MODBUS Organization

MODBUS Slave

Supported version TOP Design Studio V1.0 or higher

CONTENTS

We want to thank our customers who use the Touch Operation Panel.

1. System configuration

This driver allows TOP to operate by adding the MODBUS slave function

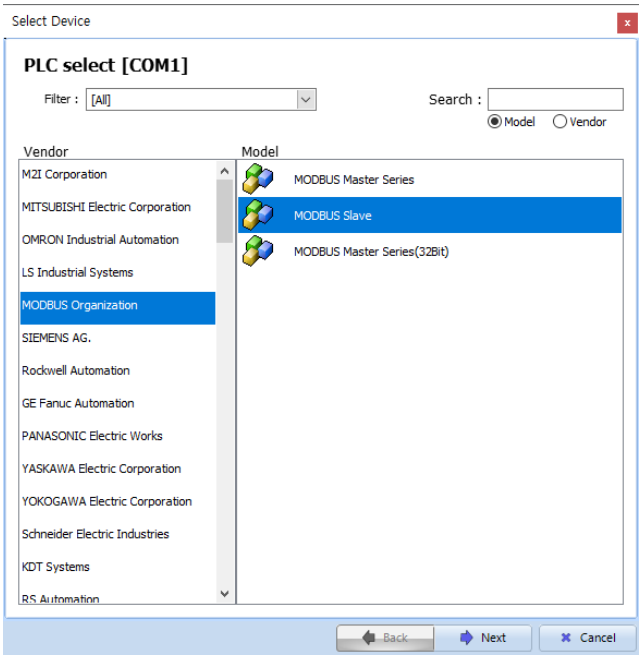
External device	Communication method	System setting	Cable
MODBUS Master	RS-232C	3. TOP communication setting	4. Cable table
	RS-422 (4 wire)		
	RS-485 (2 wire)		

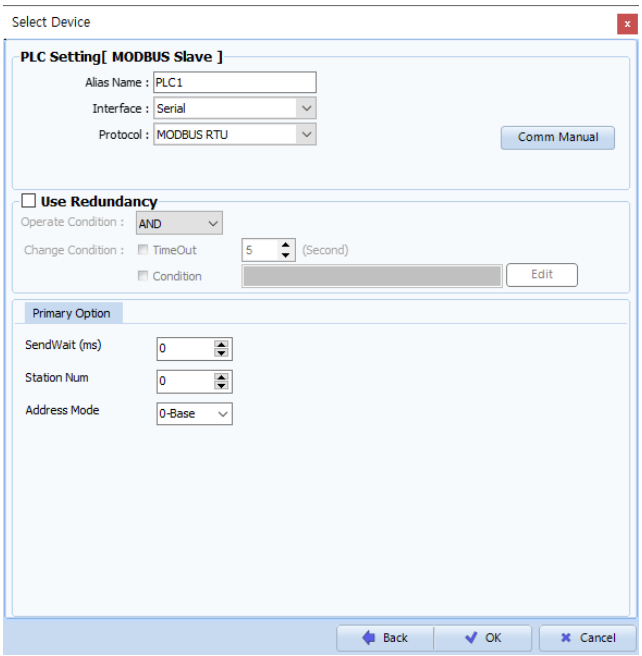
■ Connectable configuration

・N : N connection

2. External device selection

■ Select a TOP model and a port, and then select an external device.





Settings		Contents
TOP	Model	Check the display and process of TOP to select the touch model.
External device	Vendor	Select the vendor of the external device to be connected to TOP. Please select "MODBUS Organization".
	PLC	Select an external device to connect to TOP. **Model** / **Interface** / **Protocol** MODBUS Slave / Serial / MODBUS RTU/ASCII Please check the system configuration in Chapter 1 to see if the external device you want to connect is a model whose system can be configured.

3. TOP communication setting

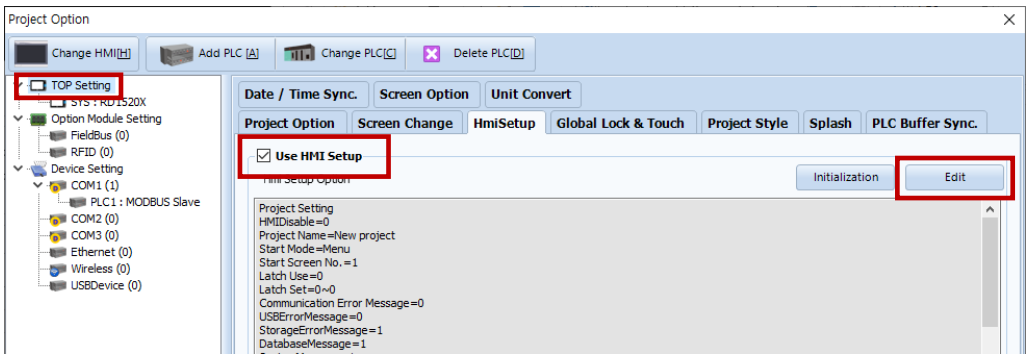
The communication can be set in TOP Design Studio or TOP main menu. The communication should be set in the same way as that of the external device.

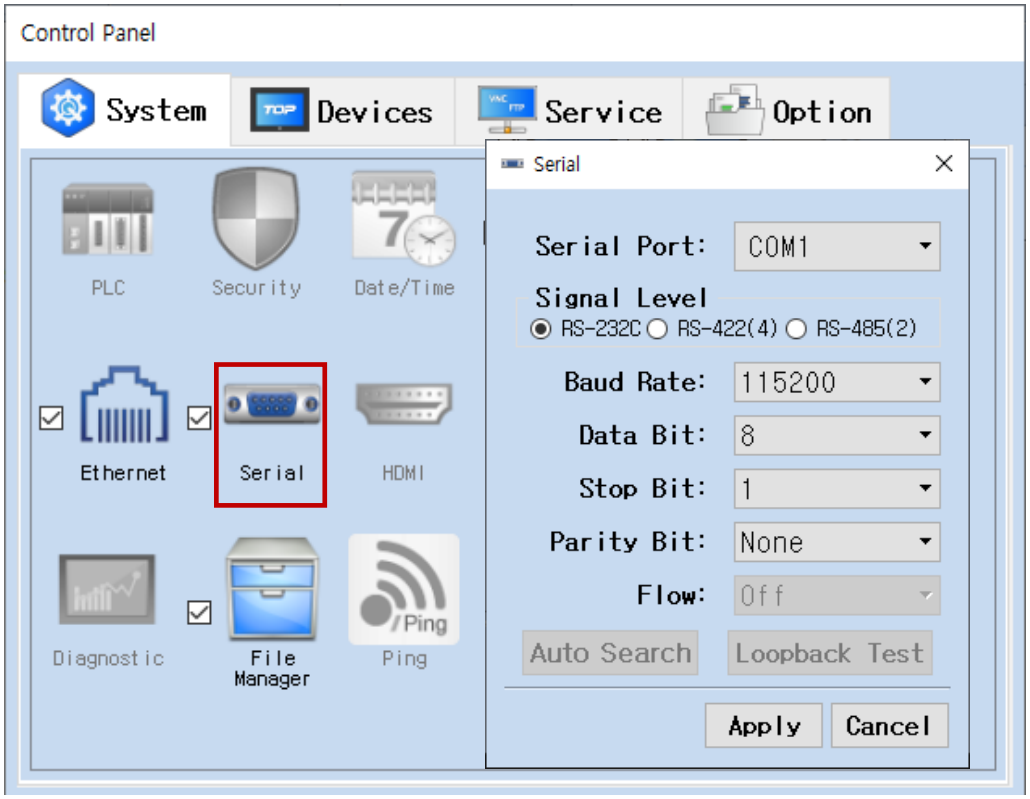
3.1 Communication setting in TOP Design Studio

