle supplied is not valid. *)
    WSAEACCES     := 10013 ,
(* An attempt was made to access a socket in a way forbidden by its access permissions. *)
    WSAEFAULT     := 10014 ,
(* The system detected an invalid pointer address in attempting to use a pointer argument in a call.
 *)
    WSAEINVAL     := 10022 ,(* An invalid argument was supplied. *)
    WSAEMFILE     := 10024 ,(* Too many open sockets. *)
    WSAEWOULDBLOCK     := 10035 ,(* A non-
blocking socket operation could not be completed immediately. *)
    WSAEINPROGRESS     := 10036 ,(* A blocking operation is currently executing. *)
    WSAEALREADY     := 10037 ,(* An operation was attempted on a non-
blocking socket that already had an operation in progress. *)
    WSAENOTSOCK     := 10038 ,(* An operation was attempted on something that is not a socket. *)
    WSAEDESTADDRREQ     := 10039 ,
(* A required address was omitted from an operation on a socket. *)
    WSAEMSGSIZE     := 10040 ,
(* A message sent on a datagram socket was larger than the internal message buffer or some other net
work limit, or the buffer used to receive a datagram into was smaller than the datagram itself. *)
    WSAEPROTOTYPE     := 10041 ,
(* A protocol was specified in the socket function call that does not support the semantics of the s
ocket type requested. *)
    WSAENOPROTOOPT     := 10042 ,
(* An unknown, invalid, or unsupported option or level was specified in a getsockopt or setsockopt c
all. *)
    WSAEPROTONOSUPPORT := 10043 ,
(* The requested protocol has not been configured into the system, or no implementation for it exist
s. *)
    WSAESOCKTNOSUPPORT := 10044 ,
(* The support for the specified socket type does not exist in this address family. *)
    WSAEOPNOTSUPP     := 10045 ,
(* The attempted operation is not supported for the type of object referenced. *)
    WSAEPFNOSUPPORT     := 10046 ,
(* The protocol family has not been configured into the system or no implementation for it exists. *
)
    WSAEAFNOSUPPORT     := 10047 ,
(* An address incompatible with the requested protocol was used. *)
    WSAEADDRINUSE     := 10048 ,(* Only one usage of each socket address (protocol/network address/
port) is normally permitted. *)
    WSAEADDRNOTAVAIL    := 10049 ,(* The requested address is not valid in its context. *)
    WSAENETDOWN     := 10050 ,(* A socket operation encountered a dead network. *)
    WSAENETUNREACH     := 10051 ,(* A socket operation was attempted to an unreachable network. *)
    WSAENETRESET     := 10052 ,(* The connection has been broken due to keep-
alive activity detecting a failure while the operation was in progress. *)
    WSAECONNABORTED     := 10053 ,
(* An established connection was aborted by the software in your host machine. *)
    WSAECONNRESET     := 10054 ,(* An existing connection was forcibly closed by the remote host. *)
    WSAENOBUFS     := 10055 ,
(* An operation on a socket could not be performed because the system lacked sufficient buffer space
 or because a queue was full. *)
    WSAEISCONN     := 10056 ,(* A connect request was made on an already connected socket. *)
```

```
    WSAENOTCONN     := 10057 ,
(* A request to send or receive data was disallowed because the socket is not connected and (when se
nding on a datagram socket using a sendto call) no address was supplied. *)
    WSAESHUTDOWN     := 10058 ,
(* A request to send or receive data was disallowed because the socket had already been shut down in
 that direction with a previous shutdown call. *)
    WSAETOOMANYREFS     := 10059 ,(* Too many references to some kernel object. *)
      WSAETIMEDOUT     := 10060 ,
(* A connection attempt failed because the connected party did not properly respond after a period o
f time, or established connection failed because connected host has failed to respond. *)
    WSAECONNREFUSED     := 10061 ,
(* No connection could be made because the target machine actively refused it. *)
    WSAELOOP        := 10062 ,(* Cannot translate name. *)
    WSAENAMETOOLONG     := 10063 ,(* Name component or name was too long. *)
    WSAEHOSTDOWN     := 10064 ,
(* A socket operation failed because the destination host was down. *)
    WSAEHOSTUNREACH     := 10065 ,(* A socket operation was attempted to an unreachable host. *)
    WSAENOTEMPTY     := 10066 ,(* Cannot remove a directory that is not empty. *)
    WSAEPROCLIM     := 10067 ,
(* A Windows Sockets implementation may have a limit on the number of applications that may use it s
imultaneously. *)
    WSAEUSERS     := 10068 ,(* Ran out of quota. *)
    WSAEDQUOT     := 10069 ,(* Ran out of disk quota. *)
    WSAESTALE     := 10070 ,(* File handle reference is no longer available. *)
    WSAEREMOTE     := 10071 ,(* Item is not available locally. *)
    WSASYSNOTREADY     := 10091 ,
(* WSAStartup cannot function at this time because the underlying system it uses to provide network
services is currently unavailable. *)
    WSAVERNOTSUPPORTED := 10092 ,(* The Windows Sockets version requested is not supported. *)
    WSANOTINITIALISED := 10093 ,
(* Either the application has not called WSAStartup, or WSAStartup failed. *)
    WSAEDISCON     := 10101 ,
(* Returned by WSARecv or WSARecvFrom to indicate the remote party has initiated a graceful shutdown
 sequence. *)
    WSAENOMORE     := 10102 ,(* No more results can be returned by WSALookupServiceNext. *)
    WSAECANCELLED     := 10103 ,
(* A call to WSALookupServiceEnd was made while this call was still processing. The call has been ca
nceled. *)
    WSAEINVALIDPROCTABLE := 10104 ,(* The procedure call table is invalid. *)
    WSAEINVALIDPROVIDER := 10105 ,(* The requested service provider is invalid. *)
    WSAEPROVIDERFAILEDINIT := 10106 ,
(* The requested service provider could not be loaded or initialized. *)
    WSASYSCALLFAILURE := 10107 ,(* A system call that should never fail has failed. *)
    WSASERVICE_NOT_FOUND := 10108 ,
(* No such service is known. The service cannot be found in the specified name space. *)
    WSATYPE_NOT_FOUND := 10109 ,(* The specified class was not found. *)
    WSA_E_NO_MORE     := 10110 ,(* No more results can be returned by WSALookupServiceNext. *)
    WSA_E_CANCELLED     := 10111 ,
(* A call to WSALookupServiceEnd was made while this call was still processing. The call has been ca
nceled. *)
    WSAEREFUSED     := 10112 ,(* A database query failed because it was actively refused. *)
    WSAHOST_NOT_FOUND := 11001 ,(* No such host is known. *)
    WSATRY_AGAIN     := 11002 ,
(* This is usually a temporary error during hostname resolution and means that the local server did
not receive a response from an authoritative server. *)
    WSANO_RECOVERY     := 11003 ,(* A non-recoverable error occurred during a database lookup. *)
    WSANO_DATA     := 11004 (* The requested name is valid and was found in the database, but it doe
s not have the correct associated data being resolved for. *)
 );
END_TYPE
```

Requirements

Development environment	Target system type	PLC libraries to include (category group)
TwinCAT v3.1.0	PC, or CX (x86, X64, Arm®)	Tc2_TcpIp (communication)

5.3.5 ST_SockAddr

The structure contains address information of an open socket.

Syntax

```
TYPE ST_SockAddr : (* Local or remote endpoint address *)
STRUCT
    nPort : UDINT; (* Internet Protocol (IP) port. *)
    sAddr : STRING(15); (* String containing an (Ipv4) Internet Protocol dotted address. *)
END_STRUCT
END_TYPE
```

Values

Name	Type	Description
nPort	UDINT	Internet Protocol (IP) port
sAddr	STRING(15)	Internet Protocol address separated by periods (Ipv4) in the form of a string e.g.: "172.34.12.3"

Requirements

Development environment	Target system type	PLC libraries to include (category group)
TwinCAT v3.1.0	PC, or CX (x86, X64, Arm®)	Tc2_TcpIp (communication)

5.3.6 ST_TlsConnectFlags

Additional (optional) client connection parameters.

Syntax

```
TYPE ST_TlsConnectFlags :
STRUCT
    bNoServerCertCheck: BOOL;
    bIgnoreCnMismatch : BOOL;
END_STRUCT
END_TYPE
```

Values

Name	Type	Description
bNoServerCertCheck	BOOL	Disables validation of the server certificate.
bIgnoreCnMismatch	BOOL	Ignored if the CommonName in the server certificate does not match the host name specified as sRemoteHost.

Requirements

Development environment	Target platform	PLC libraries to be integrated (category group)
TF6310 v3.3.15.0 or later TwinCAT v3.1.0	PC or CX (x86, x64, Arm®)	Tc2_TcpIp (Communication)

5.3.7 ST_TlsListenFlags

Additional (optional) server connection parameters.

Syntax

```
TYPE ST_TlsListenFlags :
STRUCT
    bNoClientCert : BOOL;
END_STRUCT
END_TYPE
```

Values

Name	Type	Description
bNoClientCert	BOOL	Client certificate is not required.

Requirements

Development environment	Target platform	PLC libraries to be integrated (category group)
TF6310 v3.3.15.0 or later TwinCAT v3.1.0	PC or CX (x86, x64, Arm®)	Tc2_TcpIp (Communication)

5.3.8 T_HSERVER

The variable of this type represents a TCP/IP Server Handle. The Handle has to be initialized with F_CreateServerHnd [▶ 53] bevor it can be used. In doing so the internal parameters of variables T_HSERVER are set.

Preserve the default structure elements

The structure elements are not to be written or changed.

Requirements

Development environment	Target system type	PLC libraries to include (category group)
TwinCAT v3.1.0	PC, or CX (x86, X64, Arm®)	Tc2_TcpIp (communication)

5.3.9 T_HSOCKET

Variables of this type represent a connection handle or a handle of an open socket. Via this handle, data can be sent to or received from a socket. The handle can be used to close an open socket.

Syntax

```
TYPE T_HSOCKET
STRUCT
    handle     : UDINT;
    localAddr  : ST_SockAddr; (* Local address *)
    remoteAddr : ST_SockAddr; (* Remote endpoint address *)
END_STRUCT
END_TYPE
```

Values

Name	Type	Description
handle	UDINT	Internal TwinCAT TCP/IP Connection Server socket handle.
localAddr	ST_SockAddr	Local socket address [▶ 59].
remoteAddr	ST_SockAddr	Remote socket address [▶ 59].

The following sockets can be opened and closed via the TwinCAT TCP/IP Connection Server: Listener socket, Remote Client socket or Local Client socket. Depending on which of these sockets was opened by the TwinCAT TCP/IP Connection Server, suitable address information is entered into the localAddr and remoteAddr variables.

Connection handle on the server side

- The function block FB_SocketListen [▶ 26] opens a listener socket and returns the connection handle of the listener socket.

- The connection handle of the listener sockets is transferred to the function block FB_SocketAccept [▶ 27]. FB_SocketAccept will then return the connection handles of the remote clients.
- The function block FB_SocketAccept returns a new connection handle for each connected remote client.
- The connection handle is then transferred to the function blocks FB_SocketSend [▶ 28] and/or FB_SocketReceive [▶ 30], in order to be able to exchange data with the remote clients.
- A connection handle of a remote client that is not desirable or no longer required is transferred to the function block FB_SocketClose [▶ 24], which closes the remote client socket.
- A listener socket connection handle that is no longer required is also transferred to the function block FB_SocketClose, which closes the listener socket.

Connection handle on the client side

- The function block FB_SocketConnect [▶ 23] returns the connection handle of a local client socket.
- The connection handle is then transferred to the function blocks FB_SocketSend [▶ 28] and FB_SocketReceive [▶ 30], in order to be able to exchange data with a remote server.
- The same connection handle is then transferred to the function block FB_SocketClose [▶ 24], in order to close a connection that is no longer required.

The function block FB_SocketCloseAll [▶ 25] can be used to close all connection handles (sockets) that were opened by a PLC runtime system. This means that, if FB_SocketCloseAll is called in one of the tasks of the first runtime systems (port 801), all sockets that were opened in the first runtime system are closed.

Requirements

Development environment	Target system type	PLC libraries to include (category group)
TwinCAT v3.1.0	PC, or CX (x86, X64, Arm®)	Tc2_TcpIp (communication)

5.4 Global constants

5.4.1 Library version

All libraries have a certain version. This version is displayed in the repository of the PLC library.
The version number of the library is stored in a global constant (type: ST_LibVersion).

Global_Version

```
VAR_GLOBAL CONSTANT
    stLibVersion_Tc2_TcpIp : ST_LibVersion;
END_VAR
```

The F_CmpLibVersion function (in the Tc2_System library) is used to compare the existing and required version.

Compatibility with TwinCAT 2

Query options for TwinCAT2 libraries are no longer available!

Requirements

Development environment	Target system type	PLC libraries to include (category group)
TwinCAT v3.1.0	PC, or CX (x86, X64, Arm®)	Tc2_TcpIp (communication)

5.4.2 Parameter list

Param

Name	Type	Value	Description
TCPADS_MAXUDP_BUFFSIZE	UDINT	16#2000	Max. byte length of the internal UDP send/receive buffer (8192 bytes).
TCPADS_TLS_HOSTNAME_SIZE	UDINT	255	Max. length of the host name string.
TCPADS_TLS_CERTIFICATE_PATH_SIZE	UDINT	255	Max. length of the certificate path string.
TCPADS_TLS_KEY_PASSWORD_SIZE	UDINT	255	Max. length of the certificate password path string.
TCPADS_TLS_PSK_IDENTITY_SIZE	UDINT	255	Max. length of the PSK identity string.
TCPADS_TLS_MAX_PSK_KEY_SIZE	UDINT	128	Max. byte length of the PSK key.

Requirements

Development environment	Target platform	PLC libraries to be integrated (category group)
TF6310 v3.3.15.0 or later TwinCAT v3.1.0	PC or CX (x86, x64, Arm®)	Tc2_TcpIp (Communication)

6 Samples

Overview

The following samples of using the product as a TCP/IP client/server are available for download in our GitHub repository (see below).

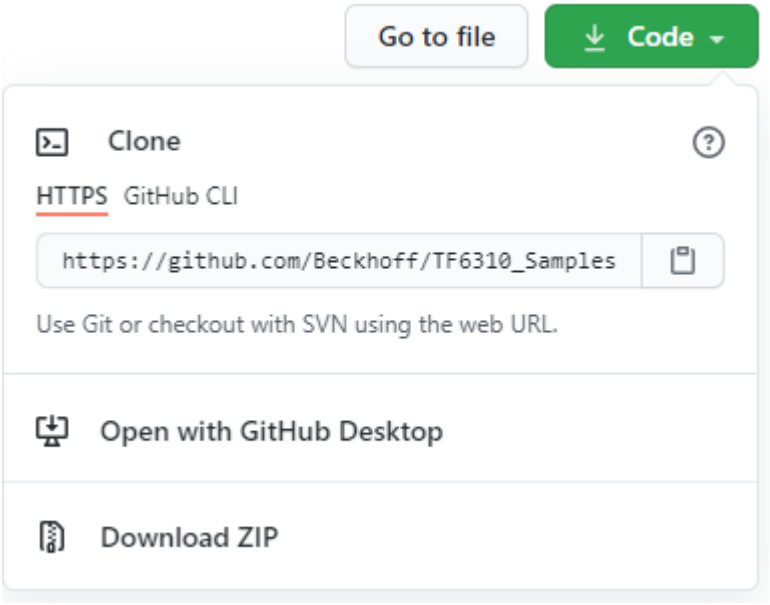
Link	Description
Quick Start [▶ 19]	Enables a quick start to using the product as a TCP/IP client/server.
Sample01: "Echo" client/server (basic function blocks) [▶ 65]	Demonstrates the exemplary implementation of a TCP/IP client/server application, which cyclically exchanges a message between client and server. The basic function blocks serve as a basis.
Sample02: “Echo” client /server [▶ 84]	Demonstrates the exemplary implementation of a TCP/IP client/server application, which cyclically exchanges a message between client and server. The helper function blocks serve as the basis. The application allows a maximum of one connection.
Sample03: “Echo” client/server [▶ 85]	Demonstrates the exemplary implementation of a TCP/IP client/server application, which cyclically exchanges a message between client and server. The helper function blocks serve as the basis. The application allows multiple connections.
Sample04: Binary data exchange [▶ 87]	Demonstrates the exemplary implementation of a TCP/IP client/server application that implements its own binary protocol for data exchange. The application allows a maximum of one connection.
Sample05: Binary data exchange [▶ 89]	Demonstrates the exemplary implementation of a TCP/IP client/server application that implements its own binary protocol for data exchange. The application allows multiple connections.
Sample06: "Echo" client/server with TLS (basic modules) [▶ 90]	This sample is essentially based on Sample01 and extends it with TLS.
Sample07: "Echo" client/server with TLS-PSK (basic modules) [▶ 91]	This sample is essentially based on Sample01 and extends it with TLS-PSK.

The following samples of using the product as a UDP/IP client/server are available for download in our GitHub repository (see below).

Link	Description
Sample01: Peer-to-peer communication [▶ 91]	This sample demonstrates the implementation of a simple peer-to-peer application in the PLC.
Sample02: Multicast [▶ 99]	This sample demonstrates how multicast messages can be sent and received via UDP.

Downloads

Sample code and configurations for this product can be obtained from the corresponding repository on GitHub: https://github.com/Beckhoff/TF6310_Samples. There you have the option to clone the repository or download a ZIP file containing the sample.



6.1 TCP

6.1.1 Sample01: "Echo" client/server (basic function blocks)

6.1.1.1 Overview

The following example shows an implementation of an "echo" client/server. The client sends a test string to the server at certain intervals (e.g. every second). The remote server then immediately resends the same string to the client.

In this sample, the client is implemented in the PLC and as a .NET application written in C#. The PLC client can create several instances of the communication, simulating several TCP connections at once. The .NET sample client only establishes one concurrent connection. The server is able to communicate with several clients.

In addition, several instances of the server may be created. Each server instance is then addressed via a different port number which can be used by the client to connect to a specific server instance. The server implementation is more difficult if the server has to communicate with more than one client.

Feel free to use and customize this sample to your needs.

System requirements

- TwinCAT 3 Build 3093 or higher
- TwinCAT 3 Function TF6310 TCP/IP
- If two computers are used to execute the sample (one client and one server), the Function TF6310 needs to be installed on both computers
- If one computer is used to execute the sample, e.g. client and server running in two separate PLC runtimes, both PLC runtimes need to run in separate tasks
- To run the .NET sample client, only .NET Framework 4.0 is needed

Project downloads

https://github.com/Beckhoff/TF6310_Samples/tree/master/PLC/TCP/Sample01

https://github.com/Beckhoff/TF6310_Samples/tree/master/C%23/SampleClient

Project description

The following links provide documentation for the three components. Additionally, an own article explains how to start the PLC samples with step-by-step instructions.

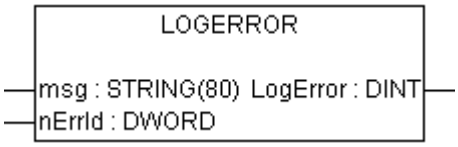
- Integration in TwinCAT and Test [▶ 67] (Starting the PLC samples)
- PLC Client [▶ 70] (PLC client documentation: FB_LocalClient function block [▶ 70])
- PLC Server [▶ 74] (PLC serve documentation: FB_LocalServer function block [▶ 74])
- .NET client [▶ 80] (.NET client documentation: .NET sample client [▶ 80])

Additional functions of the PLC sample projects

Some functions, constants and function blocks are used in the sample projects, which are briefly described below:

LogError function

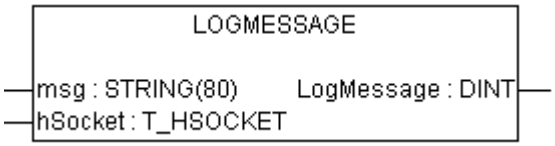
```
FUNCTION LogError : DINT
```



The function writes a message with the error code into the logbook of the operating system (Event Viewer). The global variable bLogDebugMessages must first be set to TRUE.

LogMessage function

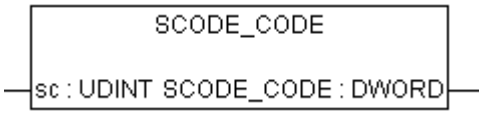
```
FUNCTION LogMessage : DINT
```



The function writes a message into the logbook of the operating system (Event Viewer) if a new socket was opened or closed. The global variable bLogDebugMessages must first be set to TRUE.

SCODE_CODE function

