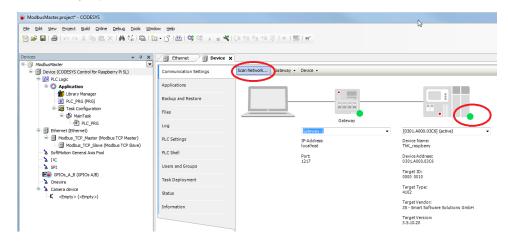
# Modbus master slave communication over Ethernet

#### Hardware

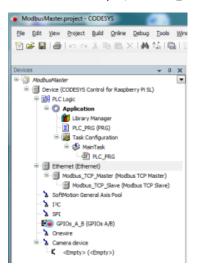
- · Raspberry Pi B xy as the Modbus master
- CODESYS Control Win V3 as the Modbus slave

#### Requirements for the Modbus master

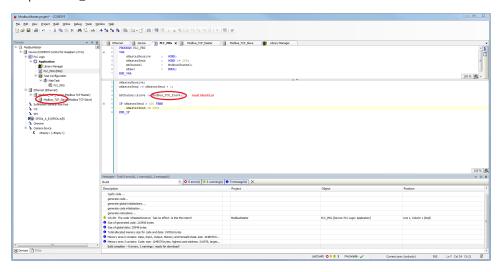
- Create a "standard project" and select "CODESYS Control for Raspberry Pi SL" as the device.
- Define the target system via Network search.



• Insert an Ethernet adapter, a Modbus\_TCP\_Master and a Modbus\_TCP\_Slave in the device tree.

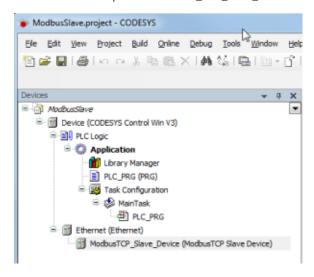


• Adapt the "PLC\_PRG" as follows:



### Requirements for the Modbus slave

- Create a "standard project" and select "CODESYS Control Win V3" as the device.
- Define the target system via Network search (see Modbus master).
- Insert an Ethernet adapter and a Modbus\_TCP\_Slave\_Device in the device tree.

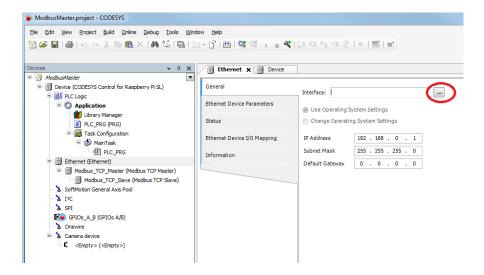


### Setting on the Ethernet adapter (master and slave)

· Determine which interface is to be used.



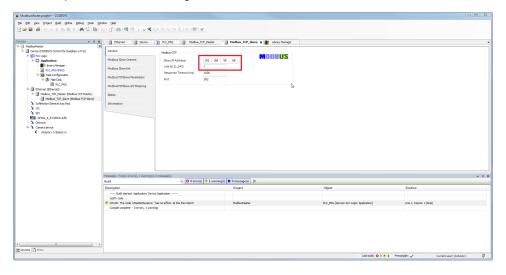
If no target system is determined, an error message appears, "Gateway not configured"



## Setting on the Modbus\_TCP\_Slave (master)

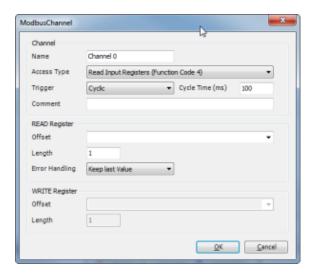
#### Tab 'General'

- Enter the IP address of the slave device (in this case the CODESYS Control Win V3)
- Issue a unique ID for the Modbus configuration

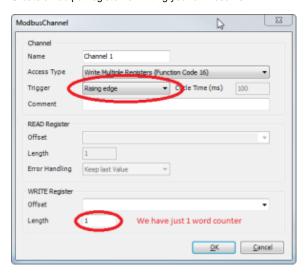


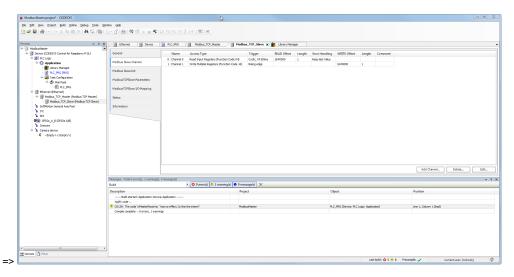
#### Tab 'Channel'

• Create an input register (counter that is sent by the Modbus slave device) - cyclic update every 100 ms.



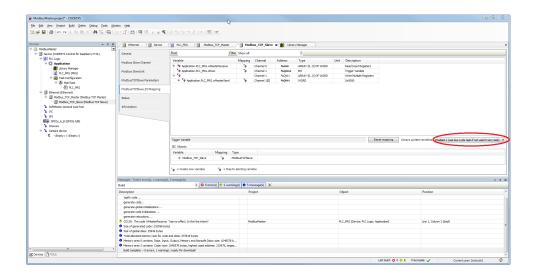
• Create an output register for writing your own counter.





### I/O mapping

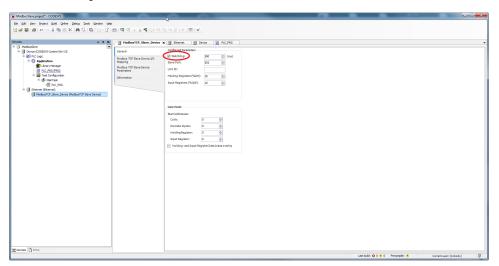
• Assign input and output variables.

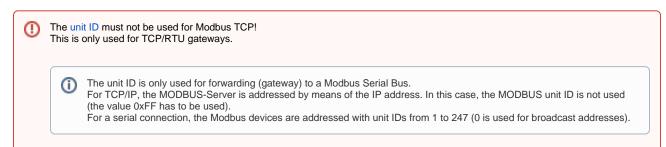


## Settings on the Modbus\_TCP\_Slave\_Device (slave)

#### Tab 'General'

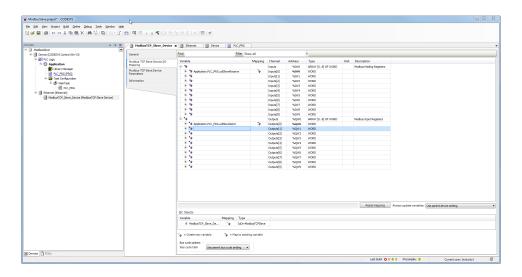
• Activate monitoring of the communication.





### Tab 'I/O mapping'

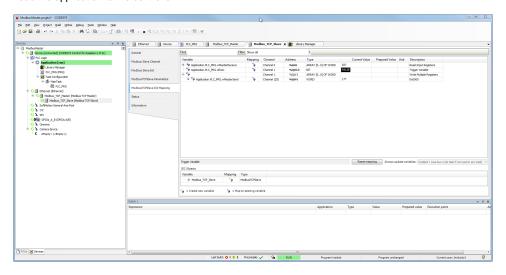
• Assign input and output variables.



## Downloading and starting the projects

#### Master

• Load the application to the controller.



### Slave

• Load the application to the controller



The value changes only after transmission has been triggered manually in the master.

