EN

wenglor
the innovative family

C5PC

1D/2D Codescanner

User Manual for Communication Settings

Subject to change without notice
Available as PDF version only
Version: 1.0.0
Status: 14.07.2021
www.wenglor.com

Table of Contents

1. General

1.1. Information Concerning these Instructions

- These instructions apply to the product with ID code C5PC.
- They make it possible to use the product safely and efficiently.
- These instructions are an integral part of the product and must be kept on hand for the entire duration of its service life.
- Local accident prevention regulations and national work safety regulations must be complied with as well.
- The product is subject to further technical development, and thus the information contained in these operating instructions may also be subject to change. The current version can be found at www.wenglor.com in the product's separate download area.

NOTE!
The operating instructions must be read carefully before using the product and must be kept on hand for later reference!

1.2. Explanations of Symbols

- Safety precautions and warnings are emphasized by means of symbols and attention-getting words.
- Safe use of the product is only possible if these safety precautions and warnings are adhered to.
- The safety precautions and warnings are laid out in accordance with the following principle:

Attention-Getting Word
Type and Source of Danger!
Possible consequences in the event that the hazard is disregarded.
- Measures for averting the hazard.

The meanings of the attention-getting words, as well as the scope of the associated hazards, are listed below.

DANGER!
This word indicates a hazard with a high degree of risk which, if not avoided, results in death or severe injury.

WARNING!
This word indicates a hazard with a medium degree of risk which, if not avoided, may result in death or severe injury.

CAUTION!
This word indicates a hazard with a low degree of risk which, if not avoided, may result in minor or moderate injury.

ATTENTION!
This word draws attention to a potentially hazardous situation which, if not avoided, may result in property damage.

NOTE!
A note draws attention to useful tips and suggestions, as well as information regarding efficient, error-free use.

1.3. Limitation of Liability

- The product has been developed in consideration of the current state-of-the-art and applicable standards and guidelines. Subject to change without notice. A valid declaration of conformity can be accessed at www.wenglor.com in the product's separate download area.
- wenglor GmbH (hereinafter referred to as "wenglor") excludes all liability in the event of:
    - Non-compliance with the instructions
    - Use of the product for purposes other than those intended
    - Use by untrained personnel
    - Use of unapproved replacement parts
    - Unapproved modification of products
- These operating instructions do not include any guarantees from wenglor with regard to the described procedures or specific product characteristics.
- wenglor assumes no liability for printing errors or other inaccuracies contained in these operating instructions, unless wenglor was verifiably aware of such errors at the point in time at which the operating instructions were prepared.

1.4. Copyrights

- The contents of these instructions are protected by copyright law.
- All rights are reserved by wenglor.
- Commercial reproduction or any other commercial use of the provided content and information, in particular graphics and images, is not permitted without previous written consent from wenglor.

2. For Your Safety

2.1. Use for Intended Purpose

The product is based on the following functional principle:

1D/2D Code Scanners
1D/2D code scanners read any code after simple pressing a key – whether printed, lasered, etched or directly marked (DPM). As a system supplier, wenglor also offers fully networked solutions in which codes are reliably scanned regardless of the position of the object.

This product can be used in the following industry sectors:

- Special machinery manufacturing
- Heavy machinery manufacturing
- Logistics
- Automotive industry
- Food industry
- Packaging industry
- Pharmaceuticals industry
- Clothing industry
- Plastics industry
- Woodworking industry
- Consumer goods industry
- Paper industry
- Electronics industry
- Glass industry
- Steel industry
- Printing industry
- Construction industry
- Chemicals industry
- Agriculture industry
- Alternative energy
- Raw materials extraction

2.2. Use for Other than the Intended Purpose

- Not a safety component in accordance with 2006/42/EC (Machinery Directive)
- The product is not suitable for use in potentially explosive atmospheres.
- The product may only be used with accessories supplied or approved by wenglor, or in combination with approved products. A list of approved accessories and combination products can be accessed at www.wenglor.com on the product detail page.

DANGER!
Risk of personal injury or property damage in case of use for other than the intended purpose!
Use for other than the intended purpose may lead to hazardous situations.
- Instructions regarding use for intended purpose must be observed.

2.3. Personnel Qualifications

- Suitable technical training is a prerequisite.
- In-house electronics training is required.
- Trained personnel must have uninterrupted access to the operating instructions.

DANGER!
Risk of personal injury or property damage in case of incorrect initial start-up and maintenance!
Personal injury and damage to equipment may occur.
- Adequate training and qualification of personnel.

2.4. Modification of Products

DANGER!
Risk of personal injury or property damage if the product is modified!
Personal injury and damage to equipment may occur. Non-observance may result in loss of the CE marking and the guarantee may be rendered null and void.
- Modification of the product is impermissible.

2.5. General Safety Precautions

NOTE!
- These instructions are an integral part of the product and must be kept on hand for the entire duration of its service life.
- In the event of possible changes, the respectively current version of the operating instructions can be accessed at www.wenglor.com in the product's separate download area.
- Read the operating instructions carefully before using the product.
- Protect the sensor against contamination and mechanical influences.
- Installation and removal of the product are only permissible in pressure-free piping systems which have been allowed to cool down.

2.6. Approvals and IP Protection

3. Regulations and Standards

3.1. Using Product Outside Japan

This regulation applies to C5PC readers and peripheral devices.
If you export (or provide a non-resident with) this product or a part of this product that falls under the category of goods (or technologies) specified by the Foreign Exchange and Foreign Trade Control Law as those which require permission or approval for export, you must obtain permission or approval or service transaction permission) pursuant to the law.

3.2. Conformance to EC/EU Directives

This regulation applies to C5PC code readers and peripheral devices.
- This product is in compliance with all applicable directives, 2014/30/EU, 2014/35/EU, and 2011/65/EU.
- This product complies with EC/EU Directives. EMC-related performance of the wenglor devices that comply with EC/EU Directives will vary depending on the configuration, wiring, and other conditions of the equipment or control panel on which the wenglor devices are installed.
- The customer must, therefore, perform the final check to confirm that devices and the overall machine conform to EMC standards.

3.3. Conformance to UL Standards

This regulation applies to reader and peripheral devices. This product complies with UL Standards.
- UL60950-1 2nd-edition, 2014 (Class III)

3.4. Radio Frequency Interference Requirements: FCC

This equipment has been tested for compliance with FCC (Federal Communications Commission) requirements and has been found to conform to applicable FCC standards. To comply with FCC RF exposure compliance requirements, this device must not be co-located with or operate in conjunction with any other antenna or transmitter. Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

3.4.1. Model C5PC Class B Statement

NOTE!
This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

3.4.2. Radio Frequency Interference Requirements: Canada

This device complies with Industry Canada ICES-003. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation. Cet appareil est conforme à la norme ICES-003 d'Industrie Canada. Son fonctionnement est soumis aux deux conditions suivantes: (1) l'appareil ne doit pas produire de brouillage, et (2) l'utilisateur de l'appareil doit accepter tout brouillage radioélectrique subi, même si le brouillage est susceptible d'en compromettre le fonctionnement.
Model C5PC: This Class B digital apparatus complies with Canadian ICES-003. Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

4. Communication Specifications Overview

This section provides a basic overview of the communications specifications and methods for controlling the code reader. This information is required before performing communications between the C5PC Series and an external device.

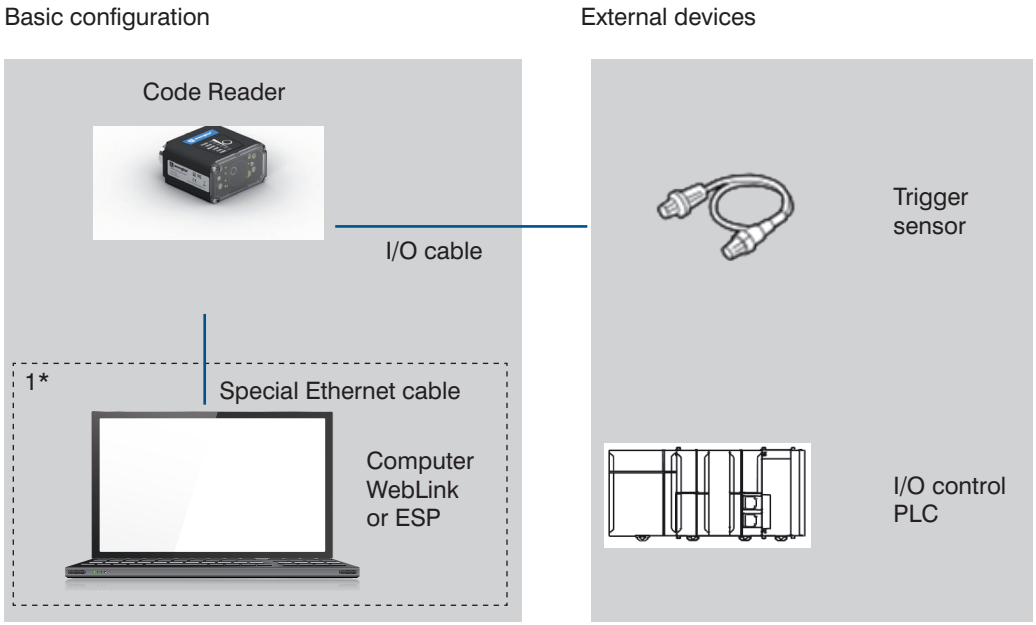
4.1. Confirming the System Configuration

This product is a multi-code reader that captures images of 1D symbols (barcodes) and 2D Symbols and reads and processes their embedded data.
In a system configuration in which it is connected to a PLC, PC, or other external device, serial com- mands can be received from, and code reading results can be output to the external device.

4.1.1. C5PC Series System Configuration

The C5PC can be used in the following types of system configurations.

Connection using Parallel I/O Interface
Trigger inputs and OK/NG Judgement result outputs are received and sent over I/O cable.

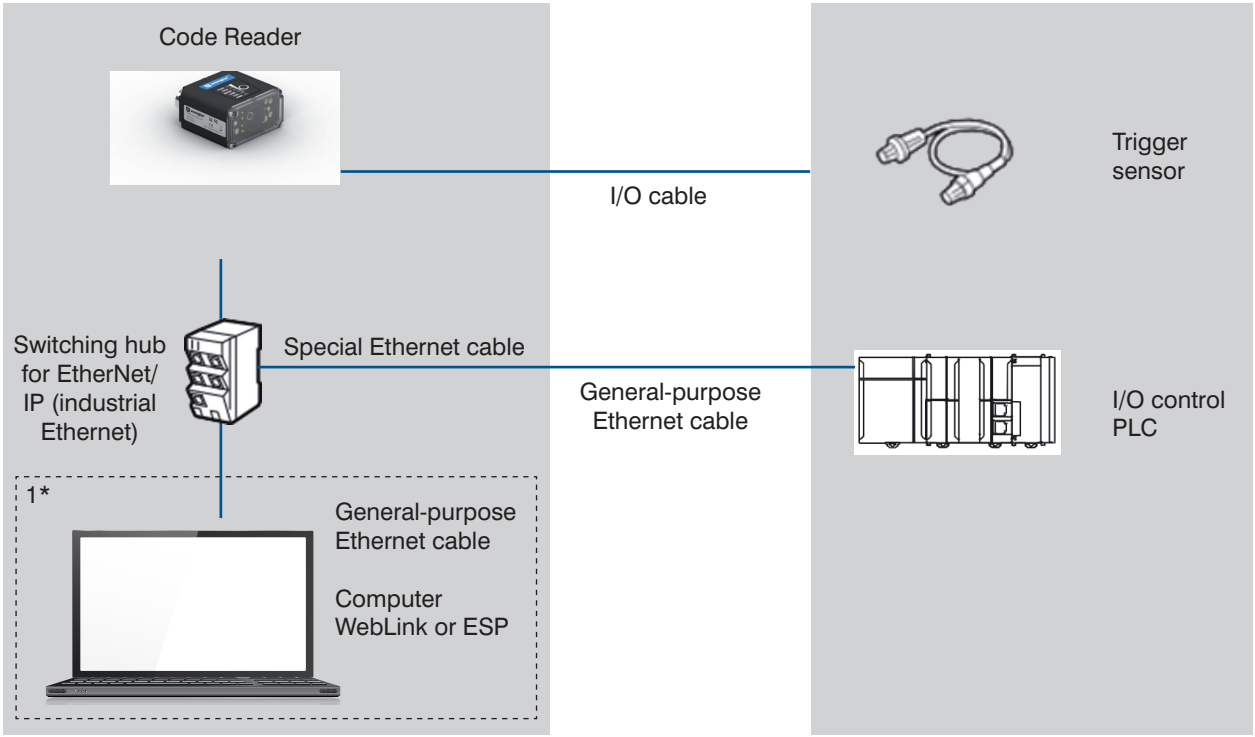


*1 If monitor display is not required, it is not necessary to connect with a PC during operation.

Connecting over Ethernet (EtherNet/IP, Serial (TCP), PROFINET)
Establish network connections via an Ethernet cable to input triggers and communication commands and to output reading results (Judgment results and decoded content). Triggers can also be input over parallel I/O. Using the data link function for each network (excluding Serial), data transfer can be done periodically between the code reader and the external device.

Basic configuration

External devices



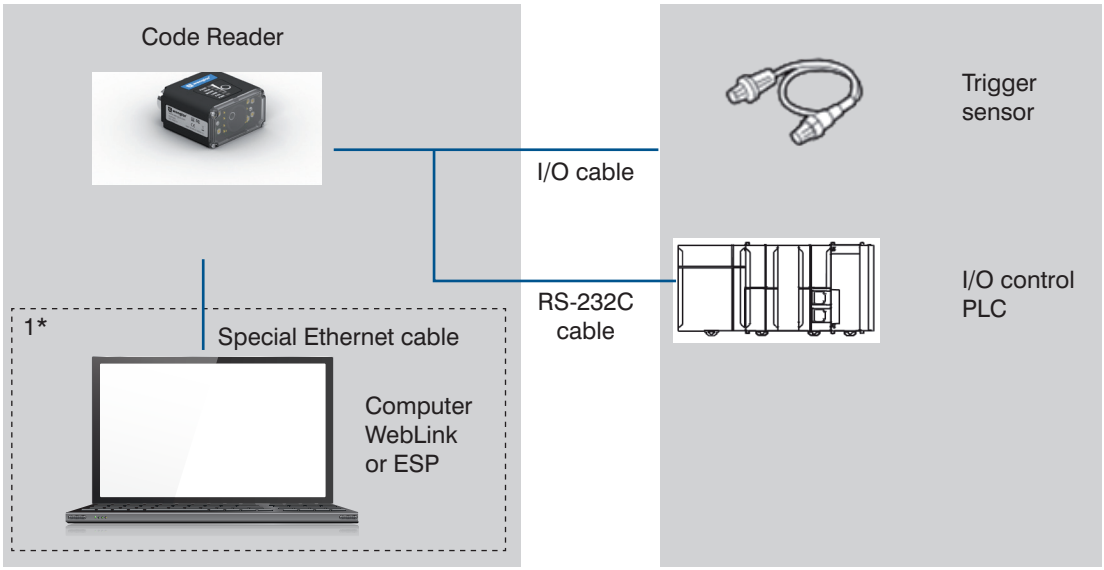
*1 If monitor display is not required, it is not necessary to connect with a PC during operation.

Connecting by Serial (RS-232)

Triggers and Serial command input, as well as Read result judgement and Read string content data output is transmitted over RS-232C cable. Triggers can also be input over parallel I/O.

Basic configuration

External devices



*1 If monitor display is not required, it is not necessary to connect with a PC during operation.

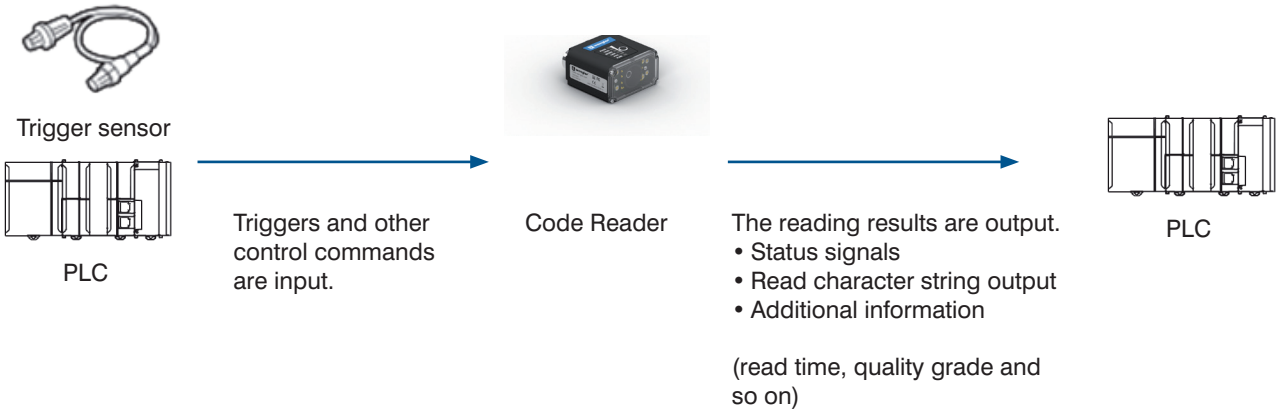
NOTE!
Additional Information
The cable to use for Serial (RS-232C) communication is RS-232C- I/O 2-way cable (ZDCG003) specifically for the C5PC. Please use this cable when connecting to a PC by RS-232C.

4.2. Communicating with an External Device

This section gives the communications specifications, describes the control methods that you can use for communications, and describes the settings that are required before starting communications with an external device.

4.2.1. Basic Control Operations of the Code Reader

The following figure shows basic communications between an external device and the code reader and the flow of signals and data.



The following methods can be used to exchange data between an external device and the code reader.

• Commands that can be input to the code reader from an external device

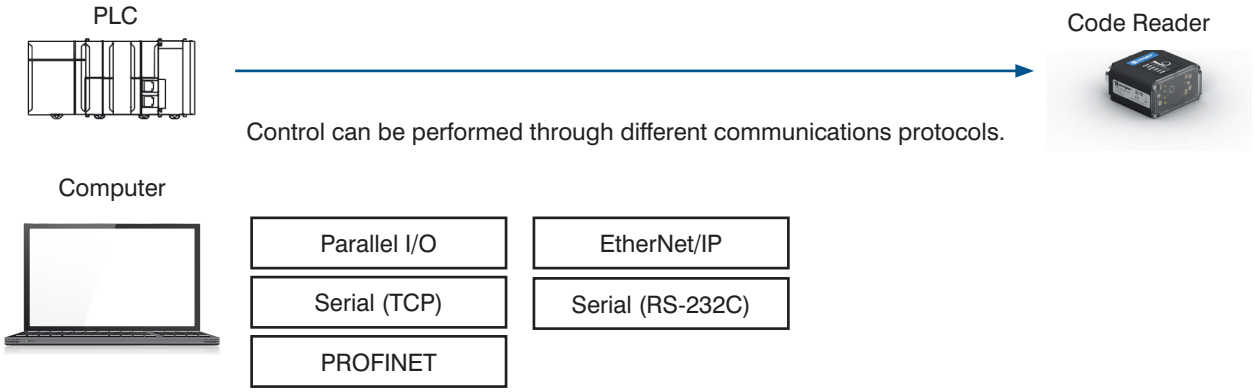
Type		Description
Control commands	Control Signals (Input Signals)	Reading is executed when a trigger (TRIG signal: ON) is input.
	Communica-tion Command Input	Various commands can be executed, such as a Read commands (trigger) and commands to change settings. The communication commands differ depending on the communications protocol that you use.

• Data output from the code reader to an external device

Type	Description
Status signals	When the code reader confirms the input of a control signal or communication command and starts the reading process, it notifies the external device of its status (by signals such as InReadCycle, etc.) and its judgement with the OK/NG Judgment signal.
Read character string output	You can output the character string read from barcodes, or 2D Codes
Additional information	Additional data such as print quality grade and code position coordinates can be output. For these items to be appended to the output, they must be setup in advance in the detailed settings menu.

4.2.2. Applicable Communications Protocols for the C5PC Series

The C5PC Series can be controlled from a PLC, computer, or other external device using various communication protocols. The following types of communication protocols can be used for controlling the C5PC series from an external device.



• Applicable Communications Protocols

○: Supported ×: Not supported

Communication Method	Communication Protocol	Overview	Communication cable type		
			Parallel I/O	Ethernet	RS-232C
Contact Input Interface	Parallel I/O	Data is exchanged between an external device and the code reader through combinations of ON/OFF signals from multiple physical contacts.	○	×	×
Data sharing	EtherNet/IP	This is an open communications protocol. Tag Data Links are used for communication with the code reader. On the PLC, structured varia- bles are created that correspond to the control signals, Command/ Response data, and Read data. These variables are then used as I/O Tag Data Links to exchange data between the PLC and the code reader.	×	○	×
	PROFINET	This is an open communications protocol. Soft- ware-based RT (Real-time) communications, (SRT) is used for communication with the code reader. The control signals, Command Area/ Response Area, and area to store Read result data are assigned in the I/O memory of the PLC, and data is exchanged cyclically between the PLC and the code reader.	×	○	×
Frame transmission	Serial (TCP)	Command frames are sent to the code reader and Response frames are received from the code reader without the use of any specific protocol. Data can be exchanged between the PLC, computer, or other external device and the code reader in ASCII or binary format.	×	○	×
	Serial (RS-232C)	Data can be exchanged in ASCII format over the RS-232C cable connection between the code reader and its controlling device (PLC, PC, or other external device).	×	×	○

Simultaneous Use of Communication Methods and Connections

○: Supported ×: Not supported – : N/A

C5PC Connection Method	Simultaneous Connection Method				
	EtherNet/IP	PROFINET	Serial (TCP)	Serial (RS-232C)	Parallel I/O
EtherNet/IP	–	×	○	○	○
PROFINET	×	–	○	○	○
Serial (TCP)	○	○	–	○	○
Serial (RS-232C)	○	○	○	–	○
Parallel I/O	○	○	○	○	–

NOTE!
Additional Information
About connections over network routers
WebLink can connect to code readers on different networks across routers.
- To connect to the code reader, enter its IP address from the browser.
- Set a fixed IP address for the code reader you wish to connect to.