```
FUNCTION SCODE_CODE : DWORD
```



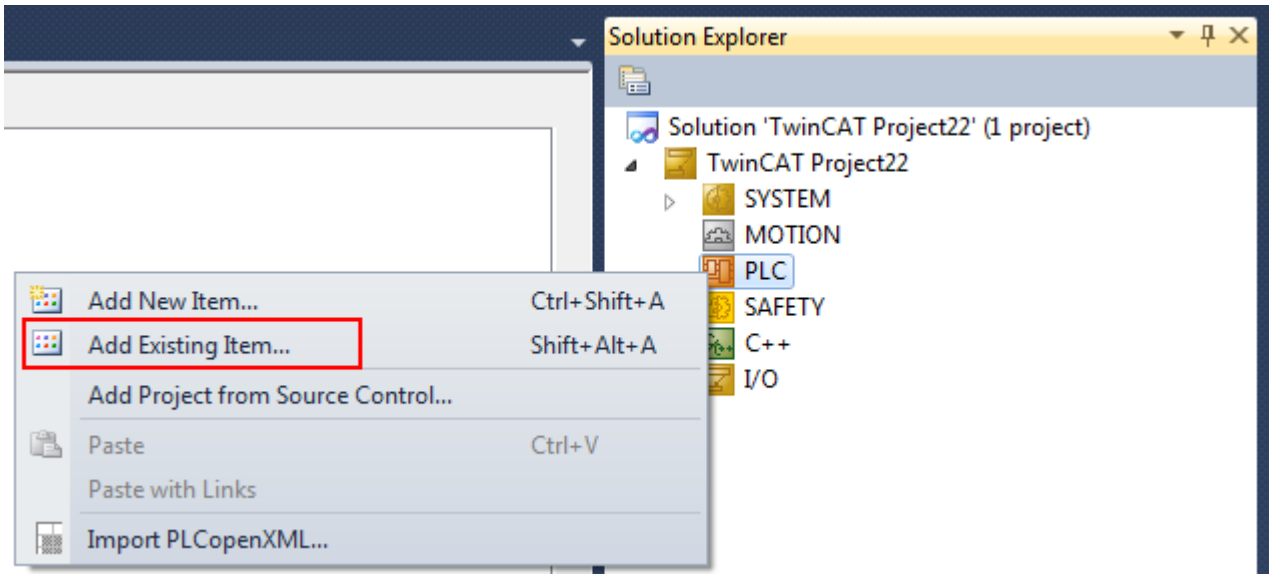
The function masks the least significant 16 bits of a Win32 error code returns them.

Global variables

Name	Default value	Description
bLogDebugMessages	TRUE	Activates/deactivates writing of messages into the log book of the operating system
MAX_CLIENT_CONNECTIONS	5	Max. number of remote clients, that can connect to the server at the same time.
MAX_PLCPRJ_RXBUFFER_SIZE	1000	Max. length of the internal receive buffer
PLCPRJ_RECONNECT_TIME	T#3s	Once this time has elapsed, the local client will attempt to re-establish the connection with the remote server
PLCPRJ_SEND_CYCLE_TIME	T#1s	The test string is sent cyclically at these intervals from the local client to the remote server
PLCPRJ_RECEIVE_POLLING_TIME	T#1s	The client reads (polls) data from the server using this cycle
PLCPRJ_RECEIVE_TIMEOUT	T#10s	After this time has elapsed, the local client aborts the reception if no data bytes could be received during this time
PLCPRJ_ERROR_RECEIVE_BUFFER_OVERFLOW	16#8101	Sample project error code: Too many characters without zero termination were received
PLCPRJ_ERROR_RECEIVE_TIMEOUT	16#8102	Sample project error code: No new data could be received within the timeout time (PLCPRJ_RECEIVE_TIMEOUT)

6.1.1.2 Integration in TwinCAT and Test

The following section describes how to prepare and start the PLC server and client. The PLC samples are provided as TwinCAT 3 PLC project files. To import a PLC project into TwinCAT XAE, first create a new TwinCAT 3 Solution. Then select the **Add Existing Item** command in the context menu of the PLC node and select the downloaded sample file (*Plc 3.x Project archive (*.tpzip)*) as the file type in the dialog that opens. After confirming the dialog, the PLC project is added to the Solution.



Sample PLC server

Create a new TwinCAT 3 solution in TwinCAT XAE and import the TwinCAT TCP/IP server project. Select a target system. The function must also be installed on the target system and licenses for TF6310 must have been generated. Keep the TwinCAT 3 Solution open.

```
PROGRAM MAIN
VAR
    fbServer         : FB_LocalServer := ( sLocalHost := '127.0.0.1' (*own IP address!
*), nLocalPort := 200 );
```

```
    bEnableServer    : BOOL := TRUE;
    fbSocketCloseAll : FB_SocketCloseAll := ( sSrvNetID := '', tTimeout := DEFAULT_ADS_TIMEOUT );
    bCloseAll        : BOOL := TRUE;
END_VAR


IF bCloseAll THEN (*On PLC reset or program download close all old connections *)
    bCloseAll := FALSE;
    fbSocketCloseAll( bExecute:= TRUE );
ELSE
    fbSocketCloseAll( bExecute:= FALSE );
END_IF

IF NOT fbSocketCloseAll.bBusy THEN
    fbServer( bEnable := bEnableServer );
END_IF
```

Sample PLC client

Import the TCP/IP client project into the TwinCAT 3 Solution as a second PLC project. Link this PLC project to a different task than the server sample. The IP address of the server must be adapted to your system (initialization values of the sRemoteHost variable). In this case, the server is on the same PC, so enter 127.0.0.1. Enable the configuration, log in and start the server and then the client PLC project.

```
PROGRAM MAIN
VAR
    fbClient1     : FB_LocalClient := ( sRemoteHost:= '127.0.0.1' (* IP address of remote server! *)
, nRemotePort:= 200 );
    fbClient2     : FB_LocalClient := ( sRemoteHost:= '127.0.0.1', nRemotePort:= 200 );
    fbClient3     : FB_LocalClient := ( sRemoteHost:= '127.0.0.1', nRemotePort:= 200 );
    fbClient4     : FB_LocalClient := ( sRemoteHost:= '127.0.0.1', nRemotePort:= 200 );
    fbClient5     : FB_LocalClient := ( sRemoteHost:= '127.0.0.1', nRemotePort:= 200 );

    bEnableClient1 : BOOL := TRUE;
    bEnableClient2 : BOOL := FALSE;
    bEnableClient3 : BOOL := FALSE;
    bEnableClient4 : BOOL := FALSE;
    bEnableClient5 : BOOL := FALSE;

    fbSocketCloseAll    : FB_SocketCloseAll := ( sSrvNetID := '', tTimeout := DEFAULT_ADS_TIMEOUT );
    bCloseAll     : BOOL := TRUE;

    nCount     : UDINT;
END_VAR
```

```
IF bCloseAll THEN (*On PLC reset or program download close all old connections *)
    bCloseAll := FALSE;
    fbSocketCloseAll( bExecute:= TRUE );
ELSE
    fbSocketCloseAll( bExecute:= FALSE );
END_IF

IF NOT fbSocketCloseAll.bBusy THEN
    nCount := nCount + 1;
    fbClient1( bEnable := bEnableClient1, sToServer := CONCAT( 'CLIENT1-', UDINT_TO_STRING( nCount )
 ) );
    fbClient2( bEnable := bEnableClient2, sToServer := CONCAT( 'CLIENT2-', UDINT_TO_STRING( nCount )
 ) );
    fbClient3( bEnable := bEnableClient3, sToServer := CONCAT( 'CLIENT3-', UDINT_TO_STRING( nCount )
 ) );
    fbClient4( bEnable := bEnableClient4 );
    fbClient5( bEnable := bEnableClient5 );
END_IF
```

When setting one of the bEnableCientX variables, up to five client instances can be enabled. Each client sends one string per second to the server (default: 'TEST'). The server returns the same string to the client (echo server). For the test, a string with a counter value is generated automatically for the first three instances. The first client is enabled automatically when the program is started. Set the bEnableCilent4 variable in the client project to TRUE. The new client then attempts to establish a connection to the server. If successful, the 'TEST' string is sent cyclically. Now open the fbClient4 instance of the FB_LocalClient function block. Double-click to open the dialog for writing the sToString variable and change the value of the string variable to 'Hello', for example.

MAIN [Online]

TwinCAT_Project17.TcpIp_CLIENT.MAIN

Expression	Type	Value	Prepared value
fbClient1	FB_LocalClient		
fbClient2	FB_LocalClient		
fbClient3	FB_LocalClient		
fbClient4	FB_LocalClient		
sRemoteHost	STRING(15)	'127.0.0.1'	
nRemotePort	UDINT	200	
sToServer	STRING(255)	'Test'	'Hello World'
bEnable	BOOL	TRUE	
bConnected	BOOL	TRUE	
hSocket	T_HSOCKET		
bBusy	BOOL	TRUE	
bError	BOOL	FALSE	
nErrId	UDINT	0	
sFromServer	STRING(255)	'Test'	

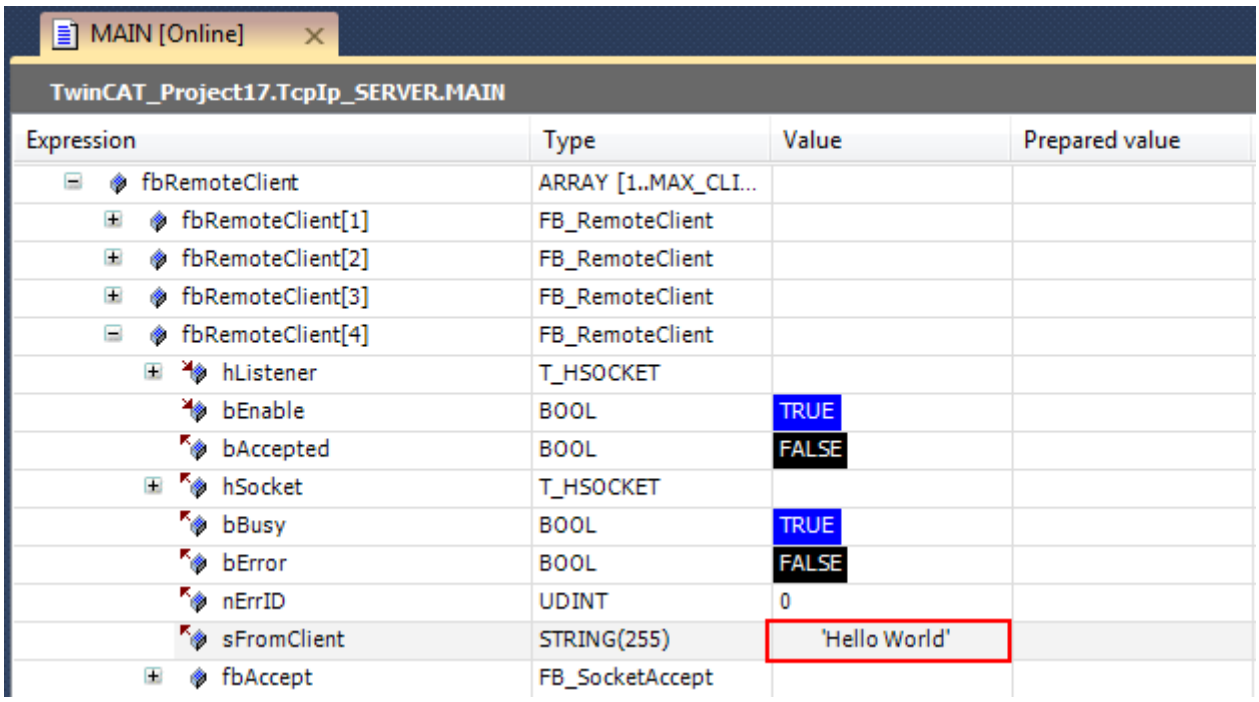
Close the dialog with **OK**. Force the new value into the PLC. Shortly afterwards, the value returned by the server can be viewed online.

MAIN [Online]

TwinCAT_Project17.TcpIp_CLIENT.MAIN

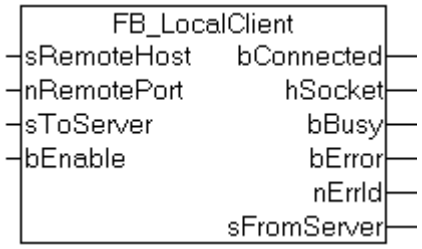
Expression	Type	Value	Prepared value
fbClient1	FB_LocalClient		
fbClient2	FB_LocalClient		
fbClient3	FB_LocalClient		
fbClient4	FB_LocalClient		
sRemoteHost	STRING(15)	'127.0.0.1'	
nRemotePort	UDINT	200	
sToServer	STRING(255)	'Hello World'	
bEnable	BOOL	TRUE	
bConnected	BOOL	TRUE	
hSocket	T_HSOCKET		
bBusy	BOOL	TRUE	
bError	BOOL	FALSE	
nErrId	UDINT	0	
sFromServer	STRING(255)	'Hello World'	

Now open the fbServer instance of the FB_LocalServer function block in the server project. The string: 'Hello' can be seen in the online data of the server.



6.1.1.3 PLC Client

6.1.1.3.1 FB_LocalClient



If the bEnable input is set, the system will keep trying to establish the connection to the remote server once the CLIENT_RECONNECT_TIME has elapsed. The remote server is identified via the sRemoteHost IP address and the nRemotePort IP port address. The data exchange with the server was encapsulated in a separate function block FB_ClientDataExcha [▶ 72]. The data exchange is cyclic, always after PLCPRJ_SEND_CYCLE_TIME has expired. The sToServer string variable is sent to the server and the string returned by the server is available at the sFormServer output. Another implementation, in which the remote server is addressed as required is also possible. In the event of an error, the existing connection is closed, and a new connection is established.

Interface

```
FUNCTION_BLOCK FB_LocalClient
VAR_INPUT
    sRemoteHost     : STRING(15) := '127.0.0.1';(* IP adress of remote server *)
    nRemotePort     : UDINT := 0;
    sToServer       : T_MaxString:= 'TEST';
    bEnable         : BOOL;
END_VAR
VAR_OUTPUT
    bConnected      : BOOL;
    hSocket         : T_HSOCKET;
    bBusy           : BOOL;
    bError          : BOOL;
    nErrId          : UDINT;
    sFromServer     : T_MaxString;
END_VAR
VAR
    fbConnect       : FB_SocketConnect := ( sSrvNetId := '' );
    fbClose         : FB_SocketClose := ( sSrvNetId := '', tTimeout := DEFAULT_ADS_TIMEOUT );
    fbClientDataExcha : FB_ClientDataExcha;
```

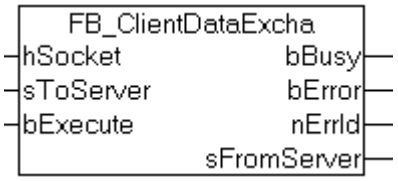
```
    fbConnectTON     : TON := ( PT := PLCPRJ_RECONNECT_TIME );
    fbDataExchaTON   : TON := ( PT := PLCPRJ_SEND_CYCLE_TIME );
    eStep            : E_ClientSteps;
END_VAR
```

Implementation

```
CASE eStep OF
    CLIENT_STATE_IDLE:
        IF bEnable XOR bConnected THEN
            bBusy := TRUE;
            bError := FALSE;
            nErrid := 0;
            sFromServer := '';
            IF bEnable THEN
                fbConnectTON( IN := FALSE );
                eStep := CLIENT_STATE_CONNECT_START;
            ELSE
                eStep := CLIENT_STATE_CLOSE_START;
            END_IF
        ELSIF bConnected THEN
            fbDataExchaTON( IN := FALSE );
            eStep := CLIENT_STATE_DATAEXCHA_START;
        ELSE
            bBusy := FALSE;
        END_IF

    CLIENT_STATE_CONNECT_START:
        fbConnectTON( IN := TRUE, PT := PLCPRJ_RECONNECT_TIME );
        IF fbConnectTON.Q THEN
            fbConnectTON( IN := FALSE );
            fbConnect( bExecute := FALSE );
                fbConnect(sRemoteHost := sRemoteHost,
                nRemotePort := nRemotePort,
                bExecute        := TRUE );
            eStep := CLIENT_STATE_CONNECT_WAIT;
        END_IF

    CLIENT_STATE_CONNECT_WAIT:
        fbConnect( bExecute := FALSE );
        IF NOT fbConnect.bBusy THEN
            IF NOT fbConnect.bError THEN
                bConnected := TRUE;
                hSocket          := fbConnect.hSocket;
                eStep     := CLIENT_STATE_IDLE;
                LogMessage( 'LOCAL client CONNECTED!', hSocket );
            ELSE
                LogError( 'FB_SocketConnect', fbConnect.nErrId );
                nErrId := fbConnect.nErrId;
                eStep := CLIENT_STATE_ERROR;
            END_IF
           END_IF

    CLIENT_STATE_DATAEXCHA_START:
        fbDataExchaTON( IN := TRUE, PT := PLCPRJ_SEND_CYCLE_TIME );
        IF fbDataExchaTON.Q THEN
            fbDataExchaTON( IN := FALSE );
            fbClientDataExcha( bExecute := FALSE );
            fbClientDataExcha( hSocket := hSocket,
                    sToServer := sToServer,
                    bExecute    := TRUE );
            eStep := CLIENT_STATE_DATAEXCHA_WAIT;
        END_IF

    CLIENT_STATE_DATAEXCHA_WAIT:
        fbClientDataExcha( bExecute := FALSE );
        IF NOT fbClientDataExcha.bBusy THEN
            IF NOT fbClientDataExcha.bError THEN
                sFromServer := fbClientDataExcha.sFromServer;
                eStep     := CLIENT_STATE_IDLE;
            ELSE
                (* possible errors are logged inside of fbClientDataExcha function block *)
                nErrId := fbClientDataExcha.nErrId;
                     eStep :=CLIENT_STATE_ERROR;
            END_IF
        END_IF

    CLIENT_STATE_CLOSE_START:
        fbClose( bExecute := FALSE );
```

```
        fbClose(    hSocket:= hSocket,
            bExecute:= TRUE );
        eStep := CLIENT_STATE_CLOSE_WAIT;