(1) Communication interface setting

■ [Project] → [Property] → [TOP Setting] → [HMI Setup] → [Use HMI Setup Check] → [Edit] → [Serial]

– Set the TOP communication interface in TOP Design Studio.





Items	TOP	External device	Remarks
Signal Level (port)	RS-232C RS-422/485	RS-232C RS-422/485	
Baud Rate	115200		
Data Bit	8		
Stop Bit	1		
Parity Bit	None.		

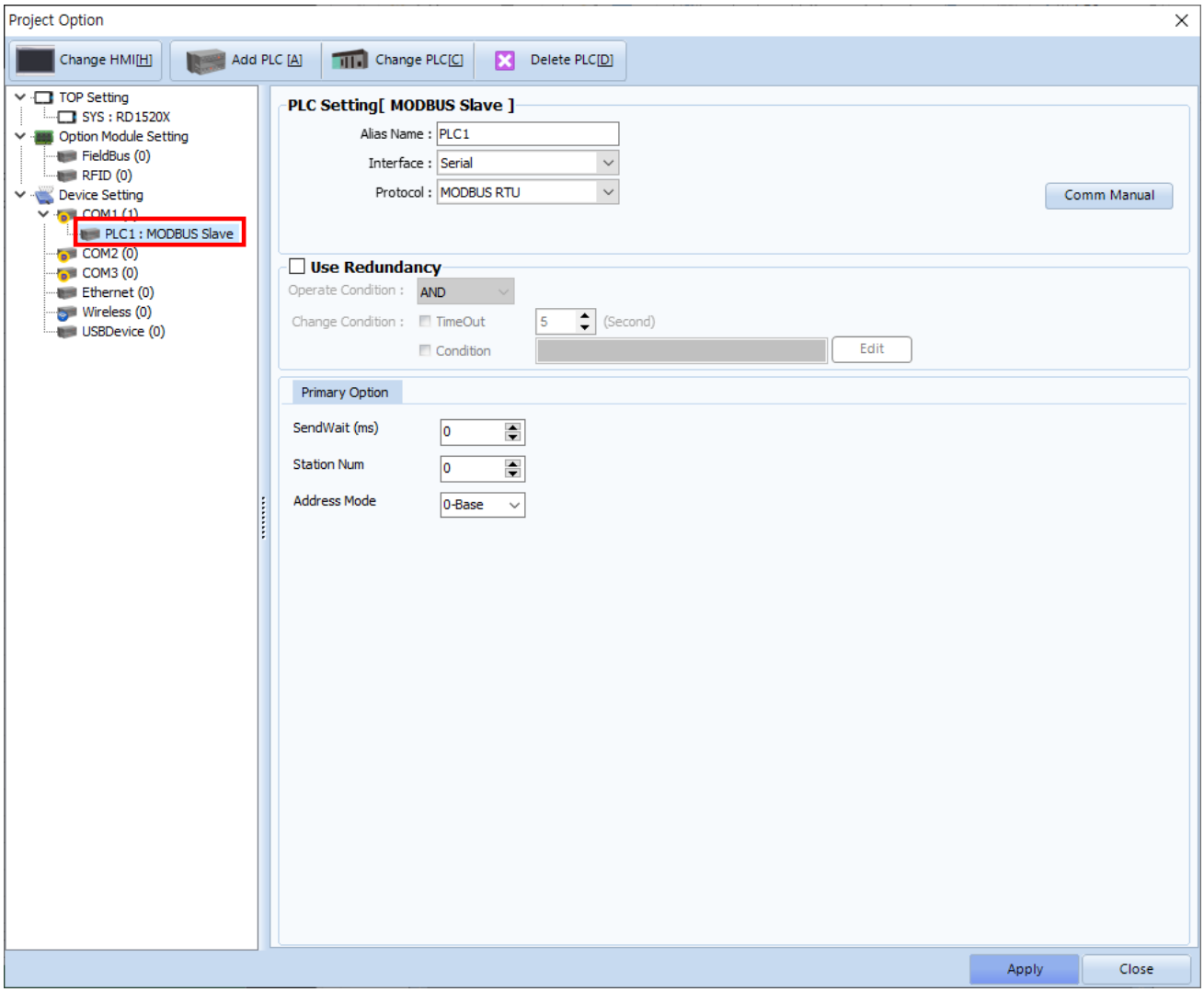
* The above settings are examples recommended by the company.

Items	Description
Signal Level	Select the serial communication method between the TOP and an external device.
Baud Rate	Select the serial communication speed between the TOP and an external device.
Data Bit	Select the serial communication data bit between the TOP and an external device.
Stop Bit	Select the serial communication stop bit between the TOP and an external device.
Parity Bit	Select the serial communication parity bit check method between the TOP and an external device.

(2) Communication option setting

■ [Project] → [Project Property] → [Device Setting > COM1 > MODBUS Slave]

– Set the options of the MODBUS Slave communication driver in TOP Design Studio.



Items	Settings	Remarks
Interface	Select “Serial”.	Refer to “2. External device selection”.
Protocol	Select the communication protocol between the TOP and an external device.	
SendWait (ms)	Set the delay time before sending a response.	
Station Num	Set the modbus prefix of TOP.	
Address Mode	Sets modbus PDU Address 새 -1.	*Note 1)

*Note 1) Set according to client specifications.

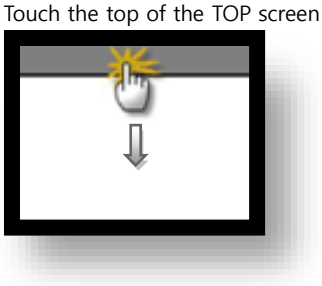
Select 0-Base if address 0 is requested to read TOP SYS0 data.

