

NETIOM-UDP

User Manual

About This Manual

This manual provides a detailed description of the operation and features of Netiom-UDP. It assumes that the reader is familiar with network terminology and therefore does not give any detailed descriptions of networks or their operation.

If you are not familiar with networking then it may help to read the "Network Terminology" document.

PC based software is provided which provides a graphical interface to the programming features of Netiom-UDP. This manual makes reference to this software in the explanations for the set up procedure.

It is not necessary to read the whole manual before setting up Netiom-UDP as it is unlikely that you will use all of its features. For small networks the Quick Start section should get you up and running so that you can create a basic link.

If you encounter problems with the Quick Start then it is likely that you have some sort of problem with network addressing. If so refer to that section. The Introduction and Operation section may also help with problem solving.

Details of how Netiom-UDP establishes and controls the link are in the Appendices. This information is provided for those who are interested in the internal workings of the link and for a better understanding of its operation. It is not necessary to read or understand to this level of detail to use the product.

Introduction

Netiom-UDP is a network enabled Input / Output module. It is intended to work in conjunction with a PC or other network enabled devices. UDP packets sent from the PC can control the 16 outputs and send data via the serial port. Netiom-UDP will send the status of all inputs and outputs and if data is received on the serial port this will be sent in addition to the I/O status.

Netiom-UDP consists of:

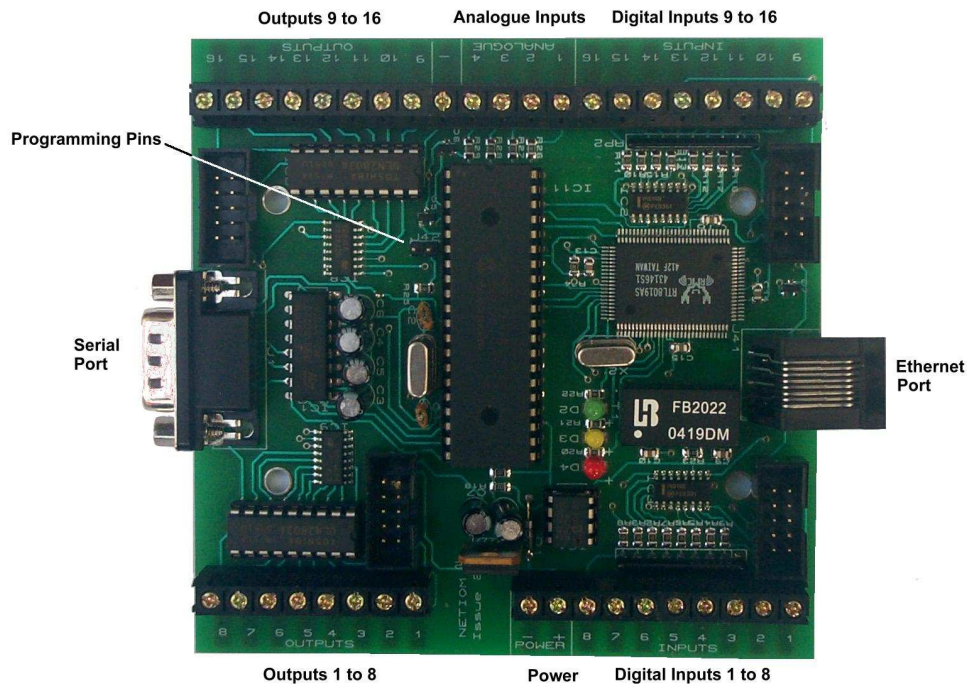
- 16 Digital Inputs
- 16 Digital Outputs
- 1 Serial Port
- 1 Ethernet Port

Three LEDs are provided which show the status of the ethernet connection. A link is provided to switch between active mode and programming mode.

Netiom-UDP will work on both local networks and wide area networks such as the Internet.