    CLIENT_STATE_CLOSE_WAIT:
        fbClose( bExecute := FALSE );
        IF NOT fbClose.bBusy THEN
            LogMessage( 'LOCAL client CLOSED!', hSocket );
            bConnected := FALSE;
            MEMSET( ADR(hSocket), 0, SIZEOF(hSocket));
            IF fbClose.bError THEN
                LogError( 'FB_SocketClose (local client)', fbClose.nErrId );
                nErrId := fbClose.nErrId;
                eStep := CLIENT_STATE_ERROR;
            ELSE
                bBusy := FALSE;
                bError := FALSE;
                     nErrId := 0;
                eStep := CLIENT_STATE_IDLE;
            END_IF
        END_IF

    CLIENT_STATE_ERROR: (* Error step *)
        bError := TRUE;
        IF bConnected THEN
            eStep := CLIENT_STATE_CLOSE_START;
        ELSE
            bBusy := FALSE;
            eStep := CLIENT_STATE_IDLE;
        END_IF
END_CASE
```

6.1.1.3.2 FB_ClientDataExcha



In the event of an rising edge at the bExecute input, a null-terminated string is sent to the remote server, and a string returned by the remote server is read. The function block will try reading the data until null termination was detected in the string received. If the PLCPRJ_RECEIVE_TIMEOUT time-out period is exceeded or if an error occurs, reception is aborted. Data are attempted to be read again after a certain delay time, if no new data could be read during the last read attempt. This reduces the system load.

Interface

```
FUNCTION_BLOCK FB_ClientDataExcha
VAR_INPUT
    hSocket     : T_HSOCKET;
    sToServer   : T_MaxString;
    bExecute    : BOOL;
END_VAR
VAR_OUTPUT
    bBusy       : BOOL;
    bError      : BOOL;
    nErrId      : UDINT;
    sFromServer : T_MaxString;
END_VAR
VAR
    fbSocketSend : FB_SocketSend := ( sSrvNetID := '', tTimeout := DEFAULT_ADS_TIMEOUT );
    fbSocketReceive : FB_SocketReceive := ( sSrvNetID := '', tTimeout := DEFAULT_ADS_TIMEOUT );
    fbReceiveTON : TON;
    fbDisconnectTON : TON;
    RisingEdge : R_TRIG;
    eStep     : E_DataExchaSteps;
    cbReceived, startPos, endPos, idx : UDINT;
    cbFrame     : UDINT;
    rxBuffer    : ARRAY[0..MAX_PLCPRJ_RXBUFFER_SIZE] OF BYTE;
END_VAR
```

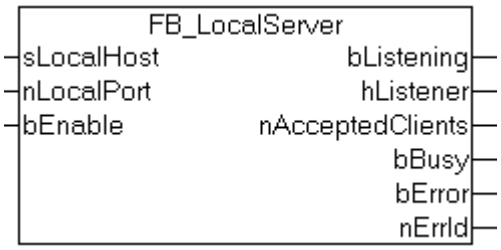
Implementation

```
RisingEdge( CLK := bExecute );
CASE eStep OF
    DATAEXCHA_STATE_IDLE:
        IF RisingEdge.Q THEN
            bBusy := TRUE;
            bError := FALSE;
            nErrid := 0;
            cbReceived := 0;
            fbReceiveTON( IN := FALSE, PT := T#0s ); (* don't wait, read the first answer data immed
iately *)
            fbDisconnectTON( IN := FALSE, PT := T#0s );(* disable timeout check first *)
            eStep := DATAEXCHA_STATE_SEND_START;
        END_IF

    DATAEXCHA_STATE_SEND_START:
        fbSocketSend( bExecute := FALSE );
        fbSocketSend( hSocket := hSocket,
                pSrc := ADR( sToServer ),
                cbLen := LEN( sToServer ) + 1,(* string length inclusive zero delimiter *)
                bExecute:= TRUE );
        eStep := DATAEXCHA_STATE_SEND_WAIT;

    DATAEXCHA_STATE_SEND_WAIT:
        fbSocketSend( bExecute := FALSE );
        IF NOT fbSocketSend.bBusy THEN
            IF NOT fbSocketSend.bError THEN
                eStep := DATAEXCHA_STATE_RECEIVE_START;
            ELSE
                     LogError( 'FB_SocketSend (local client)', fbSocketSend.nErrId );
                nErrId := fbSocketSend.nErrId;
                eStep := DATAEXCHA_STATE_ERROR;
            END_IF
        END_IF

    DATAEXCHA_STATE_RECEIVE_START:
        fbDisconnectTON( );
        fbReceiveTON( IN := TRUE );
        IF fbReceiveTON.Q THEN
            fbReceiveTON( IN := FALSE );
            fbSocketReceive( bExecute := FALSE );
            fbSocketReceive( hSocket:= hSocket,
                    pDest:= ADR( rxBuffer ) + cbReceived,
                    cbLen:= SIZEOF( rxBuffer ) - cbReceived,
                    bExecute:= TRUE );
            eStep := DATAEXCHA_STATE_RECEIVE_WAIT;
        END_IF

    DATAEXCHA_STATE_RECEIVE_WAIT:
        fbSocketReceive( bExecute := FALSE );
        IF NOT fbSocketReceive.bBusy THEN
            IF NOT fbSocketReceive.bError THEN
                     IF (fbSocketReceive.nRecBytes > 0) THEN(* bytes received *)
                    startPos        := cbReceived;(* rxBuffer array index of first data byte *)
                    endPos          := cbReceived + fbSocketReceive.nRecBytes - 1;
(* rxBuffer array index of last data byte *)
                    cbReceived := cbReceived + fbSocketReceive.nRecBytes;
(* calculate the number of received data bytes *)
                    cbFrame     := 0;(* reset frame length *)
                    IF cbReceived < SIZEOF( sFromServer ) THEN(* no overflow *)
                        fbReceiveTON( PT := T#0s ); (* bytes received => increase the read (polling)
 speed *)
                        fbDisconnectTON( IN := FALSE );(* bytes received => disable timeout check *)
                        (* search for string end delimiter *)
                        FOR idx := startPos TO endPos BY 1 DO
                                    IF rxBuffer[idx] = 0 THEN(* string end delimiter found *)
                                cbFrame := idx + 1;
(* calculate the length of the received string (inclusive the end delimiter) *)
                                MEMCPY( ADR( sFromServer ), ADR( rxBuffer ), cbFrame );
(* copy the received string to the output variable (inclusive the end delimiter) *)
                                MEMMOVE( ADR( rxBuffer ), ADR( rxBuffer[cbFrame] ), cbReceived -
 cbFrame );(* move the reamaining data bytes *)
                                cbReceived := cbReceived - cbFrame;
(* recalculate the remaining data byte length *)
                                bBusy := FALSE;
                                eStep := DATAEXCHA_STATE_IDLE;
                                EXIT;
                                    END_IF
                        END_FOR
```

```
                    ELSE(* there is no more free read buffer space => the answer string should be te
rminated *)
                        LogError( 'FB_SocketReceive (local client)', PLCPRJ_ERROR_RECEIVE_BUFFER_OVE
RFLOW );
                        nErrId := PLCPRJ_ERROR_RECEIVE_BUFFER_OVERFLOW;(* buffer overflow !*)
                        eStep := DATAEXCHA_STATE_ERROR;
                    END_IF
                ELSE(* no bytes received *)
                    fbReceiveTON( PT := PLCPRJ_RECEIVE_POLLING_TIME );
(* no bytes received => decrease the read (polling) speed *)
                    fbDisconnectTON( IN := TRUE, PT := PLCPRJ_RECEIVE_TIMEOUT );
(* no bytes received => enable timeout check*)
                    IF fbDisconnectTON.Q THEN (* timeout error*)
                            fbDisconnectTON( IN := FALSE );
                        LogError( 'FB_SocketReceive (local client)', PLCPRJ_ERROR_RECEIVE_TIMEOUT );
                        nErrID := PLCPRJ_ERROR_RECEIVE_TIMEOUT;
                        eStep := DATAEXCHA_STATE_ERROR;
                    ELSE(* repeat reading *)
                        eStep := DATAEXCHA_STATE_RECEIVE_START; (* repeat reading *)
                    END_IF
                END_IF
            ELSE(* receive error *)
                LogError( 'FB_SocketReceive (local client)', fbSocketReceive.nErrId );
                nErrId := fbSocketReceive.nErrId;
                eStep := DATAEXCHA_STATE_ERROR;
            END_IF
           END_IF

    DATAEXCHA_STATE_ERROR:(* error step *)
        bBusy := FALSE;
        bError := TRUE;
        cbReceived := 0;
        eStep := DATAEXCHA_STATE_IDLE;
END_CASE
```

6.1.1.4 PLC Server

6.1.1.4.1 FB_LocalServer



The server must first be allocated a unique sLocalHost IP address and an nLocaPort IP port number. If the bEnable input is set, the local server will repeatedly try to open the listener socket once the SERVER_RECONNECT_TIME has elapsed. The listener socket can usually be opened at the first attempt, if the TwinCAT TCP/IP Connection Server is located on the local PC. The functionality of a remote client was encapsulated in the function block FB_RemoteClient [▶ 76]. The remote client instances are activated once the listener socket was opened successfully. Each instance of the FB_RemoteClient corresponds to a remote client, with which the local server can communicate simultaneously. The maximum number of remote clients communicating with the server can be modified via the value of the MAX_CLIENT_CONNECTIONS constant. In the event of an error, all remote client connections are closed first and then the listener socket. The nAcceptedClients output provides information about the current number of connected clients.

Interface

```
FUNCTION_BLOCK FB_LocalServer
VAR_INPUT
    sLocalHost       : STRING(15) := '127.0.0.1';(* own IP address! *)
    nLocalPort       : UDINT := 0;
    bEnable          : BOOL;
END_VAR
VAR_OUTPUT
    bListening       : BOOL;
    hListener        : T_HSOCKET;
    nAcceptedClients : UDINT;
    bBusy            : BOOL;
```

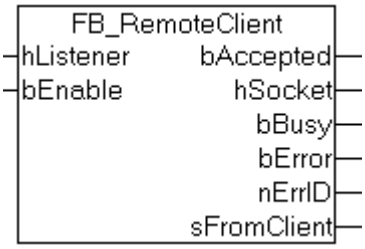
```
    bError           : BOOL;
    nErrId           : UDINT;
END_VAR
VAR
    fbListen        : FB_SocketListen := ( sSrvNetID := '', tTimeout := DEFAULT_ADS_TIMEOUT );
    fbClose         : FB_SocketClose := ( sSrvNetID := '', tTimeout := DEFAULT_ADS_TIMEOUT );
    fbConnectTON    : TON := ( PT := PLCPRJ_RECONNECT_TIME );
    eStep           : E_ServerSteps;
    fbRemoteClient  : ARRAY[1..MAX_CLIENT_CONNECTIONS ] OF FB_RemoteClient;
    i               : UDINT;
END_VAR
```

Implementation

```
CASE eStep OF

    SERVER_STATE_IDLE:
        IF bEnable XOR bListening THEN
            bBusy := TRUE;
            bError := FALSE;
            nErrId := 0;
            IF bEnable THEN
                fbConnectTON( IN := FALSE );
                eStep := SERVER_STATE_LISTENER_OPEN_START;
            ELSE
                eStep := SERVER_STATE_REMOTE_CLIENTS_CLOSE;
            END_IF
        ELSIF bListening THEN
            eStep := SERVER_STATE_REMOTE_CLIENTS_COMM;
        END_IF

    SERVER_STATE_LISTENER_OPEN_START:
        fbConnectTON( IN := TRUE, PT := PLCPRJ_RECONNECT_TIME );
        IF fbConnectTON.Q THEN
            fbConnectTON( IN := FALSE );
            fbListen( bExecute := FALSE );
            fbListen( sLocalHost:= sLocalHost,
                nLocalPort:= nLocalPort,
                bExecute    := TRUE );
                eStep := SERVER_STATE_LISTENER_OPEN_WAIT;
        END_IF

    SERVER_STATE_LISTENER_OPEN_WAIT:
        fbListen( bExecute := FALSE );
        IF NOT fbListen.bBusy THEN
            IF NOT fbListen.bError THEN
                bListening := TRUE;
                hListener := fbListen.hListener;
                eStep     := SERVER_STATE_IDLE;
                LogMessage( 'LISTENER socket OPENED!', hListener );
            ELSE
                LogError( 'FB_SocketListen', fbListen.nErrId );
                nErrId := fbListen.nErrId;
                eStep := SERVER_STATE_ERROR;
            END_IF
        END_IF

    SERVER_STATE_REMOTE_CLIENTS_COMM:
        eStep := SERVER_STATE_IDLE;
        nAcceptedClients := 0;
        FOR i:= 1 TO MAX_CLIENT_CONNECTIONS DO
            fbRemoteClient[ i ]( hListener := hListener, bEnable := TRUE );
            IF NOT fbRemoteClient[ i ].bBusy AND fbRemoteClient[ i ].bError THEN (*FB_SocketAccept r
eturned error!*)
                    eStep := SERVER_STATE_REMOTE_CLIENTS_CLOSE;
                EXIT;
            END_IF
            (* count the number of connected remote clients *)
            IF fbRemoteClient[ i ].bAccepted THEN
                nAcceptedClients := nAcceptedClients + 1;
            END_IF
        END_FOR

    SERVER_STATE_REMOTE_CLIENTS_CLOSE:
        nAcceptedClients := 0;
        eStep := SERVER_STATE_LISTENER_CLOSE_START; (* close listener socket too *)
        FOR i:= 1 TO MAX_CLIENT_CONNECTIONS DO
            fbRemoteClient[ i ]( bEnable := FALSE );(* close all remote client (accepted) sockets *)
            (* check if all remote client sockets are closed *)
            IF fbRemoteClient[ i ].bAccepted THEN
```

```
                eStep := SERVER_STATE_REMOTE_CLIENTS_CLOSE; (* stay here and close all remote client
s first *)
                nAcceptedClients := nAcceptedClients + 1;
            END_IF
        END_FOR

    SERVER_STATE_LISTENER_CLOSE_START:
        fbClose( bExecute := FALSE );
        fbClose(    hSocket := hListener,
                    bExecute:= TRUE );
        eStep := SERVER_STATE_LISTENER_CLOSE_WAIT;

    SERVER_STATE_LISTENER_CLOSE_WAIT:
        fbClose( bExecute := FALSE );
        IF NOT fbClose.bBusy THEN
            LogMessage( 'LISTENER socket CLOSED!', hListener );
            bListening := FALSE;
            MEMSET( ADR(hListener), 0, SIZEOF(hListener));
            IF fbClose.bError THEN
                LogError( 'FB_SocketClose (listener)', fbClose.nErrId );
                nErrId := fbClose.nErrId;
                eStep := SERVER_STATE_ERROR;
            ELSE
                bBusy := FALSE;
                bError := FALSE;
                nErrId := 0;
                eStep := SERVER_STATE_IDLE;
            END_IF
        END_IF

    SERVER_STATE_ERROR:
        bError := TRUE;
           IF bListening THEN
            eStep := SERVER_STATE_REMOTE_CLIENTS_CLOSE;
        ELSE
            bBusy := FALSE;
            eStep := SERVER_STATE_IDLE;
        END_IF

END_CASE
```

6.1.1.4.2 FB_RemoteClient



If the bEnable input is set, an attempt is made to accept the connection request of a remote client, once the SERVER_ACCEPT_POOLING_TIME has elapsed. The data exchange with the remote client was encapsulated in a separate function block FB_ServerDataExcha [▶ 78]. Once the connection was established successfully, the instance is enabled via the FB_ServerDataExcha function block. If an error occurs, the accepted connection is closed and a new one is established.

Interface

```
FUNCTION_BLOCK FB_RemoteClient
VAR_INPUT
    hListener     : T_HSOCKET;
    bEnable       : BOOL;
END_VAR
VAR_OUTPUT
    bAccepted     : BOOL;
    hSocket       : T_HSOCKET;
    bBusy         : BOOL;
    bError        : BOOL;
    nErrID        : UDINT;
    sFromClient   : T_MaxString;
END_VAR
VAR
    fbAccept            : FB_SocketAccept := ( sSrvNetID := '', tTimeout := DEFAULT_ADS_TIMEOUT );
```

```
    fbClose             : FB_SocketClose := ( sSrvNetID := '', tTimeout := DEFAULT_ADS_TIMEOUT );
    fbServerDataExcha     : FB_ServerDataExcha;
    fbAcceptTON     : TON := ( PT := PLCPRJ_ACCEPT_POLLING_TIME );
    eStep         : E_ClientSteps;
END_VAR
```

Implementation

```
CASE eStep OF

    CLIENT_STATE_IDLE:
        IF bEnable XOR bAccepted THEN
            bBusy := TRUE;
            bError := FALSE;
            nErrId := 0;
            sFromClient := '';
            IF bEnable THEN
                fbAcceptTON( IN := FALSE );
                eStep := CLIENT_STATE_CONNECT_START;
            ELSE
                eStep := CLIENT_STATE_CLOSE_START;
            END_IF
        ELSIF bAccepted THEN
            eStep := CLIENT_STATE_DATAEXCHA_START;
        ELSE
            bBusy := FALSE;
        END_IF

    CLIENT_STATE_CONNECT_START:
        fbAcceptTON( IN := TRUE, PT := PLCPRJ_ACCEPT_POLLING_TIME );
        IF fbAcceptTON.Q THEN
            fbAcceptTON( IN := FALSE );
            fbAccept( bExecute := FALSE );
            fbAccept( hListener := hListener,
                                bExecute:= TRUE );
            eStep := CLIENT_STATE_CONNECT_WAIT;
        END_IF

    CLIENT_STATE_CONNECT_WAIT:
        fbAccept( bExecute := FALSE );
        IF NOT fbAccept.bBusy THEN
            IF NOT fbAccept.bError THEN
                IF fbAccept.bAccepted THEN
                    bAccepted := TRUE;
                    hSocket := fbAccept.hSocket;
                    LogMessage( 'REMOTE client ACCEPTED!', hSocket );
                END_IF
                eStep := CLIENT_STATE_IDLE;
            ELSE
                LogError( 'FB_SocketAccept', fbAccept.nErrId );
                nErrId := fbAccept.nErrId;
                eStep := CLIENT_STATE_ERROR;
                END_IF
        END_IF

    CLIENT_STATE_DATAEXCHA_START:
        fbServerDataExcha( bExecute := FALSE );
        fbServerDataExcha( hSocket := hSocket,
                bExecute := TRUE );
        eStep := CLIENT_STATE_DATAEXCHA_WAIT;

    CLIENT_STATE_DATAEXCHA_WAIT:
        fbServerDataExcha( bExecute := FALSE, sFromClient=>sFromClient );
        IF NOT fbServerDataExcha.bBusy THEN
            IF NOT fbServerDataExcha.bError THEN
                eStep := CLIENT_STATE_IDLE;
            ELSE
                (* possible errors are logged inside of fbServerDataExcha function block *)
                nErrId := fbServerDataExcha.nErrID;
                eStep := CLIENT_STATE_ERROR;
            END_IF
        END_IF

    CLIENT_STATE_CLOSE_START:
        fbClose( bExecute := FALSE );
        fbClose(    hSocket:= hSocket,
                bExecute:= TRUE );
        eStep := CLIENT_STATE_CLOSE_WAIT;

    CLIENT_STATE_CLOSE_WAIT:
```

```
        fbClose( bExecute := FALSE );
           IF NOT fbClose.bBusy THEN
            LogMessage( 'REMOTE client CLOSED!', hSocket );
            bAccepted := FALSE;
            MEMSET( ADR( hSocket ), 0, SIZEOF( hSocket ) );
            IF fbClose.bError THEN
                LogError( 'FB_SocketClose (remote client)', fbClose.nErrId );
                nErrId := fbClose.nErrId;
                eStep := CLIENT_STATE_ERROR;
            ELSE
                bBusy := FALSE;
                bError := FALSE;
                nErrId := 0;
                eStep := CLIENT_STATE_IDLE;
            END_IF
        END_IF