Select 1-Base if address 1 is requested to read TOP SYS0 data.

3.2. Communication setting in TOP

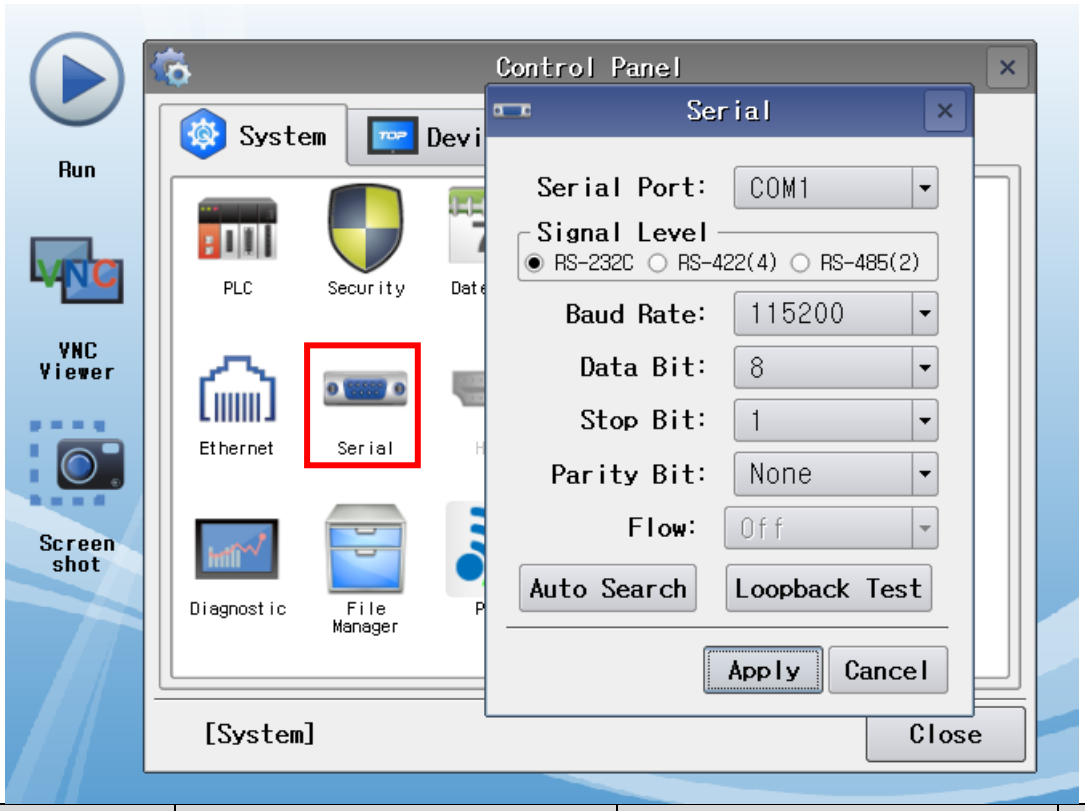
*** This is a setting method when "Use HMI Setup" in the setting items in "3.1 TOP Design Studio" is not checked.**

■ Touch the top of the TOP screen and drag it down. Touch "EXIT" in the pop-up window to go to the main screen.



(1) Communication interface setting

■ [Control Panel] → [Serial]



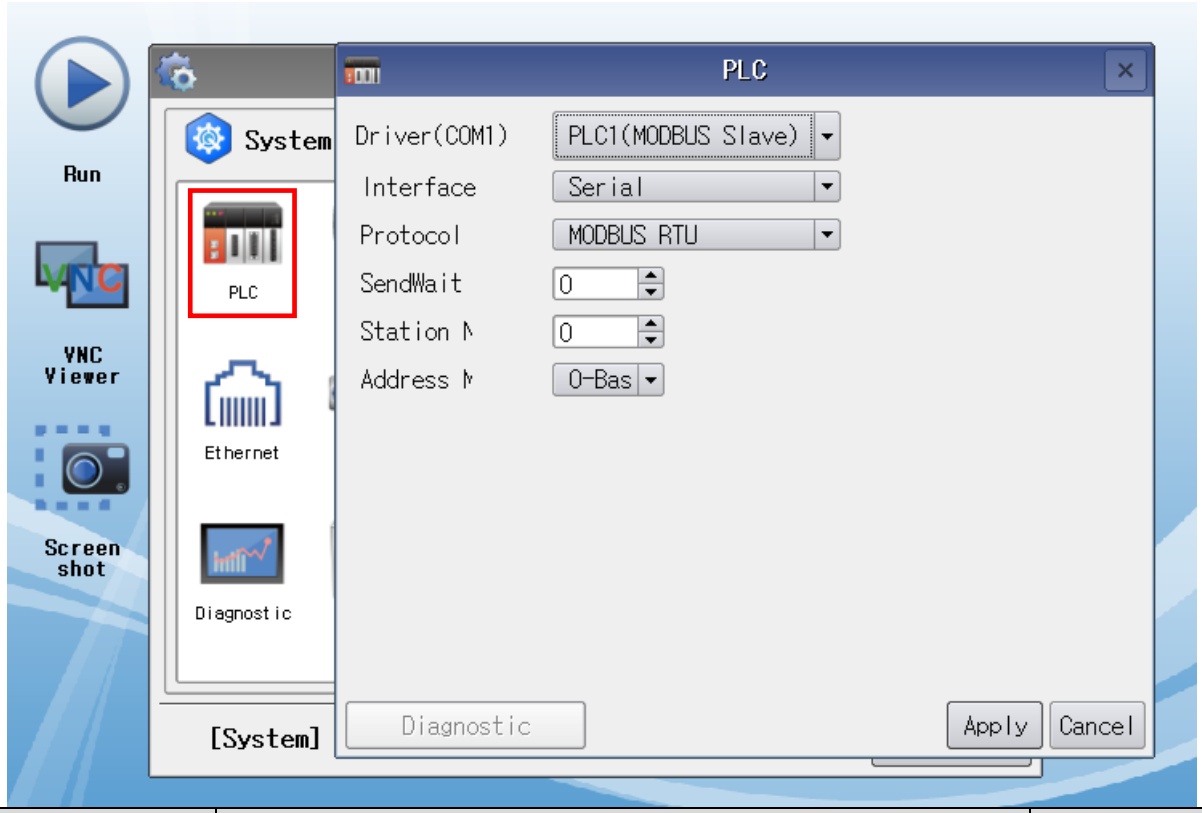
Items	TOP	External device	Remarks
Signal Level (port)	RS-232C RS-422/485	RS-232C RS-422/485	
Baud Rate	115200		
Data Bit	8		
Stop Bit	1		
Parity Bit	None.		