5. Controlling Operation and Data Output with Parallel I/O

5.1. Controlling Operation and Data Output with Parallel I/O

This section explains how to directly connect the code reader to an external device by the I/O cable and the methods that you can use to control the code reader from the external device.

5.1.1. Basic Operation with a Parallel I/O Connection

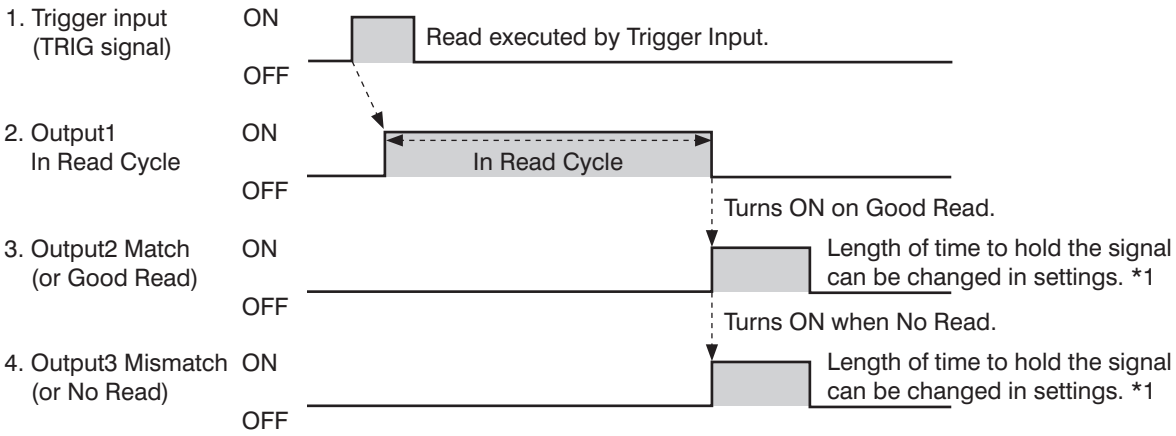
This section describes the basic connections and signal flow with external devices. Operation for one of the primary uses is described in the example below.

Example of Trigger Input and OUTPUT signal

Below is an Output assignment example and Timing chart. [Example assignment of OUTPUT signals]
- Output 1: In Read Cycle
  It turns ON while the code reader is in its Read cycle.
- Output 2: On Match (or Good Read)
  It turns ON when there is a Good Read or when it matches with the Master Symbol (if using the Matchcode function).
- Output 3 : On Mismatch (or No Read)
  It turns ON when there is a No Read or when it does not match with the Master Symbol (if using the Matchcode function).

For how to set up the Output signal assignments, please refer to “5.1.7. Change the Assignments for the Output Signal (Output 1 to 3) ON Condition” on page 23.

<Timing Chart>

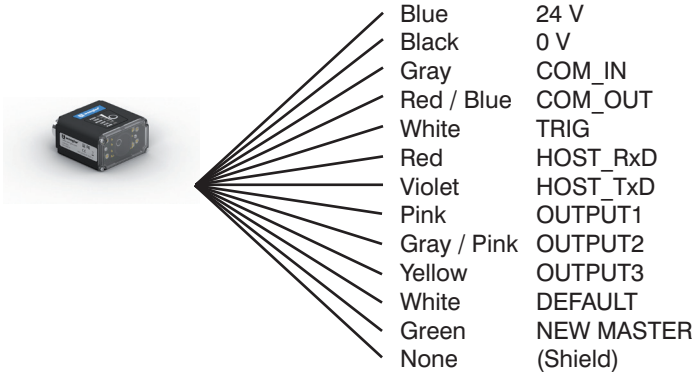


*1 For how to change the length of time to hold the signal, please refer to “5.1.8. Change the ON/OFF timing of the Output Signal (Output 1 to 3)” on page 32.

5.1.2. Wiring and Electrical Specifications for Parallel I/O

The following is the wiring diagram of the power cable to connect to the code reader (All ZDCL…).

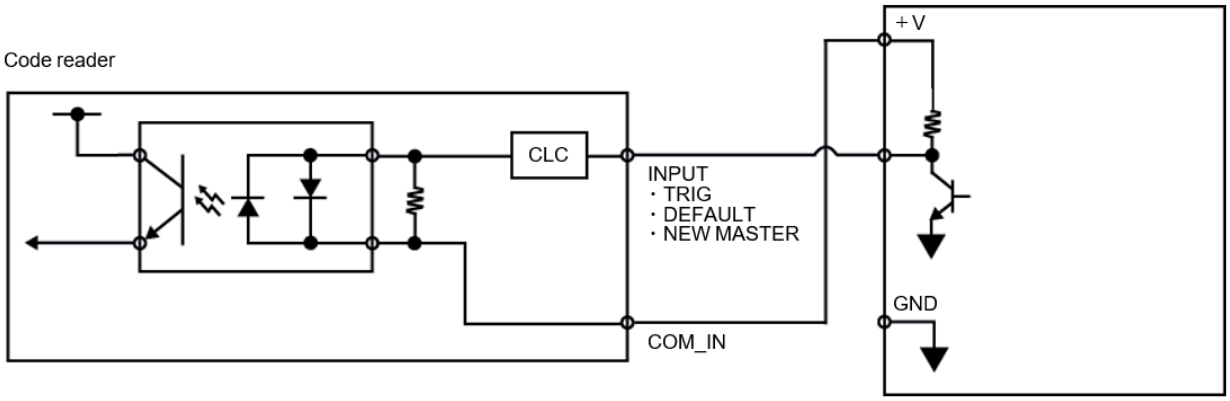
Code Reader



Colors for each wire

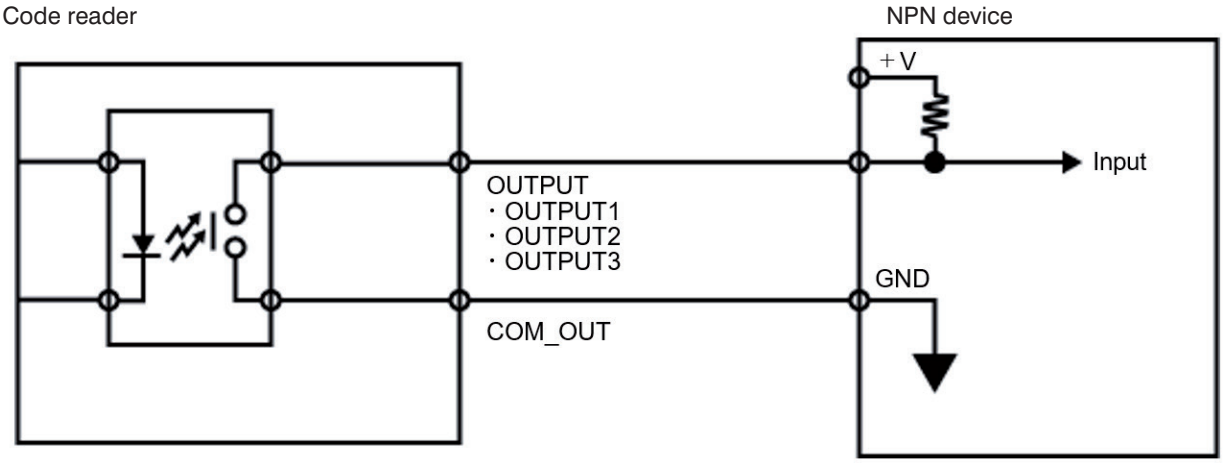
Wire color	Pin No.	Signal Name	Function
Blue	2	24 V	Power supply
Black	7	0 V	GND
Gray	8	COM_IN	Common Input Signals (Input Common)
Red / Blue	12	COM_OUT	Common Output Signals (Output Common)
Brown	1	TRIG	Read Trigger Input (Trigger)
Red	9	HOST_RxD	Receive Data (RS-232(Host) RxD)
Violet	10	HOST_TxD	Transmit Data (RS-232(Host) TxD)
Pink	5	OUTPUT 1	(Output 1)
Gray / Pink	11	OUTPUT 2	(Output 2)
Yellow	6	OUTPUT 3	(Output 3)
White	3	DEFAULT	(Default)
Green	4	NEW MASTER	(New Master)
None	–	–	(Shield)

• Input circuit diagram (C5PC ⇔ External device) when NPN connected

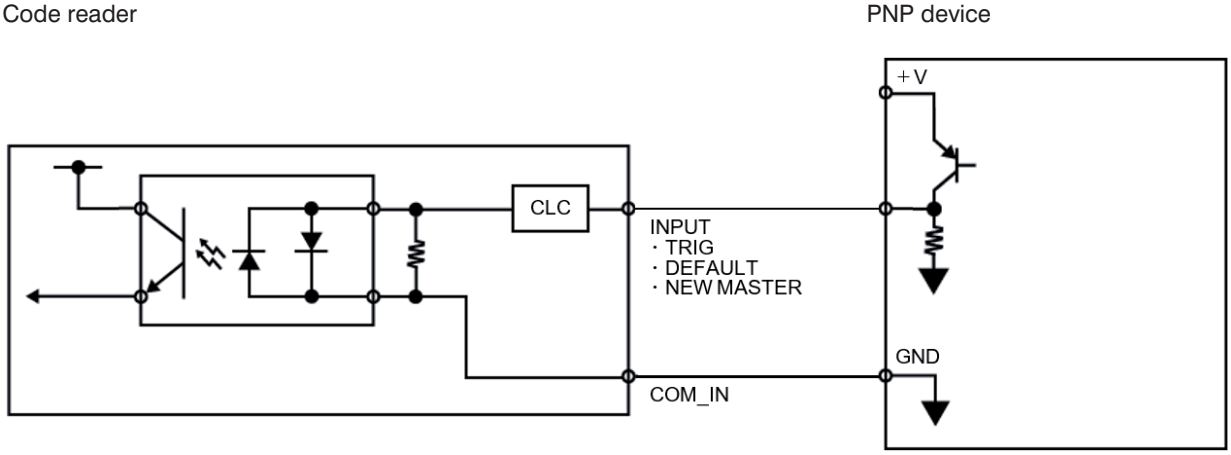


CLC = Current Limiting Circuit

• Output circuit diagram (C5PC ⇔ External device) when NPN connected

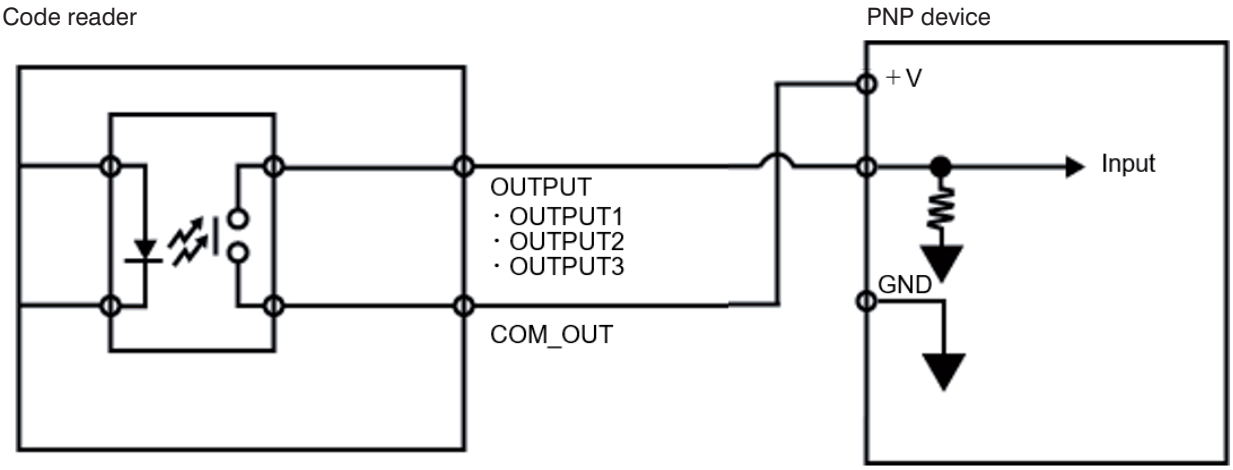


• Input circuit diagram (C5PC ⇔ External device) when PNP connected



CLC = Current Limiting Circuit

• Output circuit diagram (C5PC ⇔ External device) when PNP connected



5.1.3. Change the Behavior of Operation

The following changes are possible depending on the system configuration and usage.

Type	Modification
Change the type of trigger	You can change the method used to trigger a Read (Triggered, or Continuous).
Change the assignments for the Output Signal (Output 1 to 3) ON Condition	Change the ON condition for Output 1 to 3.
Change the ON/OFF timing of the Output Signal (Output 1 to 3)	Change the OFF timing of the Output 1 to 3 signals after they turn ON.
Change the Output polarity of Output Signal (Output 1 to 3)	Change the Output polarity for Output 1 to 3.

5.1.4. Change the Type of Trigger

It is possible to change the Input method for the trigger used by the code reader to execute Image capture.
• WebLink - Setup - Gear Icon - Advanced Settings - Read Cycle - Trigger

Setting Item	Setting Value	Description
Mode	Continuous Read	With no Parallel TRIG signal used, the code reader executes Continuous Read. The data is continually output as each code is read.
	Continuous Read 1 Output	With no Parallel TRIG signal used, the code reader executes Continuous Read. If the data of a read code is the same as the previously read code, it is not output.
	External Level	While TRIG signal is ON, Read is executed. When TRIG signal turns OFF, Read ends.
	External Edge	While TRIG signal is ON, Read is executed. On Good Read or when End of Read Cycle condition is met, Read ends.
	Serial Data	Read is executed when you send the serial command “<>” (default value) to the code reader On Good Read or when End of Read Cycle condition is met, Read ends.
	Serial Data and Edge	Read is executed when TRIG signal turns ON or when you send the serial command “<>” (default value) to the code reader On Good Read or when End of Read Cycle condition is met, Read ends.
	Continuous Read Auto	With no Parallel TRIG signal used, the code reader executes Continuous Read. Exposure time and Gain is automatically adjusted for every Read performed.
External Trigger Signal Filter (Rising Edge)	0 to 2097120 μs	When the TRIG signal is ON for more than a set time, the trigger is input as ON. If it is ON for less than the set time, it is not regarded as ON, so no trigger is input.
External Trigger Sig- nal Filter (Falling Edge)	0 to 2097120 μs	When the TRIG signal is OFF for more than a set time, the trigger is input as OFF. If it is OFF for less than the set time, it is not regarded as OFF, so no trigger is input.
External Trigger State	Active Open	When the TRIG signal turns from OFF → ON, it is recognized as the rising edge of the Trigger. When the TRIG signal turns from ON → OFF, it is recognized as the falling edge of the Trigger.
	Active Closed	When the TRIG signal turns from ON → OFF, it is recognized as the rising edge of the Trigger. When the TRIG signal turns from OFF → ON, it is recognized as the falling edge of the Trigger.

5.1.5. Timing Charts for each Trigger Mode

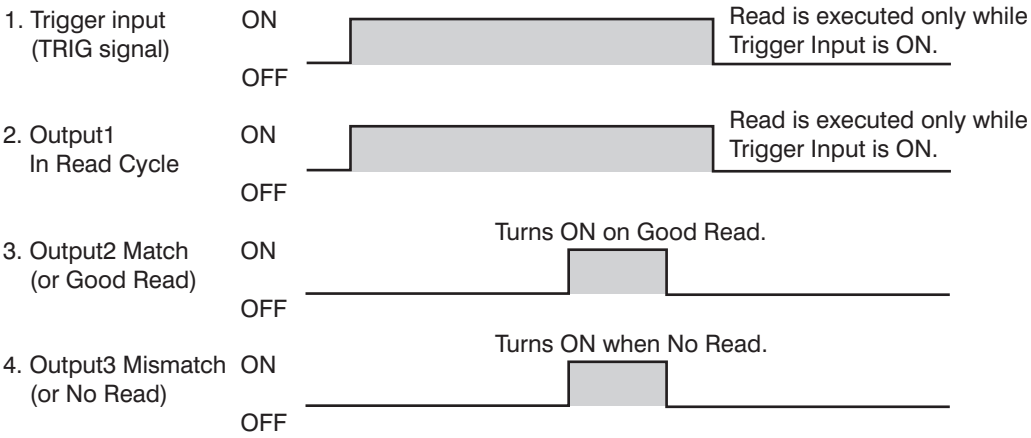
There are two methods for Trigger input.

Trigger Input Method	Overview	Trigger Mode
Triggered	Execute Read when the input on the Parallel TRIG Signal is ON.	• External Level • External Edge • Serial Data
Continuous Read	With no Parallel TRIG signal used, the code reader executes Continu- ous Read.	• Continuous Read • Continuous Read 1 Output • Continuous Read Auto

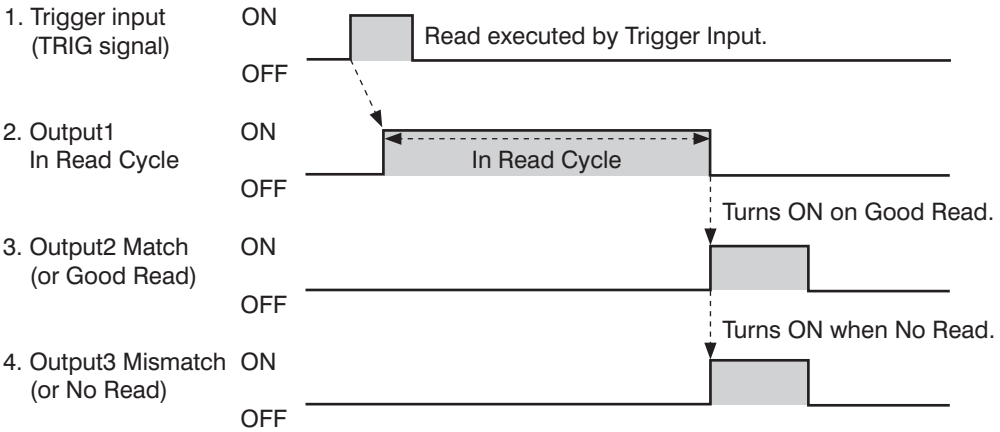
Below is an Output assignment example and Timing chart. [Example assignment of OUTPUT signals]
- Output 1: In Read Cycle
  It turns ON while the code reader is in its Read cycle.
- Output 2: On Match (or Good Read) Output Mode: Pulse
  It turns ON when there is a Good Read or when it matches with the master symbol (if using the Matchcode function).
- Output 3: Mismatch (or on No Read) Output Mode: Pulse
  It turns ON when there is a No Read or when it does not match with the master symbol (if using the Matchcode function).

For how to set up the Output signal assignments, please refer to “5.1.7. Change the Assignments for the Output Signal (Output 1 to 3) ON Condition” on page 23.

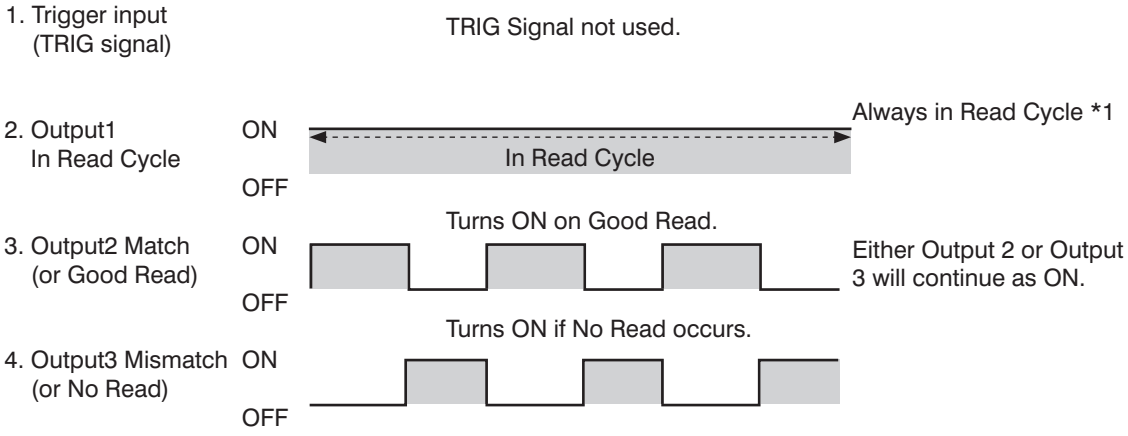
<Timing Chart (External Level)>



<Timing Chart (External Edge)>



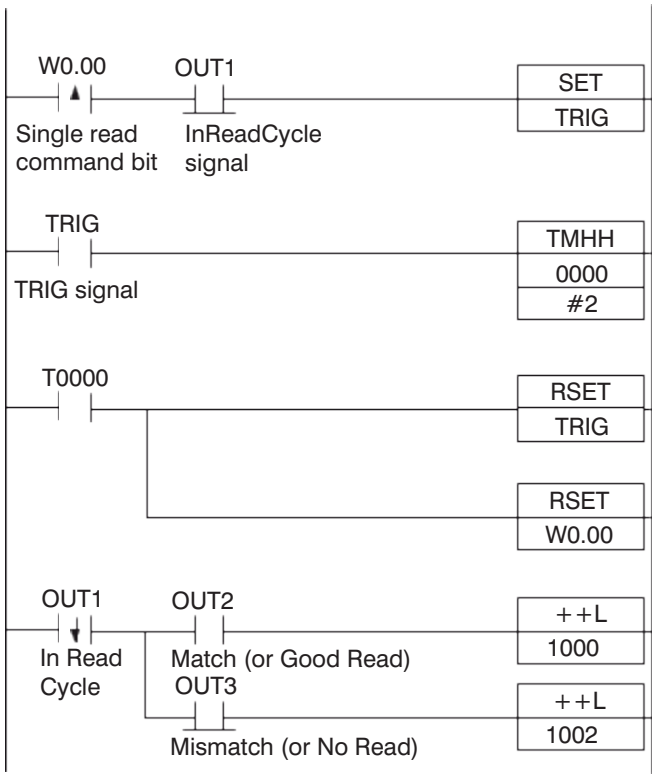
<Timing Chart (Continuous Read)>



*1 Output 1 turns OFF for about 300 μs at the end of each Read Cycle.