    CLIENT_STATE_ERROR:
        bError := TRUE;
        IF bAccepted THEN
            eStep := CLIENT_STATE_CLOSE_START;
        ELSE
            eStep := CLIENT_STATE_IDLE;
                bBusy := FALSE;
        END_IF

END_CASE
```

6.1.1.4.3 FB_ServerDataExcha

In the event of an rising edge at the bExecute input, a zero-terminated string is read by the remote client and returned to the remote client, if zero termination was detected. The function block will try reading the data until zero termination was detected in the string received. Reception is aborted in the event of an error, and if no new data were received within the PLCPRJ_RECEIVE_TIMEOUT timeout time. Data are attempted to be read again after a certain delay time, if no new data could be read during the last read attempt. This reduces the system load.

Interface

```
FUNCTION_BLOCK FB_ServerDataExcha
VAR_INPUT
    hSocket     : T_HSOCKET;
    bExecute    : BOOL;
END_VAR
VAR_OUTPUT
    bBusy       : BOOL;
    bError      : BOOL;
    nErrID      : UDINT;
    sFromClient : T_MaxString;
END_VAR
VAR
    fbSocketReceive : FB_SocketReceive := ( sSrvNetId := '', tTimeout := DEFAULT_ADS_TIMEOUT );
    fbSocketSend : FB_SocketSend := ( sSrvNetId := '', tTimeout := DEFAULT_ADS_TIMEOUT );
    eStep     : E_DataExchaSteps;
    RisingEdge : R_TRIG;
    fbReceiveTON : TON;
    fbDisconnectTON     : TON;
    cbReceived, startPos, endPos, idx : UDINT;
    cbFrame     : UDINT;
    rxBuffer        : ARRAY[0..MAX_PLCPRJ_RXBUFFER_SIZE] OF BYTE;
END_VAR
```

Implementation

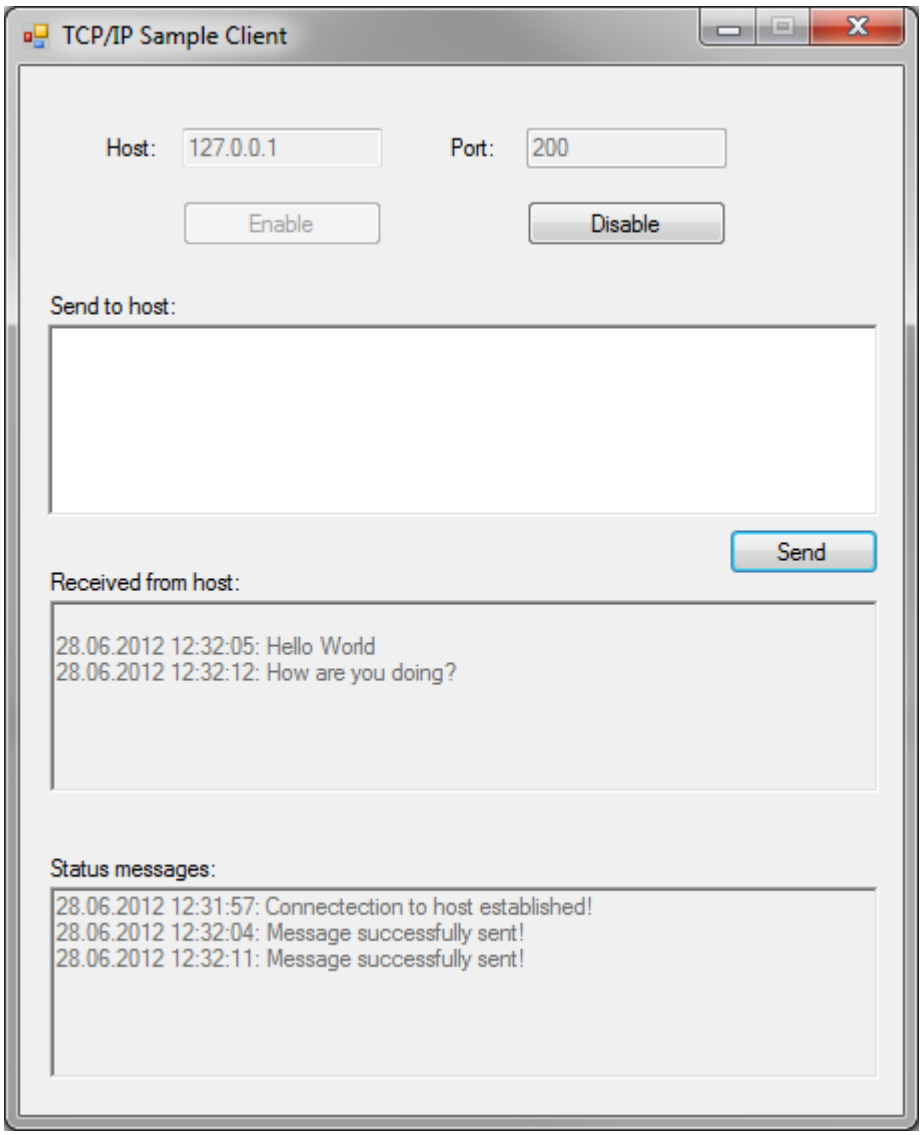
```
RisingEdge( CLK := bExecute );
CASE eStep OF

    DATAEXCHA_STATE_IDLE:
```

```
        IF RisingEdge.Q THEN
            bBusy := TRUE;
            bError := FALSE;
            nErrId := 0;
            fbDisconnectTON( IN := FALSE, PT := T#0s );(* disable timeout check first *)
            fbReceiveTON( IN := FALSE, PT := T#0s ); (* receive first request immediately *)
            eStep := DATAEXCHA_STATE_RECEIVE_START;
        END_IF

    DATAEXCHA_STATE_RECEIVE_START: (* Receive remote client data *)
        fbReceiveTON( IN := TRUE );
        IF fbReceiveTON.Q THEN
            fbReceiveTON( IN := FALSE );
            fbSocketReceive( bExecute := FALSE );
            fbSocketReceive(    hSocket := hSocket,
                    pDest := ADR( rxBuffer ) + cbReceived,
                    cbLen := SIZEOF( rxBuffer ) - cbReceived,
                    bExecute    := TRUE );
            eStep := DATAEXCHA_STATE_RECEIVE_WAIT;
        END_IF

    DATAEXCHA_STATE_RECEIVE_WAIT:
        fbSocketReceive( bExecute := FALSE );
           IF NOT fbSocketReceive.bBusy THEN
            IF NOT fbSocketReceive.bError THEN

                IF (fbSocketReceive.nRecBytes > 0) THEN(* bytes received *)

                    startPos        := cbReceived;(* rxBuffer array index of first data byte *)
                    endPos         := cbReceived + fbSocketReceive.nRecBytes - 1;
(* rxBuffer array index of last data byte *)
                    cbReceived := cbReceived + fbSocketReceive.nRecBytes;
(* calculate the number of received data bytes *)
                    cbFrame     := 0;(* reset frame length *)

                    IF cbReceived < SIZEOF( sFromClient ) THEN(* no overflow *)

                        fbReceiveTON( IN := FALSE, PT := T#0s ); (* bytes received => increase the r
ead (polling) speed *)
                        fbDisconnectTON( IN := FALSE, PT := PLCPRJ_RECEIVE_TIMEOUT );
(* bytes received => disable timeout check *)

                        (* search for string end delimiter *)
                        FOR idx := startPos TO endPos BY 1 DO
                                    IF rxBuffer[idx] = 0 THEN(* string end delimiter found *)
                                cbFrame := idx + 1;
(* calculate the length of the received string (inclusive the end delimiter) *)
                                MEMCPY( ADR( sFromClient ), ADR( rxBuffer ), cbFrame );
(* copy the received string to the output variable (inclusive the end delimiter) *)
                                MEMMOVE( ADR( rxBuffer ), ADR( rxBuffer[cbFrame] ), cbReceived -
 cbFrame );(* move the reamaining data bytes *)
                                cbReceived := cbReceived - cbFrame;
(* recalculate the reamaining data byte length *)
                                eStep := DATAEXCHA_STATE_SEND_START;
                                EXIT;
                            END_IF
                               END_FOR

                    ELSE(* there is no more free read buffer space => the answer string should be te
rminated *)
                        LogError( 'FB_SocketReceive (remote client)', PLCPRJ_ERROR_RECEIVE_BUFFER_OV
ERFLOW );
                        nErrId := PLCPRJ_ERROR_RECEIVE_BUFFER_OVERFLOW;(* buffer overflow !*)
                        eStep := DATAEXCHA_STATE_ERROR;
                    END_IF

                ELSE(* no bytes received *)
                    fbReceiveTON( IN := FALSE, PT := PLCPRJ_RECEIVE_POLLING_TIME );
(* no bytes received => decrease the read (polling) speed *)
                    fbDisconnectTON( IN := TRUE, PT := PLCPRJ_RECEIVE_TIMEOUT );
(* no bytes received => enable timeout check*)
                    IF fbDisconnectTON.Q THEN (* timeout error*)
                        fbDisconnectTON( IN := FALSE );
                               LogError( 'FB_SocketReceive (remote client)', PLCPRJ_ERROR_RECEIVE_TI
MEOUT );
                        nErrID := PLCPRJ_ERROR_RECEIVE_TIMEOUT;
                        eStep := DATAEXCHA_STATE_ERROR;
                    ELSE(* repeat reading *)
                        eStep := DATAEXCHA_STATE_RECEIVE_START; (* repeat reading *)
                    END_IF
```

```
                END_IF
            ELSE(* receive error *)
                LogError( 'FB_SocketReceive (remote client)', fbSocketReceive.nErrId );
                nErrId := fbSocketReceive.nErrId;
                eStep := DATAEXCHA_STATE_ERROR;
            END_IF
        END_IF

    DATAEXCHA_STATE_SEND_START:
        fbSocketSend( bExecute := FALSE );
        fbSocketSend( hSocket := hSocket,
                                 pSrc := ADR( sFromClient ),
                           cbLen := LEN( sFromClient ) + 1,
(* string length inclusive the zero delimiter *)
                           bExecute:= TRUE );
        eStep := DATAEXCHA_STATE_SEND_WAIT;

    DATAEXCHA_STATE_SEND_WAIT:
        fbSocketSend( bExecute := FALSE );
        IF NOT fbSocketSend.bBusy THEN
            IF NOT fbSocketSend.bError THEN
                bBusy := FALSE;
                eStep := DATAEXCHA_STATE_IDLE;
            ELSE
                LogError( 'fbSocketSend (remote client)', fbSocketSend.nErrId );
                nErrId := fbSocketSend.nErrId;
                eStep := DATAEXCHA_STATE_ERROR;
            END_IF
        END_IF

    DATAEXCHA_STATE_ERROR:
        bBusy := FALSE;
        bError := TRUE;
        cbReceived := 0;(* reset old received data bytes *)
           eStep := DATAEXCHA_STATE_IDLE;
END_CASE
```

6.1.1.5 .NET client

This sample project shows how a client for the PLC TCP/IP server can be realized under .NET4.0 in C#.



The sample uses the .NET libraries System.Net and System.Net.Sockets, with which a programmer can easily use socket functions. Pressing **Enable** causes the application to cyclically (depending on the value of TIMERTICK in [ms]) attempt to establish a connection to the server. If successful, a string with a maximum length of 255 characters can be sent to the server via the Send button. This string is then accepted by the server and sent back to the client. The connection is automatically closed on the server side after the SERVER_RECEIVE_TIMEOUT time defined in the server sample has expired, default: 50 seconds, if the server was unable to receive any new data from the client within this time.

```
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Text;
using System.Windows.Forms;
using System.Net;
using System.Net.Sockets;

/* ######################################################################################
 * This sample TCP/IP client connects to a TCP/IP-Server, sends a message and waits for the
 * response. It is being delivered together with our TCP-Sample, which implements an echo server
 * in PLC.
 * ###################################################################################### */
namespace TcpIpServer_SampleClient
{
 publicpartialclassForm1 : Form
 {
    /
* ######################################################################################
    * Constants
    * ###################################################################################### */
```

```
privateconstint RCVBUFFERSIZE = 256; // buffer size for receive bufferprivateconststring DEFAULTIP =
 "127.0.0.1";
    privateconststring DEFAULTPORT = "200";
    privateconstint TIMERTICK = 100;

    /
* ###########################################################################################
    * Global variables
    * ########################################################################################## */
privatestaticbool _isConnected; // signals whether socket connection is active or notprivatestaticSo
cket _socket; // object used for socket connection to TCP/IP-
ServerprivatestaticIPEndPoint _ipAddress; // contains IP address as entered in text fieldprivatestat
icbyte[] _rcvBuffer; // receive buffer used for receiving response from TCP/IP-Serverpublic Form1()
    {
     InitializeComponent();
    }

    privatevoid Form1_Load(object sender, EventArgs e)
    {
     _rcvBuffer = newbyte[RCVBUFFERSIZE];

     /
* ###########################################################################################
     * Prepare GUI
     * ########################################################################################## */
     cmd_send.Enabled = false;
     cmd_enable.Enabled = true;
     cmd_disable.Enabled = false;
     rtb_rcvMsg.Enabled = false;
     rtb_sendMsg.Enabled = false;
     rtb_statMsg.Enabled = false;
     txt_host.Text = DEFAULTIP;
     txt_port.Text = DEFAULTPORT;

     timer1.Enabled = false;
     timer1.Interval = TIMERTICK;
     _isConnected = false;
    }

    privatevoid cmd_enable_Click(object sender, EventArgs e)
    {
     /
* ###########################################################################################
     * Parse IP address in text field, start background timer and prepare GUI
     * ########################################################################################## */
try
     {
        _ipAddress = newIPEndPoint(IPAddress.Parse(txt_host.Text), Convert.ToInt32(txt_port.Text));
        timer1.Enabled = true;
        cmd_enable.Enabled = false;
        cmd_disable.Enabled = true;
        rtb_sendMsg.Enabled = true;
        cmd_send.Enabled = true;
        txt_host.Enabled = false;
        txt_port.Enabled = false;
        rtb_sendMsg.Focus();
     }
     catch (Exception ex)
       {
        MessageBox.Show("Could not parse entered IP address. Please check spelling and retry. " + ex
);
     }
    }

    /
* ###########################################################################################
    * Timer periodically checks for connection to TCP/IP-
Server and reestablishes if not connected
    * ########################################################################################## */
privatevoid timer1_Tick(object sender, EventArgs e)
    {
     if (!_isConnected)
        connect();
    }

    privatevoid connect()
    {
     /
* ###########################################################################################
     * Connect to TCP/IP-Server using the IP address specified in the text field
```

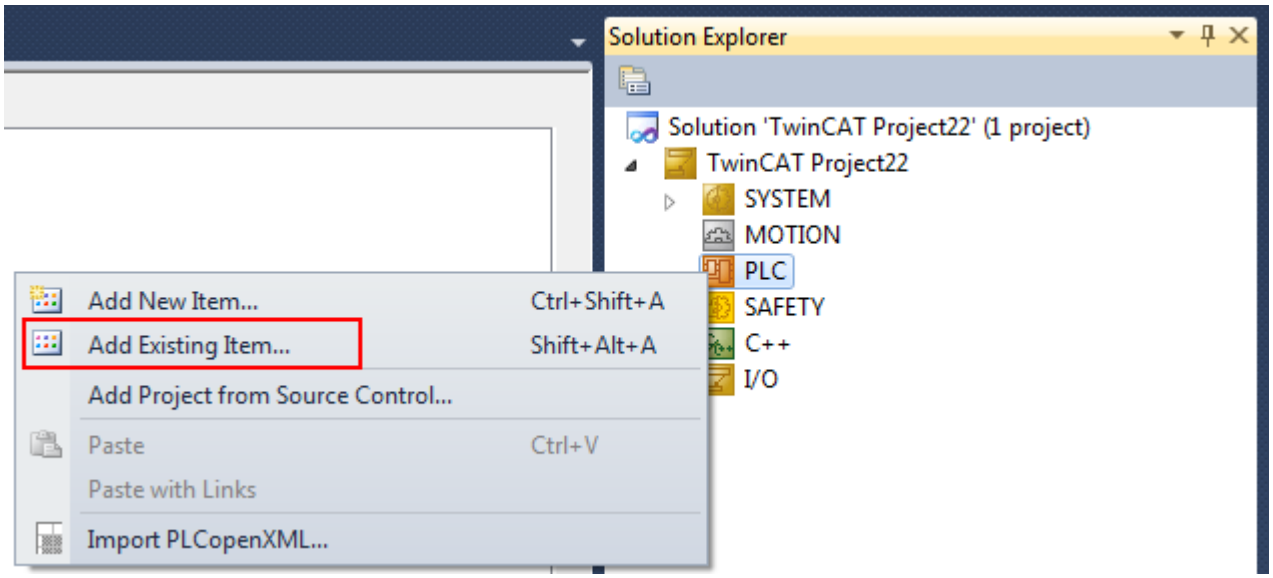
```
     * ########################################################################################## */
try
     {
        _socket = newSocket(AddressFamily.InterNetwork, SocketType.Stream, ProtocolType.IP);
        _socket.Connect(_ipAddress);
        _isConnected = true;
        if (_socket.Connected)
         rtb_statMsg.AppendText(DateTime.Now.ToString() + ": Connectection to host established!\n");
        else
         rtb_statMsg.AppendText(DateTime.Now.ToString() + ": A connection to the host could not be e
stablished!\n");
     }
     catch (Exception ex)
     {
        MessageBox.Show("An error occured while establishing a connection to the server: " + ex);
     }
    }

    privatevoid cmd_send_Click(object sender, EventArgs e)
    {
     /
* ##########################################################################################
     * Read message from text field and prepare send buffer, which is a byte[] array. The last
     * character in the buffer needs to be a termination character, so that the TCP/IP-
Server knows
     * when the TCP stream ends. In this case, the termination character is '0'.
     * ########################################################################################## */
ASCIIEncoding enc = newASCIIEncoding();
     byte[] tempBuffer = enc.GetBytes(rtb_sendMsg.Text);
     byte[] sendBuffer = newbyte[tempBuffer.Length + 1];
     for (int i = 0; i < tempBuffer.Length; i++)
        sendBuffer[i] = tempBuffer[i];
     sendBuffer[tempBuffer.Length] = 0;

     /
* ##########################################################################################
       * Send buffer content via TCP/IP connection
     * ########################################################################################## */
try
     {
        int send = _socket.Send(sendBuffer);
        if (send == 0)
         thrownewException();
        else
        {
         /
* ##########################################################################################

         * As the TCP/IP-
Server returns a message, receive this message and store content in receive buffer.
         * When message receive is complete, show the received message in text field.
         * ##########################################################################################
# */
         rtb_statMsg.AppendText(DateTime.Now.ToString() + ": Message successfully sent!\n");
         IAsyncResult asynRes = _socket.BeginReceive(_rcvBuffer, 0, 256, SocketFlags.None, null, nul
l);
         if (asynRes.AsyncWaitHandle.WaitOne())
         {
            int res = _socket.EndReceive(asynRes);
            char[] resChars = newchar[res + 1];
            Decoder d = Encoding.UTF8.GetDecoder();
            int charLength = d.GetChars(_rcvBuffer, 0, res, resChars, 0, true);
            String result = newString(resChars);
            rtb_rcvMsg.AppendText("\n" + DateTime.Now.ToString() + ": " + result);
            rtb_sendMsg.Clear();
         }
        }
     }
     catch (Exception ex)
       {
        MessageBox.Show("An error occured while sending the message: " + ex);
     }
    }

    privatevoid cmd_disable_Click(object sender, EventArgs e)
    {
     /
* ##########################################################################################
     * Disconnect from TCP/IP-Server, stop the timer and prepare GUI
     * ########################################################################################## */
```