To run Netiom-UDP you will need:

- A 12 Volt d.c. power supply.
- A null modem serial lead (for programming).
- An ethernet cable to connect to the network.



Operation

Netiom-UDP has 3 LEDs which indicate the status of the ethernet connection.

Green indicates that Netiom-UDP is connected to the network. When it is on it indicates that the network connection is present but not necessarily that Netiom-UDP is communicating with the network.

Amber is the receive indication. This is normally on and switches off when data is received. In normal operation this will flicker off every few seconds as it detects normal network polling.

Red is the transmit indication. This will switch off when data is transmitted from Netiom-UDP. It is normally on.

The programming link is used to switch Netiom-UDP between active mode and programming mode.

In active mode Netiom-UDP will connect to the network and respond to ethernet messages. It will not respond to any commands issued on the serial port.

In programming mode Netiom-UDP will not access the network but it will accept commands from the serial port. When the link is removed all network connections will be reset.

Quick Start

1. Place the programming link in position.
2. Connect the network to Netiom-UDP with an ethernet cable.
3. Connect a 12 Volt d.c. power supply to the power terminals.
4. The LED's should now be illuminated. The amber LED may flicker occasionally.
5. You may now want to verify the settings using the Netiom-UDP Interface software.
6. Install and run the Netiom-UDP Interface Software.
7. Select the PC comms port you will be using. This is on the General page.
8. Connect a null modem lead between the PC comms port and the Netiom-UDP serial port.
9. Press the "Read From NETIOM" button. You can now review the settings.
10. The next step will depend on your network settings. If you have a DHCP server (typically an ADSL router) proceed from section "With DHCP Server" otherwise go the section "Without DHCP Server".

With DHCP Server

11. Ensure that the following boxes are checked on the Data page:

"Get Address Automatically"
"Enable Client"
"Use Broadcast Address"

If are not checked then check them and download to Netiom-UDP using the "Write To NETIOM" button on the general page.

12. Remove the programming link. The red LED should now flicker once or twice.
13. Wait for about 5 seconds and replace the programming link.
14. Read the data back from Netiom-UDP as before.
15. The assigned IP address will now be displayed on the Server page. If this reads 0.0.0.0 then the DHCP process has failed and it will be necessary to set up the IP address manually. Follow the "Without DHCP Server" section instructions.
16. Repeat the procedure for the second module.

Without DHCP Server

17. You will need to set up the addressing manually. Uncheck the "Get Address Automatically" box on the Data page of the Netiom-UDP Interface software.
18. If there are a large number of devices on your network you will need to be assigned an IP address from your network administrator. If there are only a few PCs you can determine their address from a command prompt. Type in "ipconfig" and the settings will be returned. Make a note of each one and choose an address close to the ones returned changing only the fourth number. For example if your network is using 192.168.0.2 and 192.168.0.5 try using 192.168.0.6.

19. Enter the obtained number into the IP address boxes. You should be safe using 192.168.0.1 for the gateway address and 255.255.255.0 for the Submask.

20. Download the new data to Netiom-UDP using the “Write To NETIOM” button on the general page.

21 When the download is complete remove the programming link.

Interface Software

PC based software is provided to provide a graphical interface to programming Netiom-UDP.

On the opening page there are controls for loading and sending data and a logging area which will show a log of activity as well as any problems encountered.

The Data page is used to set all the necessary parameters for the Netiom-UDP.

Data

Data can be written to Netiom-UDP or read from it via the serial port at 19200 baud. Note that the programming link must be in place before communications can be established with Netiom-UDP. The best way to use the program is to read data from Netiom-UDP, modify it and then write it back.

At start up the program will load a set of defaults from the file “DefaultConfig.txt”. If you need a different set of defaults you can overwrite this file with your own values. If you have several different configurations then these can be saved as separate files.

Before sending data to Netiom-UDP the data is checked for any inconsistencies and will not proceed if any are found. If problems are encountered a list is written to the logging window.