5.1.6. Sample Ladder Program

This is a sample ladder program that inputs the TRIG signal to execute a Triggered Read. Triggered Read is executed by W0.00 ON.



When the single read command bit (W0.00) turns ON, the TRIG signal is turned.

The TRIG signal is kept ON for 2 ms and then turned OFF.

The judgement result is added to the total count.
OK: 1000, NG: 1002

Input and Output Signal Assignment

Signal Type		Address
Output Signal	Output 1	0.00
	Output 2	0.01
	Output 3	0.02
Input Signal	TRIG	1.00

NOTE!
Precautions for Correct Use
The time at which Read is executed is the same time the InReadCycle signal turns ON. The following Output signal assignments are made in WebLink.
- Output 1: In Read Cycle
- Output 2: On Match or On Good Read Output Mode: Pulse
- Output 3: On Mismatch (or No Read)

For how to set up the Output signal assignments, please refer to "5.1.7. Change the Assignments for the Output Signal (Output 1 to 3) ON Condition" on page 23.0

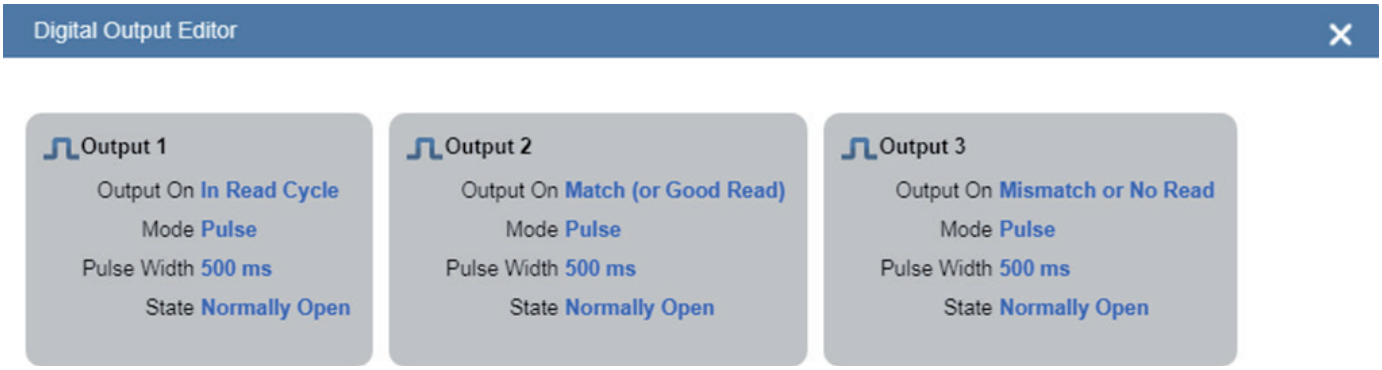
5.1.7. Change the Assignments for the Output Signal (Output 1 to 3) ON Condition

The condition for turning the Output signals, Output 1, 2, 3 to ON can be set. The following conditions for output can be set.

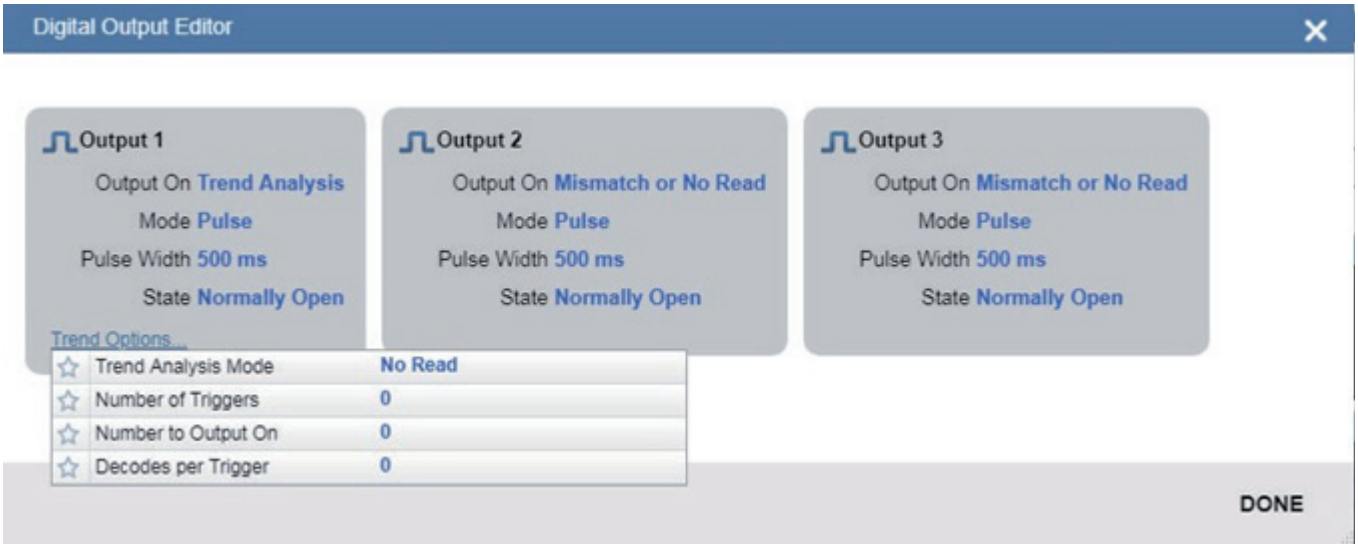
Output On	Parameter meaning
Mismatch or No Read	It turns ON when there is a No Read or when it does not match with the Master Symbol (if using the Matchcode function).
Match or Good Read	It turns ON when there is a Good Read or when it matches with the Master Symbol (if using the Matchcode function).
Mismatch	It turns ON when it does not match with the Master Symbol (if using the Matchcode function). When the Matchcode function is not used, it is al- ways OFF.
No Read	It turns ON when there is a No Read result.
Trend Analysis	Turns ON when the conditions set for Trend Analysis (Output 1 to 3) are matched.
Symbol Quality	Turns ON when the ISO/IEC xxx Code Quality conditions set for (Output 1 to 3) are met. Select 15415, 15416, 16022, or 29158.
Diagnostic Warning	Turns ON when the conditions set for Diagnostics (Output 1 to 3) are met.
In Read Cycle	ON while the code reader is in its Read cycle. Confirm the output when it changes from ON to OFF.
Use as Ext.Illumination Strobe - Can only be assigned to Output 3.	It is the signal used to illuminate with external lighting Turns ON when **Light Source** is set to **External Strobe** and a Trigger is input.

How to Assign the Output Signals
The Output signals can be assigned using WebLink.

1 From the WebLink screen, select **Setup** → **Outputs**.
2 The Digital Output Editor dialog opens.
3 The Output condition for each Output signal can be set or changed in **Output On.**



4 Advanced Settings for Trend Analysis, Symbol Quality and Diagnostic Warning are displayed by clicking on the Text string at the bottom of the Output setting screen. Here you can change any settings as needed.

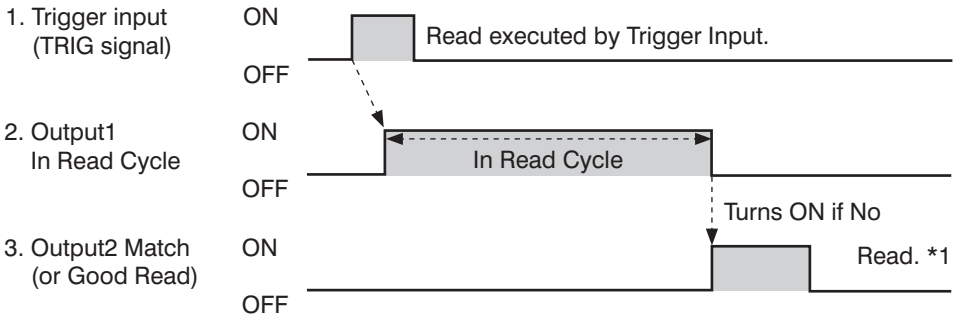


Mismatch or No Read
The assigned output signal turns ON when one of the following conditions is met.
• On No Read (NOREAD)
• If using the Matchcode function, when it does not match with the master symbol.
• Triggered Mode must be External or Serial

Below is an Output assignment example and Timing chart. [Example assignment of OUTPUT signals]
• Output 1: In Read Cycle
• Output 2: Mismatch (or No Read) Output Mode: Pulse

For how to set up the Output signal assignments, please refer to “5.1.7. Change the Assignments for the Output Signal (Output 1 to 3) ON Condition” on page 23.

<Timing Chart>



*1 You can change the length of time the signal is ON. For further information, please refer to “5.1.8. Change the ON/OFF timing of the Output Signal (Output 1 to 3)” on page 32.

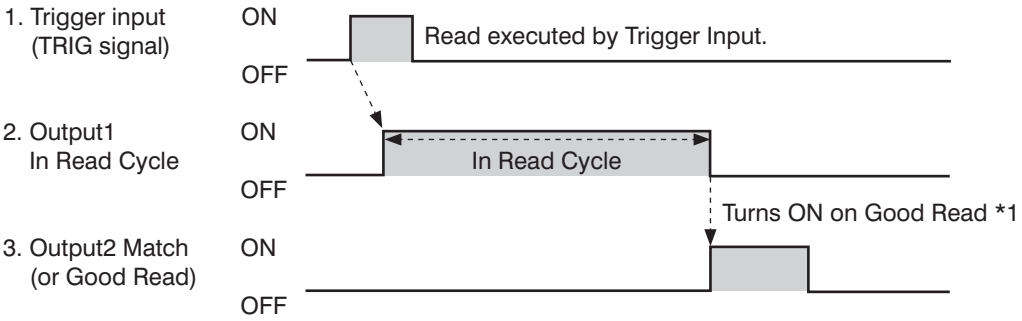
Match (or On Good Read)

The assigned output signal turns ON when one of the following conditions is met.
• On Good Read
• If using the Matchcode function, when it matches with the master symbol.

Below is an Output assignment example and Timing chart. [Example assignment of OUTPUT signals]
• Output 1: In Read Cycle
• Output 2: On Match (or On Good Read) Output Mode: Pulse

For how to set up the Output signal assignments, please refer to “5.1.7. Change the Assignments for the Output Signal (Output 1 to 3) ON Condition” on page 23.

<Timing Chart>
• Trigger Input → On Good Read



*1 You can change the length of time the signal is ON. For further information, please refer to “5.1.8. Change the ON/OFF timing of the Output Signal (Output 1 to 3)” on page 32.

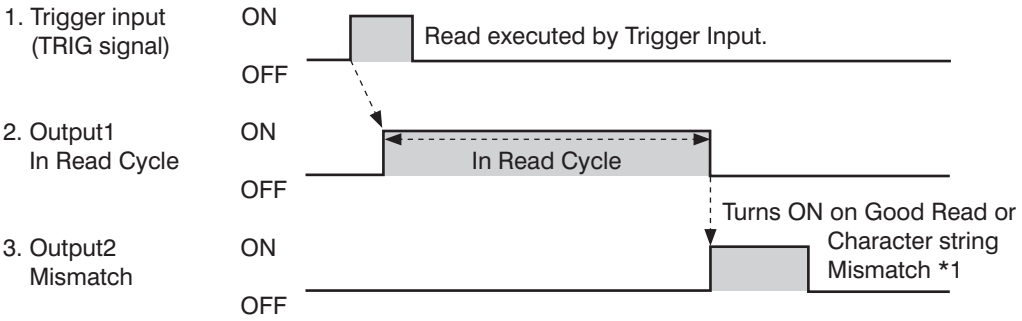
Mismatching Character String (Mismatch)

If using the Matchcode function, the assigned output signal for a Mismatch with the Master Symbol turns ON.
When the Matchcode function is not used, the signal state is OFF.

NOTE!
Matchcode functionality is only used when Triggering mode is External or Serial.
Below is an Output assignment example and Timing chart. [Example assignment of OUTPUT signals]

• Output 1: In Read Cycle
• Output 2: Character string Mismatch Output Mode: Pulse
For how to set up the Output signal assignments, please refer to “5.1.7. Change the Assignments for the Output Signal (Output 1 to 3) ON Condition” on page 23.

<Timing Chart>
• Trigger Input → No Read (Mismatch with Master Symbol)



*1 You can change the length of time the signal is ON. For further information, please refer to “5.1.8. Change the ON/OFF timing of the Output Signal (Output 1 to 3)” on page 32.

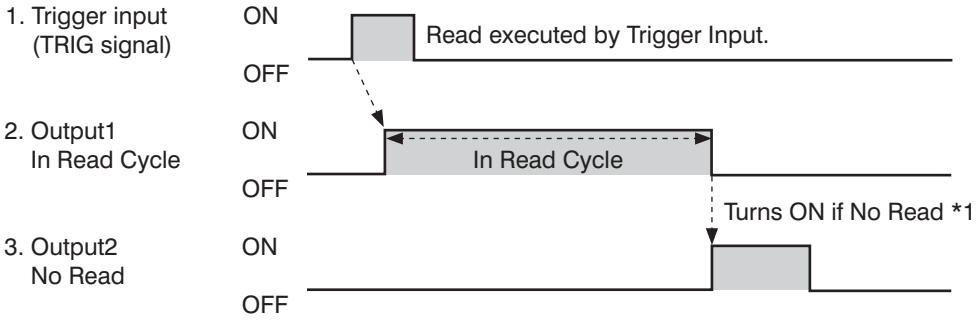
No Read

The assigned Output signal turns ON when there is a No Read.

NOTE!
Triggered mode must be External or Serial.

Below is an Output assignment example and Timing chart. [Example assignment of OUTPUT signals]
• Output 1: In Read Cycle
• Output 2: No Read Output Mode: Pulse
For how to set up the Output signal assignments, please refer to How to Assign the Output Signals on page 2 - 10

<Timing Chart>
• Trigger Input → On No Read



*1 You can change the length of time the signal is ON. For further information, please refer to "5.1.8. Change the ON/OFF timing of the Output Signal (Output 1 to 3)" on page 32.

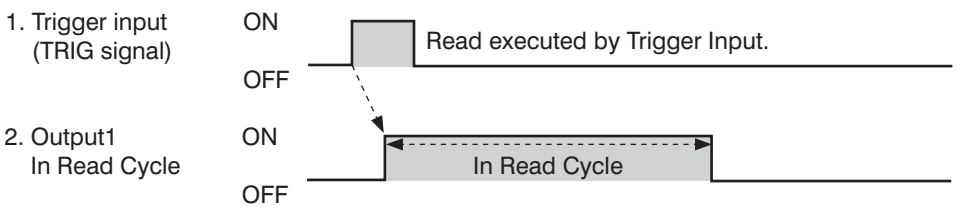
In Read Cycle

The assigned output signal turns ON when the code reader is In Read Cycle. The setting selected for **Output Mode** is disabled. This signal turns ON when the Read Cycle starts. The timing for when it turns OFF depends on what is set for the End of Read Cycle condition.

• When the End of Read Cycle condition is Timeout
  On Good Read: Turns OFF when there is a Good Read.
  No Read: Turns OFF when the Timeout period is exceeded.
• When the End of Read Cycle condition is Last Frame. On Good Read: Turns OFF when there is a Good Read.
  On No Read: It turns OFF when all the image capture executed by 1 trigger input is completed.
• When the End of Read Cycle condition is New Trigger. On Good Read: Turns OFF when there is a Good Read.
  On No Read: Turns OFF when a trigger is input and there is a New Read Cycle. At this time, since the New Read Cycle is in progress, it will turn ON again.

Below is an Output assignment example and Timing chart. [Example assignment of OUTPUT signals]
• Output 1: In Read Cycle
For how to set up the Output signal assignments, please refer to How to "5.1.7. Change the Assignments for the Output Signal (Output 1 to 3) ON Condition" on page 23.

<Timing Chart>
• Trigger input



Trend Analysis

Monitors the frequency of Mismatches and No Reads as well as the Number of Reads per Trigger, and turns ON when a certain threshold is met.
This can be used to monitor quality indicators like the percentage of Matches and Read Rate.

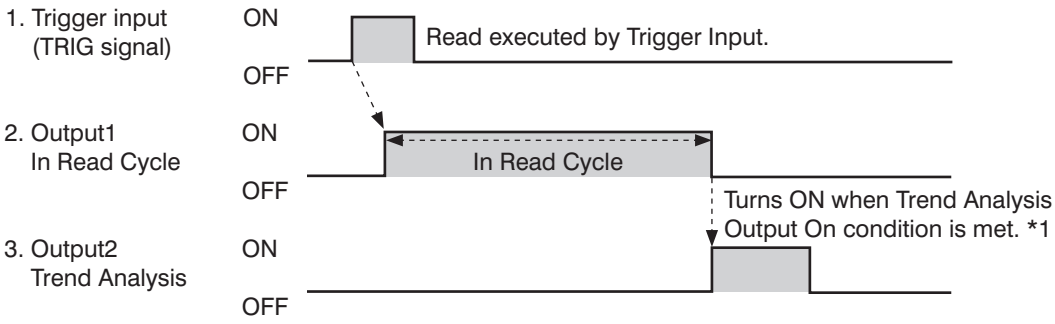
The following settings are set independent for each Output signal.
Change the Output signal number selection as needed for your application.
• WebLink - **Setup - Gear Icon - Advanced Settings - I/O - Trend Options (Output 1, 2, 3)**

Setting Item	Setting Value	Description
Trend Analysis Mode	• Mismatch • No Read • Decodes per Trigger	• Mismatch: Turns ON when the number of Mismatches for the most recent **Number of Triggers** cycle reaches the number set for **Number to Output On.** • No Read: Turns ON when the number of No Reads for the most recent **Number of Triggers** cycle reaches the number set for **Number to Output On.** • Decodes per Trigger: Turns ON when the Number Of Decodes for the most recent **Number of Triggers** cycle reaches the number set for **Number to Output On.**
Number of Triggers	0 to 255	The number of triggers in the Trend Analysis. For example, if you set this to 25, the Trend Analysis will be done for the most recent 25 trigger inputs.
Number to Output On	0 to 255	This is the threshold for turning on the Output signal Trend Analysis is assigned to. For example, **Trend Analysis Mode**: No Read, **Number of Triggers:** 25, **Number to Output On:** 4 With these settings, the output signal turns ON when there are 4 No Read in the last 25 triggers.
Decodes per Trigger Threshold	0 to 65535	When the number of codes read within the Read Cycle falls below the Decodes per Trigger threshold, the Output signal turns ON.  Setting Example • Read Cycle **Trigger - Mode:** External Edge **End of Read Cycle - Mode:** Timeout **Capture Mode - Captures Mode:** Continuous • I/O **Decodes per Trigger Output - Decodes/Trigger Status:** Enabled **Trend Analysis (Output 1) - Trend Analysis Mode**: Decodes per Trigger **Trend Analysis (Output 1) - Number of Triggers:** 1 **Trend Analysis (Output 1) - Number to Output On:** 1 **Trend Analysis (Output 1) - Decodes per Trigger:** 10 10 or more Reads in the Read Cycle: Signal OFF 9 or less Reads in the Read Cycle: Signal ON

Below is an Output assignment example and Timing chart.
[Example assignment of OUTPUT signals]
• Output 1: In Read Cycle
• Output 2: Trend Analysis Output Mode: Pulse

For how to set up the Output signal assignments, please refer to How to Assign the “5.1.7. Change the Assignments for the Output Signal (Output 1 to 3) ON Condition” on page 23.

<Timing Chart>
• Trigger Input → Trend Analysis Output On Condition met



*1 You can change the length of time the signal is ON. For further information, please refer to “5.1.8. Change the ON/OFF timing of the Output Signal (Output 1 to 3)” on page 32.