```
        timer1.Enabled = false;
        _socket.Disconnect(true);
        if (!_socket.Connected)
        {
            _isConnected = false;
            cmd_disable.Enabled = false;
            cmd_enable.Enabled = true;
            txt_host.Enabled = true;
            txt_port.Enabled = true;
            rtb_sendMsg.Enabled = false;
            cmd_send.Enabled = false;
            rtb_statMsg.AppendText(DateTime.Now.ToString() + ": Connectection to host closed!\n");
            rtb_rcvMsg.Clear();
            rtb_statMsg.Clear();
        }
    }
 }
}
```

6.1.2 Sample02: “Echo“ client /server

This sample uses the functions of the former TcSocketHelper.Lib, which is now integrated into the Tc2_TcpIp library. It shows a client/server PLC application based on the functions of the former SocketHelper library.

The client cyclically sends a test string (sToServer) to the remote server. The server returns this string unchanged to the client (sFromServer).



System requirements

- TwinCAT 3 Build 3093 or higher
- TwinCAT 3 Function TF6310 TCP/IP
- If two computers are used to execute the sample (one client and one server), the Function TF6310 needs to be installed on both computers
- If one computer is used to execute the sample, e.g. client and server running in two separate PLC runtimes, both PLC runtimes need to run in separate tasks.

Project downloads

https://github.com/Beckhoff/TF6310_Samples/tree/master/PLC/TCP/Sample02

Project information

The default communication settings used in the above samples are as follows:

- PLC client application: Port and IP address of the remote server: 200, '127.0.0.1'

- PLC server application: Port and IP address of the local server: 200, '127.0.0.1'

To test the client and server application on two different PCs, you have to adjust the port and the IP address accordingly.

However, you can also test the client and server samples with the default values on a single computer by loading the client application into the first PLC runtime system and the server application into the second PLC runtime system.

The behavior of the PLC project sample is determined by the following global variables/constants.

Constant	Value	Description
PLCPRJ_MAX_CONNECTIONS	5	Max. number of server → client connections. A server can establish connections to more than one client. A client can establish a connection to only one server at a time.
PLCPRJ_SERVER_RESPONSE_TIMEOUT	T#10s	Max. delay time (timeout time) after which a server should send a response to the client.
PLCPRJ_CLIENT_SEND_CYCLE_TIME	T#1s	Cycle time based on which a client sends send data (TX) to the server.
PLCPRJ_RECEIVER_POLLING_CYCLE_TIME	T#200ms	Cycle time based on which a client or server polls for receive data (RX).
PLCPRJ_BUFFER_SIZE	10000	Max. internal buffer size for RX/TX data.

The PLC samples define and use the following internal error codes:

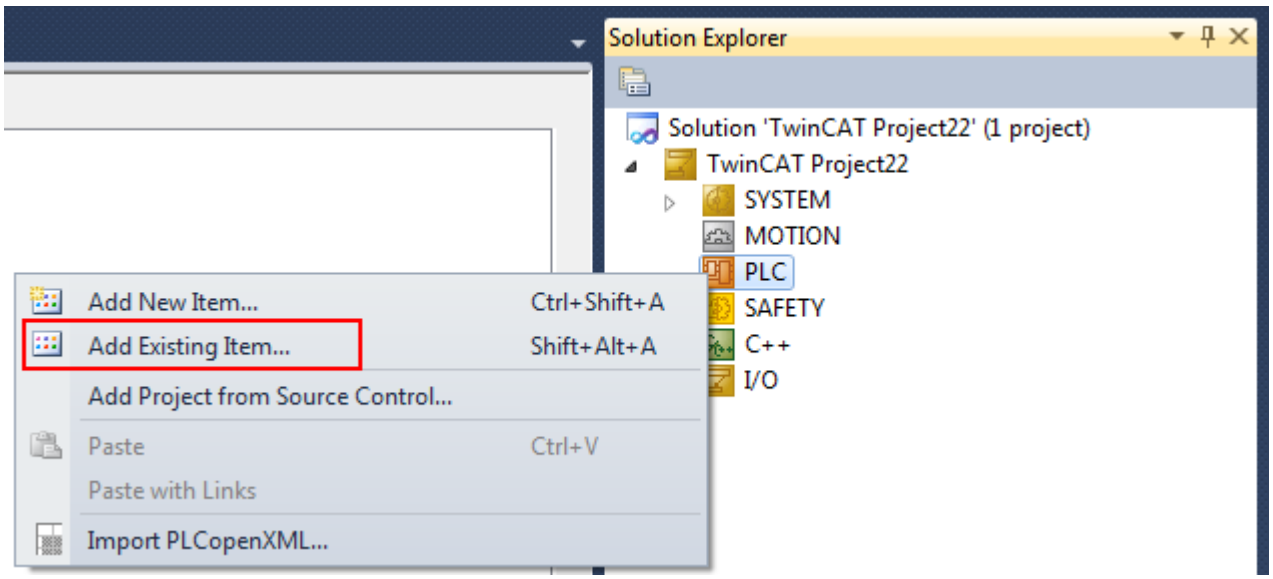
Error code	Value	Description
PLCPRJ_ERROR_RECEIVE_BUFFER_OVERFLOW	16#8101	The internal receive buffer reports an overflow.
PLCPRJ_ERROR_SEND_BUFFER_OVERFLOW	16#8102	The internal send buffer reports an overflow.
PLCPRJ_ERROR_RESPONSE_TIMEOUT	16#8103	The server has not sent the response within the specified timeout time.
PLCPRJ_ERROR_INVALID_FRAME_FORMAT	16#8104	The telegram formatting is incorrect (size, faulty data bytes etc.).

The client and server applications (FB_ServerApplication, FB_ClientApplication) were implemented as function blocks. The application and the connection can thus be instanced repeatedly.

6.1.3 Sample03: “Echo” client/server

This sample uses the functions of the former TcSocketHelper.Lib, which is now integrated into the Tc2_TcpIp library. It shows a client/server PLC application based on the functions of the former SocketHelper library.

The client cyclically sends a test string (sToServer) to the remote server. The server returns this string unchanged to the client (sFromServer). The difference between this sample and Sample02 is that the server can establish up to five connections and the client application can start up to five client instances. Each instance establishes a connection to the server.



System requirements

- TwinCAT 3 Build 3093 or higher
- TwinCAT 3 Function TF6310 TCP/IP
- If two computers are used to execute the sample (one client and one server), the Function TF6310 needs to be installed on both computers
- If one computer is used to execute the sample, e.g. client and server running in two separate PLC runtimes, both PLC runtimes need to run in separate tasks

Project downloads

https://github.com/Beckhoff/TF6310_Samples/tree/master/PLC/TCP/Sample03

Project information

The default communication settings used in the above samples are as follows:

- PLC client application: Port and IP address of the remote server: 200, '127.0.0.1'
- PLC server application: Port and IP address of the local server: 200, '127.0.0.1'

To test the client and server application on two different PCs, you have to adjust the port and the IP address accordingly.

However, you can also test the client and server samples with the default values on a single computer by loading the client application into the first PLC runtime system and the server application into the second PLC runtime system.

The behavior of the PLC project sample is determined by the following global variables/constants.

Constant	Value	Description
PLCPRJ_MAX_CONNECTIONS	5	Max. number of server->client connections. A server can establish connections to more than one client. A client can establish a connection to only one server at a time.
PLCPRJ_SERVER_RESPONSE_TIMEOUT	T#10s	Max. delay time (timeout time) after which a server should send a response to the client.
PLCPRJ_CLIENT_SEND_CYCLE_TIME	T#1s	Cycle time based on which a client sends send data (TX) to the server.
PLCPRJ_RECEIVER_POLLING_CYCLE_TIME	T#200ms	Cycle time based on which a client or server polls for receive data (RX).
PLCPRJ_BUFFER_SIZE	10000	Max. internal buffer size for RX/TX data.

The PLC samples define and use the following internal error codes:

Error code	Value	Description
PLCPRJ_ERROR_RECEIVE_BUFFER_OVERFLOW	16#8101	The internal receive buffer reports an overflow.
PLCPRJ_ERROR_SEND_BUFFER_OVERFLOW	16#8102	The internal send buffer reports an overflow.
PLCPRJ_ERROR_RESPONSE_TIMEOUT	16#8103	The server has not sent the response within the specified timeout time.
PLCPRJ_ERROR_INVALID_FRAME_FORMAT	16#8104	The telegram formatting is incorrect (size, faulty data bytes etc.).

The client and server applications (FB_ServerApplication, FB_ClientApplication) were implemented as function blocks. The application and the connection can thus be instanced repeatedly.

6.1.4 Sample04: Binary data exchange

This sample uses the functions of the former TcSocketHelper.Lib, which is now integrated into the Tc2_TcpIp library. It shows a client/server PLC application based on the functions of the former SocketHelper library.

This sample provides a client-server application for the exchange of binary data. A simple sample protocol has been implemented for this purpose. The length of the binary data and a frame counter for the sent and received telegrams are transferred in the protocol header.

The structure of the binary data is defined by the PLC structure ST_ApplicationBinaryData. The binary data are appended to the header and transferred. The instances of the binary structure are called toServer, fromServer on the client side and toClient, fromClient on the server side.

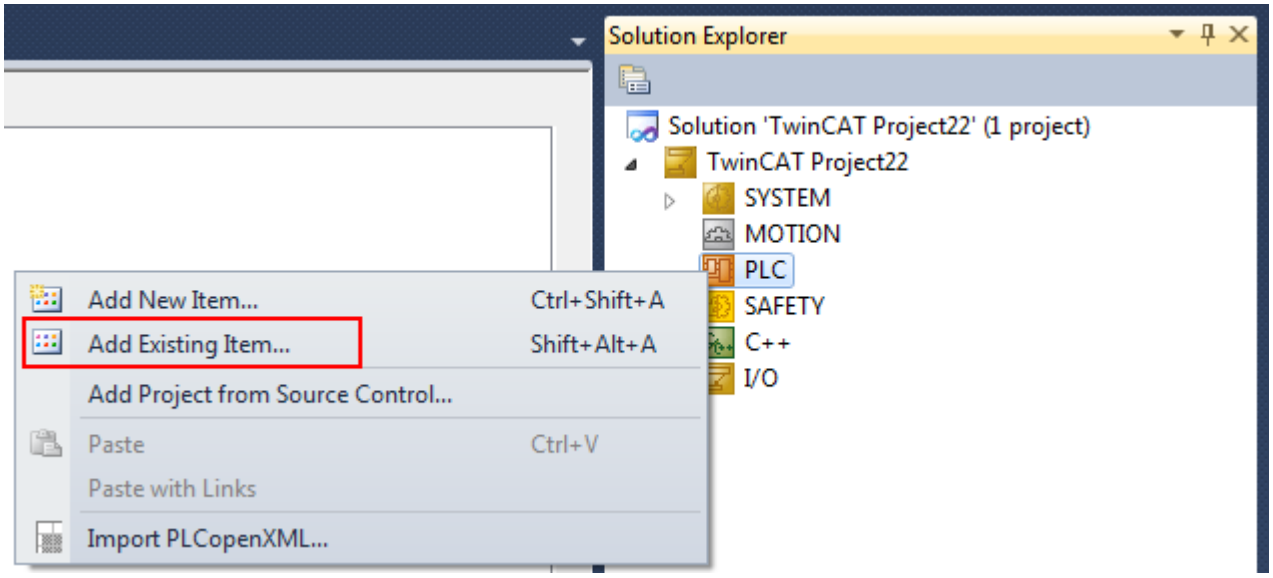
The structure declaration on the client and server sides can be adapted as required. The structure declaration must be identical on both sides.

The maximum size of the structure must not exceed the maximum buffer size of the send/receive Fifos. The maximum buffer size is defined by a constant.

The server functionality is implemented in the function block FB_ServerApplication and the client functionality in the function block FB_ClientApplication.

In the standard implementation the client cyclically sends the data of the binary structure to the server and waits for a response from the server. The server modifies some data and returns them to the client.

If you require a specific function, you must modify the function blocks FB_ServerApplication and FB_ClientApplication accordingly.



System requirements

- TwinCAT 3 Build 3093 or higher
- TwinCAT 3 Function TF6310 TCP/IP
- If two computers are used to execute the sample (one client and one server), the Function TF6310 needs to be installed on both computers
- If one computer is used to execute the sample, e.g. client and server running in two separate PLC runtimes, both PLC runtimes need to run in separate tasks.

Project downloads

https://github.com/Beckhoff/TF6310_Samples/tree/master/PLC/TCP/Sample04

Project information

The default communication settings used in the above samples are as follows:

- PLC client application: Port and IP address of the remote server: 200, '127.0.0.1'
- PLC server application: Port and IP address of the local server: 200, '127.0.0.1'

To test the client and server application on two different PCs, you have to adjust the port and the IP address accordingly.

However, you can also test the client and server samples with the default values on a single computer by loading the client application into the first PLC runtime system and the server application into the second PLC runtime system.

The behavior of the PLC project sample is determined by the following global variables/constants.

Constant	Value	Description
PLCPRJ_MAX_CONNECTIONS	5	Max. number of server->client connections. A server can establish connections to more than one client. A client can establish a connection to only one server at a time.
PLCPRJ_SERVER_RESPONSE_TIMEOUT	T#10s	Max. delay time (timeout time) after which a server should send a response to the client.
PLCPRJ_CLIENT_SEND_CYCLE_TIME	T#1s	Cycle time based on which a client sends send data (TX) to the server.
PLCPRJ_RECEIVER_POLLING_CYCLE_TIME	T#200ms	Cycle time based on which a client or server polls for receive data (RX).
PLCPRJ_BUFFER_SIZE	10000	Max. internal buffer size for RX/TX data.

The PLC samples define and use the following internal error codes:

Error code	Value	Description
PLCPRJ_ERROR_RECEIVE_BUFFER_OVERFLOW	16#8101	The internal receive buffer reports an overflow.
PLCPRJ_ERROR_SEND_BUFFER_OVERFLOW	16#8102	The internal send buffer reports an overflow.
PLCPRJ_ERROR_RESPONSE_TIMEOUT	16#8103	The server has not sent the response within the specified timeout time.
PLCPRJ_ERROR_INVALID_FRAME_FORMAT	16#8104	The telegram formatting is incorrect (size, faulty data bytes etc.).

The client and server applications (FB_ServerApplication, FB_ClientApplication) were implemented as function blocks. The application and the connection can thus be instanced repeatedly.

6.1.5 Sample05: Binary data exchange

This sample uses the functions of the former TcSocketHelper.Lib, which is now integrated into the Tc2_TcpIp library. It shows a client/server PLC application based on the functions of the former SocketHelper library.

This sample provides a client-server application for the exchange of binary data. A simple sample protocol has been implemented for this purpose. The length of the binary data and a frame counter for the sent and received telegrams are transferred in the protocol header.

The structure of the binary data is defined by the PLC structure ST_ApplicationBinaryData. The binary data are appended to the header and transferred. The instances of the binary structure are called toServer, fromServer on the client side and toClient, fromClient on the server side.

The structure declaration on the client and server sides can be adapted as required. The structure declaration must be identical on both sides.

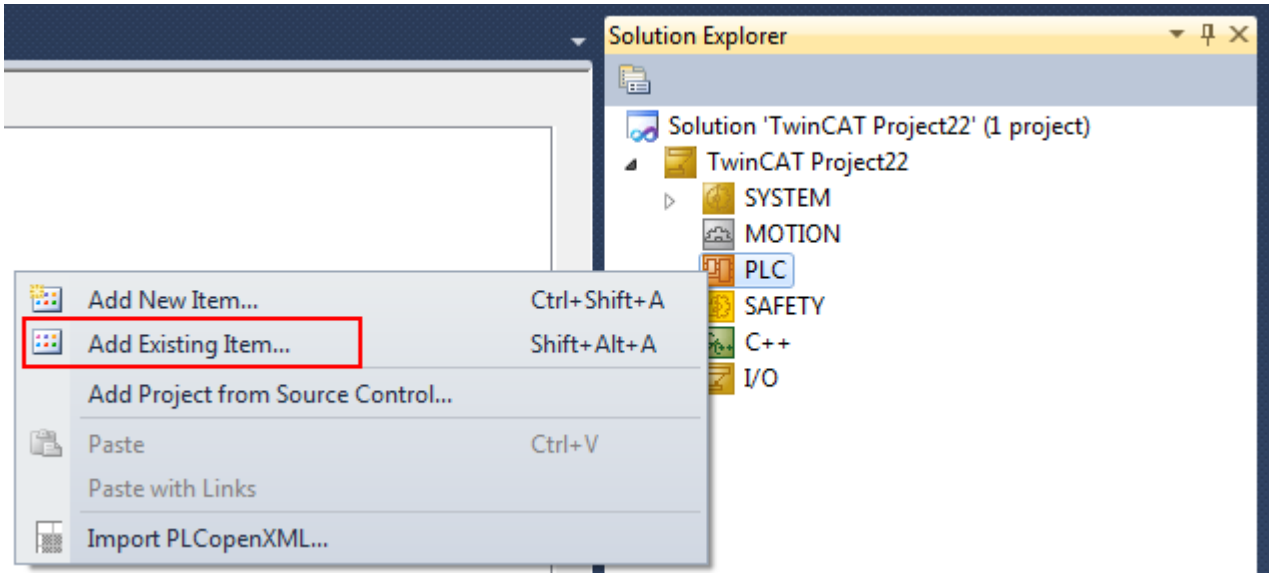
The maximum size of the structure must not exceed the maximum buffer size of the send/receive Fifos. The maximum buffer size is defined by a constant.

The server functionality is implemented in the function block FB_ServerApplication and the client functionality in the function block FB_ClientApplication.

In the standard implementation the client cyclically sends the data of the binary structure to the server and waits for a response from the server. The server modifies some data and returns them to the client.

If you require a specific function, you must modify the function blocks FB_ServerApplication and FB_ClientApplication accordingly.

The difference between this sample and Sample04 is that the server can establish up to 5 connections and the client application can have up to five client instances. Each instance establishes a connection to the server.



System requirements

- TwinCAT 3 Build 3093 or higher
- TwinCAT 3 Function TF6310 TCP/IP
- If two computers are used to execute the sample (one client and one server), the Function TF6310 needs to be installed on both computers
- If one computer is used to execute the sample, e.g. client and server running in two separate PLC runtimes, both PLC runtimes need to run in separate tasks.

Project downloads

https://github.com/Beckhoff/TF6310_Samples/tree/master/PLC/TCP/Sample05

Project information

The default communication settings used in the above samples are as follows:

- PLC client application: Port and IP address of the remote server: 200, '127.0.0.1'
- PLC server application: Port and IP address of the local server: 200, '127.0.0.1'

To test the client and server application on two different PCs, you have to adjust the port and the IP address accordingly.

However, you can also test the client and server samples with the default values on a single computer by loading the client application into the first PLC runtime system and the server application into the second PLC runtime system.

The behavior of the PLC project sample is determined by the following global variables/constants.

Constant	Value	Description
PLCPRJ_MAX_CONNECTIONS	5	Max. number of server->client connections. A server can establish connections to more than one client. A client can establish a connection to only one server at a time.
PLCPRJ_SERVER_RESPONSE_TIMEOUT	T#10s	Max. delay time (timeout time) after which a server should send a response to the client.
PLCPRJ_CLIENT_SEND_CYCLE_TIME	T#1s	Cycle time based on which a client sends send data (TX) to the server.
PLCPRJ_RECEIVER_POLLING_CYCLE_TIME	T#200ms	Cycle time based on which a client or server polls for receive data (RX).
PLCPRJ_BUFFER_SIZE	10000	Max. internal buffer size for RX/TX data.

The PLC samples define and use the following internal error codes:

Error code	Value	Description
PLCPRJ_ERROR_RECEIVE_BUFFER_OVERFLOW	16#8101	The internal receive buffer reports an overflow.
PLCPRJ_ERROR_SEND_BUFFER_OVERFLOW	16#8102	The internal send buffer reports an overflow.
PLCPRJ_ERROR_RESPONSE_TIMEOUT	16#8103	The server has not sent the response within the specified timeout time.
PLCPRJ_ERROR_INVALID_FRAME_FORMAT	16#8104	The telegram formatting is incorrect (size, faulty data bytes etc.).

The client and server applications (FB_ServerApplication, FB_ClientApplication) were implemented as function blocks. The application and the connection can thus be instanced repeatedly.

6.1.6 Sample06: "Echo" client/server with TLS (basic modules)

The following sample is essentially based on Sample01 and shows an exemplary implementation of an "Echo" client/server system. The client sends a test string to the server at certain intervals (e.g. every second). The remote server sends this string back to the client.

In contrast to Sample01, the communication connection in this sample is secured via TLS with client/server certificates. The certificates are not part of the sample and must be created by the user.

In essence, this sample thus illustrates the use of the function blocks FB_TlsSocketConnect [▶ 38], FB_TlsSocketCreate [▶ 41], FB_TlsSocketListen [▶ 40], FB_TlsSocketAddCa [▶ 42], FB_TlsSocketAddCrl [▶ 43], and FB_TlsSocketSetCert [▶ 44]. These were integrated accordingly into the state machine of the client and server sample from Sample01.

Project downloads

https://github.com/Beckhoff/TF6310_Samples/tree/master/PLC/TCP/Sample06

6.1.7 Sample07: "Echo" client/server with TLS-PSK (basic modules)

The following sample is essentially based on Sample01 and shows an exemplary implementation of an "Echo" client/server system. The client sends a test string to the server at certain intervals (e.g. every second). The remote server sends this string back to the client.

In contrast to Sample01, the communication connection in this sample is secured via TLS with a pre-shared key (PSK).

In essence, this sample thus illustrates the use of the function blocks FB_TlsSocketConnect [▶ 38], FB_TlsSocketCreate [▶ 41], FB_TlsSocketListen [▶ 40], and FB_TlsSocketSetPsk [▶ 45]. These were integrated accordingly into the state machine of the client and server sample from Sample01.

Project downloads

https://github.com/Beckhoff/TF6310_Samples/tree/master/PLC/TCP/Sample07

6.2 UDP

6.2.1 Sample01: Peer-to-peer communication

6.2.1.1 Overview

The following example demonstrates the implementation of a simple Peer-to-Peer application in the PLC and consists of two PLC projects (PeerA and PeerB) plus a .NET application which also acts as a separate peer. All peer applications send a test string to a remote peer and at the same time receive strings from a remote peer. The received strings are displayed in a message box on the monitor of the target computer. Feel free to use and customize this sample to your needs.

System requirements

- TwinCAT 3 Build 3093 or higher
- TwinCAT 3 Function TF6310 TCP/IP
- If two computers are used to execute the sample, the Function TF6310 needs to be installed on both computers
- If one computer is used to execute the sample, e.g. Peer A und Peer B running in two separate PLC runtimes, both PLC runtimes need to run in separate tasks
- To run the .NET sample client, only .NET Framework 4.0 is needed

Project downloads

The sources of the two PLC devices only differ in terms of different IP addresses of the remote communication partners.

https://github.com/Beckhoff/TF6310_Samples/tree/master/PLC/UDP/Sample01

https://github.com/Beckhoff/TF6310_Samples/tree/master/C%23/SampleClientUdp

Project description

The following links provide documentation for each component. Additionally, an own article explains how to start the PLC samples with step-by-step instructions.

- Integration in TwinCAT and Test [▶ 93] (Starting the PLC samples)
- PLC devices A and B [▶ 94] (Peer-to-Peer PLC application)
- .NET communication [▶ 97] (.NET sample client)

Additional functions of the PLC sample projects

Some functions, constants and function blocks are used in the PLC samples, which are briefly described below:

Fifo function block