During the write operation to Netiom-UDP all data is read back and compared with the data sent. If there are any problems then they will be reported in the log window.

Setting The Address

In order to function properly on a network Netiom-UDP needs know the following information:

IP Address
Gateway Address
Submask

Netiom-UDP is able to collect this information automatically if the network has a DHCP server. However if these addresses are obtained automatically they will be dynamic and can change with time. This may cause an interruption to the link, however it should be restored automatically.

To obtain an address automatically check the “Get Address Automatically” box. After you download the data to Netiom-UDP and remove the link Netiom-UDP will attempt to obtain the relevant information.

To set up the addresses manually uncheck the "Get Address Automatically" box and enter the addresses in the appropriate edit boxes. Each box must contain a number in the range 0 to 255. The default values are:

IP Address: 192.168.0.6
Gateway Address: 192.168.0.1
Submask: 255.255.255.0

These values should be OK for small networks with only one or two computers and a gateway router.

If you need to change them you will need to ascertain the values from the network. For local networks there are three address ranges:

10.0.0.0 to 10.255.255.255
172.16.0.0 to 172.31.255.255
192.168.0.0 to 192.168.255.255

The best way to find free addresses is to log on to the gateway router as this will keep track of all the attached devices. It will also show its own IP address which should be used as the Gateway Address.

You can find the settings on any local PC running Windows by going to the command prompt and typing "config". This will return the IP Address of the PC, the Gateway Address and the Submask. If you only have one PC and gateway router then use the last two values for the Gateway Address and Submask and increment the last digit of the IP Address by 1.

Port Number

The port number is used as part of the network interface. This can be set anywhere in the range 1 to 65535. However values below 1024 should be avoided as these are generally pre-allocated to well known services.

Connections

The connections section defines how the link is established and maintained.

In client mode the Netiom-UDP will periodically send out a network packet even if the link is not established. Data will be transmitted whenever a change occurs on the inputs or when a serial message is received. If there has been no change for a period defined by the Update Period then a message will be transmitted as a heartbeat.

If client mode is not select messages are not transmitted until the link is established. Messages will then be sent in the same way as in client mode.

When in client mode the Netiom-UDP will need to know the IP address to connect to the other end of the link. Two methods are available. If Use Broadcast Address is selected Netiom-UDP will transmit a broadcast to all devices on the network. The device at the other end will recognise this message and return with a reply indicating its own IP address. The originating device will then use this new IP address for further communication. Note that this method is only suitable for local area networks as broadcasts are not allowed to transverse gateways.

The second method is to supply an IP address. In this case the originating Netiom-UDP will establish contact directly with the other end. This method must be used for wide area networks such as the internet.

Serial Port

With the programming link in place the serial port always runs at 19200 baud.

In active mode you can specify the baud rate so that Netiom-UDP can communicate with external equipment. Netiom-UDP can support baud rates in the range 2400 to 38400 baud.

Netiom-UDP will store incoming serial data in a 64 byte working buffer until it deems that the data string is complete. Once complete or the buffer is full the data is transmitted to the remote Netiom-UDP.

You can specify either a carriage return/line feed pair (CR/LF) indicates that the data is complete or use a timed methodology i.e. no data for a fixed period. If the latter is chosen then the timeout value can be specified in the range 20mS to 20 seconds.

Note that it is important that both ends of the link have the same baud rate as there is limited buffering within the Netiom-UDPs and congestion could cause data loss.

Watchdog

The watchdog facility can be used to monitor link activity. If this facility is enabled then output 1 will be activated when the link is established. Note that this will then remove the functionality of Input 1.

MAC Address

This field shows the MAC address of the Netiom-UDP. It is not possible to change this number and is provided for information only.