Trigger Input → Decodes per Trigger count falls below threshold

Symbol Quality Grade

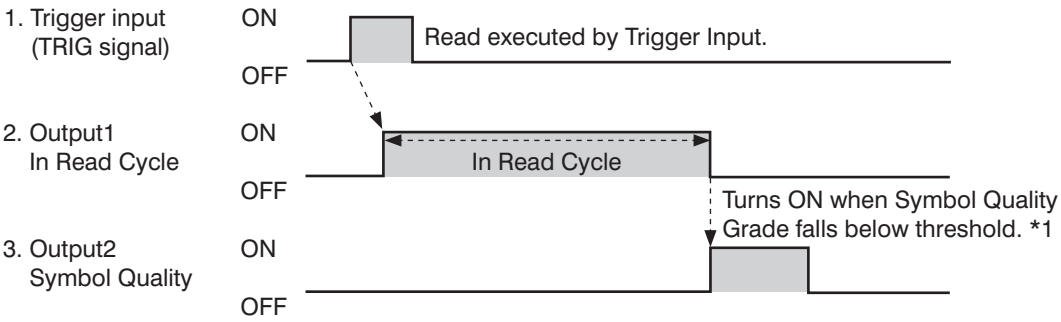
If a read barcode or 2D Code's Symbol Quality Grade falls below the set threshold value by one, the assigned output signal turns ON.
This can be used when you want to monitor trends in deterioration of Symbol Quality Grades. The ISO standards for which threshold values can be set are as follows.
• ISO/IEC 15415
• ISO/IEC 15416
• ISO/IEC 16022
• ISO/IEC 29158
For more information on each of these, please refer to Autofocus Multicode reader C5PC Series User Manual - Symbol Quality Grading.

Below is an Output assignment example and Timing chart. [Example assignment of OUTPUT signals]
• Output 1: In Read Cycle
• Output 2: Symbol Quality Output Mode: Pulse
ISO/IEC 15415 Output on Overall Grade: B

In this case, when the Overall ISO Judgement of the Symbol Quality is lower than a B, this signal will turn ON.

For how to set up the Output signal assignments, please refer to "5.1.7. Change the Assignments for the Output Signal (Output 1 to 3) ON Condition" on page 23.

<Timing Chart>
• Trigger Input → The read code symbol's quality grade falls below the set threshold



*1 You can change the length of time the signal is ON. For further information, please refer to "5.1.8. Change the ON/OFF timing of the Output Signal (Output 1 to 3)" on page 32.

Diagnostic Warning

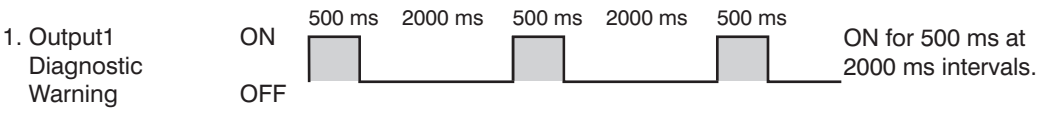
This signal turns ON and a text string is sent over Serial communications according to the interval set in **Diagnostics - Service Message - Threshold - Resolution.**

This can be used to regularly transmit a specified message from the code reader at a desired interval.
• WebLink - Setup - Gear Icon - Advanced Settings - Diagnostics - Service Message

Setting Item	Setting Value	Description
Status	• Disabled • Enabled	• Disabled: Service Message is not used. • Enabled: The Service Message is used. The text string set in **Service Message** is sent from the code reader by Serial communications at the interval set in **Threshold - Resolution.**
Service Message	Optional (Default: SERVICE)	The default message ”SERVICE” will continue to be output at the interval set in Threshold - Resolution.
Threshold Value	1 to 65535	Interval at which to send Service Message
Unit	• Seconds • Minutes	• Seconds: Treat thresholds in seconds. • Minutes: Treat thresholds in minutes.

Below is an Output assignment example and Timing chart. [Example assignment of OUTPUT signals]
• Output 1: Diagnostic Warning
Threshold: 2 Resolution: Seconds Output Mode: Pulse (500ms)
For how to set up the Output signal assignments, please refer to How to Assign the Output Signals on page 2 - 10

<Timing Chart>



Use as Ext.Illumination Strobe - (Output 3 Signal Only)

Outputs the signal used to illuminate with external lighting. After enabling Output 3 as Ext. Illumination Strobe, by default, this output will be ON during the camera exposure time. In this mode, changing the exposure time also changes the ON time for Output 3.

For advanced applications where more control over Output 3 is required, the Illumination brightness can be set to Extreme, which will enable the Fixed Light On and Delay Times.

The illumination time length is dependent on the setting for **Fixed Light On Time** and its timing is dependent on the setting for **Fixed Light Delay Time.**

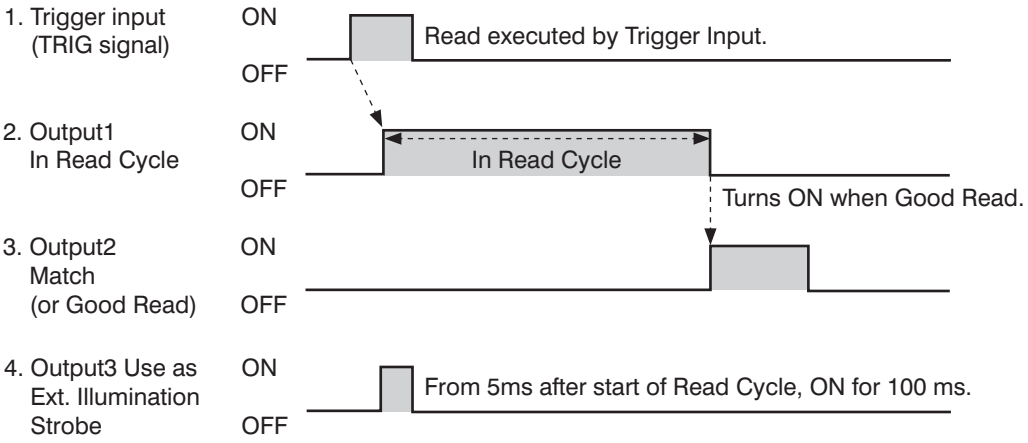
The setting selected for Output Mode is disabled.
• WebLink - **Setup - Gear Icon - Advanced Settings - Camera Setup - Lighting**

Setting Item	Setting Value	Description
Illumination Brightness	Extreme	**Provides ability to set a fixed light-on time and fixed light delay time.**
Light Source	External Strobe	Service Message is not used.
Fixed Light On Time	1 to 100000 μs	The signal is ON during imaging only for the time set.
Fixed Light Delay Time	1 to 100000 μs	The signal turns ON during imaging only after the time set.

Below is an Output assignment example and Timing chart. [Example assignment of OUTPUT signals]
• Output 1: In Read Cycle
• Output 2: On Match (or On Good Read) Output Mode: Pulse (500 ms)
• Output 3: Use as Ext. Illumination Strobe Fixed Light On Time: 100000 μs Fixed Light Delay Time: 5000 μs

For how to set up the Output signal assignments, please refer to “5.1.7. Change the Assignments for the Output Signal (Output 1 to 3) ON Condition” on page 23.

<Timing Chart>



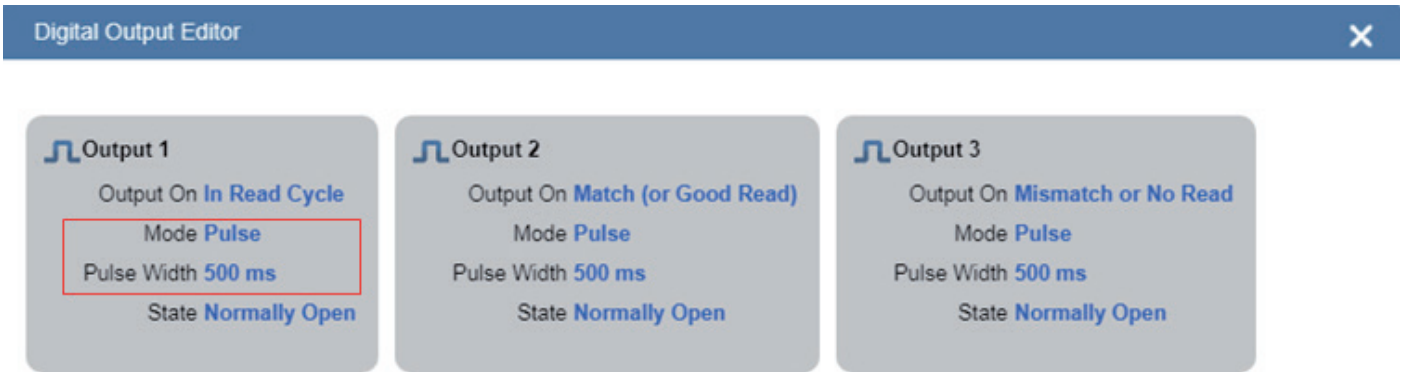
5.1.8. Change the ON/OFF timing of the Output Signal (Output 1 to 3)

Set/Change the length of time the signals assigned to Outputs 1 to 3 are in an ON state and the timing of when they turn OFF

How to Set the Output Signals

1 From the WebLink screen, select **Setup** → **Outputs**.
2 The **Digital Output Editor** dialog opens.
3 The ON/OFF timing of the Output Signal can be changed in **Mode**.
4 In **Pulse Width**, set the ON to OFF time.

NOTE!
Precautions for Correct Use
This can only be set when Mode is set to Pulse.



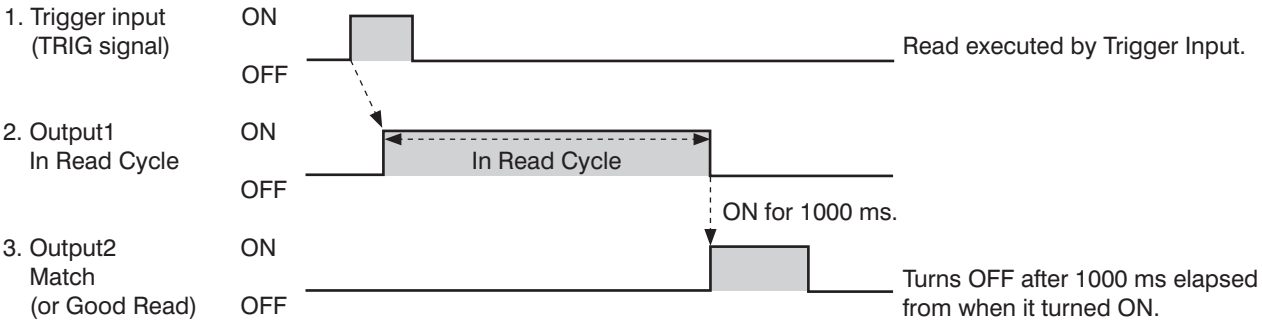
Setting Item	Setting Value	Description
Mode	• Pulse • Latch Mode 1 (Unlatch with Setup Button) • Latch mode 2 (Unlatch Opposite Condition) • Latch Mode 3 (Unlatch Re-Enter Read Cycle)	• Pulse: After it turns ON when the Output On condition is met, it turns OFF after the set time (ms) elapses. • Latch Mode 1 (Unlatch with Setup Button) After it turns ON when the Output On condition is met, it can only be turned OFF by pressing the Setup button on the code reader. (This is set with **I/O - Setup Button.** Make the setting for **Setup Button** Unlatch Output.) • Latch mode 2 (Unlatch Opposite Condition): It turns ON when the Output On condition is met and re- mains in the ON state until the ON Condition is no longer met. For example, if its Output On condition is set to No Read, it turns ON whenever there is a No Read, and turns OFF whenever there is a Good Read • Latch Mode 3 (Unlatch Re-Enter Read Cycle): After it turns ON when its Output On condition is met, it re- mains in the ON state until Start New Read Cycle.

Pulse

The Output Signal is held for the time set for the Pulse Width.

Below is an Output assignment example and Timing chart. [Example assignment of OUTPUT signals]
• Output 1: In Read Cycle
• Output 2: On Match (or On Good Read) Output Mode: Pulse (1000 ms)
For how to set up the Output signal assignments, please refer to “5.1.7. Change the Assignments for the Output Signal (Output 1 to 3) ON Condition” on page 23.

<Timing Chart>

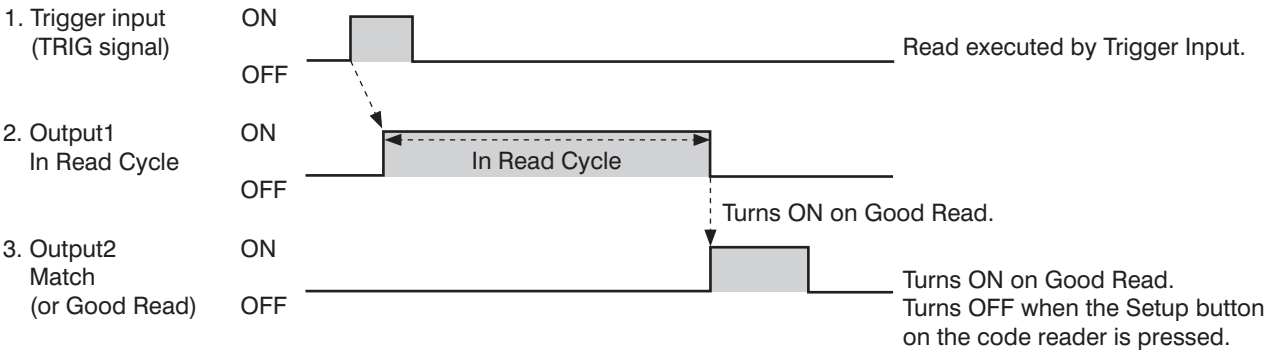


Latch Mode 1 (Unlatch with Setup Button)

The Output Signal stays ON until the Setup Button on the code reader is pressed.
As for how this can be used, for example, when connected to a PLC, it can be configured so that when this signal is ON, an alarm can sound until the Setup Button on the code reader is pressed.

NOTE!
Precautions for Correct Use
To use this function, set **I/O - Setup Button - Setup Button** to Unlatch Outputs.
Also, signals assigned with Latch Mode 1 will not turn OFF except by pressing the Setup Button.
Below is an Output assignment example and Timing chart. [Example assignment of OUTPUT signals]
• Output 1: In Read Cycle
• Output 2: Match (or On Good Read) Output Mode: Latch Mode 1 (Unlatch with Setup Button)
For how to set up the Output signal assignments, please refer to How to Assign the
“5.1.7. Change the Assignments for the Output Signal (Output 1 to 3) ON Condition” on page 23.

<Timing Chart>



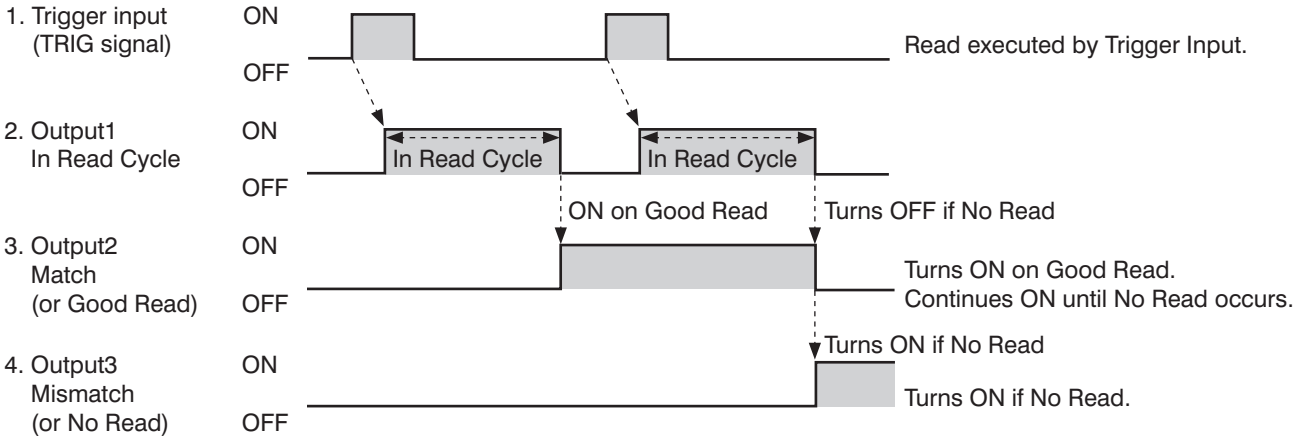
Latch mode 2 (Unlatch Opposite Condition)

The Output Signal is held until the ON Condition is no longer met.

Below is an Output assignment example and Timing chart. [Example assignment of OUTPUT signals]
• Output 1: In Read Cycle
• Output 2: Match (or On Good Read) Output Mode: Latch Mode 2 (Unlatch Opposite Condition)
• Output 3: Mismatch (or No Read) Output Mode: Latch Mode 2 (Unlatch Opposite Condition)

For how to set up the Output signal assignments, please refer to How to Assign the “5.1.7. Change the Assignments for the Output Signal (Output 1 to 3) ON Condition” on page 23.

<Timing Chart>

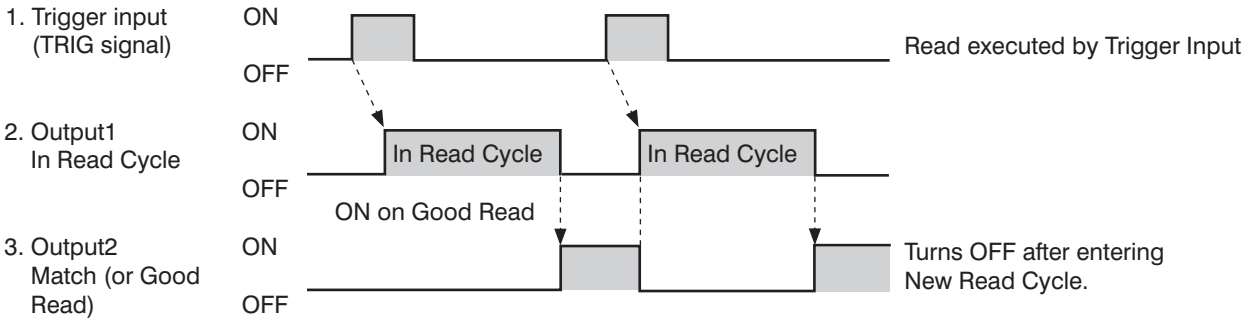


Latch Mode 3 (Unlatch Re-Enter Read Cycle)

The Output Signal is held until the start of New Read Cycle.

Below is an Output assignment example and Timing chart. [Example assignment of OUTPUT signals]
• Output 1: In Read Cycle
• Output 2: Match (or On Good Read) Output Mode: Latch Mode 3 (Unlatch Re-Enter Read Cycle) For how to set up the Output signal assignments, please refer to How to Assign the Output Signals on page 2 - 10

<Timing Chart>

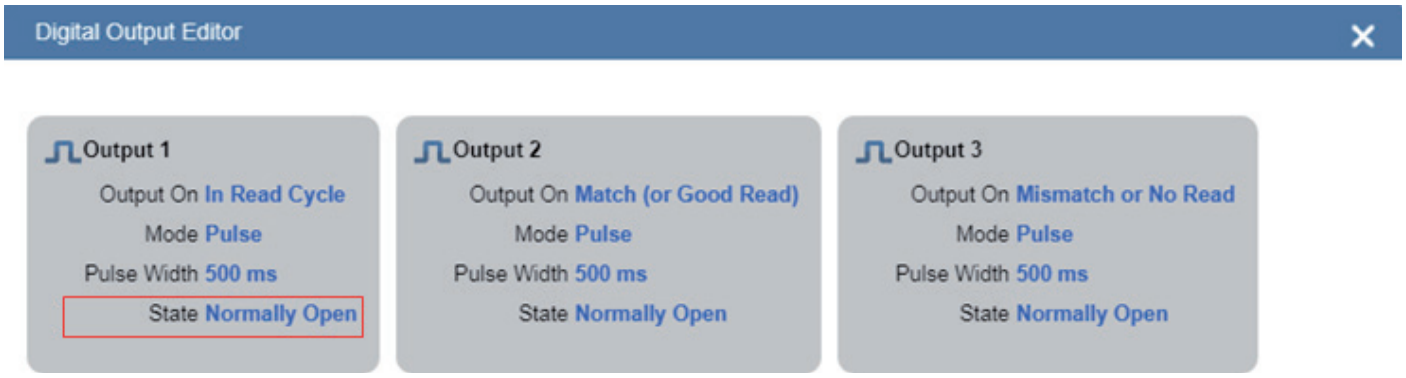


5.1.9. Change the Polarity of Output Signal (Output 1 to 3)

Change the Output polarity for Output 1 to 3.
By changing the Output polarity, the ON/OFF state of each output signal can be inverted.

How to Set the Output Signals

1 From the WebLink screen, select **Setup** → **Outputs**.
2 The **Digital Output Editor** dialog opens.
3 Change the polarity of the output signal in **Polarity**.



Advanced Settings: **I/O - Output 1 - 3 Parameters - Output State**

Setting Item	Setting Value	Description
Output Polarity (Output 1 to 3)	• Active Open (default) • Active Closed	• Active Open: Turns ON when the Output On Condition for the Signal is met. Is OFF until the Output On Condition for the Signal is met. • Active Closed: Turns OFF when the Output On Condition for the Signal is met. Is ON until the Output On Condition for the Signal is met.

[Usage Example]
• Output 1: In Read Cycle Output State: Active Open
Output 1 Signal for In Read Cycle turns ON, and the code reader will not accept Trigger input. Therefore, when the Output 1 Signal is OFF, you can see that the Trigger Input is possible.
• Output 2: In Read Cycle Output State: Active Closed
Output 2 Signal for In Read Cycle turns OFF, and the code reader will not accept Trigger input. Therefore, when the Output 1 Signal is ON, you can see that the Trigger Input is possible.

