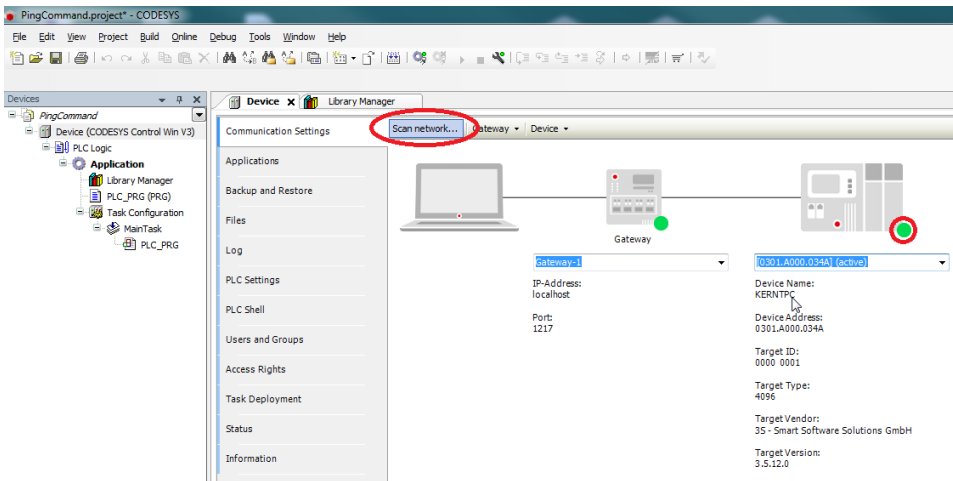
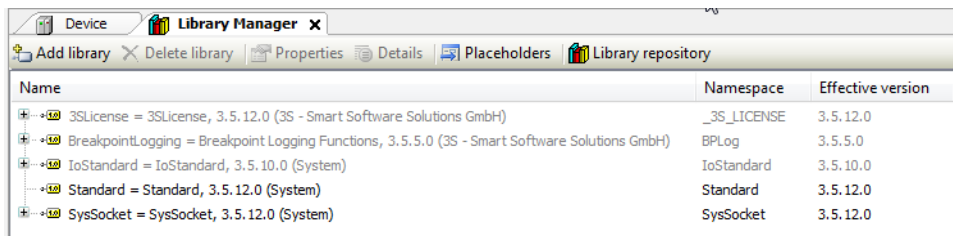


TCP: Pinging a Network Address

- Create a "Standard project" and select *CODESYS Control Win V3* as the device.
- Define the target system by means of the *Network scan*.



- Open the *Library Manager* and add the *SysSocket* library.



- Adapt the POU *PLC_PRG* as follows:

Declaration

```
VAR
    xCheckDevice    :    BOOL;
    sIpAddr         :    STRING := '192.168.99.198';
    udiReplayAverage:    UDINT;
    tTimeout        :    TIME := T#50MS; // Must greather than 25 ms => minimum in the function!!
    xConnected      :    BOOL;
END_VAR
```

Implementierung

```
IF xCheckDevice THEN
    xCheckDevice := FALSE;
    IF SysSocket.SysSockPing(szIPAddress := sIpAddr, ulTimeout := TIME_TO_UDINT(tTimeout),
        pulReplyTime := ADR(udiReplayAverage)) = 0 THEN
        xConnected := TRUE;
    ELSE
        xConnected := FALSE;
    END_IF
END_IF
```



Depending on the operating system, the function has different minimum runtimes. Therefore, timeout times of 25 milliseconds or more should be used. In this way, it is appropriate to outsource the function call in a separate task whenever possible.

- Start the project and set the *xCheckDevice* variable to *TRUE*.