Pings

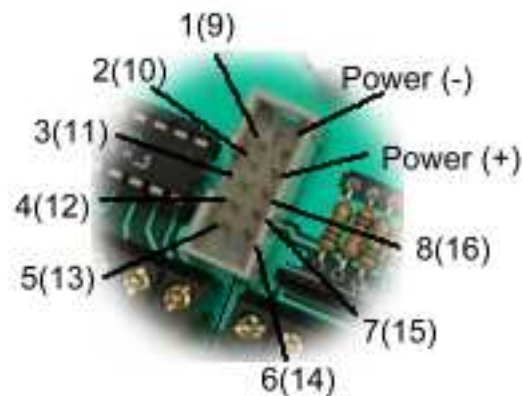
Netiom-UDP will respond to network pings. To ping Netiom-UDP from a PC use the command line ping followed by its IP address. For example:

```
ping 192.168.0.6
```

Hardware

Connections

The digital inputs and outputs are available via screw terminals or 10 way headers. The headers also have power pins so that auxiliary modules can be powered directly from Netiom-UDP. Each of the headers has the same pin assignment regardless of whether they are inputs or outputs. The following diagram shows the pin arrangement:



Digital Inputs

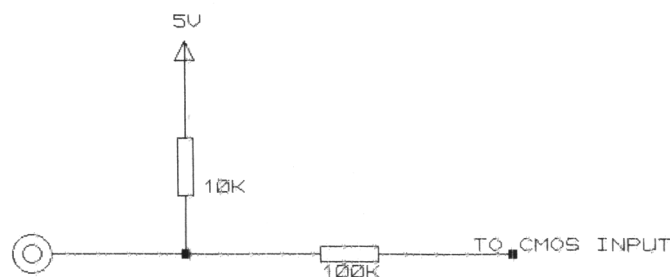
Each digital input is connected to a CMOS gate via a 100K resistor. It is pulled up to the internal 5 Volt supply rail via a 10K resistor.

The input can be directly interfaced to TTL and CMOS outputs. The input voltage should not exceed 5 Volts. In addition the inputs can use clean contacts referenced to 0 Volts or open collector outputs again referenced to 0 Volts.

If the driving modules do not share the same power supply as Netiom-UDP then it will be necessary to common their 0 Volt lines.

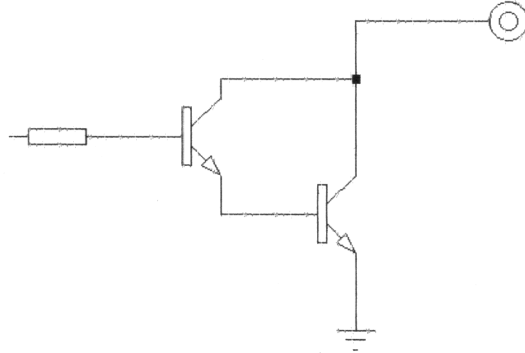
The inputs are scanned with a timebase of 100mS. Thus the input signal must be present for 200mS in order to guarantee Netiom-UDP seeing it.

With the input high or open circuit Netiom-UDP will report it as a "1", otherwise it will be reported as a "0".

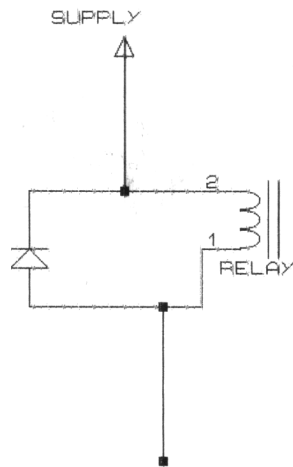


Outputs

Outputs are open collector and can be used to drive relays solenoid LEDs etc. Optional LED and relay modules are available which plug directly into the 10 way header.



Note that if these outputs are to drive inductive loads such as relays and motors then the load must have some form of back EMF suppression fitted. IF SUPPRESSION IS NOT FITTED THEN THE OUTPUT DEVICE WILL BE DAMAGED. The following diagram shows how to interface the VIOM output to a relay.