NOTE!
Precautions for Correct Use
The timing charts in this manual for all Output Signals show the behavior of Active Open (the default setting) selected for the Output State. Please be careful when changing this setting.

Controlling Operation with Signals from an External Device

There are signals that can control the following on the code reader through its Parallel I/O.

Signal Name	Description
NEW MASTER	When this signal from the external device is ON, the symbol data from the next Good Read is registered as the Master Symbol.
DEFAULT	Used whenever a hardware reset is performed.

Using the NEW MASTER Signal to Register a Master Symbol

You can register the character string of a barcode or 2D code you have read as the target text string to use for match verification.
• Signal wire to use

Color	Pin No.	Signal
White	1	TRIG
Yellow	4	NEW MASTER

• **How to Use**
Step 1 to Step 4: Settings on the code reader
Step 5 to Step 8: Registration

1 On the Setup screen, select Triggered for the Cycle.
2 Set Matchcode to ON.
3 Select **Mode: Standard.** Train **Match String** on **New Master Input** and set **New Master Pin** to Enabled.
4 Click on **Done**.
5 The NEW MASTER Signal is set to ON from an external device.
6 Put the barcode, or 2D code you want to register as the original to match with in the field of view.
7 Set the TRIG Signal to ON.
8 The read barcode, or 2D code is registered in the Match String Database. Verify the operation from the screen described in Step 3.

Using the DEFAULT Signal to Reset the Code Reader
Used whenever a hardware reset is performed.
• Signal wire to use

Color	Pin No.	Signal
Green	3	DEFAULT
Black	7	GROUND

In cases where a software reset or hardware reset is not possible, it may be necessary to reset the code reader by short-circuiting (connecting) the two pin types shown above. This will do the same thing as sending the <Zrdall> command.

NOTE!
Precautions for Correct Use
In perform a hardware reset in this manner, it must be executed **within 60 seconds** of the read- er being started by either its power supply being turned on or the reader being reset. Connecting incorrect pins can cause serious damage to the equipment.

• How to use

1 Verify the location of Pin 3 (DEFAULT) and Pin 7 (GROUND) on the connector.
2 Supply power to the code reader.
3 Indicator light PWR (Green) lights up.
4 After a while, the indicator lights LINK (Orange), MODE (Orange), TRIG (Orange) will light up once and the code reader will start up.
5 Within 60 seconds of this indication of the code reader starting up, short-circuit (connect) Pin 3 and Pin 7.
6 Within 3 seconds after doing that, disconnect and then re-connect Pin 3 and Pin 7 (short-circuit them again).
7 The code reader resets. After it restarts this time, disconnect Pin 3 and Pin 7.

6. Controlling Operation and Data Output with Ethernet

6.1. Controlling Operation and Data Output with EtherNet/IP

6.1.1. EtherNet/IP Overview

EtherNet/IP is an industrial multi-vendor network that uses Ethernet. The EtherNet/IP specifications are open standards managed by the ODVA (OpenDeviceNet Vendor Association). EtherNet/IP is used by a wide range of industrial devices.
Because EtherNet/IP uses standard Ethernet technology, various general-purpose Ethernet devices can be used in the network.
EtherNet/IP has mainly the following features.

- **High-speed, High-capacity Data Exchange through Tag Data Links (Cyclic Communications)**
  The EtherNet/IP protocol supports implicit communications, which allows cyclic communications (called Tag Data Links) with EtherNet/IP devices.

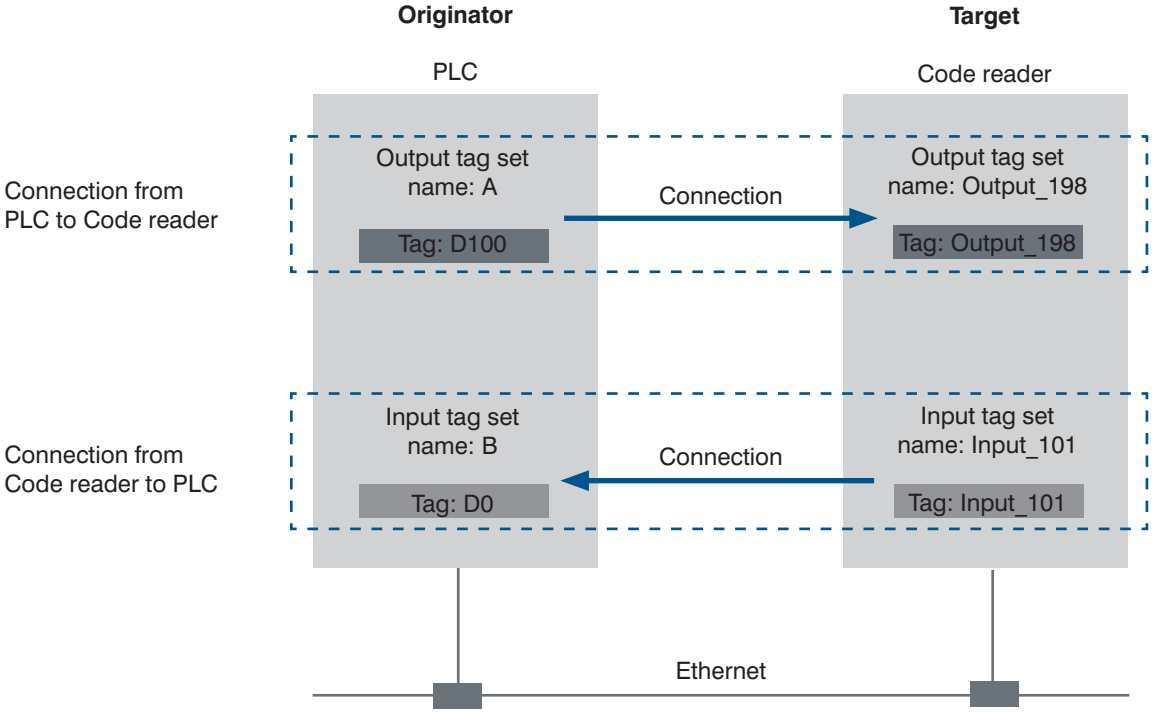
- **Tag Data Links are set at the specified communication cycle for each application regardless of the number of nodes**

Because the data is exchanged over the network at the refresh cycle that is set for each connection regardless of the number of nodes, that refresh cycle will not increase even if the number of nodes increases. (Data exchange in the connection is kept in synch)
Because the refresh cycle can be set for each connection, each application can communicate at its ideal refresh cycle. (For example, interprocess interlocks can be transferred at high speed, while the production commands and the status monitor information are transferred at low speed.)

NOTE!
Precautions for Correct Use
On a network to which many devices are connected, performance may drop (e.g., responses may be delayed or packets lost) or communications errors may occur when there is temporarily high traffic on the network.
Test the operation under actual conditions before you start actual operation of the system.

Data Exchange with EtherNet/IP (Implicit Communications)

Data is exchanged cyclically between Ethernet devices on the EtherNet/IP network using Tag Data Links as shown below.



- **Data Exchange Method**
  To exchange data, a connection is opened between two EtherNet/IP devices.
  One of the nodes requests the connection to open a connection with a remote node.
  The node that requests the connection is called the Originator and the node that receives the request is called the Target.

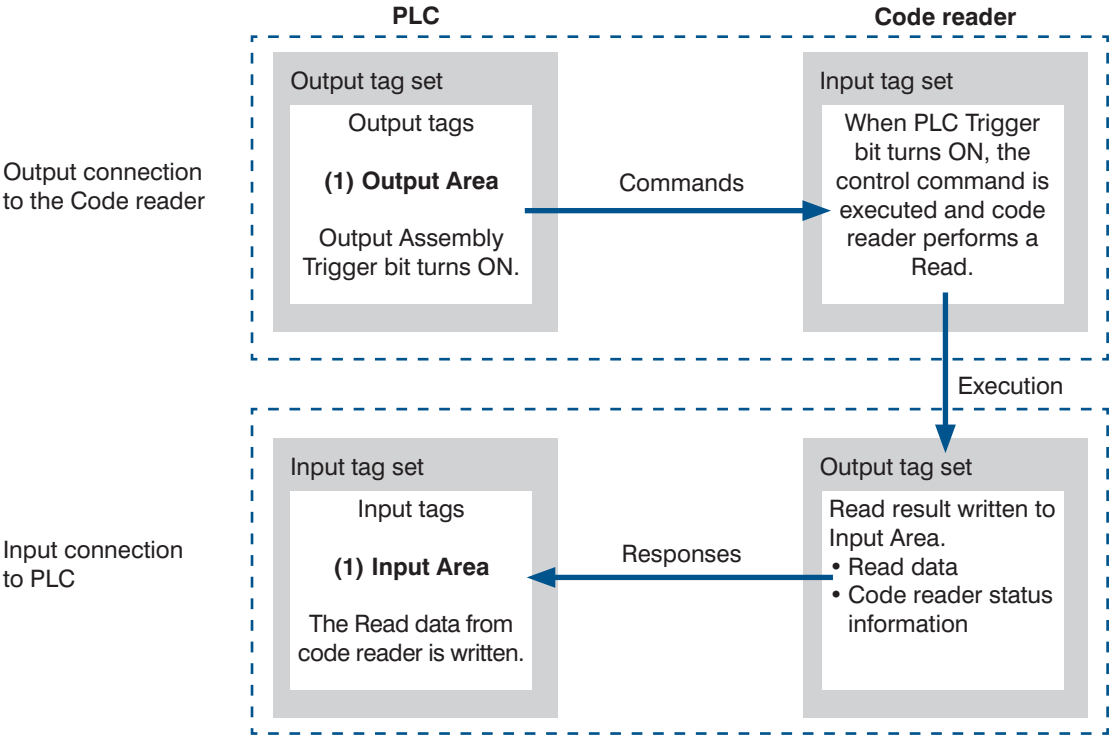
- **Data Exchange Memory Locations**
  The memory locations that are used to exchange data across a connection are specified as tags. You can specify memory addresses or variables for tags. A group of tags consists of an output tag set and an input tag set.

NOTE!
Additional Information
Message communications are used when communicating over EtherNet/IP with a PLC that does not support Tag Data Link communications, see “6.1.10. Communicating with the Code Reader with EtherNet/IP Message” on page 63.

6.1.2. Communication with the Code Reader over EtherNet/IP Connection

You can use an EtherNet/IP Tag Data Link to communicate between the PLC and the code reader. The PLC can control the code reader with Command/Response communications and the code reader can output data after executing a Read.
To connect to OMRON Controllers and communicate through EtherNet/IP, you can use Sysmac Stu- dio, or Network Configurator to set up the Tag Data Links (tags, tag sets, and connection settings). For more detailed information on Tag Data Link settings, please refer to the following manuals.
- NJ-series CPU Unit Built-in EtherNet/IP Port User’s Manual (Cat. No. W506)
- CS/CJ-series EtherNet/IP Units Operation Manual (Cat. No. W465)
- CJ-series EtherNet/IP Units Operation Manual for NJ-series CPU Unit (Cat. No. W495)

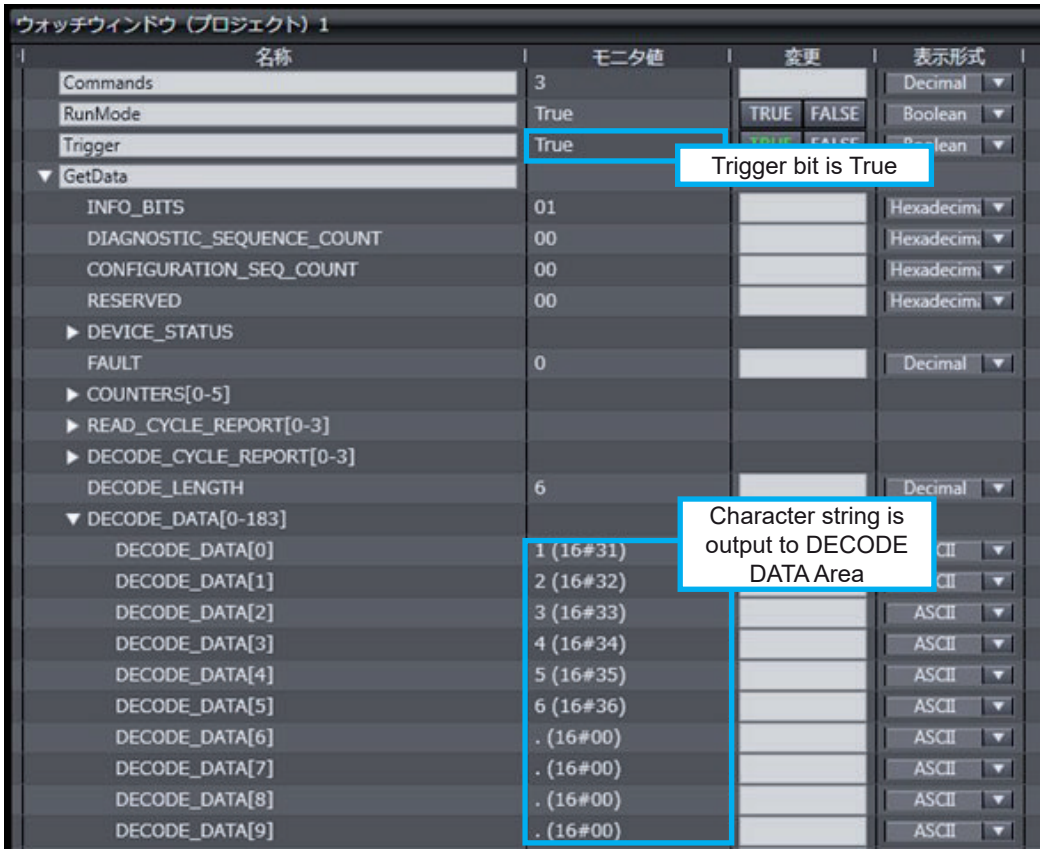
Types of Communication Areas
For EtherNet/IP, communication with a PLC, the communication is performed using two communication areas on the PLC, the Input Field and the Output Field. The C5PC has 6 types of Input Field Assemblies and 2 types of Output Field Assemblies, and one can be selected for each.



6.1.3. Communication Flow Between PLC and Code Reader

1 The PLC (User) changes the Trigger bit assigned to the memory area (Output Field) of the PLC in advance from OFF to ON.
2 When the Trigger bit from the PLC is ON, the code reader executes a Read process.
3 After the code reader's Read process is complete, it then stores its Read data in the specified memory area (Input Field) on the PLC.

[Output Data Example



6.1.4. Communication Settings (EtherNet/IP)

Using WebLink to Set the Code Reader Network Settings

Use WebLink to set the IP address on the code reader to match the network settings of the PLC or other external device.
• WebLink - **Setup - Gear Icon - Advanced Settings - Communications - Ethernet**

1 Set **Ethernet** to Enabled.
2 Set the **IP Address** and **Subnet mask** according to the network settings of the PLC or other external device.

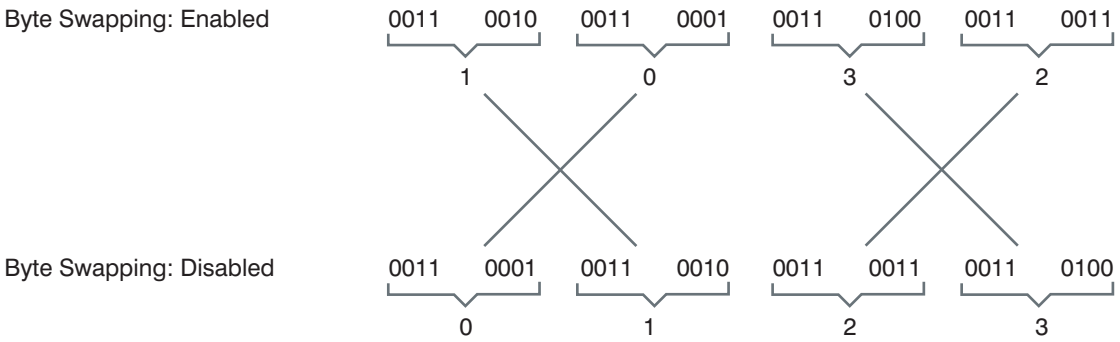
Setting Item	Setting Value	Description
Ethernet		Select whether to enable all, some, or none of the various Ethernet protocols, (Serial (TCP)), EtherNet/IP, PROFINET).
IP Address	a.b.c.d a: 0 to 255 b: 0 to 255 c: 0 to 255 d: 0 to 255 (Default: 192.168.188.2)	Enter the IP address of the Code Reader
Subnet	a.b.c.d a: 0 to 255 b: 0 to 255 c: 0 to 255 d: 0 to 255 (Default: 255.255.0.0)	Input the subnet mask address.
Gateway	a.b.c.d a: 0 to 255 b: 0 to 255 c: 0 to 255 d: 0 to 255 (Default: 0.0.0.0)	If a Gateway is used, enter the gateway address. If a Gate- way is not used, use the default value 0.0.0.0.
IP Address Mode	• Fixed (default) • DHCP	In Fixed mode, the code reader uses a user-defined IP address. In DHCP mode, the code reader acquires its IP address, subnet, and gateway from the DHCP server.

Using WebLink to Set Up EtherNet/IP Communication

• WebLink - **Setup - Gear Icon - Advanced Settings - Communications - Ethernet**

Setting Item	Setting Value	Description
EtherNet/IP	• Enabled • Disabled	• Enabled: EtherNet/IP connectivity is enabled on the code read- er. • Disabled: EtherNet/IP connectivity is disabled on the code reader.
Ethernet/IP Byte Swapping	• Enabled • Disabled	• Enabled: Byte Swapping is enabled for the Read data. The Read data is stored in Decode Data in Little endian format. This is used when the Endian of the CPU architecture is diferent from that of the Read data. • Disabled: Byte Swapping is disabled for the Read data. The Read data is stored in Decode Data in Big endian format.

When Byte Swapping is used, the output changes as follows. Example: Where the character string of the read code is 0123



6.1.5. Tag Data Link Setting Methods

This section describes how to set data links for EtherNet/IP.
The communications areas in the PLC for which data links to the code reader are created are specified as tags and tag sets, and the connections are set for tag data link communications.

NOTE!
Precautions for Correct Use
When connecting to an NJ-series or CJ-series CPU Unit, install the EDS file that defines the connection information for the code reader in to Sysmac Studio. Download the EDS file from wenglor's website.

Tags, Tag Sets, and Connection Settings

The code reader has 6 types of Input Assemblies and 2 types of Output Assemblies, and one type can be selected for each. The Data Structure changes based on the selected Assembly.
For more detailed information about Memory Allocation and the Data Structure of each Assembly, please refer to “10.1. C5PC Input and Output Modules” on page 120.

Assemblies

Assembly Name	Connection I/O Type	Input / Out- put	Target Variable	Size (bytes)	Assembly Description	Data Structure
Small Input Assembly	IO small	Input	100	84	It is a compact, light-weight input assembly. Holds 64 bytes of Read data.	*1
Big Input Assembly	IO big	Input	101	176	Allows for more Device Status Information to be stored for verification than what can be stored with the Small Input Assembly. Holds 128 bytes of Read data.	
MXL/SLC Input Assembly	Input MXLSLC	Input	102	258	Allows advanced Device Status Information too large to be stored in Big Input Assembly to be stored for verification. Holds 184 bytes of Read data.	
1 Decode Input Assembly	Input 1 Decode	Input	103	500	Holds 436 bytes of Read data	
4 Decode Input Assembly	Input 4 Decode	Input	104	500	Holds Read result information for 4 symbols. The first Read data is stored in a 160 byte Area and the 2nd to 4th Read data are stored in the 72 byte Area.	
N Decode Input Assembly	Input N Decode	Input	105	500	Holds Symbol information and Read result information for any number of symbols. Holds 456 bytes of Read data.	

Assembly Name	Connection I/O Type	Input / Out- put	Target Variable	Size (bytes)	Assembly Description	Data Structure
Output Assembly	—	Output	197	4	For commands to be sent to the code reader.	*1
Output Assembly (Legacy)	—	Output	198	12	Commands and Command Echo for fixed data can be sent to the code reader.	

*1 “6.1. Controlling Operation and Data Output with EtherNet/IP” on page 38

Tag Set Settings

Setting Item	Setting
Input	
Tag Set Name	Tag Set Name on PLC
Size	Input Assembly Dependency • 84, 176, 248, 500 byte
Output	
Tag Set Name	Tag Set Name on PLC
Size	Output Assembly Dependency • 4 and 12 byte

Connection Settings

Setting Item	Setting
Input	
Target Variable	Input Assembly Dependency • 100, 101, 102, 103, 104, 105
Size	Input Assembly Dependency • 84, 176, 248, 500 byte
Originator Variable	Variable defined on the PLC
Size	Input Assembly Dependency • 4 and 12 byte
Connection type	Point to Point connection
RPI	1.0 to 65.0ms (Default: 5.0ms)
Timeout	RPI × (4 to 512) (Default: RPI × 512)
Output	
Target Variable	Output Assembly Dependency • 197, 198
Size	Output Assembly Dependency • 4 and 12 byte
Originator Variable	Variable defined on the PLC
Size	Output Assembly Dependency • 4 and 12 byte
Connection type	Point to Point connection

NOTE!
Precautions for Correct Use

- If I/O memory addresses are specified for the communications areas, the information in the communications areas will be cleared when the operating mode of the PLC changes unless addresses in the CIO Area, which holds memory, are specified.
- The following Assembly objects are required to specify instances when the EDS file is not used.