* The above settings are setting examples recommended by the company.

Items	Description
Signal Level	Select the serial communication method between the TOP and an external device.
Baud Rate	Select the serial communication speed between the TOP and an external device.
Data Bit	Select the serial communication data bit between the TOP and an external device.
Stop Bit	Select the serial communication stop bit between the TOP and an external device.
Parity Bit	Select the serial communication parity bit check method between the TOP and an external device.

(2) Communication option setting

■ [Control Panel] → [PLC]



Items	Settings	Remarks
Interface	Select "Serial".	Refer to "2. External device selection".
Protocol	Select the communication protocol between the TOP and an external device.	
SendWait (ms)	Set the delay time before sending a response.	
Station Num	Set the modbus prefix of TOP.	
Address Mode	Sets modbus PDU Address 새 -1.	*Note 1)

*Note 1) Set according to client specifications.

Select 0-Base if address 0 is requested to read TOP SYS0 data.

Select 1-Base if address 1 is requested to read TOP SYS0 data.

3.3 Communication diagnostics

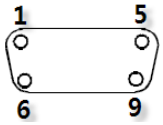
This driver does not support communication diagnostics.

Check the communication connection by attempting to read data from the master.
Caution) TOP must be running (Run).

4. Cable table

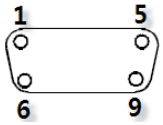
This chapter introduces a cable diagram for communication between the TOP and the external device.

■ RS-232C

TOP			Cable connection	External device	
Pin arrangement*Note 1)	Signal name	Pin number		Signal name	
 Based on communication cable connector front, D-SUB 9 Pin male (male, convex)		1			
	RD	2		RD	
	SD	3		SD	
		4			
	SG	5		SG	
		6			
		7			
		8			
		9			

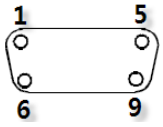
*Note 1) The pin arrangement is as seen from the connecting side of the cable connection connector.

■ RS-422

TOP			Cable connection	External device	
Pin arrangement*Note 1)	Signal name	Pin number		Signal name	
 Based on communication cable connector front, D-SUB 9 Pin male (male, convex)	RDA	1		SDA	
		2		SDB	
		3		RDA	
	RDB	4		RDB	
	SG	5		SG	
	SDA	6			
		7			
		8			
	SDB	9			

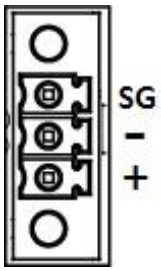
*Note 1) The pin arrangement is as seen from the connecting side of the cable connection connector.

■ RS-485

TOP			Cable connection	External device	
Pin arrangement*Note 1)	Signal name	Pin number		Signal name	
 Based on communication cable connector front, D-SUB 9 Pin male (male, convex)	RDA	1		SDA	
		2		SDB	
		3		RDA	
	RDB	4		RDB	
	SG	5		SG	
	SDA	6			
		7			
		8			
	SDB	9			

*Note 1) The pin arrangement is as seen from the connecting side of the cable connection connector.

■ **RS-485**

TOP		Cable connection	External device	
Pin arrangement	Signal name		Signal name	
	+		SDA	
	-		SDB	
	SG		RDA	
			RDB	
			SG	

■ **RS-422** 1:N connection – Refer to 1:1 connection to connect in the following way.

External device	Cable connection and signal direction	TOP	Cable connection and signal direction	TOP
Signal name		Signal name		Signal name
RDA		SDA		SDA
RDB		SDB		SDB
SDA		RDA		RDA
SDB		RDB		RDB
SG		SG		SG

■ **RS-485** 1:N connection – Refer to 1:1 connection to connect in the following way.

External device	Cable connection and signal direction	TOP	Cable connection and signal direction	TOP
Signal name		Signal name		Signal name
RDA		SDA		SDA
RDB		SDB		SDB
SDA		RDA		RDA
SDB		RDB		RDB
SG		SG		SG

5. Supported addresses

Explains supported data in TOP.

Address	Bit	Word	Remarks
SYS	0.0 ~ 10239.15	0 ~ 10239	*Note 1)

*Note 1) TOP-VIEW supports 0-65535.

※ TOP internal memory → modbus data modeling

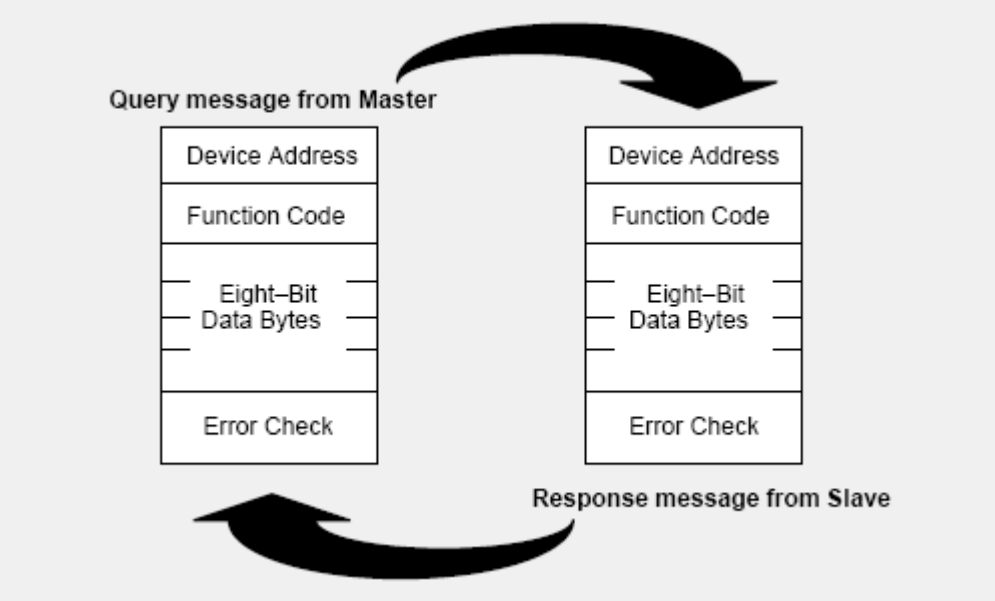
TOP internal memory modbus data shown corresponds to Holding Register.
Read command 0x03. You can change the value to command 0x06, 0x10.
Also supports commands to access Coil, Discrete Input, Input Register, but
even if the commands are different, it ultimately accesses the same memory.

■ Supported command

Code (hex)	Descriptions
01	Read Coils
02	Read Discrete Inputs
03	Read Holding Registers
04	Read Input Registers
05	Write Single Coil
06	Write Single Register
0F	Write Multiple Coils
10	Write Multiple Registers

Appendix A. MODBUS RTU/ASCII

At the message level, the MODBUS protocol still applies the master–slave principle even though the network communication method is peer–to–peer. If a controller originates a message, it does so as a master device, and expects a response from a slave device. Similarly, when a controller receives a message it constructs a slave response and returns it to the originating controller.