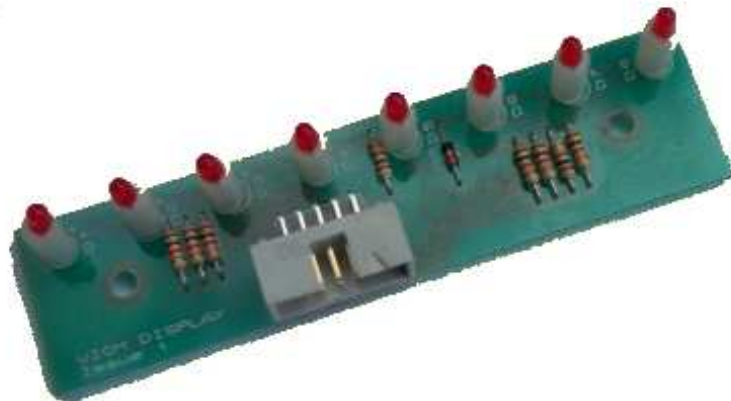
Analogue Inputs

Analogue inputs are not used with Netiom-UDP.

Hardware Accessories

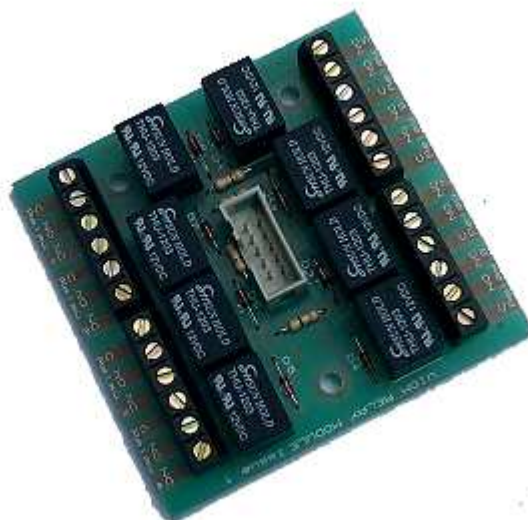
Display Module

The display module consists of 8 LEDs which can be connected directly on to the Netiom-UDP controller. Connection is via a ribbon cable to the output header. If all 16 outputs are to be displayed then two VIOM Display modules will be required.



Relay Module

The Relay module consists of 8 single pole change over relays which can be connected directly on to the Netiom-UDP controller. Connection is via a ribbon cable to the output header. If all 16 outputs are to be used then two Relay modules will be required.



Using Netiom-UDP on the Internet

Netiom-UDP can work on wide area networks such as the Internet as well as local networks. Dial up networks using modems are not suitable for accessing Netiom-UDP.

The local network will be connected to the Internet via a gateway. This may be a computer or an ADSL router or some similar device. The gateway will have two IP addresses, one which it will present to the local network and one which it will present to the Internet. The Internet IP address will be supplied by your ISP.

If you are connecting to Netiom-UDP via the Internet then you will need to use the Internet IP address. You will also need to tell the gateway to route incoming traffic to Netiom-UDP. This is called "Port Forwarding". Thus you will need to set the gateway "Port Forwarding" to the same port as you have defined the Port Number parameter to the Netiom-UDP IP address. Then any port requests the gateway receives from the Internet will be forwarded to Netiom-UDP.

Troubleshooting

Problem: No LEDs are illuminated

Solution: This is likely to be a power problem. Check that power is connected and that it is the correct polarity.

Problem: The green LED is off but the red and yellow are on.

Solution: This is an ethernet connection problem. Make sure that the ethernet cable is firmly in position at both ends. Is the router or hub is switch on?

Is the cable good and is it the correct type? There are two types of ethernet cables, straight through and cross over. If you are connecting into a hub or router you should use a straight through type. If you are connecting directly to a PC you will need to use a cross over type.

Problem: Netiom-UDP will work fine on a local network but it will not work over the internet.