Setting the Assembly Object

Setting Item	Setting Value	Description
Instance ID	100	Small Input Assembly
	101	Big Input Assembly
	102	MXL/SLC Assembly
	103	1 Decode Input Assembly
	104	4 Decode Input Assembly
	105	N Decode Input Assembly
	197	Output Assembly
	198	Output Assembly (Legacy)

6.1.6. Status and Control Signals for Each Input and Output Assembly

The C5PC has the following types of Input Assemblies.
1 Small Input Assembly
2 Large Input Assembly
3 MXL/SLC Input Assembly
4 1 Decode Input Assembly
5 4 Decode Input Assembly
6 N Decode Input Assembly The Status signals are as follows.

These signals are controlled automatically based on the status of the code reader.

○: Verifiable ×: Not Verifiable

Status Signal	**Description**	1	2	3	4	5	6
InReadCycle	While in Read Cycle, this bit is set to 1.	×	○	×	×	×	×
Trigger Acknowledged	This bit becomes 1 when the Trigger bit from the Output Assembly is received. When the Trigger bit is OFF, Trigger Acknowledged also becomes 0.	×	×	○	○	○	○
Exposure Done	During exposure, this bit is set to 1. When Exposure is done, this bit becomes 0.	×	×	○	○	○	○
Decoding	When reader is decoding image, this bit is set to 1. When the decode is completed, this bit becomes 0.	×	×	○	○	○	○
Data is Ready	When the data from Read Cycle Report and Data Cycle Report is confirmed, this bit becomes 1. When the next Read starts, this bit becomes 0.	×	×	○	○	○	○
Read Cycle Pass	On Good Read (or Match if Matchcode enabled), bit becomes 1. When next Read starts, bit becomes 0.	×	×	○	○	○	○
Read Cycle Fail	On No Read (or Mismatch if Matchcode enabled), bit becomes 1. When next Read starts, bit becomes 0.	×	×	○	○	○	○
Decode Data	This field stores the Read string. When additional information such as Print Quality Grading Standard is set, it is stored following the Read string.	○	○	○	○	○	○

The following are the two C5PC Output Assembly types.

1 Output Assembly
2 Output Assembly (Legacy) The Control Signals are as follows.

They can be controlled by the user at an arbitrary timing.

○: Verifiable ×: Not Verifiable

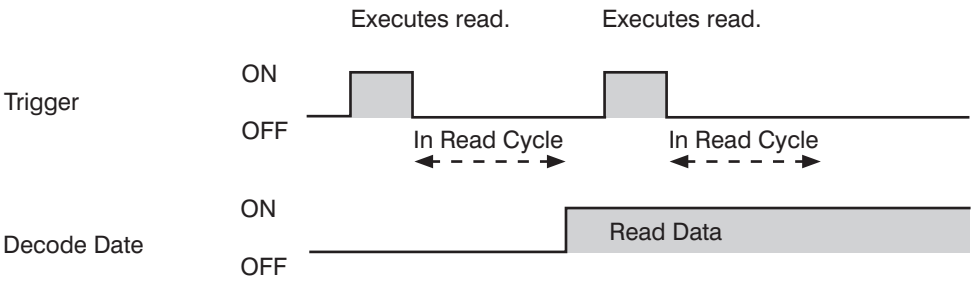
Status Signal	**Description**	1	2
Trigger	Executes Read. The code reader recognizes this bit changing from 0 to 1 as the rising edge of the trigger and its change from 1 to 0 as the falling edge of the trigger.	○	○
New Master	When this bit is ON, the next Read result is registered as the Master Symbol.	○	○

6.1.7. Timing Charts by Assembly Type

Read is executed by the Read (TRIG) Signal.

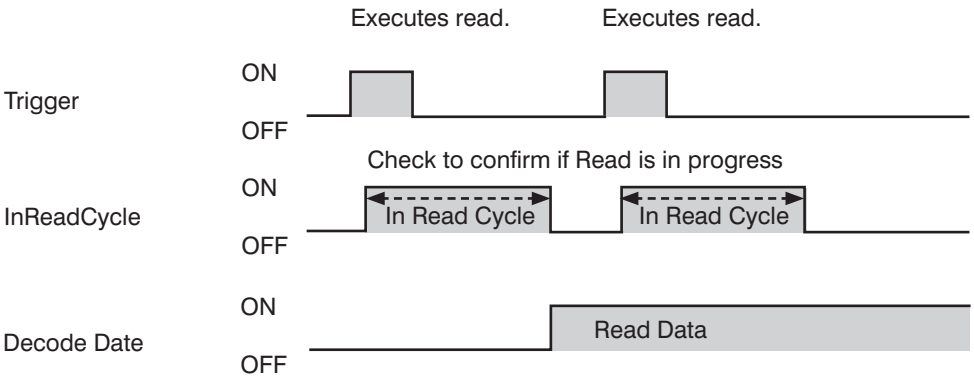
The timing signal at completion of storing the Read data to PLC data memory differs by the Input Assembly type.

• **Small Input Assembly (100)**
It does not correspond to the Timing Signal for storing Read data.



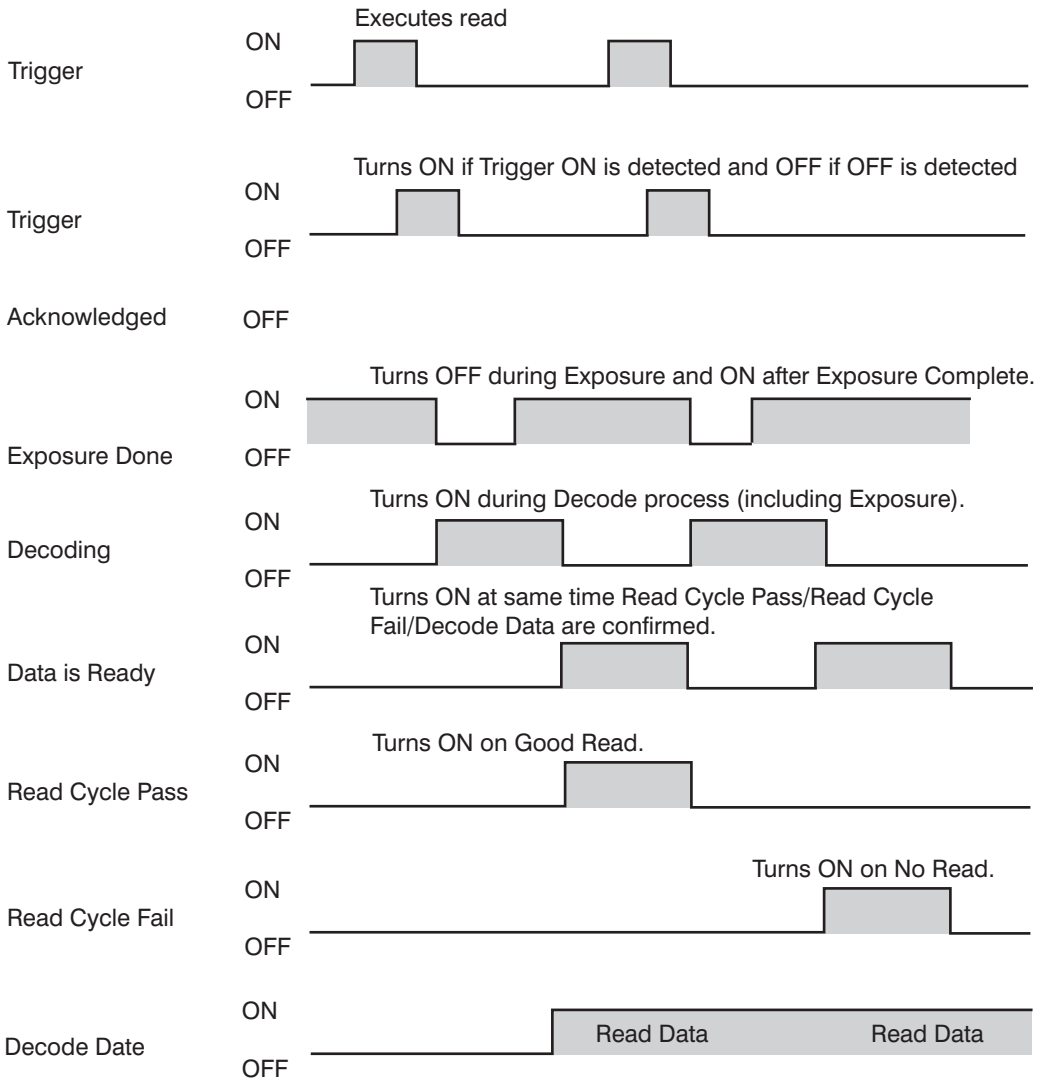
1 Reading starts at the rising edge of the Trigger.
2 At the end of reading, the read data is stored in Decode Data.

• **Large Input Assembly (101)**
It is output at the timing of the **Device Status - InReadCycle** bit turning from ON → OFF.



1 Reading starts at the rising edge of the Trigger.
2 At start of Read, InReadCycle turns ON and Trigger turns OFF.
3 At end of Read, the Read data is stored in Decode Data and InReadCycle turns OFF.

• **MXL/SLC Input Assembly (102) through N Decode Input Assembly (105)**
It is output at the timing of the **Device Status - InReadCycle** bit turning from ON → OFF.



1 Reading starts at the rising edge of the Trigger.
2 Trigger Acknowledged turns ON when Trigger ON is detected and turns OFF when Trigger OFF is detected.
3 ExposureDone turns OFF when exposure starts and turns ON when exposure completes.
4 Decoding is ON during decoding processing. The Decoding process overlaps the Exposure process.
5 Data is Ready turns ON at the same time Decode Data / Read Cycle Pass or Read Cycle is confirmed.
6 Read Cycle Pass turns ON when there is a Good Read and Read Cycle Fail turns ON when there is a NoRead. The Read data is stored in Decode Data.

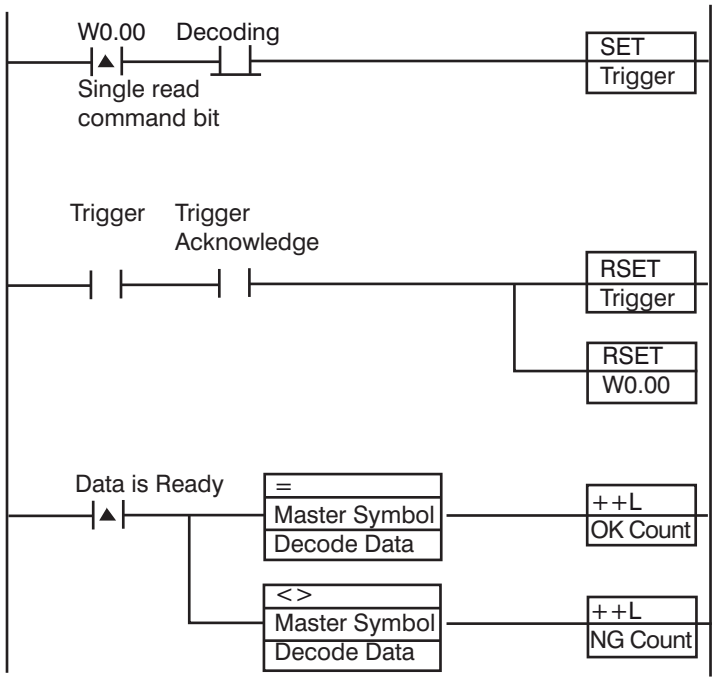
NOTE!
Additional Information
There can be up to a 10 ms delay in the Output timing of the Symbol data.

7 When the next Trigger is detected, Data is Ready turns OFF.

6.1.8. Sample Ladder Program

A sample ladder program to execute the following operation.
• Input the Trigger Signal to execute Triggered Read.
• The read character string (Decode Data) is compared with the Verification string (Master Symbol) stored in the PLC.
• If they match, it is added to the OK/Match count, and if they do not match, it is added to the Mis- match/NG count.

The following Input and Output Assemblies are used.
• Input Assembly: MXL/SLC Input Assembly (102)
• Output Assembly: Output Assembly (197)



1 When the flag for Triggered is ON, The Trigger Bit turns ON.
2 The Trigger Acknowledged Bit (for detecting trigger input) is ON.
3 When the Trigger Acknowledged Bit ON is detected, the Trigger Bit turns OFF.
4 When Read is completed, the Data is Ready Bit turns ON.
5 The Read string (Decode Data) is compared with the Verification string (Master Symbol).
6 If the two strings match, the Match/OK Count is incremented by 1.
7 If the two strings do not match, the Mismatch/NG Count is incremented by 1.

6.1.9. Accessing the NJ-series Controller Communication Areas using Variables

With an NJ-series, accessing the I/O memory allocated to each communication area can be done with the user program with the use of variables.
Here is an example of using the MXL/SLC Input Assembly (102) and Output Assembly (197) for that purpose.
For more detailed information about the data structure of each Assembly, please refer to “6.1. Controlling Operation and Data Output with EtherNet/IP” on page 38.

Access using Network Variables

Create user-defined variables that match the structures of the communications areas of the Sensor. Use the Sysmac Studio to define the variables.
For how to use Sysmac Studio, please refer to Sysmac Studio Version1 Operation Manual (W504).

1 Defining the Data Types of the Variable
Define data types for variables that match the structures of the communications areas.
(1) Defining a Data Type for Control Signal Access
First, define a BOOL array data type to access the control signals and status signals. Here, we define the Data types, COMMAND and Device_Status.

Control Signal

Data Name		Data Type
COMMAND		ARRAY[0..31]OF BOOL
	Run_Mode	BOOL
	Trigger	BOOL
	Enable_Matchcode	BOOL
	…	
	Output_2	BOOL
	Output_3	BOOL
	Reserved	ARRAY[0..17]OF BOOL

Status Signals

Data Name		Data Type
Device_Status		ARRAY[0..31]OF BOOL
	Online	BOOL
	Trigger_Acknowledged	BOOL
	Exposure_Done	BOOL
	…	
	Output2_Status	BOOL
	Output3_Status	BOOL
	Reserved	ARRAY[0..10]OF BOOL

(2) Defining Data Types for Communications Area Access
Data types are defined according to the communication area to access, with one data type for Output Area and another data type for Input Area.
Here, there are two Data types defined, S_EIPOutput197 and S_EIPInput102.

- Data Type to access Output Area Data type name: S_EIPOutput197 Type of derivative data type: Structure

Data Name	Data Type
S_EIPOutput197	STRUCT
COMMANDS	COMMAND

Example assignments of Variable Data Type for Output Area:

	Bit															
	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
+0	Reserved			1*	1*	1*	1*	1*	1*	1*	1*	1*	1*	1*	TR IG	*1
+1	Reserved															

*1. For Bits other than TRIG, please refer to “6.1.6. Status and Control Signals for Each Input and Output Assembly” on page 46.

- Data Type to access Input Area
  Data type name: S_EIPInput102
  Type of derivative data type: Structure

Data Name	Data Type
S_EIPInput102	STRUCT
INFO_BITS	BYTE
DIAGNOSTIC_SEQUENCE_COUNT	BYTE
CONFIGURATION_SEQ_COUNT	BYTE
RESERVED	BYTE
DEVICE_STATUS	Device Status
FAULT	DINT
COUNTERS	ARRAY[0..5]OF DINT
READ_CYCLE_REPORT	ARRAY[0..3] OF INT
DECODE_CYCLE_REPORT	ARRAY[0..3]OF DINT
DECODE_CYCLE_REPORT	DINT
DECODE_DATA	ARRAY[0..183] OF BYTE

Example assignments of Variable Data Type for Input Area:

	Bit															
	15	**14**	**13**	**12**	**11**	**10**	**9**	**8**	**7**	**6**	**5**	**4**	**3**	**2**	**1**	**0**
+0	DIAGNOSTIC_SEQUENCE_COUNT								INFO_BITS							
+1	RESERVED								CONFIGURATION_SEQ_COUNT							
+2	Code reader Signal Status Information (Device_Status)															
+3																
+4	Code Reader Error Code Information (FAULT)															
+5																
+6	Read Counter Information (COUNTERS)															
…																
…																
+11																
+12	Read Cycle Information (READ CYCLE REPORT)															
+13																
+14																
+15																
+16	Number of characters in Read data (DECODE LENGTH)															
+17																
+18	The content of the Read data (DECODE DATA)															
…																
…																
+89																

2 Defining the Variables
Define variables for the data links for the communications area data that is used in EtherNet/IP communications.
These variables use the data types that were defined above in procedure 1.

Variable	Variable type	Network Publish attribute	Data type	Application
EIPOutput	Global variable	Output	S_EIPOutput197	For data links to the Output Area
EIPInput	Global variable	Input	S_EIPInput102	For data links to the Input Area

3 Accessing the Communications Areas from the User Program
The defined variables are used to access the communications areas for the Sensor using the following

Output Area

Signal name	Variable name
Trigger	EIPOutput.COMMANDS.Trigger

Input Area

Signal name	Variable name
Online	EIPInput.DEVICE_STATUS.Online
Trigger_Acknowledged	EIPInput.DEVICE_STATUS.Trigger_Acknowledged
Decoding	EIPInput.DEVICE_STATUS.Decoding
DataIsReady	EIPInput.DEVICE_STATUS.DataIsReady
Decode_Data	EIPInput.DECODE_DATA

Command Control Example

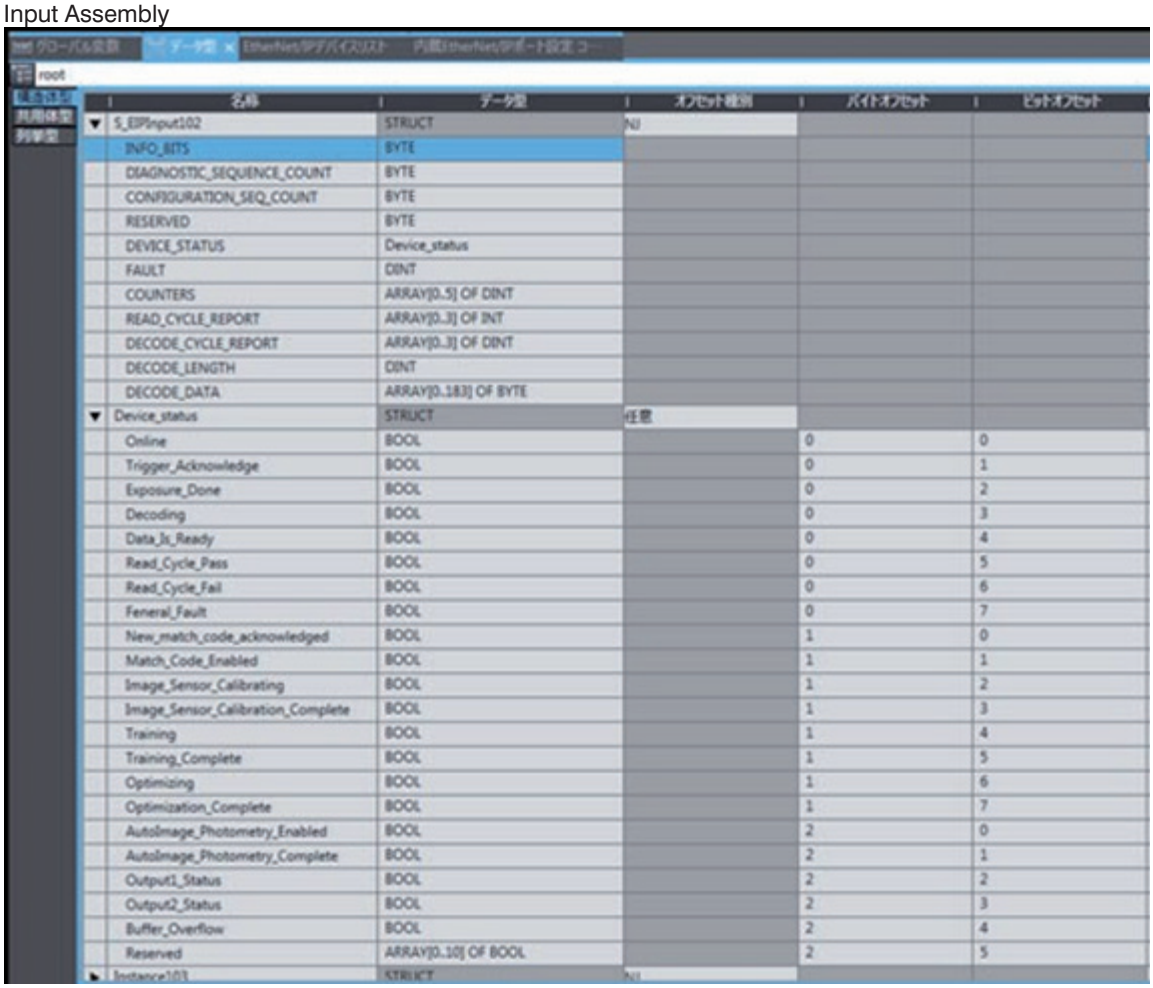
Here is an example of how Command Control is executed in EtherNet/IP communications between a PLC and the code reader.