The Query: The function code in the query tells the addressed slave device what kind of action to perform. The data bytes contain any additional information that the slave will need to perform the function. For example, function code 03 will query the slave to read holding registers and respond with their contents. The data field must contain the information telling the slave which register to start at and how many registers to read. The error check field provides a method for the slave to validate the integrity of the message contents.

The Response: If the slave makes a normal response, the function code in the response is an echo of the function code in the query. The data bytes contain the data collected by the slave, such as register values or status. If an error occurs, the function code is modified to indicate that the response is an error response, and the data bytes contain a code that describes the error. The error check field allows the master to confirm that the message contents are valid.

A.1 "0" Device (Coil)

Read Single Coil : 01

Describes "01" command frame through the example where "**0**00020–**0**00056 Coil" data of the Slave device side (prefix: 17) is read from the MASTER device.

■ RTU Mode

(Master → Slave: request frame)

Comment	Slave prefix	Command	Leading device		Device score		Check code (CRC)	
			H	L	H	L	L	H
Hex	11	01	00	13	00	25	—	—

(Slave → Master: response frame)

Comment	Slave prefix	Command	Number of data	Data					Check code (CRC)	
				Coils 27~20	Coils 35~28	Coils 43~36	Coils 51~44	Coils 56~52		
				L	–	–	–	H	L	H
Hex	11	01	05	CD	6B	B2	0E	1B	—	—

■ Coils data status

Coils	27	26	25	24	23	22	21	20
on/off	1	1	0	0	1	1	0	1
Coils	35	34	33	32	31	30	29	28
on/off	0	1	1	0	1	0	1	1
Coils	43	42	41	40	39	38	37	36
on/off	1	0	1	1	0	0	1	0
Coils	51	50	49	48	47	46	45	44
on/off	0	0	0	0	1	1	1	0
Coils	59	58	57	56	55	54	53	52
on/off	–	–	–	1	1	0	1	1

0: OFF / 1:ON

■ ASCII Mode

(Master → Slave: request frame)

comment	Header	Slave prefix		Command		Leading device				Device score				Check code (LRC)		Tail	
		H	L	H	L	H	–	–	L	H	–	–	L	L	H		
ASCII	:	1	1	0	1	0	0	1	3	0	0	2	5			CR	LF
Hex	3A	31	31	30	31	30	30	31	33	30	30	32	35	—	—	0D	0A

(Slave → Master: response frame)

Comment	Header	Slave prefix		Command		Number of data (bytes)		Data										Check code (LRC)		Tail	
								Coils 27~20		Coils 35~28		Coils 43~36		Coils 51~44		Coils 56~52					
								H	L	H	L	H	L	H	L	H	L	L	H		
ASCII	:	1	1	0	1	0	5	C	D	6	B	B	2	0	E	1	B			CR	LF
Hex	3A	31	31	30	31	30	35	43	44	36	42	42	32	30	45	31	42	—	—	0D	0A

Force Single Coil : 05

Describes "05" command frame through an example where FORCE "ON" is done on Coil 000173 of the Slave device side in the MASTER device.

■ RTU Mode

(Master → Slave: request frame)

Comment	Slave prefix	Command	Leading device		Force data		Check code (CRC)	
			H	L	H	L	L	H
Hex	11	05	00	AC	FF	00	—	—

■ Force Data

	High	Low
Force ON	FF_H	00_H
Force OFF	00_H	00_H

(Slave → Master: response frame)

Comment	Slave prefix	Command	Leading device		Force data		Check code (CRC)	
			H	L	H	L	L	H
Hex	11	05	00	AC	FF	00	—	—

■ ASCII Mode

(Master → Slave: request frame)

comment	Header	Slave prefix		Command		Leading device				Force data				Check code (LRC)		Tail	
		H	L	H	L	H	–	–	L	H	–	–	L	L	H		
ASCII	:	1	1	0	5	0	0	1	3	0	0	2	5			CR	LF
Hex	3A	31	31	30	31	30	30	41	43	45	45	30	30	—	—	0D	0A

(Slave → Master: response frame)

comment	Header	Slave prefix		Command		Leading device				Force data				Check code (LRC)		Tail	
		H	L	H	L	H	–	–	L	H	–	–	L	L	H		
ASCII	:	1	1	0	5	0	0	1	3	0	0	2	5			CR	LF
Hex	3A	31	31	30	31	30	30	41	43	45	45	30	30	—	—	0D	0A

A.2 "1" Device (Discrete Input)

Read Input Status : 02

Describes "02" command frame through an example where "**1**00197–**1**00218 Input" data of the Slave device side (prefix: 17) is read from the MASTER device.

■ RTU Mode

(Master → Slave: request frame)

Comment	Slave prefix	Command	Leading device		Device score		Check code (CRC)	
			H	L	H	L	L	H
Hex	11	02	00	C4	00	16	—	—

(Slave → Master: response frame)

Comment	Slave prefix	Command	Number of data	Data (Inputs)			Check code (CRC)	
				10204~10197	10212~10205	10218~10213	L	H
Hex	11	02	03	AC	DB	35	—	—

■ Coils data status

Coils	204	203	202	201	200	199	198	197
on/off	1	0	1	0	1	1	0	0
Coils	212	211	210	209	208	207	206	205
on/off	1	1	0	1	1	0	1	1
Coils	220	219	218	217	216	215	214	213
on/off	–	–	1	1	0	1	0	1

0: OFF / 1:ON

■ ASCII Mode

(Master → Slave: request frame)

comment	Header	Slave prefix		Command		Leading device				Device score				Check code (LRC)		Tail	
		H	L	H	L	H	–	–	L	H	–	–	L	L	H		
ASCII	:	1	1	0	2	0	0	C	4	0	0	1	6			CR	LF
Hex	3A	31	31	30	32	30	30	43	34	30	30	31	36	—	—	0D	0A

(Slave → Master: response frame)

Comment	Header	Slave prefix		Command		Number of data (bytes)		Data (Inputs)						Check code (LRC)		Tail	
								10204~10197		10212~10205		10218~10213					
								H	L	H	L	H	L	L	H		
ASCII	:	1	1	0	2	0	3	A	C	D	B	3	5			CR	LF
Hex	3A	31	31	30	31	30	35	41	43	44	42	33	35	—	—	0D	0A

A.3 "3" Device (Input Register)

Read Input Registers : 04

Describes "03" command frame through an example where "**3**00009 Register" data of the Slave device side (prefix: 17) is read from the MASTER device.