Solution: Make sure that you have not set the client addressing to Use Broadcast Address at either end of the link.

Make sure that you have set port forwarding on both gateways to the correct port and IP address.

Some gateways will remember old IP addresses and their associated MAC addresses. Thus the gateway may be forwarding packets using an incorrect MAC address. Try resetting the gateway or changing the IP address of the Netiom-UDP to another address.

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Appendix 1

Link Initiation

1. Client Mode with Fixed IP Address

At start up an ARP (Address Resolution Protocol) request is issued. If the request is resolved Netiom-UDP will know the MAC address of the target device and will know that it is present on the network. A network packet will then be transmitted with the current status of the inputs. This should then result in the return of a packet from the target end thus establishing the link.

If the ARP request is not resolved then Netiom-UDP will wait for the Timeout period and then re-issue the request. This will continue until a response is returned.

If there is a break in the receipt of packets from the remote end of the link for the Timeout period then the link is reset and a new ARP request is issued. Again this is repeated until the link is re-established.

2. Client Mode with Broadcast IP Address

At start up a network packet is transmitted with the current input status. The IP address will be 255.255.255.255 and the MAC address will be 0xFFFFFFFF both defined as broadcast values. The target will recognise that this is a packet from a Netiom-UDP and will respond using the originating IP and MAC addresses as their target addresses. The originating device will receive the packet, recognise that it a Netiom-UDP package and will now deduce the IP and MAC addresses of the remote end. The next packet transmitted by the originating end will use this new information thus establishing the link.

3. Non-Client Mode

At start up the Netiom-UDP will listen for packets on the assigned Port Number. It will not transmit and data at this time. When a packet is received it is inspected to determine if it is a Netiom-UDP packet. If it is then it will respond to the packet with the current status of its inputs using the originating IP and MAC addresses as the target address thus establishing the link.

If there is a break in the receipt of packets from the remote end of the link for the Timeout period then the Netiom-UDP will stop transmitting and revert to listening mode again.

Appendix 2

Data Transmission

Netiom-UDP uses UDP (User Datagram Protocol) packets to transmit information across the network. This is a simpler but faster protocol than TCP and more suited to this type of link.

While there is no change in input conditions and no serial port activity a packet is sent at the end of the user defined update period. The packet is marked as non-urgent so that the remote end knows that this is a regular update packet and does not need to respond until its own update period expires. This heartbeat message ensures that the remote end knows that the link is still in place and that if packets are lost then outputs are still synchronised.

If there is a change of input conditions or a serial port message is received then Netiom-UDP will immediately transmit a message irrespective of the state of the update period. This message will be marked as urgent and assigned a message number. On receiving this message the remote end will acknowledge the packet. The originating end will wait for this acknowledgement and if it is not received within a fixed period will re-issue it. The re-issues will continue until either an acknowledgement is received or a new message is generated by another input change / serial message receipt or until the update period expires.

Each packet is divided into 4 sections. The first section identifies the message as originating from a Netiom-UDP device. The second section is used for control, marking as urgent / non-urgent etc. The third section defines the current state of the I/O and is always transmitted. The final section is only present if there is a serial port message and contains the data received.

Appendix 3

Serial Port Data

It is not practicable for data to be sent over the network one character at a time. Therefore Netiom-UDP packages the data for onward transmission.

As each character is received from the serial port it is placed into a 64 byte buffer. When a packet is complete with either a carriage return / line feed pair or a break of transmission as defined by the user it is packed into a UDP packet and transmitted.

If the package size reaches the buffer limit again it is packaged up and sent to the remote end.

Inherent in this process is a transmission latency. Transmission at the remote end will not commence until reception at the local end is complete (or the buffer is full). Systems using the serial port must take this latency into account especially if retries and timeouts are employed.