```
FUNCTION_BLOCK FB_Fifo
VAR_INPUT
    new : ST_FifoEntry;
END_VAR
VAR_OUTPUT
    bOk : BOOL;
    old : ST_FifoEntry;
END_VAR
```

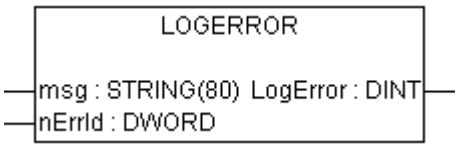
This is a simple Fifo function block. One instance of this function block is used as "send Fifo", another one as "receive Fifo". The messages to be sent are stored in the send Fifo, the received messages are stored in the receive Fifo. The bOk output variable is set to FALSE if errors occurred during the last action (AddTail or RemoveHead) (Fifo empty or overfilled).

A Fifo entry consists of the following components:

```
TYPE ST_FifoEntry :
STRUCT
    sRemoteHost : STRING(15); (* Remote address. String containing an (Ipv4) Internet Protocol dotte
d address. *)
    nRemotePort : UDINT; (* Remote Internet Protocol (IP) port. *)
    msg         : STRING; (* Udp packet data *)
END_STRUCT
END_TYPE
```

LogError function

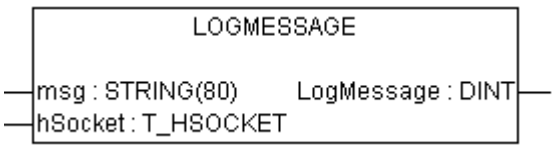
```
FUNCTION LogError : DINT
```



The function writes a message with the error code into the logbook of the operating system (Event Viewer). The global variable bLogDebugMessages must first be set to TRUE.

LogMessage function

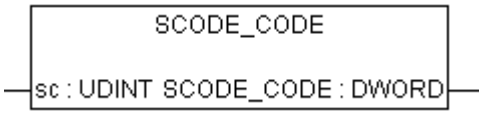
```
FUNCTION LogMessage : DINT
```



The function writes a message into the logbook of the operating system (Event Viewer) if a new socket was opened or closed. The global variable bLogDebugMessages must first be set to TRUE.

SCODE_CODE function

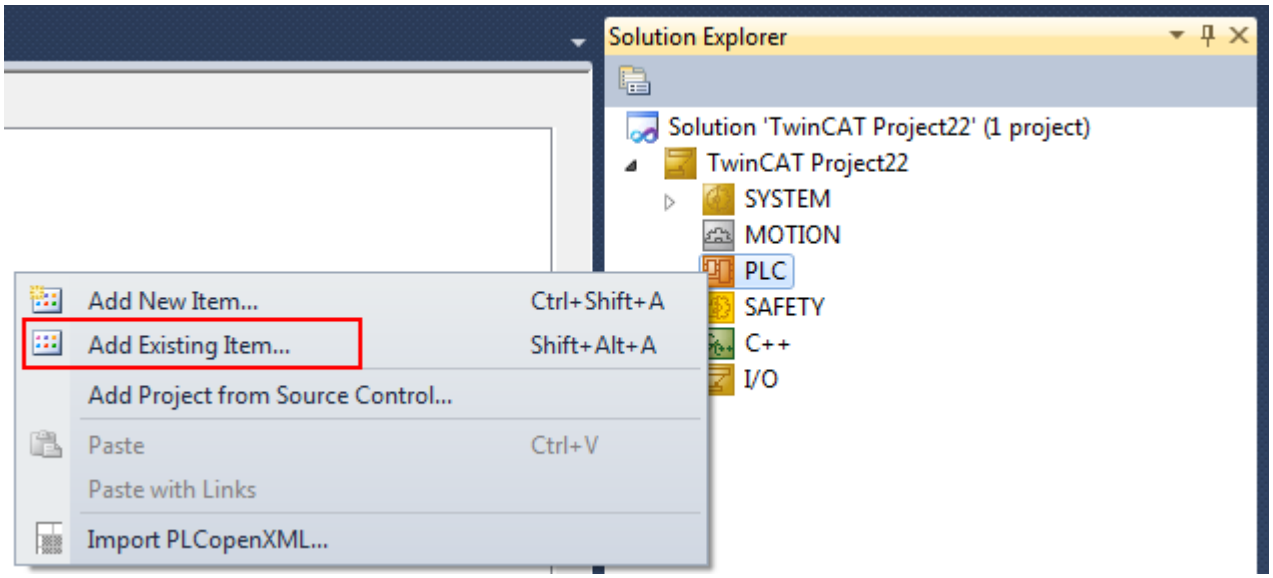
```
FUNCTION SCODE_CODE : DWORD
```



The function masks the least significant 16 bits of a Win32 error code returns them.

6.2.1.2 Integration in TwinCAT and Test

The PLC samples are provided as TwinCAT 3 PLC project files. To import a PLC project into TwinCAT XAE, first create a new TwinCAT 3 Solution. Then select the **Add Existing Item** command in the context menu of the PLC node and select the downloaded sample file (*Plc 3.x Project archive (*.tpzip)*) as the file type in the dialog that opens. After confirming the dialog, the PLC project is added to the Solution.



Two computers are required to start the sample. Alternatively, the test may be carried out with two runtime systems on a single PC. The constants with the port numbers and the IP addresses of the communication partners have to be modified accordingly.

Sample configuration with two computers:

- Device A is located on the local PC and has the IP address '10.1.128.21'
- Device B is located on the remote PC and has the IP address '172.16.6.195'.

Device A

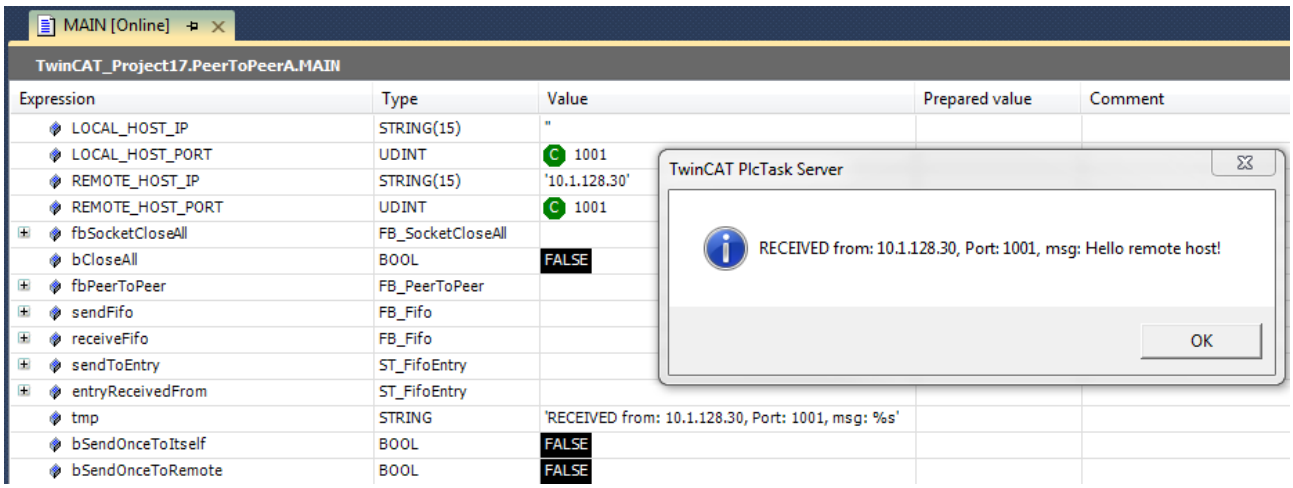
Please perform the following steps to configure the sample on device A:

- Create a new TwinCAT 3 solution in TwinCAT XAE and import the Peer-to-Peer PLC project for device A.
- Set the constant REMOTE_HOST_IP in POU MAIN to the real IP address of the remote system (device B - in our example: '10.1.128.').
- Activate the configuration and start the PLC runtime. (Don't forget to create a license for TF6310 TCP/IP)

Device B

To install the sample on device B, proceed as follows:

- Create a new TwinCAT 3 Solution in TwinCAT XAE and import the peer-to-peer PLC project for device B.
- Adapt the constant REMOTE_HOST_IP in POU MAIN to the actual IP address of device A (in our sample '10.1.128.21').
- Enable the configuration and start the PLC runtime. (Do not forget to generate a license for TF6310 TCP/IP beforehand)
- Log in to the PLC runtime and set the Boolean variable bSendOnceToRemote to TRUE in the POU "MAIN".
- A message box should appear on device A shortly afterwards. You can now repeat this step on device A. The message box should now appear on device B.

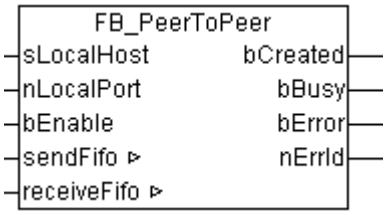


6.2.1.3 PLC devices A and B

The required functionality was encapsulated in the function block FB_PeerToPeer. Each of the communication partners uses an instance of the FB_PeerToPeer function block. The block is activated through a rising edge at the bEnable input. A new UDP socket is opened, and data exchange commences. The socket address is specified via the variables sLocalHost and nLocalPort. A falling edge stops the data exchange and closes the socket. The data to be sent are transferred to the block through a reference (VAR_IN_OUT) via the variable sendFifo. The data received are stored in the variable receiveFifo.

Name	Default value	Description
g_sTcIpConnSvrAddr	''	Network address of the TwinCAT TCP/IP Connection Server. Default: Empty string (the server is located on the local PC);
bLogDebugMessages	TRUE	Activates/deactivates writing of messages into the log book of the operating system;
PLCPRJ_ERROR_SENDFIFO_OVERFLOW	16#8103	Sample project error code: The send Fifo is full.
PLCPRJ_ERROR_RECFIFO_OVERFLOW	16#8104	Sample project error code: The receive Fifo is full.

FUNCTION_BLOCK FB_PeerToPeer



Interface

```
VAR_IN_OUT
    sendFifo    : FB_Fifo;
    receiveFifo : FB_Fifo;
END_VAR
VAR_INPUT
    sLocalHost  : STRING(15);
    nLocalPort  : UDINT;
    bEnable     : BOOL;
END_VAR
VAR_OUTPUT
    bCreated    : BOOL;
    bBusy       : BOOL;
    bError      : BOOL;
    nErrId      : UDINT;
END_VAR
VAR
    fbCreate    : FB_SocketUdpCreate;
```

```
    fbClose     : FB_SocketClose;
    fbReceiveFrom : FB_SocketUdpReceiveFrom;
    fbSendTo    : FB_SocketUdpSendTo;
    hSocket     : T_HSOCKET;
    eStep       : E_ClientServerSteps;
    sendTo      : ST_FifoEntry;
    receivedFrom : ST_FifoEntry;
END_VAR
```

Implementation

```
CASE eStep OF
    UDP_STATE_IDLE:
        IF bEnable XOR bCreated THEN
            bBusy := TRUE;
            bError := FALSE;
            nErrid := 0;
            IF bEnable THEN
                eStep := UDP_STATE_CREATE_START;
            ELSE
                eStep := UDP_STATE_CLOSE_START;
            END_IF
        ELSIF bCreated THEN
            sendFifo.RemoveHead( old => sendTo );
            IF sendFifo.bOk THEN
                eStep := UDP_STATE_SEND_START;
            ELSE (* empty *)
                eStep := UDP_STATE_RECEIVE_START;
            END_IF
        ELSE
            bBusy := FALSE;
        END_IF

    UDP_STATE_CREATE_START:
        fbCreate( bExecute := FALSE );
        fbCreate( sSrvNetId:= g_sTcIpConnSvrAddr,
                sLocalHost:= sLocalHost,
            nLocalPort:= nLocalPort,
            bExecute:= TRUE );
        eStep := UDP_STATE_CREATE_WAIT;

    UDP_STATE_CREATE_WAIT:
        fbCreate( bExecute := FALSE );
        IF NOT fbCreate.bBusy THEN
            IF NOT fbCreate.bError THEN
                bCreated := TRUE;
                hSocket := fbCreate.hSocket;
                eStep := UDP_STATE_IDLE;
                LogMessage( 'Socket opened (UDP)!', hSocket );
            ELSE
                LogError( 'FB_SocketUdpCreate', fbCreate.nErrId );
                nErrId := fbCreate.nErrId;
                eStep := UDP_STATE_ERROR;
            END_IF
        END_IF

    UDP_STATE_SEND_START:
        fbSendTo( bExecute := FALSE );
        fbSendTo( sSrvNetId:=g_sTcIpConnSvrAddr,
            sRemoteHost := sendTo.sRemoteHost,
                nRemotePort := sendTo.nRemotePort,
            hSocket:= hSocket,
            pSrc:= ADR( sendTo.msg ),
            cbLen:= LEN( sendTo.msg ) + 1, (* include the end delimiter *)
         bExecute:= TRUE );
        eStep := UDP_STATE_SEND_WAIT;

    UDP_STATE_SEND_WAIT:
        fbSendTo( bExecute := FALSE );
        IF NOT fbSendTo.bBusy THEN
            IF NOT fbSendTo.bError THEN
                eStep := UDP_STATE_RECEIVE_START;
            ELSE
                LogError( 'FB_SocketSendTo (UDP)', fbSendTo.nErrId );
                nErrId := fbSendTo.nErrId;
                eStep := UDP_STATE_ERROR;
            END_IF
        END_IF

    UDP_STATE_RECEIVE_START:
```

```
        MEMSET( ADR( receivedFrom ), 0, SIZEOF( receivedFrom ) );
     fbReceiveFrom( bExecute := FALSE );
        fbReceiveFrom( sSrvNetId:=g_sTcIpConnSvrAddr,
                hSocket:= hSocket,
                pDest:= ADR( receivedFrom.msg ),
                     cbLen:= SIZEOF( receivedFrom.msg ) - 1, (*without string delimiter *)
             bExecute:= TRUE );
        eStep := UDP_STATE_RECEIVE_WAIT;

    UDP_STATE_RECEIVE_WAIT:
        fbReceiveFrom( bExecute := FALSE );
        IF NOT fbReceiveFrom.bBusy THEN
            IF NOT fbReceiveFrom.bError THEN
                IF fbReceiveFrom.nRecBytes > 0 THEN
                    receivedFrom.nRemotePort := fbReceiveFrom.nRemotePort;
                    receivedFrom.sRemoteHost := fbReceiveFrom.sRemoteHost;
                    receiveFifo.AddTail( new := receivedFrom );
                    IF NOT receiveFifo.bOk THEN(* Check for fifo overflow *)
                     LogError( 'Receive fifo overflow!', PLCPRJ_ERROR_RECFIFO_OVERFLOW );
                    END_IF
                END_IF
                eStep := UDP_STATE_IDLE;
            ELSIF fbReceiveFrom.nErrId = 16#80072746 THEN
                     LogError( 'The connection is reset by remote side.', fbReceiveFrom.nErrId );
                eStep := UDP_STATE_IDLE;
            ELSE
                LogError( 'FB_SocketUdpReceiveFrom (UDP client/server)', fbReceiveFrom.nErrId );
                nErrId := fbReceiveFrom.nErrId;
                eStep := UDP_STATE_ERROR;
            END_IF
        END_IF