■ RTU Mode

(Master → Slave: request frame)

Comment	Slave prefix	Command	Leading device (H)	Leading device (L)	Device score (Word Count) (H)	Device score (Word Count) (L)	Check code (CRC) (L)	Check code (CRC) (H)
Hex	11	04	00	08	00	01	—	—

(Slave → Master: response frame)

Comment	Slave prefix	Command	Number of data (bytes)	Data 30009 Register (H)	Data 30009 Register (L)	Check code (CRC) (L)	Check code (CRC) (H)
Hex	11	04	02	00	0A	—	—

■ ASCII Mode

(Master → Slave: request frame)

comment	Header	Slave prefix (H)	Slave prefix (L)	Command (H)	Command (L)	Leading device (H)	Leading device	Leading device	Leading device (L)	Device score (Word) (H)	Device score (Word)	Device score (Word)	Device score (Word) (L)	Check code (LRC) (L)	Check code (LRC) (H)	Tail	
ASCII	:	1	1	0	1	0	0	0	8	0	0	0	1			CR	LF
Hex	3A	31	31	30	31	30	30	30	38	30	30	30	31	—	—	0D	0A

(Slave → Master: response frame)

Comment	Header	Slave prefix		Command		Number of data (bytes)		Data 40108 Register (H)	Data 40108 Register	Data 40108 Register	Data 40108 Register (L)	Check code (LRC) (L)	Check code (LRC) (H)	Tail	
ASCII	:	1	1	0	4	0	2	0	0	0	A			CR	LF
Hex	3A	31	31	30	31	30	35	30	30	30	41	—	—	0D	0A

A.4 "4" Device (Holding Register)

Read Holding Registers : 03

Describes "03" command frame through an example where "**4**00108 – **4**00110 Register" data of the Slave device side (prefix: 17) is read from the MASTER device.

■ RTU Mode

(Master → Slave: request frame)

Comment	Slave prefix	Command	Leading device		Device score		Check code (CRC)	
			H	L	H	L	L	H
Hex	11	03	00	6B	00	03	—	—

(Slave → Master: response frame)

Comment	Slave prefix	Command	Number of data (bytes)	Data						Check code (CRC)	
				Register 40108		Register 40109		Register 40110			
				H	L	H	L	H	L	L	H
Hex	11	03	06	02	2B	00	00	00	64	—	—

■ ASCII Mode

(Master → Slave: request frame)

comment	Header	Slave prefix		Command		Leading device				Device score (Word)				Check code (LRC)		Tail	
		H	L	H	L	H	–	–	L	H	–	–	L	L	H		
ASCII	:	1	1	0	1	0	0	1	3	0	0	2	5			CR	LF
Hex	3A	31	31	30	31	30	30	31	33	30	30	32	35	—	—	0D	0A

(Slave → Master: response frame)

Comment	Header	Slave prefix		Command		Number of data (bytes)		Data										Check code (LRC)		Tail	
								Register 40108				Register 40109				Register 40110							
								H	–	–	L	H	–	–	L	H	–	–	L	L	H		
ASCII	:	1	1	0	3	0	6	0	2	2	B	0	0	0	0	0	0	6	4			CR	LF
Hex	3A	31	31	30	31	30	35	30	32	32	42	30	30	30	30	30	30	36	34	—	—	0D	0A

Preset Single Register : 06

Describes "06" command frame through an example where 00 03 (hex) data is entered in **4**00002 Register of the Slave device side .

■ RTU Mode

(Master → Slave: request frame)

Comment	Slave prefix	Command	Leading device		Preset data		Check code (CRC)	
			H	L	H	L	L	H
Hex	11	06	00	01	00	03	—	—

(Slave → Master: response frame)

Comment	Slave prefix	Command	Leading device		Preset data		Check code (CRC)	
			H	L	H	L	L	H
Hex	11	06	00	01	00	03	—	—

■ ASCII Mode

(Master → Slave: request frame)

comment	Header	Slave prefix		Command		Leading device				Preset data				Check code (LRC)		Tail	
		H	L	H	L	H	–	–	L	H	–	–	L	L	H		
ASCII	:	1	1	0	6	0	0	0	1	0	0	0	3			CR	LF
Hex	3A	31	31	30	36	30	30	30	31	30	30	30	33	—	—	0D	0A

(Slave → Master: response frame)

comment	Header	Slave prefix		Command		Leading device				Preset data				Check code (LRC)		Tail	
		H	L	H	L	H	–	–	L	H	–	–	L	L	H		
ASCII	:	1	1	0	6	0	0	0	1	0	0	0	3			CR	LF
Hex	3A	31	31	30	36	30	30	30	31	30	30	30	33	—	—	0D	0A

Preset Multiple Register : 10

Describes "10" command frame through an example where two consecutive data, "00 0A (hex)", "01 02 (hex)" are entered in **4**00002 Register of the Slave device side. (Error Code : 90_H)

■ RTU Mode

(Master → Slave: request frame)

Comment	Slave prefix	Command	Leading device		Quantity of Register (Word Count)		Number of data (bytes)	Data				Check code (CRC)	
								Register 40002		Register 40003			
			H	L	H	L		H	L	H	L	L	H
Hex	11	10	00	01	00	02	04	00	0A	01	02	—	—

(Slave → Master: response frame)

Comment	Slave prefix	Command	Leading device		Quantity of Register (Word Count)		Check code (CRC)	
			H	L	H	L	L	H
Hex	11	10	00	01	00	02	—	—

■ ASCII Mode

(Master → Slave: request frame)

comment	Header	Slave prefix		Command		Leading device				Quantity of Register (Word Count)				Number of data (bytes)		Data							
																Register 40002				Register 40003			
		H	L	H	L	H	–	–	L	H	–	–	L	–	L	H	–	–	L	H	–	–	L
ASCII	:	1	1	1	0	0	0	0	1	0	0	0	2	0	4	0	0	0	A	0	1	0	2
Hex	3A	31	31	31	30	30	30	41	43	30	30	30	32	30	34	30	30	30	41	30	31	30	32

Continue d...

	Check code (LRC)		Tail	
	L	H		
ASCII			CR	LF
Hex	—	—	0D	0A

(Slave → Master: response frame)

comment	Header	Slave prefix		Command		Leading device				Quantity of Register (Word Count)				Check code (LRC)		Tail	
		H	L	H	L	H	–	–	L	H	–	–	L	L	H		
ASCII	:	1	1	1	0	0	0	0	1	0	0	0	2			CR	LF
Hex	3A	31	31	30	31	30	30	30	31	30	30	30	32	—	—	0D	0A

A.5 LRC/CRC Generation

(1) LRC Generation

The Longitudinal Redundancy Check (LRC) field is one byte, containing an 8–bit binary value. The LRC value is calculated by the transmitting device, which appends the LRC to the message. The receiving device recalculates an LRC during receipt of the message, and compares the calculated value to the actual value it received in the LRC field. If the two values are not equal, an error results.

