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How to send and receive UDP / TCP data ?

The following ISaGRAF PAC supports receiving and sending UDP broadcast or normal package data. The package data format can be message (string) .

XP-8xx7-CE6

WP-8xx7

VP-2xW7 (driver version 1.24 or later)

uPAC-7186EG (driver version 1.12 or later)

iP-8xx7 (driver version 1.08 or later)

VP-2117 (driver version 1.01 or later)

and future released WP-5xx7.

Additionally the XP-8xx7-CE6, WP-8xx7, VP-2xW7 and future released WP-5xx7 also support package data which can contain ASCII value 0.

(However the uPAC-7186EG, iP-8xx7 and VP-2117 don't support it) .

If your ISaGRAF driver in your PAC is older than the above version, please visit the following web site to download it and then update it.

<http://www.icpdas.com/en/download/show.php?num=368&nation=US&kind1=&model=&kw=isagraf>

Please refer to the Chapter 19.2 and 19.3 for more information about using the UDP and TCP to receive or send data.

<http://www.icpdas.com/en/download/show.php?num=333&nation=US&kind1=&model=&kw=isagraf> .

You can get the "faq133_demo.zip" from <https://www.icpdas.com/en/faq/index.php?kind=280#751> > 133. It contains the following ISaGRAF example programs.

UDP receive / send string : Wpdmo19 , Wpdmo19a

The following are supported only by the XP-8xx7-CE6, WP-8xx7, VP-2xW7 and WP-5xx7

UDP receive / send data which may contain ASCII value 0 : Wpdmo77a

TCP receive / send string : Wpdmo_32 , Wpdmo_33

TCP receive / send data which may contain ASCII value 0 : Wpdmo77b

Please refer to the next page to restore the above programs to your PC / ISaGRAF.

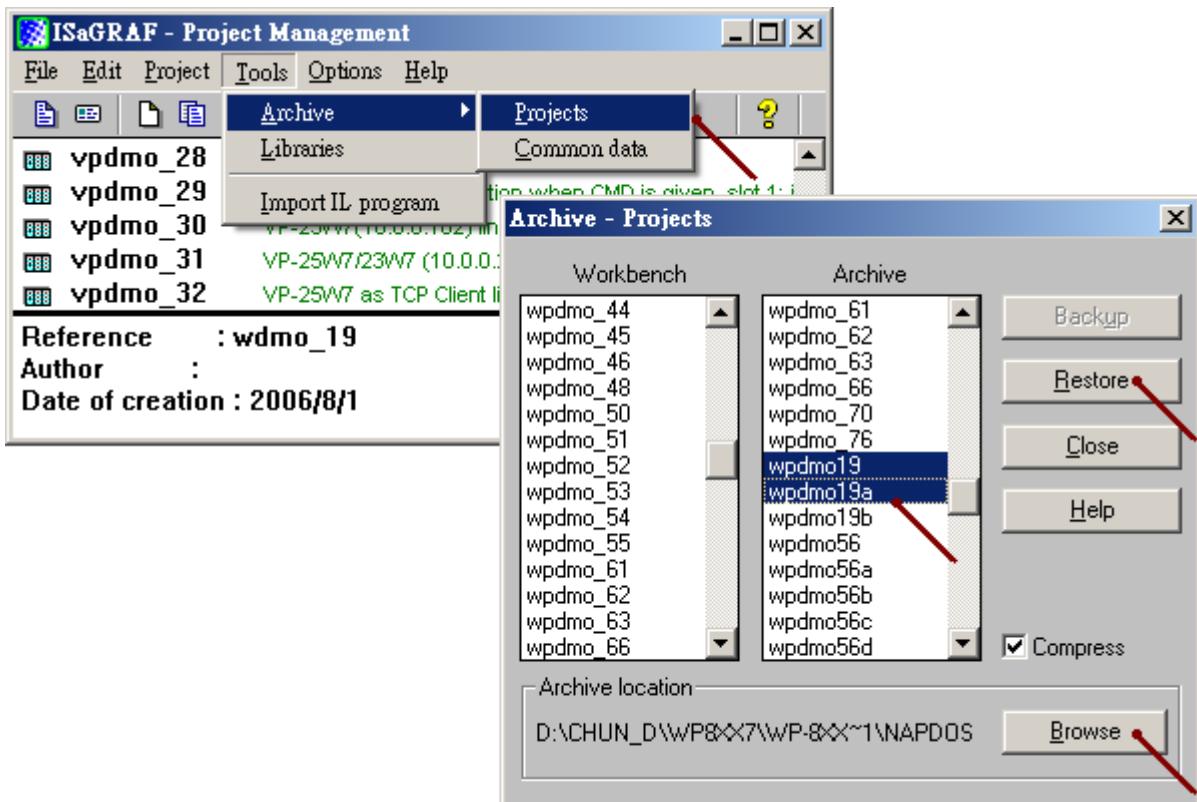
More product information is at the following.