    UDP_STATE_CLOSE_START:
        fbClose( bExecute := FALSE );
        fbClose(    sSrvNetId:= g_sTcIpConnSvrAddr,
            hSocket:= hSocket,
            bExecute:= TRUE );
        eStep := UDP_STATE_CLOSE_WAIT;

    UDP_STATE_CLOSE_WAIT:
        fbClose( bExecute := FALSE );
        IF NOT fbClose.bBusy THEN
            LogMessage( 'Socket closed (UDP)!', hSocket );
            bCreated := FALSE;
            MEMSET( ADR(hSocket), 0, SIZEOF(hSocket));
            IF fbClose.bError THEN
                LogError( 'FB_SocketClose (UDP)', fbClose.nErrId );
                     nErrId := fbClose.nErrId;
                eStep := UDP_STATE_ERROR;
            ELSE
                bBusy := FALSE;
                bError := FALSE;
                nErrId := 0;
                eStep := UDP_STATE_IDLE;
            END_IF
        END_IF

    UDP_STATE_ERROR: (* Error step *)
        bError := TRUE;
        IF bCreated THEN
            eStep := UDP_STATE_CLOSE_START;
        ELSE
            bBusy := FALSE;
            eStep := UDP_STATE_IDLE;
        END_IF
END_CASE
```

MAIN program

Previously opened sockets must be closed after a program download or a PLC reset. During PLC start-up, this is done by calling an instance of the FB_SocketCloseAll [▶ 25] function block. If one of the variables bSendOnceToItself or bSendOnceToRemote has an rising edge, a new Fifo entry is generated and stored in the send Fifo. Received messages are removed from the receive Fifo and displayed in a message box.

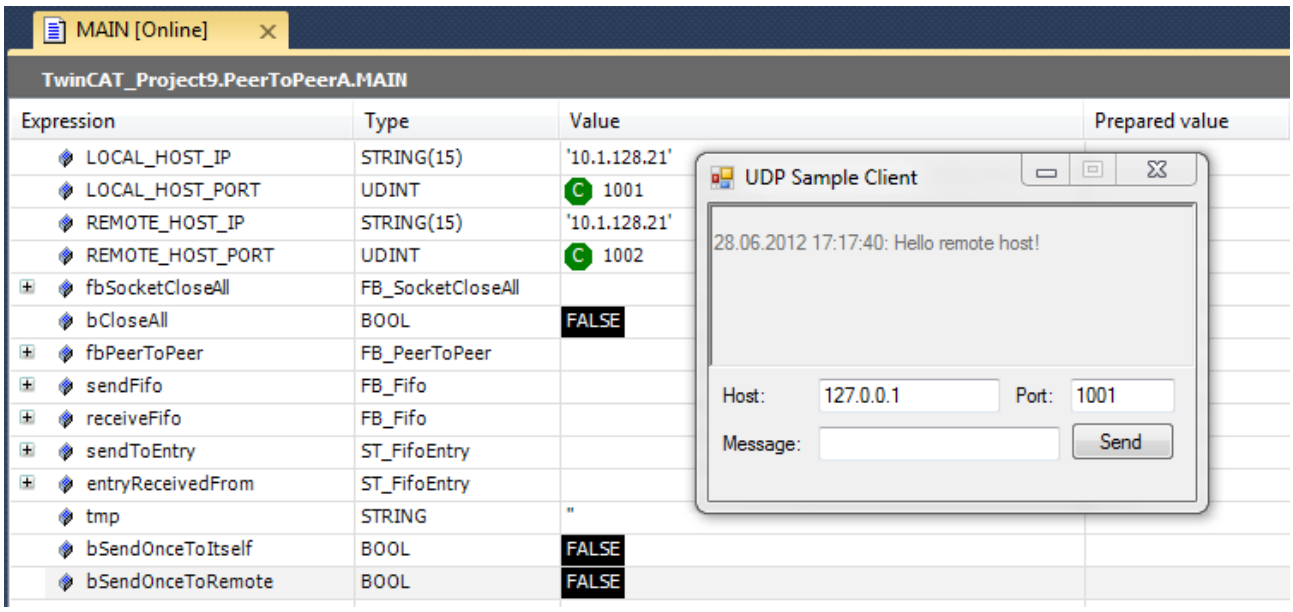
```
PROGRAM MAIN
VAR CONSTANT
    LOCAL_HOST_IP      : STRING(15)     := '';
    LOCAL_HOST_PORT    : UDINT          := 1001;
```

```
    REMOTE_HOST_IP     : STRING(15)     := '172.16.2.209';
    REMOTE_HOST_PORT   : UDINT         := 1001;
END_VAR
VAR
    fbSocketCloseAll    : FB_SocketCloseAll;
    bCloseAll     : BOOL := TRUE;

    fbPeerToPeer     : FB_PeerToPeer;
    sendFifo        : FB_Fifo;
    receiveFifo     : FB_Fifo;
    sendToEntry     : ST_FifoEntry;
    entryReceivedFrom : ST_FifoEntry;
    tmp         : STRING;

    bSendOnceToItself : BOOL;
    bSendOnceToRemote : BOOL;
END_VAR
```

```
IF bCloseAll THEN (*On PLC reset or program download close all old connections *)
 bCloseAll := FALSE;
    fbSocketCloseAll( sSrvNetId:= g_sTcIpConnSvrAddr, bExecute:= TRUE, tTimeout:= T#10s );
ELSE
    fbSocketCloseAll( bExecute:= FALSE );
END_IF

IF NOT fbSocketCloseAll.bBusy AND NOT fbSocketCloseAll.bError THEN

    IF bSendOnceToRemote THEN
        bSendOnceToRemote         := FALSE;                  (* clear flag *)
     sendToEntry.nRemotePort         := REMOTE_HOST_PORT;         (* remote host port number*)
     sendToEntry.sRemoteHost         := REMOTE_HOST_IP;             (* remote host IP address *)
     sendToEntry.msg             := 'Hello remote host!';             (* message text*);
     sendFifo.AddTail( new := sendToEntry );                 (* add new entry to the send queue*)
     IF NOT sendFifo.bOk THEN                              (* check for fifo overflow*)
         LogError( 'Send fifo overflow!', PLCPRJ_ERROR_SENDFIFO_OVERFLOW );
        END_IF
    END_IF

    IF bSendOnceToItself THEN
        bSendOnceToItself         := FALSE;                  (* clear flag *)
     sendToEntry.nRemotePort         := LOCAL_HOST_PORT;          (* nRemotePort == nLocalPort => sen
d it to itself *)
       sendToEntry.sRemoteHost         := LOCAL_HOST_IP;              (* sRemoteHost == sLocalHost =>
send it to itself *)
     sendToEntry.msg             := 'Hello itself!';          (* message text*);
     sendFifo.AddTail( new := sendToEntry );                 (* add new entry to the send queue*)
     IF NOT sendFifo.bOk THEN                              (* check for fifo overflow*)
         LogError( 'Send fifo overflow!', PLCPRJ_ERROR_SENDFIFO_OVERFLOW );
        END_IF
    END_IF

 (* send and receive messages *)
 fbPeerToPeer( sendFifo := sendFifo, receiveFifo := receiveFifo, sLocalHost := LOCAL_HOST_IP, nLocal
Port := LOCAL_HOST_PORT, bEnable := TRUE );

 (* remove all received messages from receive queue *)
 REPEAT
        receiveFifo.RemoveHead( old => entryReceivedFrom );
        IF receiveFifo.bOk THEN
            tmp := CONCAT( 'RECEIVED from: ', entryReceivedFrom.sRemoteHost );
            tmp := CONCAT( tmp, ', Port: ' );
            tmp := CONCAT( tmp, UDINT_TO_STRING( entryReceivedFrom.nRemotePort ) );
            tmp := CONCAT( tmp, ', msg: %s' );
            ADSLOGSTR( ADSLOG_MSGTYPE_HINT OR ADSLOG_MSGTYPE_MSGBOX, tmp, entryReceivedFrom.msg );
        END_IF
    UNTIL NOT receiveFifo.bOk
    END_REPEAT