The LRC is calculated by adding together successive 8–bit bytes in the message, discarding any carries, and then two's complementing the result. The LRC is an 8–bit field, therefore each new addition of a character that would result in a value higher than 255 decimal simply 'rolls over' the field's value through zero. Because there is no ninth bit, the carry is discarded automatically.

A procedure for generating an LRC is:

1. Add all bytes in the message, excluding the starting 'colon' and ending CRLF. Add them into an 8–bit field, so that carries will be discarded.
2. Subtract the final field value from FF hex (all 1's), to produce the ones–complement.
3. Add 1 to produce the twos–complement.

– Placing the LRC into the Message

When the 8–bit LRC (2 ASCII characters) is transmitted in the message, the high–order character will be transmitted first, followed by the low–order character.

For example, if the LRC value is 61 hex (0110 0001):

Colon	Addr	Func	Data Count	Data	Data	Data	Data	LRC Hi	LRC Lo	CR	LF
								6	1		

– Example

An example of a C language function performing LRC generation is shown below.

The function takes two arguments:

```
unsigned char *auchMsg ;              // A pointer to the message buffer containing
                                      // binary data to be used for generating the LRC
unsigned short usDataLen ;            // The quantity of bytes in the message buffer.
```

The function returns the LRC as a type unsigned char.

– LRC Generation Function

```
static unsigned char LRC(auchMsg, usDataLen)
unsigned char *auchMsg ;              /* message to calculate LRC upon */
unsigned short usDataLen ;            /* quantity of bytes in message */
{
    unsigned char uchLRC = 0 ;        /* LRC char initialized */
    while (usDataLen—)                /* pass through message buffer */
    uchLRC += *auchMsg++ ;            /* add buffer byte without carry */
    return ((unsigned char)(–((char)uchLRC))) ;   /* return twos complement */
}
```

(2) CRC Generation

The Cyclical Redundancy Check (CRC) field is two bytes, containing a 16–bit binary value. The CRC value is calculated by the transmitting device, which appends the CRC to the message. The receiving device recalculates a CRC during receipt of the message, and compares the calculated value to the actual value it received in the CRC field. If the two values are not equal, an error results.

The CRC is started by first preloading a 16–bit register to all 1's. Then a process begins of applying successive 8–bit bytes of the message to the current contents of the register. Only the eight bits of data in each character are used for generating the CRC. Start and stop bits, and the parity bit, do not apply to the CRC.

During generation of the CRC, each 8–bit character is exclusive ORed with the register contents. Then the result is shifted in the direction of the least significant bit (LSB), with a zero filled into the most significant bit (MSB) position. The LSB is extracted and examined. If the LSB was a 1, the register is then exclusive ORed with a preset, fixed value. If the LSB was a 0, no exclusive OR takes place.

This process is repeated until eight shifts have been performed. After the last (eighth) shift, the next 8–bit character is exclusive ORed with the register's current value, and the process repeats for eight more shifts as described above. The final contents of the register, after all the characters of the message have been applied, is the CRC value.

A procedure for generating a CRC is:

1. Load a 16–bit register with FFFF hex (all 1's). Call this the CRC register.
2. Exclusive OR the first 8–bit byte of the message with the low–order byte of the 16–bit CRC register, putting the result in the CRC register.
3. Shift the CRC register one bit to the right (toward the LSB), zero–filling the MSB. Extract and examine the LSB.
4. (If the LSB was 0): Repeat Step 3 (another shift). (If the LSB was 1): Exclusive OR the CRC register with the polynomial value A001 hex (1010 0000 0000 0001).
5. Repeat Steps 3 and 4 until 8 shifts have been performed. When this is done, a complete 8–bit byte will have been processed.
6. Repeat Steps 2 through 5 for the next 8–bit byte of the message. Continue doing this until all bytes have been processed.
7. The final contents of the CRC register is the CRC value.
8. When the CRC is placed into the message, its upper and lower bytes must be swapped as described below.

– Placing the CRC into the Message

When the 16–bit CRC (two 8–bit bytes) is transmitted in the message, the low-order byte will be transmitted first, followed by the high-order byte.

For example, if the CRC value is 1241 hex (0001 0010 0100 0001):

Addr	Func	Data Count	Data	Data	Data	Data	CR C_{Lo}	CR C_{Hi}
							41	12

– Example

An example of a C language function performing CRC generation is shown on the following pages. All of the possible CRC values are preloaded into two arrays, which are simply indexed as the function increments through the message buffer.

One array contains all of the 256 possible CRC values for the high byte of the 16–bit CRC field, and the other array contains all of the values for the low byte. Indexing the CRC in this way provides faster execution than would be achieved by calculating a new CRC value with each new character from the message buffer.

> **Note** This function performs the swapping of the high/low CRC bytes internally. The bytes are already swapped in the CRC value that is returned from the function. Therefore the CRC value returned from the function can be directly placed into the message for transmission.

The function takes two arguments:

```
unsigned char *puchMsg ;          //A pointer to the message buffer containing
                                  //binary data to be used for generating the CRC
unsigned short usDataLen ;        //The quantity of bytes in the message buffer.
```

The function returns the CRC as a type unsigned short.

– CRC Generation Function

```
unsigned short CRC16(puchMsg, usDataLen)
unsigned char *puchMsg ;                    /* message to calculate CRC upon */
unsigned short usDataLen ;                  /* quantity of bytes in message */
{
    unsigned char uchCRCHi = 0xFF ;         /* high byte of CRC initialized */
    unsigned char uchCRCLo = 0xFF ;         /* low byte of CRC initialized */
    unsigned uIndex ;                       /* will index into CRC lookup table */
    while (usDataLen—)                      /* pass through message buffer */
    {
        uIndex = uchCRCHi ^ *puchMsgg++ ;   /* calculate the CRC */
        uchCRCHi = uchCRCLo ^ auchCRCHi[uIndex} ;
        uchCRCLo = auchCRCLo[uIndex] ;
    }
    return (uchCRCHi << 8 | uchCRCLo) ;
}
```