Data Sheet :

<http://www.icpdas.com/en/download/index.php?nation=US&kind1=6&kind2=15&model=&kw=isagraf>

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Restore example programs to the PC / ISaGRAF .



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To use the UDP in the ISaGRAF PAC , first connecting the “udp_ip” in the IO connection.

The screenshot shows the ISaGRAF software interface with the title bar "ISaGRAF - VPDM019". The menu bar includes File, Edit, Tools, Options. The toolbar has icons for file operations. A status bar at the bottom shows "100%".

Configuration Details:

- Send_Time_Gap:** 10 ~ 5000 . Time gap between two sending message. Unit is ms .
- Properties Panel (Right):**
 - ref = 127A
 - this_port = 12001 (highlighted with a red arrow)
 - this_ip = 192.168.1.238
 - reserved = 0
 - Send_Time_Gap = 250
 - reserved = 0
 - reserved = 0
 - reserved = 0
 - port1 = 25000
 - to_ip1 = 192.168.1.180
 - port2 = 12001
 - to_ip2 = N/A
 - port3 = 12001
 - to_ip3 = N/A
 - port4 = 19001
 - to_ip4 = 192.168.1.255 (highlighted with a red arrow)
- Object Tree (Left):**
 - 7
 - 8 udp_ip (highlighted with a red arrow)
 - 9
 - 10
 - 11
 - 12
 - 13
 - 14
 - 15

Annotations:

- A callout box points to "this_port = 12001" with the text: "This_port: Port No. of UDP used for receiving message from remote PC or controllers. It is better to use value larger than 1000. Default is 12001"
- A callout box points to "to_ip4 = 192.168.1.255" with the text: "The last number 255 means UDP broadcasting ."
- A callout box points to the "Object Tree" with the text: "Only necessary for sending message out. Please set IP as N/A if the controller only receiving message ."
- A callout box points to "to_ip1 ~ to_ip4" with the text: "Port1 to Port4: Port No. of the UDP of the remote PCs and controllers. Max. 4 connection to send message to remote PCs or controllers."
- A callout box points to "Note : The uPAC-7186EG, iP-8xx7 and VP-2117 support only to_ip1 and to_ip2, they don't support to_ip3 and to_ip4 ."

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Then user may write a ST program similar as below to send UDP message periodoly.

```
(* INIT1 is declared as internal Boolean with initial value TRUE , TMP is an internal Boolean.
TMR1 , TMR1_next and TMR1_interval are declared as internal timers.
CNT1  is declared as an internal Integer *)

if  INIT1  then
    INIT1 := False;      (* No more *)
    TMR1_interval := T#5s ;
    TMR1 := T#0s ;
    TMR1_next := TMR1_interval ;
    tStart(TMR1);      (* start ticking timer *)
end_if ;

(* send UDP message to 1st connection every 5 seconds *)
if  TMR1 >= TMR1_next  then

    TMR1_next := TMR1_next + TMR1_interval ;
    if  TMR1 >= T#12h  then      (* reset TMR1 every 12 hour *)
        TMR1 := T#0s ;
        TMR1_next := TMR1_interval ;
    end_if ;
    CNT1 := CNT1 + 1 ;
    if  CNT1 >= 10000  then
        CNT1 := 0 ;
    end_if ;
    (* send UDP message to the 1st connection *)
    TMP := udp_send( 1 , 'CNT1=' + MSG(CNT1) ) ;

end_if ;
```

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There is one utility - “udp.exe” coming with the “faq133_demo.zip” which can run in the PC with Windwos 2000, XP or compatible OS. It can receive the UDP message and display the data. Please open a command console, then for example, to receive data from UDP port 25000, type “udp 25000” .

D:\> udp 25000

```
D:\> udp 25000

Receive message via UDP/IP, port No.=25000
try to create socket..      Socket Ok.

0:Receive 7 bytes
43 4E 54 31 3D 33 31

1:Receive 7 bytes
43 4E 54 31 3D 33 32

2:Receive 7 bytes
43 4E 54 31 3D 33 33

3:Receive 7 bytes
43 4E 54 31 3D 33 34

4:Receive 7 bytes
43 4E 54 31 3D 33 35
```

udp.exe displays data as hexadecimal format. For example,

43 4E 54 31 3D 33 31
means “CNT1=31”