END_IF
```

6.2.1.4 .NET communication

This sample demonstrates how a suitable .NET communication partner for the PLC peer-to-peer device A can be realized. Only use this sample in conjunction with the PLC project PeerToPeerA.



The .NET Sample Client can be used to send single UPD data packages to a UPD Server, in this case the PLC project PeerToPeerA.

Download

Download the test client.

Unpack the ZIP file; the .exe file runs on a Windows system.

How it works

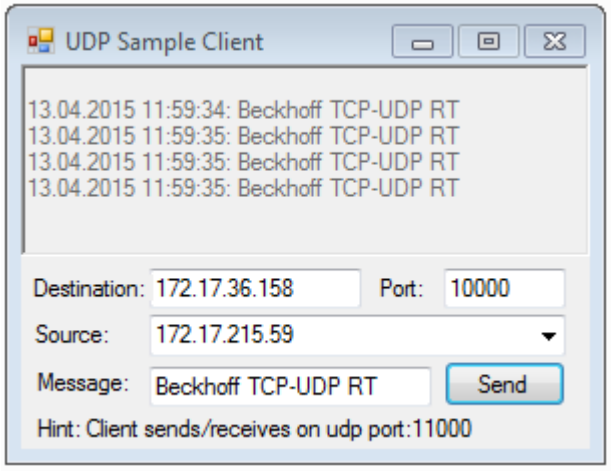
The sample uses the .Net libraries System.Net and System.Net.Sockets to implement a UDP client (class UdpClient). While listening for incoming UDP packets in a background thread, a string can be sent to a remote device by specifying its IP address and port number and clicking the Send button.

For a better understanding of this article, imagine the following setup:

- The PLC project Peer-to-Peer device A is running on a computer with IP address 10.1.128.21
- The .NET application is running on a computer with IP address 10.1.128.30

Description

The client itself uses port 11000 for sending. At the same time it opens this port and displays received messages in the upper part of the interface as a log:



Together with the PLC / C++ samples, this results in an echo sample:
A UDP message is sent from the client port 11000 to the server port 10000, which sends the same data back to the sender.

The client can be configured via the interface:

- Destination: Destination IP address
- Port: The port that is addressed in the target
- Source: Sender network card (IP address).
  "OS-based" operating system deals with selection of the appropriate network card.
- Message

The TF6311 "TCP/UDP Realtime" does not allow local communication. However, for testing purposes a different network interface can be selected via "Source", so that the UDP packet leaves the computer through one network card and arrives on the other network card ("loop cable").

6.2.2 Sample02: Multicast

This sample demonstrates how to send and receive Multicast packages via UDP.

Client and Server cyclically send a value to each other via a Multicast IP address.

Client and Server are realized by two PLC applications and delivered within a single TwinCAT 3 solution.

System requirements

- TwinCAT 3 Build 3093 or higher
- TwinCAT 3 Function TF6310 TCP/IP version 1.0.64 or higher
- TwinCAT 3 Library Tc2_TcpIp version 3.2.64.0 or higher
- If one computer is used to execute the sample, e.g. client and server running in two separate PLC runtimes, both PLC runtimes need to run in separate tasks.

Project download

https://github.com/Beckhoff/TF6310_Samples/tree/master/PLC/UDP/Sample02

7 Appendix

7.1 OSI model

The following article contains a brief introduction to the OSI model and describes how it influences our everyday network communication. Please note that this article is not intended to supersede more detailed documentation on the subject, but only to provide an overview.

The OSI (Open Systems Interconnection) model describes the standardization of functions in a communication system via an abstract layer model. Each layer describes certain functions of communication between devices in the network. Each layer only communicates with the layer directly above or below it.

OSI model

Layer	Name	Example protocols
7	Application Layer	HTTP, FTP, DNS, SNMP, Telnet
6	Presentation Layer	SSL, TLS
5	Session Layer	NetBIOS, PPTP
4	Transport Layer	TCP, UDP
3	Network Layer	IP, ARP, ICMP, IPSec
2	Data Link Layer	PPP, ATM, Ethernet
1	Physical Layer	Ethernet, USB, Bluetooth, IEEE802.11

Sample: If you call up the address "http://www.beckhoff.com" with your web browser, the following protocols are used, starting from layer 7: HTTP → TCP → IP → Ethernet. If you enter "https://www.beckhoff.com", however, the protocols HTTP → SSL → TCP → IP → Ethernet would be used.

The TwinCAT 3 function TF6310 TCP/IP can be used to develop network-capable PLC programs that use TCP or UDP as the transport protocol. This allows PLC programmers to implement their own network protocols in the application layer and define their own message structure for communication with remote systems.

7.2 KeepAlive configuration

The transmission of TCP KeepAlive messages verifies if an idle TCP connection is still active. Since version 1.0.47 of the TwinCAT TCP/IP Server (TF6310), the KeepAlive configuration of the Windows operating system is used, which can be configured via the following registry keys:

The following documentation is an excerpt of a Microsoft Technet article.

KeepAliveTime

HKLM\SYSTEM\CurrentControlSet\Services\Tcpip\Parameters

Data type	Range	Default value
REG_DWORD	0x1–0xFFFFFFFF (*milliseconds*)	0x6DDD00 (*7,200,000 milliseconds = 2 hours*)

Description

Determines how often TCP sends keep-alive transmissions. TCP sends keep-alive transmissions to verify that an idle connection is still active.This entry is used when the remote system is responding to TCP. Otherwise, the interval between transmissions is determined by the value of the KeepAliveInterval entry. By default, keep-alive transmissions are not sent. The TCP keep-alive feature must be enabled by a program, such as Telnet, or by an Internet browser, such as Internet Explorer.

KeepAliveInterval

HKLM\SYSTEM\CurrentControlSet\Services\Tcpip\Parameters

Data type	Range	Default value
REG_DWORD	0x1–0xFFFFFFFF (*milliseconds*)	0x3E8 (*1,000 milliseconds = 1 second*)

Description

Determines how often TCP repeats keep-alive transmissions when no response is received. TCP sends keep-alive transmissions to verify that idle connections are still active. This prevents TCP from inadvertently disconnecting active lines.

7.3 Error codes

7.3.1 Overview of the error codes

Codes (hex)	Codes (dec)	Error source	Description
0x00000000-0x00007800	0-30720	TwinCAT system error codes [▶ 104]	TwinCAT system error (including ADS error codes)
0x00008000-0x000080FF	32768-33023	Internal TwinCAT TCP/IP Connection Server error codes [▶ 102]	Internal error of the TwinCAT TCP/IP Connection Server
0x80070000-0x8007FFFF	2147942400-2148007935	Error source = Code - 0x80070000 = Win32 system error codes	Win32 system error (including Windows sockets error codes)

Requirements

Development environment	Target system type	PLC libraries to include
TwinCAT v3.1	PC, CX (x86) or CX (Arm®)	Tc2_TcpIp

7.3.2 Internal error codes of the TwinCAT TCP/IP Connection Server

Code (hex)	Code (dec)	Symbolic constant	Description
0x00008001	32769	TCPADSERROR_NOMOREENTRIES	No new sockets can be created (for FB_SocketListen and FB_SocketConnect).
0x00008002	32770	TCPADSERROR_NOTFOUND	Socket handle is invalid (for FB_SocketReceive, FB_SocketAccept, FB_SocketSend etc.).
0x00008003	32771	TCPADSERROR_ALREADYEXISTS	Is returned when FB_SocketListen is called, if the TcpIp port listener already exists.
0x00008004	32772	TCPADSERROR_NOTCONNECTED	Is returned when FB_SocketReceive is called, if the client socket is no longer connected with the server.
0x00008005	32773	TCPADSERROR_NOTLISTENING	Is returned when FB_SocketAccept is called, if an error was registered in the listener socket.
0x00008006	32774	TCPADSERROR_HOST_NOT_FOUND	Returned if the target system is not reachable.
0x00008080	32896	TCPADSERROR_TLS_INVALID_STATE	Returned if FB_TlsSocketAddCa, FB_TlsSocketAddCrl , FB_TlsSocketSetCert or FB_TlsSocketSetPsk are called and a Connect has already been called.
0x00008081	32897	TCPADSERROR_TLS_CA_NOTFOUND	Returned if the specified CA certificate was not found.
0x00008082	32898	TCPADSERROR_TLS_CERT_NOTFOUND	Returned if the specified certificate file was not found.
0x00008083	32899	TCPADSERROR_TLS_KEY_NOTFOUND	Returned if the specified file with the private key was not found.
0x00008084	32900	TCPADSERROR_TLS_CA_INVALID	Returned if the specified CA certificate could not be read or is invalid.
0x00008085	32901	TCPADSERROR_TLS_CERT_INVALID	Returned if the specified certificate file could not be read or is invalid.
0x00008086	32902	TCPADSERROR_TLS_KEY_INVALID	Returned if the specified private key could not be read or is invalid.
0x00008087	32903	TCPADSERROR_TLS_VERIFY_FAIL	Returned if the remote terminal could not be verified during the TLS handshake.
0x00008088	32904	TCPADSERROR_TLS_SETUP	Returned if a general error occurred while setting up the TLS connection.
0x00008089	32905	TCPADSERROR_TLS_HANDSHAKE_FAIL	Returned if an error occurred during the TLS handshake. Usually the handshake always works. However, if there are connection problems during the handshake, it may fail.
0x0000808A	32906	TCPADSERROR_TLS_CIPHER_INVALID	Returned if an invalid cipher suite was specified.
0x0000808B	32907	TCPADSERROR_TLS_VERSION_INVALID	Returned if an invalid TLS version was specified.
0x0000808C	32908	TCPADSERROR_TLS_CRL_INVALID	Returned if the specified Certificate Revocation List (CRL) is invalid.
0x0000808D	32909	TCPADSERROR_TLS_INTERNAL_ERROR	Returned if an internal error occurred while setting up the TLS connection.
0x0000808E	32910	TCPADSERROR_TLS_PSK_SETUP_ERROR	Returned if an error occurred when using a PreSharedKey (PSK) for TLS.
0x0000808F	32911	TCPADSERROR_TLS_CN_MISMATCH	Returned if the CommonName in the certificate of the remote terminal does not match the host name or IP address used.
0x00008090	32912	TCPADSERROR_TLS_CERT_EXPIRED	Returned when the certificate of the remote terminal has expired.
0x00008091	32913	TCPADSERROR_TLS_CERT_REVOKED	Returned when the certificate of the remote terminal has been revoked.
0x00008092	32914	TCPADSERROR_TLS_CERT_MISSING	Returned when the remote terminal did not submit a certificate.

Requirements

Development environment	Target system type	PLC libraries to include
TwinCAT v3.1	PC, CX (x86) or CX (Arm®)	Tc2_TcpIp

7.3.3 Troubleshooting/diagnostics

- In the event of connection problems the PING command can be used to ascertain whether the external communication partner can be reached via the network connection. If this is not the case, check the network configuration and firewall settings.
- Sniffer tools such as Wireshark enable logging of the entire network communication. The log can then be analysed by Beckhoff support staff.
- Check the hardware and software requirements described in this documentation (TwinCAT version, CE image version etc.).
- Check the software installation hints described in this documentation (e.g. installation of CAB files on CE plattform).
- Check the input parameters that are transferred to the function blocks (network address, port number, data etc, connection handle.) for correctness. Check whether the function block issues an error code. The documentation for the error codes can be found here: Overview of error codes [▶ 101].
- Check if the other communication partner/software/device issues an error code.
- Activate the debug output integrated in the TcSocketHelper.Lib during connection establishment/ disconnect process (keyword: CONNECT_MODE_ENABLEDBG). Open the TwinCAT System Manager and activate the LogView window. Analyze/check the debug output strings.

Requirements

Development environment	Target system type	PLC libraries to include
TwinCAT v3.1	PC, CX (x86) or CX (Arm®)	Tc2_TcpIp

7.3.4 ADS Return Codes

Grouping of error codes:
Global error codes: 0x0000 [▶ 104]... (0x9811_0000 ...)
Router error codes: 0x500 [▶ 105]... (0x9811_0500 ...)
General ADS errors: 0x700 [▶ 105]... (0x9811_0700 ...)
RTime error codes: 0x1000 [▶ 107]... (0x9811_1000 ...)

Global error codes

Hex	Dec	HRESULT	Name	Description
0x0	0	0x98110000	ERR_NOERROR	No error.
0x1	1	0x98110001	ERR_INTERNAL	Internal error.
0x2	2	0x98110002	ERR_NORTIME	No real time.
0x3	3	0x98110003	ERR_ALLOCLOCKEDMEM	Allocation locked – memory error.
0x4	4	0x98110004	ERR_INSERTMAILBOX	Mailbox full – the ADS message could not be sent. Reducing the number of ADS messages per cycle will help.
0x5	5	0x98110005	ERR_WRONGRECEIVEHMSG	Wrong HMSG.
0x6	6	0x98110006	ERR_TARGETPORTNOTFOUND	Target port not found – ADS server is not started, not reachable or not installed.
0x7	7	0x98110007	ERR_TARGETMACHINENOTFOUND	Target computer not found – AMS route was not found.
0x8	8	0x98110008	ERR_UNKNOWNCMDID	Unknown command ID.
0x9	9	0x98110009	ERR_BADTASKID	Invalid task ID.
0xA	10	0x9811000A	ERR_NOIO	No IO.
0xB	11	0x9811000B	ERR_UNKNOWNAMSCMD	Unknown AMS command.
0xC	12	0x9811000C	ERR_WIN32ERROR	Win32 error.
0xD	13	0x9811000D	ERR_PORTNOTCONNECTED	Port not connected.
0xE	14	0x9811000E	ERR_INVALIDAMSLENGTH	Invalid AMS length.
0xF	15	0x9811000F	ERR_INVALIDAMSNETID	Invalid AMS Net ID.
0x10	16	0x98110010	ERR_LOWINSTLEVEL	Installation level is too low –TwinCAT 2 license error.
0x11	17	0x98110011	ERR_NODEBUGINTAVAILABLE	No debugging available.
0x12	18	0x98110012	ERR_PORTDISABLED	Port disabled – TwinCAT system service not started.
0x13	19	0x98110013	ERR_PORTALREADYCONNECTED	Port already connected.
0x14	20	0x98110014	ERR_AMSSYNC_W32ERROR	AMS Sync Win32 error.
0x15	21	0x98110015	ERR_AMSSYNC_TIMEOUT	AMS Sync Timeout.
0x16	22	0x98110016	ERR_AMSSYNC_AMSERROR	AMS Sync error.
0x17	23	0x98110017	ERR_AMSSYNC_NOINDEXINMAP	No index map for AMS Sync available.
0x18	24	0x98110018	ERR_INVALIDAMSPORT	Invalid AMS port.
0x19	25	0x98110019	ERR_NOMEMORY	No memory.
0x1A	26	0x9811001A	ERR_TCPSEND	TCP send error.
0x1B	27	0x9811001B	ERR_HOSTUNREACHABLE	Host unreachable.
0x1C	28	0x9811001C	ERR_INVALIDAMSFRAGMENT	Invalid AMS fragment.
0x1D	29	0x9811001D	ERR_TLSSEND	TLS send error – secure ADS connection failed.
0x1E	30	0x9811001E	ERR_ACCESSDENIED	Access denied – secure ADS access denied.

Router error codes

Hex	Dec	HRESULT	Name	Description
0x500	1280	0x98110500	ROUTERERR_NOLOCKEDMEMORY	Locked memory cannot be allocated.
0x501	1281	0x98110501	ROUTERERR_RESIZEMEMORY	The router memory size could not be changed.
0x502	1282	0x98110502	ROUTERERR_MAILBOXFULL	The mailbox has reached the maximum number of possible messages.
0x503	1283	0x98110503	ROUTERERR_DEBUGBOXFULL	The Debug mailbox has reached the maximum number of possible messages.
0x504	1284	0x98110504	ROUTERERR_UNKNOWNPORTTYPE	The port type is unknown.
0x505	1285	0x98110505	ROUTERERR_NOTINITIALIZED	The router is not initialized.
0x506	1286	0x98110506	ROUTERERR_PORTALREADYINUSE	The port number is already assigned.
0x507	1287	0x98110507	ROUTERERR_NOTREGISTERED	The port is not registered.
0x508	1288	0x98110508	ROUTERERR_NOMOREQUEUES	The maximum number of ports has been reached.
0x509	1289	0x98110509	ROUTERERR_INVALIDPORT	The port is invalid.
0x50A	1290	0x9811050A	ROUTERERR_NOTACTIVATED	The router is not active.
0x50B	1291	0x9811050B	ROUTERERR_FRAGMENTBOXFULL	The mailbox has reached the maximum number for fragmented messages.
0x50C	1292	0x9811050C	ROUTERERR_FRAGMENTTIMEOUT	A fragment timeout has occurred.
0x50D	1293	0x9811050D	ROUTERERR_TOBEREMOVED	The port is removed.

General ADS error codes

Hex	Dec	HRESULT	Name	Description
0x700	1792	0x98110700	ADSERR_DEVICE_ERROR	General device error.
0x701	1793	0x98110701	ADSERR_DEVICE_SRVNOTSUPP	Service is not supported by the server.
0x702	1794	0x98110702	ADSERR_DEVICE_INVALIDGRP	Invalid index group.
0x703	1795	0x98110703	ADSERR_DEVICE_INVALIDOFFSET	Invalid index offset.
0x704	1796	0x98110704	ADSERR_DEVICE_INVALIDACCESS	Reading or writing not permitted. Several causes are possible. For example, an incorrect password was entered when creating routes.
0x705	1797	0x98110705	ADSERR_DEVICE_INVALIDSIZE	Parameter size not correct.
0x706	1798	0x98110706	ADSERR_DEVICE_INVALIDDATA	Invalid data values.
0x707	1799	0x98110707	ADSERR_DEVICE_NOTREADY	Device is not ready to operate.
0x708	1800	0x98110708	ADSERR_DEVICE_BUSY	Device is busy.
0x709	1801	0x98110709	ADSERR_DEVICE_INVALIDCONTEXT	Invalid operating system context. This can result from use of ADS blocks in different tasks. It may be possible to resolve this through multitasking synchronization in the PLC.
0x70A	1802	0x9811070A	ADSERR_DEVICE_NOMEMORY	Insufficient memory.
0x70B	1803	0x9811070B	ADSERR_DEVICE_INVALIDPARM	Invalid parameter values.
0x70C	1804	0x9811070C	ADSERR_DEVICE_NOTFOUND	Not found (files, ...).
0x70D	1805	0x9811070D	ADSERR_DEVICE_SYNTAX	Syntax error in file or command.
0x70E	1806	0x9811070E	ADSERR_DEVICE_INCOMPATIBLE	Objects do not match.
0x70F	1807	0x9811070F	ADSERR_DEVICE_EXISTS	Object already exists.
0x710	1808	0x98110710	ADSERR_DEVICE_SYMBOLNOTFOUND	Symbol not found.
0x711	1809	0x98110711	ADSERR_DEVICE_SYMBOLVERSIONINVALID	Invalid symbol version. This can occur due to an online change. Create a new handle.
0x712	1810	0x98110712	ADSERR_DEVICE_INVALIDSTATE	Device (server) is in invalid state.
0x713	1811	0x98110713	ADSERR_DEVICE_TRANSMODENOTSUPP	AdsTransMode not supported.
0x714	1812	0x98110714	ADSERR_DEVICE_NOTIFYHNDINVALID	Notification handle is invalid.
0x715	1813	0x98110715	ADSERR_DEVICE_CLIENTUNKNOWN	Notification client not registered.
0x716	1814	0x98110716	ADSERR_DEVICE_NOMOREHDLS	No further handle available.
0x717	1815	0x98110717	ADSERR_DEVICE_INVALIDWATCHSIZE	Notification size too large.
0x718	1816	0x98110718	ADSERR_DEVICE_NOTINIT	Device not initialized.
0x719	1817	0x98110719	ADSERR_DEVICE_TIMEOUT	Device has a timeout.
0x71A	1818	0x9811071A	ADSERR_DEVICE_NOINTERFACE	Interface query failed.
0x71B	1819	0x9811071B	ADSERR_DEVICE_INVALIDINTERFACE	Wrong interface requested.
0x71C	1820	0x9811071C	ADSERR_DEVICE_INVALIDCLSID	Class ID is invalid.
0x71D	1821	0x9811071D	ADSERR_DEVICE_INVALIDOBJID	Object ID is invalid.
0x71E	1822	0x9811071E	ADSERR_DEVICE_PENDING	Request pending.
0x71F	1823	0x9811071F	ADSERR_DEVICE_ABORTED	Request is aborted.
0x720	1824	0x98110720	ADSERR_DEVICE_WARNING	Signal warning.
0x721	1825	0x98110721	ADSERR_DEVICE_INVALIDARRAYIDX	Invalid array index.
0x722	1826	0x98110722	ADSERR_DEVICE_SYMBOLNOTACTIVE	Symbol not active.
0x723	1827	0x98110723	ADSERR_DEVICE_ACCESSDENIED	Access denied. Several causes are possible. For example, a unidirectional ADS route is used in the opposite direction.
0x724	1828	0x98110724	ADSERR_DEVICE_LICENSENOTFOUND	Missing license.
0x725	1829	0x98110725	ADSERR_DEVICE_LICENSEEXPIRED	License expired.
0x726	1830	0x98110726	ADSERR_DEVICE_LICENSEEXCEEDED	License exceeded.
0x727	1831	0x98110727	ADSERR_DEVICE_LICENSEINVALID	Invalid license.
0x728	1832	0x98110728	ADSERR_DEVICE_LICENSESYSTEMID	License problem: System ID is invalid.
0x729	1833	0x98110729	ADSERR_DEVICE_LICENSENOTIMELIMIT	License not limited in time.
0x72A	1834	0x9811072A	ADSERR_DEVICE_LICENSEFUTUREISSUE	Licensing problem: time in the future.
0x72B	1835	0x9811072B	ADSERR_DEVICE_LICENSETIMETOLONG	License period too long.
0x72C	1836	0x9811072C	ADSERR_DEVICE_EXCEPTION	Exception at system startup.
0x72D	1837	0x9811072D	ADSERR_DEVICE_LICENSEDUPLICATED	License file read twice.
0x72E	1838	0x9811072E	ADSERR_DEVICE_SIGNATUREINVALID	Invalid signature.
0x72F	1839	0x9811072F	ADSERR_DEVICE_CERTIFICATEINVALID	Invalid certificate.
0x730	1840	0x98110730	ADSERR_DEVICE_LICENSEOEMNOTFOUND	Public key not known from OEM.
0x731	1841	0x98110731	ADSERR_DEVICE_LICENSERESTRICTED	License not valid for this system ID.

Hex	Dec	HRESULT	Name	Description
0x732	1842	0x98110732	ADSERR_DEVICE_LICENSEDEMODENIED	Demo license prohibited.
0x733	1843	0x98110733	ADSERR_DEVICE_INVALIDFNCID	Invalid function ID.
0x734	1844	0x98110734	ADSERR_DEVICE_OUTOFRANGE	Outside the valid range.
0x735	1845	0x98110735	ADSERR_DEVICE_INVALIDALIGNMENT	Invalid alignment.
0x736	1846	0x98110736	ADSERR_DEVICE_LICENSEPLATFORM	Invalid platform level.
0x737	1847	0x98110737	ADSERR_DEVICE_FORWARD_PL	Context – forward to passive level.
0x738	1848	0x98110738	ADSERR_DEVICE_FORWARD_DL	Context – forward to dispatch level.
0x739	1849	0x98110739	ADSERR_DEVICE_FORWARD_RT	Context – forward to real-time.
0x740	1856	0x98110740	ADSERR_CLIENT_ERROR	Client error.
0x741	1857	0x98110741	ADSERR_CLIENT_INVALIDPARM	Service contains an invalid parameter.
0x742	1858	0x98110742	ADSERR_CLIENT_LISTEMPTY	Polling list is empty.
0x743	1859	0x98110743	ADSERR_CLIENT_VARUSED	Var connection already in use.
0x744	1860	0x98110744	ADSERR_CLIENT_DUPLINVOKEID	The called ID is already in use.
0x745	1861	0x98110745	ADSERR_CLIENT_SYNCTIMEOUT	Timeout has occurred – the remote terminal is not responding in the specified ADS timeout. The route setting of the remote terminal may be configured incorrectly.
0x746	1862	0x98110746	ADSERR_CLIENT_W32ERROR	Error in Win32 subsystem.
0x747	1863	0x98110747	ADSERR_CLIENT_TIMEOUTINVALID	Invalid client timeout value.
0x748	1864	0x98110748	ADSERR_CLIENT_PORTNOTOPEN	Port not open.
0x749	1865	0x98110749	ADSERR_CLIENT_NOAMSADDR	No AMS address.
0x750	1872	0x98110750	ADSERR_CLIENT_SYNCINTERNAL	Internal error in Ads sync.
0x751	1873	0x98110751	ADSERR_CLIENT_ADDHASH	Hash table overflow.
0x752	1874	0x98110752	ADSERR_CLIENT_REMOVEHASH	Key not found in the table.
0x753	1875	0x98110753	ADSERR_CLIENT_NOMORESYM	No symbols in the cache.
0x754	1876	0x98110754	ADSERR_CLIENT_SYNCRESINVALID	Invalid response received.
0x755	1877	0x98110755	ADSERR_CLIENT_SYNCPORTLOCKED	Sync Port is locked.
0x756	1878	0x98110756	ADSERR_CLIENT_REQUESTCANCELLED	The request was canceled.

RTime error codes

Hex	Dec	HRESULT	Name	Description
0x1000	4096	0x98111000	RTERR_INTERNAL	Internal error in the real-time system.
0x1001	4097	0x98111001	RTERR_BADTIMERPERIODS	Timer value is not valid.
0x1002	4098	0x98111002	RTERR_INVALIDTASKPTR	Task pointer has the invalid value 0 (zero).
0x1003	4099	0x98111003	RTERR_INVALIDSTACKPTR	Stack pointer has the invalid value 0 (zero).
0x1004	4100	0x98111004	RTERR_PRIOEXISTS	The request task priority is already assigned.
0x1005	4101	0x98111005	RTERR_NOMORETCB	No free TCB (Task Control Block) available. The maximum number of TCBs is 64.
0x1006	4102	0x98111006	RTERR_NOMORESEMAS	No free semaphores available. The maximum number of semaphores is 64.
0x1007	4103	0x98111007	RTERR_NOMOREQUEUES	No free space available in the queue. The maximum number of positions in the queue is 64.
0x100D	4109	0x9811100D	RTERR_EXTIRQALREADYDEF	An external synchronization interrupt is already applied.
0x100E	4110	0x9811100E	RTERR_EXTIRQNOTDEF	No external sync interrupt applied.
0x100F	4111	0x9811100F	RTERR_EXTIRQINSTALLFAILED	Application of the external synchronization interrupt has failed.
0x1010	4112	0x98111010	RTERR_IRQLNOTLESSOREQUAL	Call of a service function in the wrong context
0x1017	4119	0x98111017	RTERR_VMXNOTSUPPORTED	Intel VT-x extension is not supported.
0x1018	4120	0x98111018	RTERR_VMXDISABLED	Intel VT-x extension is not enabled in the BIOS.
0x1019	4121	0x98111019	RTERR_VMXCONTROLSMISSING	Missing function in Intel VT-x extension.
0x101A	4122	0x9811101A	RTERR_VMXENABLEFAILS	Activation of Intel VT-x fails.

Specific positive HRESULT Return Codes:

HRESULT	Name	Description
0x0000_0000	S_OK	No error.
0x0000_0001	S_FALSE	No error. Example: successful processing, but with a negative or incomplete result.
0x0000_0203	S_PENDING	No error. Example: successful processing, but no result is available yet.
0x0000_0256	S_WATCHDOG_TIMEOUT	No error. Example: successful processing, but a timeout occurred.

TCP Winsock error codes

Hex	Dec	Name	Description
0x274C	10060	WSAETIMEDOUT	A connection timeout has occurred - error while establishing the connection, because the remote terminal did not respond properly after a certain period of time, or the established connection could not be maintained because the connected host did not respond.
0x274D	10061	WSAECONNREFUSED	Connection refused - no connection could be established because the target computer has explicitly rejected it. This error usually results from an attempt to connect to a service that is inactive on the external host, that is, a service for which no server application is running.
0x2751	10065	WSAEHOSTUNREACH	No route to host - a socket operation referred to an unavailable host.
More Winsock error codes: Win32 error codes			

7.4 Support and Service

Beckhoff and their partners around the world offer comprehensive support and service, making available fast and competent assistance with all questions related to Beckhoff products and system solutions.

Download finder

Our download finder contains all the files that we offer you for downloading. You will find application reports, technical documentation, technical drawings, configuration files and much more.

The downloads are available in various formats.

Beckhoff's branch offices and representatives

Please contact your Beckhoff branch office or representative for local support and service on Beckhoff products!

The addresses of Beckhoff's branch offices and representatives round the world can be found on our internet page: www.beckhoff.com

You will also find further documentation for Beckhoff components there.

Beckhoff Support

Support offers you comprehensive technical assistance, helping you not only with the application of individual Beckhoff products, but also with other, wide-ranging services:

- support
- design, programming and commissioning of complex automation systems
- and extensive training program for Beckhoff system components

Hotline:	+49 5246 963-157
e-mail:	support@beckhoff.com

Beckhoff Service

The Beckhoff Service Center supports you in all matters of after-sales service:

- on-site service

- repair service
- spare parts service
- hotline service

Hotline:	+49 5246 963-460
e-mail:	service@beckhoff.com

Beckhoff Headquarters

Beckhoff Automation GmbH & Co. KG

Huelshorstweg 20
33415 Verl
Germany

Phone:	+49 5246 963-0
e-mail:	info@beckhoff.com
web:	www.beckhoff.com

Trademark statements

Beckhoff®, TwinCAT®, TwinCAT/BSD®, TC/BSD®, EtherCAT®, EtherCAT G®, EtherCAT G10®, EtherCAT P®, Safety over EtherCAT®, TwinSAFE®, XFC®, XTS® and XPlanar® are registered trademarks of and licensed by Beckhoff Automation GmbH.

Third-party trademark statements

Arm, Arm9 and Cortex are trademarks or registered trademarks of Arm Limited (or its subsidiaries or affiliates) in the US and/or elsewhere.

Intel, the Intel logo, Intel Core, Xeon, Intel Atom, Celeron and Pentium are trademarks of Intel Corporation or its subsidiaries.

Microsoft, Microsoft Azure, Microsoft Edge, PowerShell, Visual Studio, Windows and Xbox are trademarks of the Microsoft group of companies.

Wireshark is a registered trademark of Sysdig, Inc.

More Information:
www.beckhoff.com/tf6310

Beckhoff Automation GmbH & Co. KG
Hülshorstweg 20
33415 Verl
Germany
Phone: +49 5246 9630
info@beckhoff.com
www.beckhoff.com