Problems may also be encountered if large amounts of data is to be transmitted. Netiom-UDP uses a strategy of acknowledgements and retries to minimise the effect of lost data packets. However Netiom-UDP has limited storage for holding data for retransmission and if an acknowledgement has not been received before another packet is ready for transmission the new packet will be transmitted and the previous pack discarded. Normally this will not cause problems as the data loss is relatively rare but critical data should be checked within the receiving application.

Appendix 4

Data Format To Netiom-UDP

The basic format of the message without a serial output string is:

[Identifier][Message Type][Message Number][Output Data]

where:

Identifier is fixed and must be *NetiomUDP*. This is to prevent other network devices using the same port number causing data to be written to the outputs inadvertently.

Message Type is a single character and may be:

'A' indicates that the data is a regular update to which Netiom-UDP will not send an acknowledgement. Normally this type of message is used as a heartbeat to indicate that the link is still established. If the data has changed then Netiom-UDP will still update the outputs.

'U' indicates that new data is present and that an acknowledgement is requested. In this case Netiom-UDP will reply with the current status on inputs and outputs.

'C' indicates that the message was generated in response to a 'U' type message.

'R' indicates that the message is a resend because a previous 'U' type message has not been acknowledged.

Message Number is a single binary byte and is used to ensure that type 'R' messages do not send multiple strings over the serial port. Normally this value is incremented (and allowed to roll over) for each non 'R' type message. If a type 'R' message is sent it should use the Message Number of the previous message. Note that a value of zero should be avoided for the message number.

Output Data is a 16 character string which represents the state of the outputs. Output 1 is the first character of the string while output 16 is the last. A '1' indicates that the output is on, a '0' indicates that the output is off and a '*' indicates that the output should remain unchanged.

Example:

NetiomUNPA~1100*****

Will turn outputs 1 and 2 on. outputs 3 and 4 off and leave all others unchanged. No response will be returned from Netiom-UDP.

The basic format of the message with a serial output string is:

[Identifier][Message Type][Message Number][Output Data][Serial Identifier][Number of Characters][Data]

where

Serial Identifier is the character 'S' and indicates that the message contains serial data.

Number of Characters is a single binary character with the number of characters to be sent via the serial port

Data is the serial string to be sent. This can be in any format.

Appendix 5

Data Format From Netiom-UDP

The basic format of the message without a serial output string is:

[Identifier][Message Type][Message Number][Digital Input Data][Output Data][Analogue Data]

where:

Identifier is fixed and is always *NetiomUDP*.

Message Type is a single character and may be:

'A' indicates that the data is a regular update to which Netiom-UDP will not expect an acknowledgement. Normally this type of message is used as a heartbeat to indicate that the link is still established.

'U' indicates that new data is present and that an acknowledgement is requested.

'C' indicates that the message was generated in response to a 'U' type message.

'R' indicates that the message is a resend because a previous 'U' type message has not been acknowledged.

Message Number is a single binary byte and is used to ensure that type 'R' messages do not send multiple strings over the serial port. Normally this value is incremented (and allowed to roll over) for each non 'R' type message. When a type 'R' message is sent it uses the Message Number of the previous message. Note that a value of zero is never sent.

Digital Input Data is a 16 character string consisting of '1's and '0's followed by a comma representing the states of the inputs.

Output Data is a 16 character string consisting of '1's and '0's followed by a comma representing the states of the outputs.

Analogue Data is a 4 field comma delimited string. Each of the fields is an ASCII number up to 4 characters representing the value on an Analogue Input. Input 1 is reported first.

Example:

NetiomUDPA~1100110011001100,1111000011110000,123,456,99,1024

The basic format of the message with a serial output string is:

[Identifier][Message Type][Message Number][Digital Input Data][Output Data][Analogue Data]
[Serial Identifier][Number of Characters][Data]

where

Serial Identifier is the character 'S' and indicates that the message contains serial data.

Number of Characters is a single binary character with the number of characters received via the serial port

Data is the serial string to be sent. This can be in any format.