– High-Order Byte Table

```
/* Table of CRC values for high–order byte */
static unsigned char auchCRCHi[ ] = {
0x00, 0xC1, 0x81, 0x40, 0x01, 0xC0, 0x80, 0x41, 0x01, 0xC0, 0x80, 0x41, 0x00, 0xC1, 0x81, 0x40, 0x01, 0xC0, 0x80, 0x41,
0x00, 0xC1, 0x81, 0x40, 0x00, 0xC1, 0x81, 0x40, 0x01, 0xC0, 0x80, 0x41, 0x01, 0xC0, 0x80, 0x41, 0x00, 0xC1, 0x81, 0x40,
0x00, 0xC1, 0x81, 0x40, 0x01, 0xC0, 0x80, 0x41, 0x00, 0xC1, 0x81, 0x40, 0x01, 0xC0, 0x80, 0x41, 0x01, 0xC0, 0x80, 0x41,
0x00, 0xC1, 0x81, 0x40, 0x01, 0xC0, 0x80, 0x41, 0x00, 0xC1, 0x81, 0x40, 0x00, 0xC1, 0x81, 0x40, 0x01, 0xC0, 0x80, 0x41,
0x00, 0xC1, 0x81, 0x40, 0x01, 0xC0, 0x80, 0x41, 0x01, 0xC0, 0x80, 0x41, 0x00, 0xC1, 0x81, 0x40, 0x00, 0xC1, 0x81, 0x40,
0x01, 0xC0, 0x80, 0x41, 0x01, 0xC0, 0x80, 0x41, 0x00, 0xC1, 0x81, 0x40, 0x01, 0xC0, 0x80, 0x41, 0x00, 0xC1, 0x81, 0x40,
0x00, 0xC1, 0x81, 0x40, 0x01, 0xC0, 0x80, 0x41, 0x01, 0xC0, 0x80, 0x41, 0x00, 0xC1, 0x81, 0x40, 0x00, 0xC1, 0x81, 0x40,
0x01, 0xC0, 0x80, 0x41, 0x00, 0xC1, 0x81, 0x40, 0x01, 0xC0, 0x80, 0x41, 0x01, 0xC0, 0x80, 0x41, 0x00, 0xC1, 0x81, 0x40,
0x00, 0xC1, 0x81, 0x40, 0x01, 0xC0, 0x80, 0x41, 0x01, 0xC0, 0x80, 0x41, 0x00, 0xC1, 0x81, 0x40, 0x01, 0xC0, 0x80, 0x41,
0x00, 0xC1, 0x81, 0x40, 0x00, 0xC1, 0x81, 0x40, 0x01, 0xC0, 0x80, 0x41, 0x00, 0xC1, 0x81, 0x40, 0x01, 0xC0, 0x80, 0x41,
0x01, 0xC0, 0x80, 0x41, 0x00, 0xC1, 0x81, 0x40, 0x01, 0xC0, 0x80, 0x41, 0x00, 0xC1, 0x81, 0x40, 0x00, 0xC1, 0x81, 0x40,
0x01, 0xC0, 0x80, 0x41, 0x01, 0xC0, 0x80, 0x41, 0x00, 0xC1, 0x81, 0x40, 0x00, 0xC1, 0x81, 0x40, 0x01, 0xC0, 0x80, 0x41,
0x00, 0xC1, 0x81, 0x40, 0x01, 0xC0, 0x80, 0x41, 0x01, 0xC0, 0x80, 0x41, 0x00, 0xC1, 0x81, 0x40
} ;
```

– Low-Order Byte Table

```
/* Table of CRC values for low–order byte */
static char auchCRCLo[ ] = {
0x00, 0xC0, 0xC1, 0x01, 0xC3, 0x03, 0x02, 0xC2, 0xC6, 0x06, 0x07, 0xC7, 0x05, 0xC5, 0xC4, 0x04, 0xCC, 0x0C, 0x0D, 0xCD,
0x0F, 0xCF, 0xCE, 0x0E, 0x0A, 0xCA, 0xCB, 0x0B, 0xC9, 0x09, 0x08, 0xC8, 0xD8, 0x18, 0x19, 0xD9, 0x1B, 0xDB, 0xDA, 0x1A,
0x1E, 0xDE, 0xDF, 0x1F, 0xDD, 0x1D, 0x1C, 0xDC, 0x14, 0xD4, 0xD5, 0x15, 0xD7, 0x17, 0x16, 0xD6, 0xD2, 0x12, 0x13, 0xD3,
0x11, 0xD1, 0xD0, 0x10, 0xF0, 0x30, 0x31, 0xF1, 0x33, 0xF3, 0xF2, 0x32, 0x36, 0xF6, 0xF7, 0x37, 0xF5, 0x35, 0x34, 0xF4,
0x3C, 0xFC, 0xFD, 0x3D, 0xFF, 0x3F, 0x3E, 0xFE, 0xFA, 0x3A, 0x3B, 0xFB, 0x39, 0xF9, 0xF8, 0x38, 0x28, 0xE8, 0xE9, 0x29,
0xEB, 0x2B, 0x2A, 0xEA, 0xEE, 0x2E, 0x2F, 0xEF, 0x2D, 0xED, 0xEC, 0x2C, 0xE4, 0x24, 0x25, 0xE5, 0x27, 0xE7, 0xE6, 0x26,
0x22, 0xE2, 0xE3, 0x23, 0xE1, 0x21, 0x20, 0xE0, 0xA0, 0x60, 0x61, 0xA1, 0x63, 0xA3, 0xA2, 0x62, 0x66, 0xA6, 0xA7, 0x67,
0xA5, 0x65, 0x64, 0xA4, 0x6C, 0xAC, 0xAD, 0x6D, 0xAF, 0x6F, 0x6E, 0xAE, 0xAA, 0x6A, 0x6B, 0xAB, 0x69, 0xA9, 0xA8, 0x68,
0x78, 0xB8, 0xB9, 0x79, 0xBB, 0x7B, 0x7A, 0xBA, 0xBE, 0x7E, 0x7F, 0xBF, 0x7D, 0xBD, 0xBC, 0x7C, 0xB4, 0x74, 0x75, 0xB5,
0x77, 0xB7, 0xB6, 0x76, 0x72, 0xB2, 0xB3, 0x73, 0xB1, 0x71, 0x70, 0xB0, 0x50, 0x90, 0x91, 0x51, 0x93, 0x53, 0x52, 0x92,
0x96, 0x56, 0x57, 0x97, 0x55, 0x95, 0x94, 0x54, 0x9C, 0x5C, 0x5D, 0x9D, 0x5F, 0x9F, 0x9E, 0x5E, 0x5A, 0x9A, 0x9B, 0x5B,
0x99, 0x59, 0x58, 0x98, 0x88, 0x48, 0x49, 0x89, 0x4B, 0x8B, 0x8A, 0x4A, 0x4E, 0x8E, 0x8F, 0x4F, 0x8D, 0x4D, 0x4C, 0x8C,
0x44, 0x84, 0x85, 0x45, 0x87, 0x47, 0x46, 0x86, 0x82, 0x42, 0x43, 0x83, 0x41, 0x81, 0x80, 0x40
} ;
```