- **Read a Code and Store the Read String Output on the PLC**
  <Example Tag Sets and Connection Settings>
  – Input Assembly: MXL/SXL Input Assembly (102)
  – Output Assembly: Output Assembly (197)

<Example Variables>

名称	データ型	初期値	割付先	保持	コンスタント	ネットワーク公開	コメント
EIPInput	S_EIPInput102			☐	☐	入力	
EIPOutput	S_EIPOutput197			☑	☐	出力	

Input Assembly

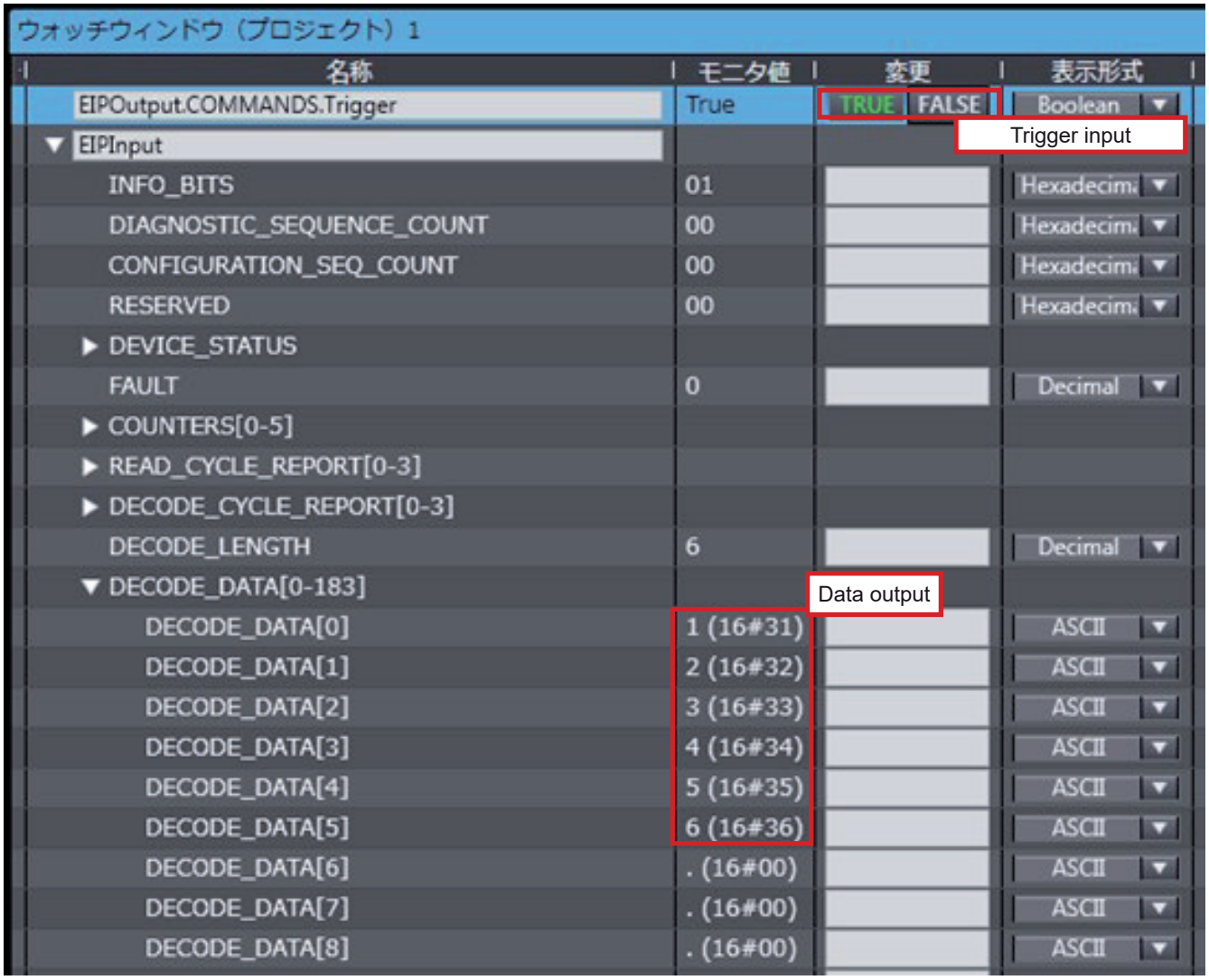


名称	データ型	オフセット種別	バイトオフセット	ビットオフセット
S_EIPInput102	STRUCT	NJ		
INFO_BITS	BYTE			
DIAGNOSTIC_SEQUENCE_COUNT	BYTE			
CONFIGURATION_SEQ_COUNT	BYTE			
RESERVED	BYTE			
DEVICE_STATUS	Device_status			
FAULT	DINT			
COUNTERS	ARRAY[0..5] OF DINT			
READ_CYCLE_REPORT	ARRAY[0..3] OF INT			
DECODE_CYCLE_REPORT	ARRAY[0..3] OF DINT			
DECODE_LENGTH	DINT			
DECODE_DATA	ARRAY[0..183] OF BYTE			
Device_status	STRUCT	任意		
Online	BOOL		0	0
Trigger_Acknowledge	BOOL		0	1
Exposure_Done	BOOL		0	2
Decoding	BOOL		0	3
Data_Is_Ready	BOOL		0	4
Read_Cycle_Pass	BOOL		0	5
Read_Cycle_Fail	BOOL		0	6
Feneral_Fault	BOOL		0	7
New_match_code_acknowledged	BOOL		1	0
Match_Code_Enabled	BOOL		1	1
Image_Sensor_Calibrating	BOOL		1	2
Image_Sensor_Calibration_Complete	BOOL		1	3
Training	BOOL		1	4
Training_Complete	BOOL		1	5
Optimizing	BOOL		1	6
Optimization_Complete	BOOL		1	7
AutoImage_Photometry_Enabled	BOOL		2	0
AutoImage_Photometry_Complete	BOOL		2	1
Output1_Status	BOOL		2	2
Output2_Status	BOOL		2	3
Buffer_Overflow	BOOL		2	4
Reserved	ARRAY[0..10] OF BOOL		2	5

Output Assembly

名称	データ型	オフセット種別	バイトオフセット	ビットオフセット	コメント
S_EIPOutput197	STRUCT	NJ			
COMMANDS	COMMAND				
COMMAND	STRUCT	任意			
Run_Mode	BOOL		0	0	
Trigger	BOOL		0	1	
Enable_MatchCode	BOOL		0	2	
Reset_General_Fault	BOOL		0	3	
Clear_No_Read_ReadCycle_Count	BOOL		0	4	
Clear_MisMatch_ReadCycle_Count	BOOL		0	5	
Clear_No_Read_Count	BOOL		0	6	
Clear_Trigger_Count	BOOL		0	7	
Clear_Matchcode_Count	BOOL		1	0	
Clear_MisMatch_Count	BOOL		1	1	
Output_1	BOOL		1	2	
Output_2	BOOL		1	3	
Output_3	BOOL		1	4	
Reserved	ARRAY[0..17] OF BOOL		1	5	

<Example of Data Storage>
• Read string: 123456
PLC

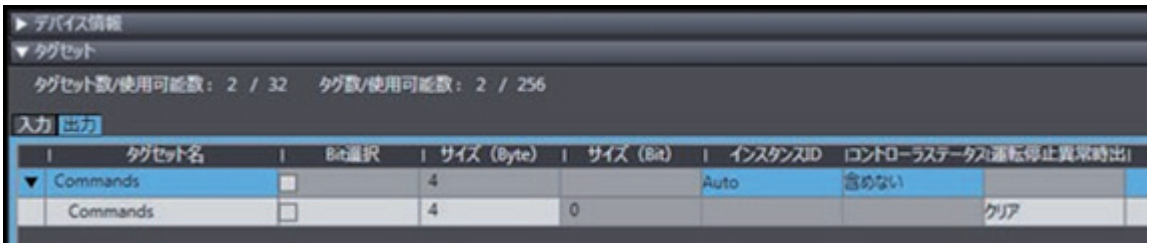


NOTE!
When outputting the Code Quality Grade

Read data: 123456 D D A A A D A A

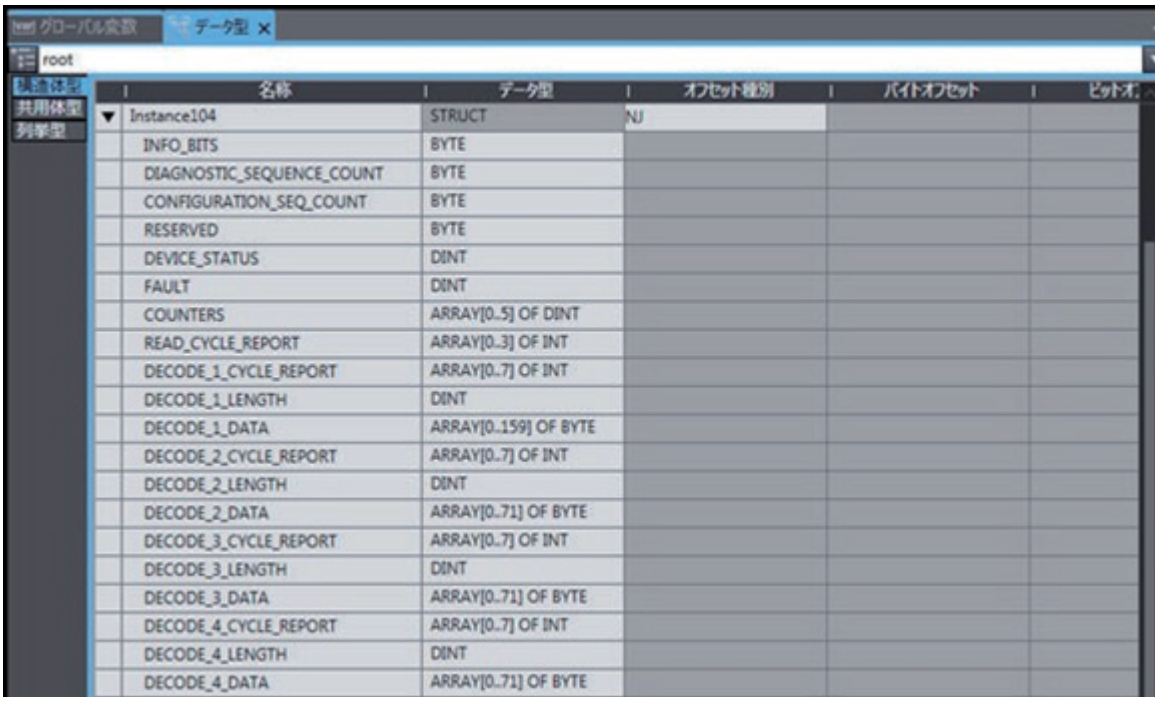
DECODE_DATA[0-183]			
DECODE_DATA[0]	1 (16#31)		ASCII
DECODE_DATA[1]	2 (16#32)		ASCII
DECODE_DATA[2]	3 (16#33)		ASCII
DECODE_DATA[3]	4 (16#34)		ASCII
DECODE_DATA[4]	5 (16#35)		ASCII
DECODE_DATA[5]	6 (16#36)		ASCII
DECODE_DATA[6]	(16#20)		ASCII
DECODE_DATA[7]	D (16#44)		ASCII
DECODE_DATA[8]	(16#20)		ASCII
DECODE_DATA[9]	D (16#44)		ASCII
DECODE_DATA[10]	(16#20)		ASCII
DECODE_DATA[11]	D (16#44)		ASCII
DECODE_DATA[12]	(16#20)		ASCII
DECODE_DATA[13]	D (16#44)		ASCII
DECODE_DATA[14]	(16#20)		ASCII
DECODE_DATA[15]	B (16#42)		ASCII
DECODE_DATA[16]	(16#20)		ASCII
DECODE_DATA[17]	A (16#41)		ASCII
DECODE_DATA[18]	(16#20)		ASCII
DECODE_DATA[19]	A (16#41)		ASCII
DECODE_DATA[20]	(16#20)		ASCII
DECODE_DATA[21]	A (16#41)		ASCII
DECODE_DATA[22]	. (16#00)		ASCII
DECODE_DATA[23]	. (16#00)		ASCII

- **Read 4 Codes and Store the Read String Output on the PLC**
  <Example of Tag Sets and Connection Settings>
  - Input Assembly: 4 Decode Input Assembly (104)
  - Output Assembly: Output Assembly (197)

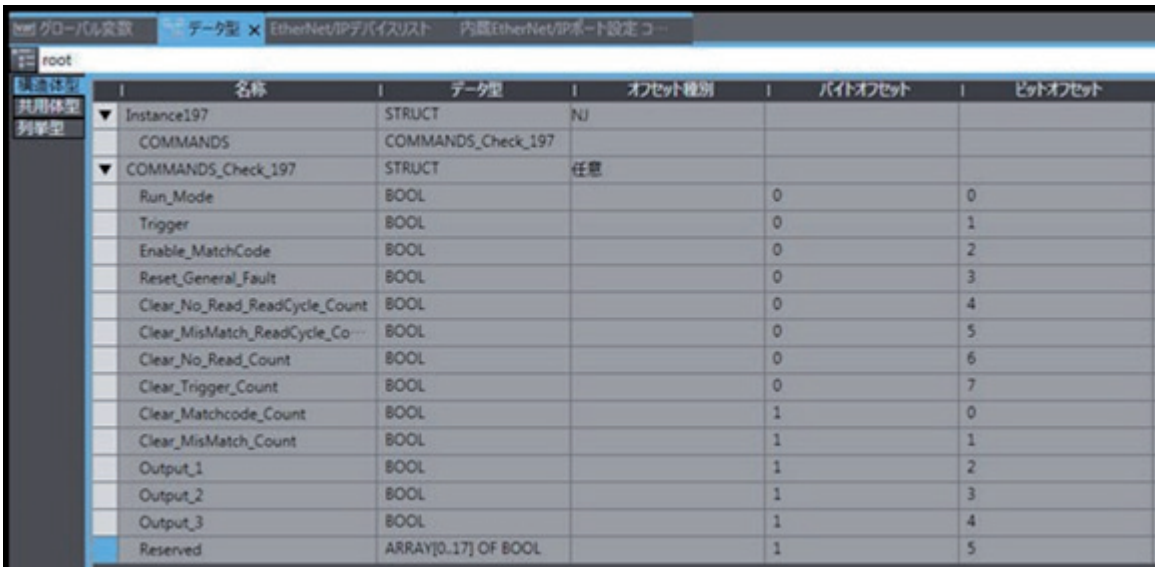


<Example of Setting Variables>

Input Assembly

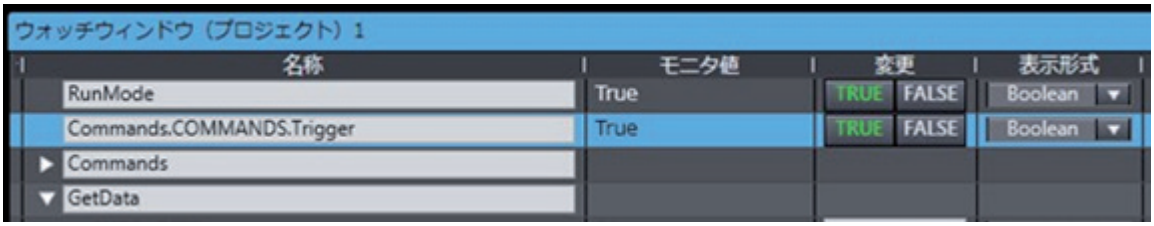


Output Assembly

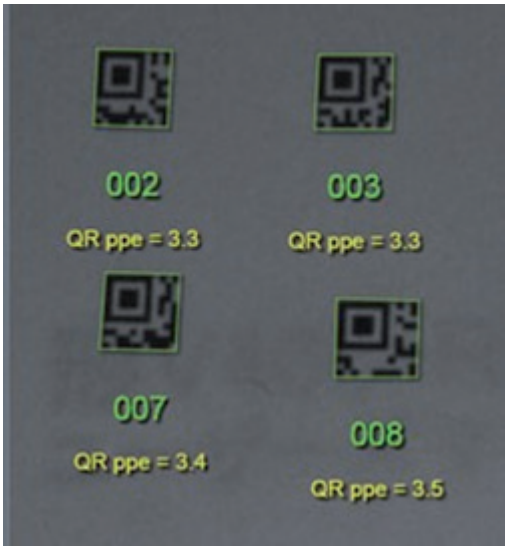


名称	データ型	オフセット種別	バイトオフセット	ビットオフセット
Instance197	STRUCT	NJ		
COMMANDS	COMMANDS_Check_197			
COMMANDS_Check_197	STRUCT	任意		
Run_Mode	BOOL		0	0
Trigger	BOOL		0	1
Enable_MatchCode	BOOL		0	2
Reset_General_Fault	BOOL		0	3
Clear_No_Read_ReadCycle_Count	BOOL		0	4
Clear_MisMatch_ReadCycle_Co…	BOOL		0	5
Clear_No_Read_Count	BOOL		0	6
Clear_Trigger_Count	BOOL		0	7
Clear_Matchcode_Count	BOOL		1	0
Clear_MisMatch_Count	BOOL		1	1
Output_1	BOOL		1	2
Output_2	BOOL		1	3
Output_3	BOOL		1	4
Reserved	ARRAY[0..17] OF BOOL		1	5

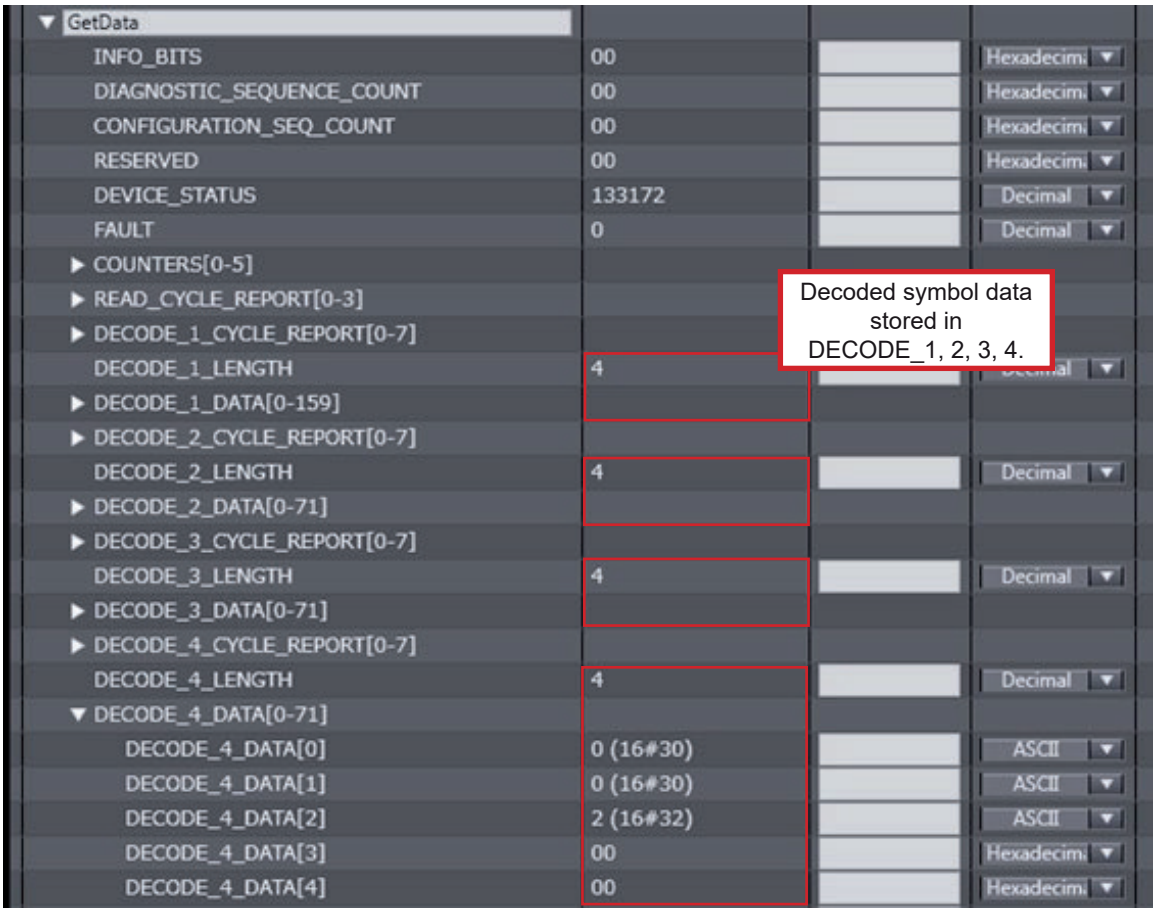
<Trigger Input>



<Example of Data Storage>
– Example of PLC data storage for 4 different codes in 1 image capture. WebLink Screen



PLC

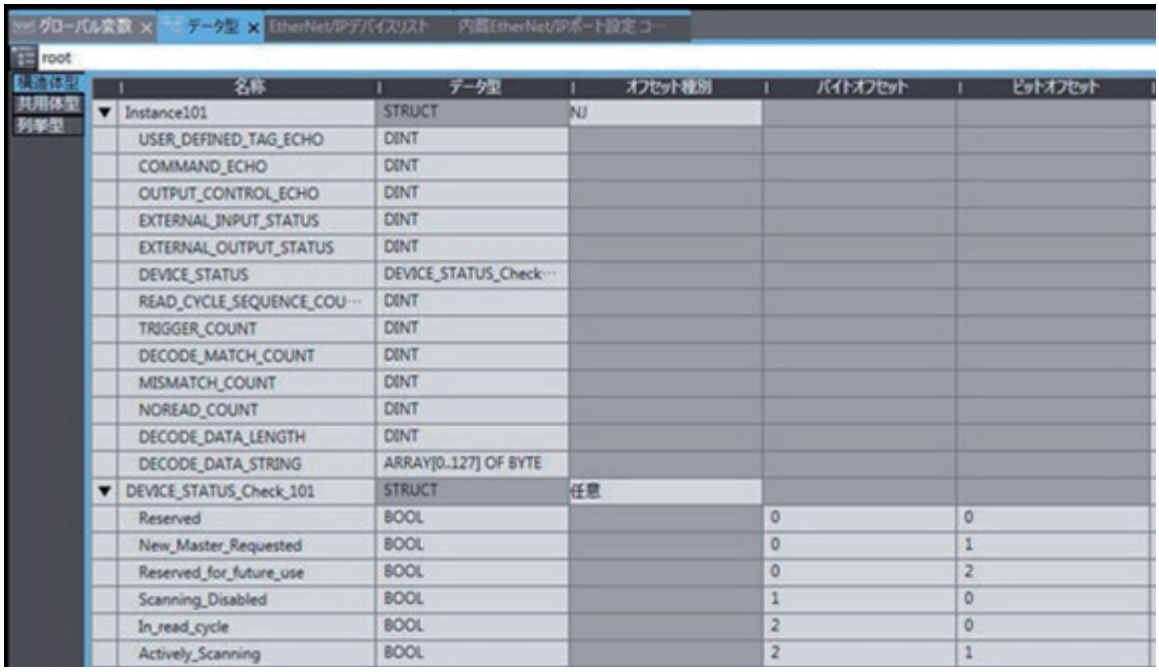


- **Using the NEW MASTER Bit in the Output Assembly to Register Master Symbol Data**
  <Example Tag Sets and Connection Settings>
  - Input Assembly: Large Input Assembly (101)
  - Output Assembly: Output Assembly (198)

<Example Variables>

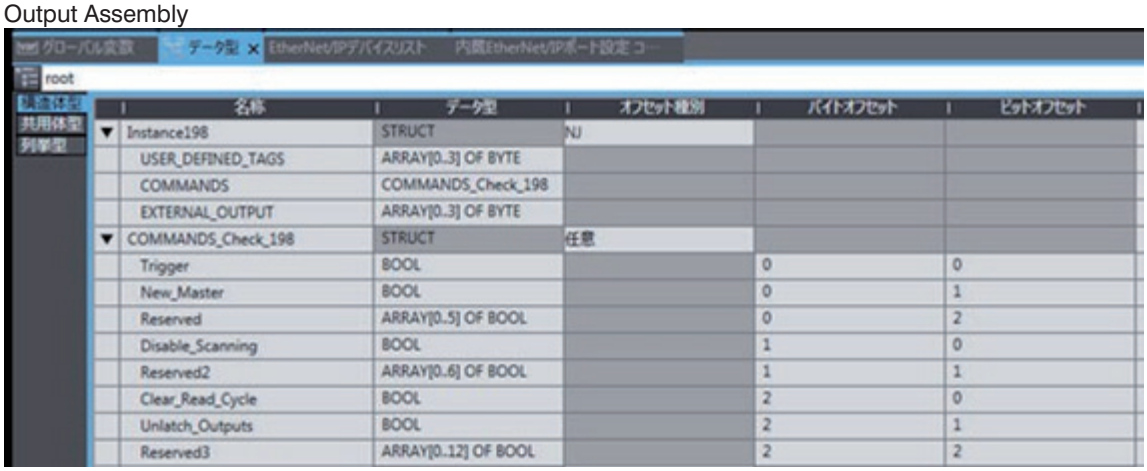
名称	データ型	初期値	割付先	保持	コンスタント	ネットワーク公開	コメント
GetData	Instance101		IOM://1000	☐	☐	入力	
Commands	Instance198		IOM://D01500	☑	☐	出力	
RunMode	BOOL		IOM://D01500.0	☑	☐	非公開	
Trigger	BOOL		IOM://D01500.1	☑	☐	非公開	

Input Assembly



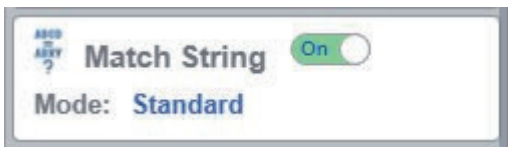
名称	データ型	オフセット種別	バイトオフセット	ビットオフセット
▼ Instance101	STRUCT	NJ		
USER_DEFINED_TAG_ECHO	DINT			
COMMAND_ECHO	DINT			
OUTPUT_CONTROL_ECHO	DINT			
EXTERNAL_INPUT_STATUS	DINT			
EXTERNAL_OUTPUT_STATUS	DINT			
DEVICE_STATUS	DEVICE_STATUS_Check…			
READ_CYCLE_SEQUENCE_COU…	DINT			
TRIGGER_COUNT	DINT			
DECODE_MATCH_COUNT	DINT			
MISMATCH_COUNT	DINT			
NOREAD_COUNT	DINT			
DECODE_DATA_LENGTH	DINT			
DECODE_DATA_STRING	ARRAY[0..127] OF BYTE			
▼ DEVICE_STATUS_Check_101	STRUCT	任意		
Reserved	BOOL		0	0
New_Master_Requested	BOOL		0	1
Reserved_for_future_use	BOOL		0	2
Scanning_Disabled	BOOL		1	0
In_read_cycle	BOOL		2	0
Actively_Scanning	BOOL		2	1

Output Assembly



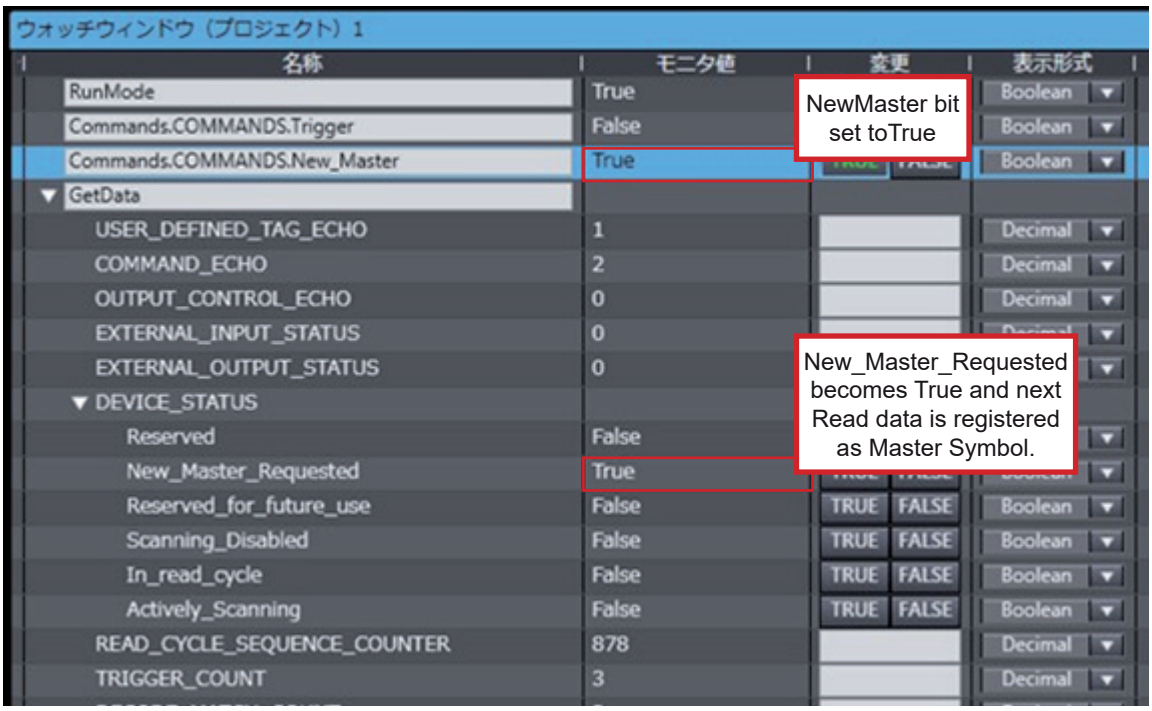
名称	データ型	オフセット種別	バイトオフセット	ビットオフセット
▼ Instance198	STRUCT	NJ		
USER_DEFINED_TAGS	ARRAY[0..3] OF BYTE			
COMMANDS	COMMANDS_Check_198			
EXTERNAL_OUTPUT	ARRAY[0..3] OF BYTE			
▼ COMMANDS_Check_198	STRUCT	任意		
Trigger	BOOL		0	0
New_Master	BOOL		0	1
Reserved	ARRAY[0..5] OF BOOL		0	2
Disable_Scanning	BOOL		1	0
Reserved2	ARRAY[0..6] OF BOOL		1	1
Clear_Read_Cycle	BOOL		2	0
Unlatch_Outputs	BOOL		2	1
Reserved3	ARRAY[0..12] OF BOOL		2	2

Set Matchcode to ON.
• WebLink - **Setup** Screen

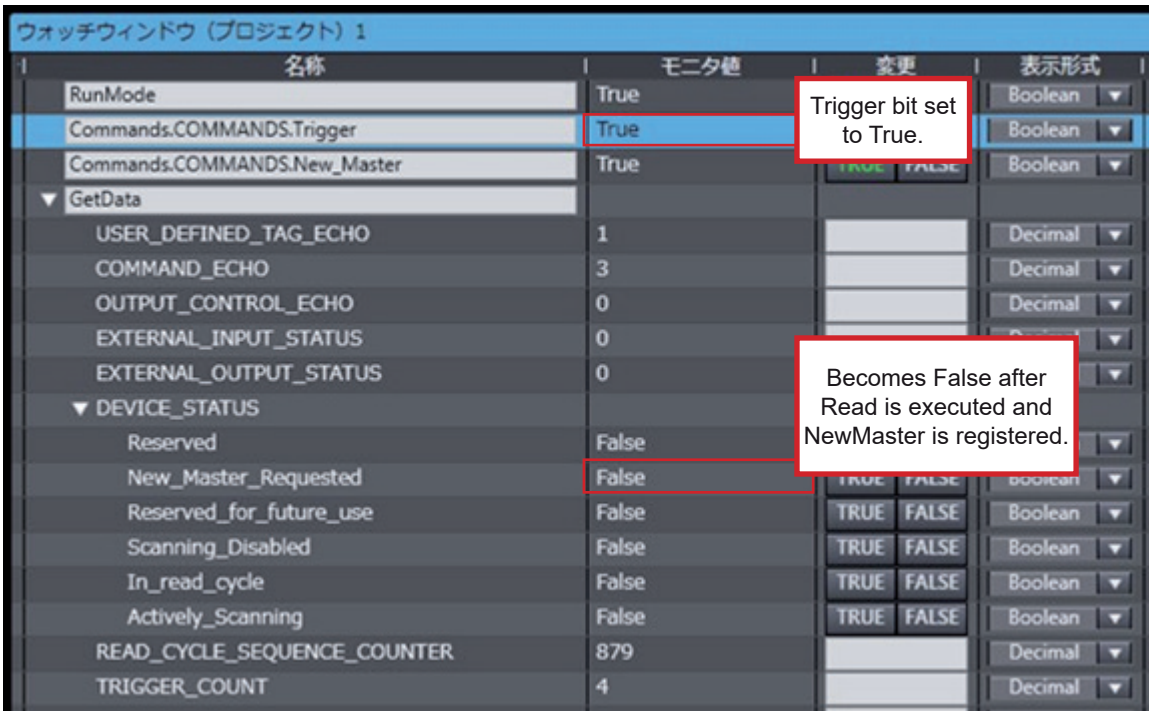


With nothing currently registered as the Master Symbol, when a Read is executed with Matchcode ON, the result is Mismatch. By setting the NewMaster bit in the Output Assembly to 1, the next code that is read will be regis- tered as the Master Symbol data.

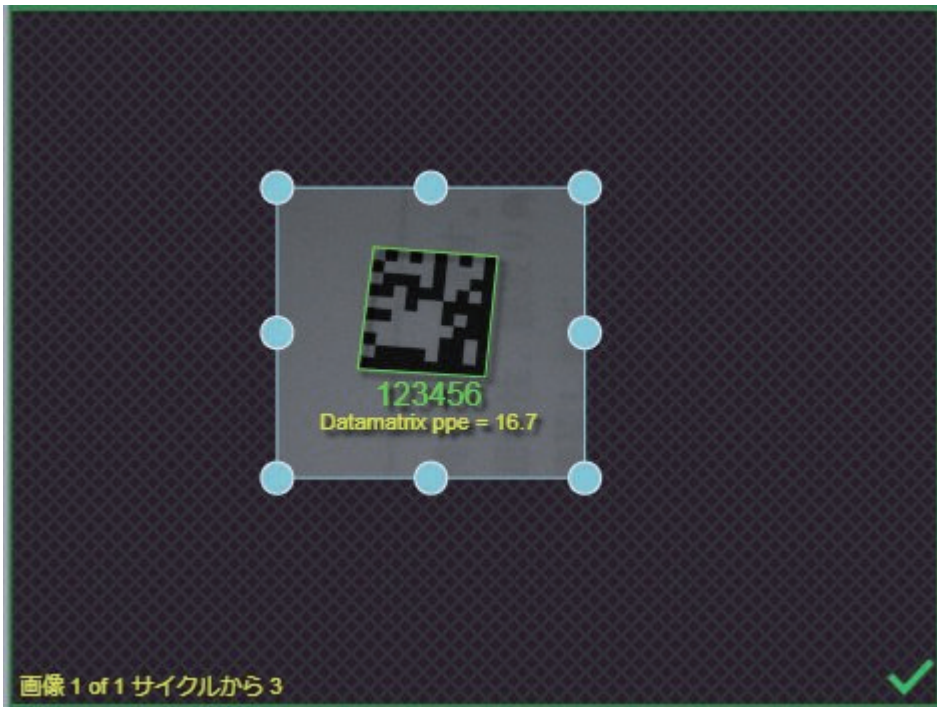
<Register the Master Symbol Data>



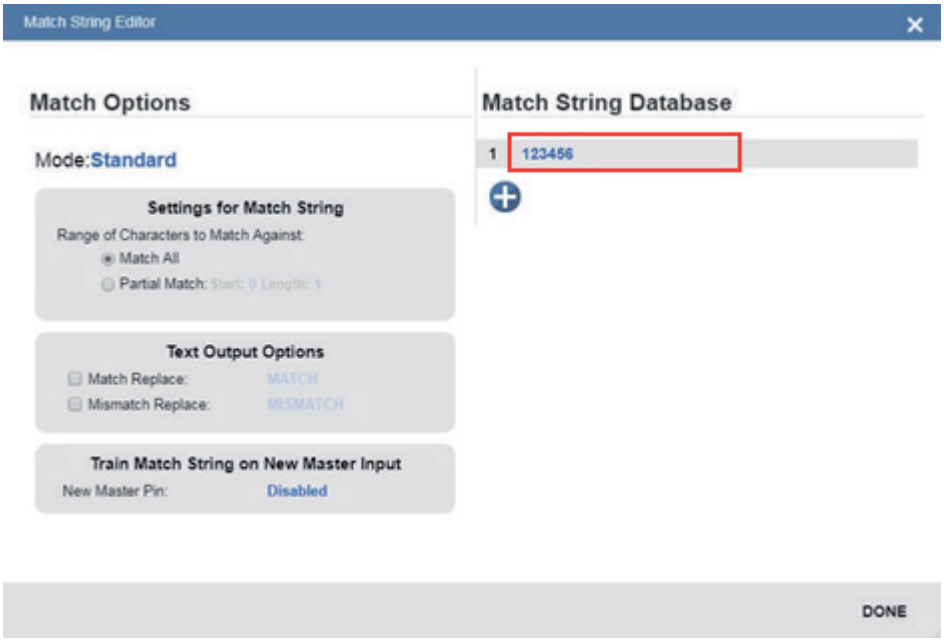
<Trigger Input>



<Perform a Read to Verify>
Since the data was registered as the Master Symbol, the result is Match. WebLink Screen



• WebLink - **Setup - Matchcode - Match String Editor**



6.1.10. Communicating with the Code Reader with EtherNet/IP Message

Serial commands can be executed using EtherNet/IP Message (Explicit) communication. For more information on Serial commands, please refer to the following: “6.2.5. Controlling Operation from an External Device” on page 73.

NOTE!
Any explicit message that causes an action that takes longer than 3 seconds will time out. It is recommended to use implicit messaging in these cases.

Message Communication Objects have the following structure:

Item	Setting value
Class ID	104 (0x68 hex)
Instance ID	1
Attribute ID	1
Service code	69 (0x45 hex)

- **EtherNet/IP Message (Explicit) Format**
  EtherNet/IP messages, both transmitted and received, are comprised of two parts, the Command Length and Command String.
  – **Command Length (4 bytes)**
    The total number of characters in the Command String.
  – **Command String (256 byte maximum)**
    The ASCII character array of the command sent from the PLC to the C5PC reader.

Length				Command String							
0x08	0x00	0x00	0x00	0x3C('<')	0x4B('K')	0x32('2')	0x32('2')	0x35('5')	0x2C(',')	0x30('0')	0x3E('>')

Command Setting Example
This example shows how to set Message communication command strings.
- For the data that is sent from the PLC to the code reader, set a serial command character string.
- When using K Commands some commands do not provide a Response. In other words, there is no data to receive after sending the command.

However, in the case of a Verify setting command like <K225?>, there is a Response so data will be received after this command type is sent. Please note that multiple commands can be sent in a single transmission, so if the command sent typically doesn't produce a response a verify setting command can be sent in addition as shown in Example 3.

Example 1: The received data string when the data was sent using the <K225,0> command. (Transmitted data) in 12 bytes 0x08 0x00 0x00 0x00 0x3C('<') 0x4B('K') 0x32('2') 0x32('2') 0x35('5') 0x2C(',') 0x30('0') 0x3E('>')
(Received data) None

Example 2: The received data string when the data was sent using the <K225?> command. (Transmitted data) in 11 bytes 0x07 0x00 0x00 0x00 0x3C('<') 0x4B('K') 0x32('2') 0x32('2') 0x35('5') 0x32('?') 0x3E('>')
(Received data) in 11 bytes 0x07 0x00 0x00 0x00 0x3C('<') 0x32('2') 0x32('2') 0x35('5') 0x2C(',') 0x30('0') 0x3E('>')

Example 3: The received data string when the data was sent using the <K225,0><K225?> commands.
(Transmitted data) in 17 bytes 0x0D 0x00 0x00 0x00 0x3C('<') 0x32('2') 0x32('2') 0x35('5') 0x2C(',') 0x30('0') 0x3E('>') 0x3C('<') 0x32('2') 0x32('2') 0x35('5') 0x32('?')0x3E('>')
(Received data) in 11 bytes 0x07 0x00 0x00 0x00 0x3C('<') 0x32('2') 0x32('2') 0x35('5') 0x2C(',') 0x30('0') 0x3E('>').

6.2. Controlling Operation and Data Output with Serial (TCP)

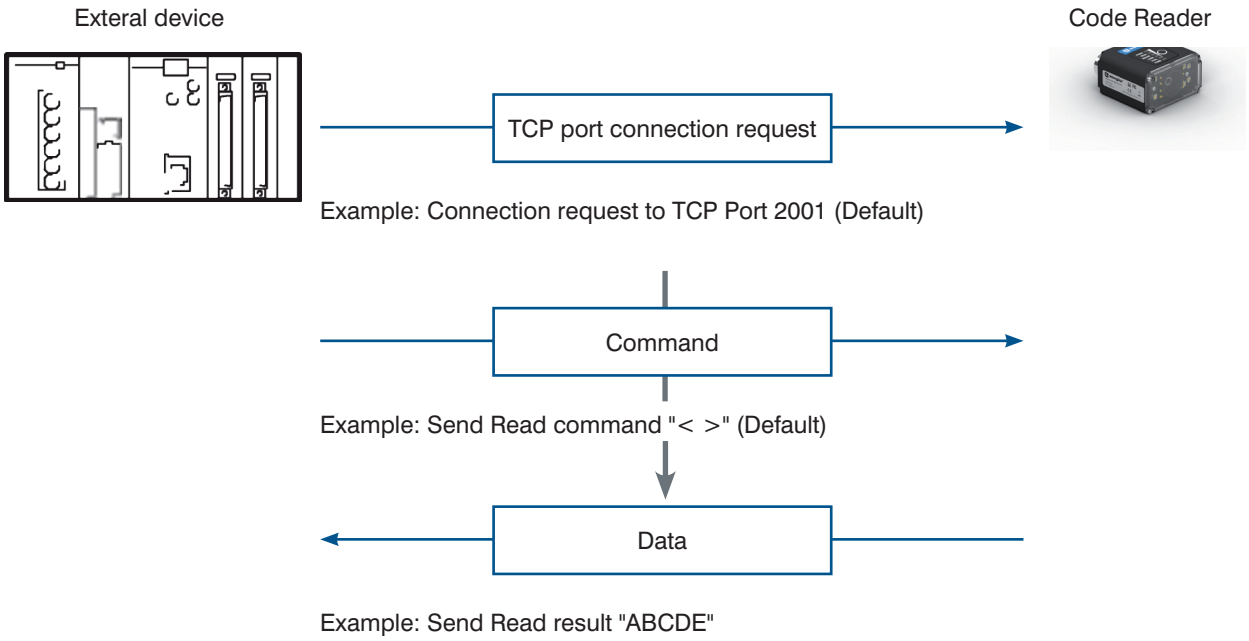
This section explains the communications settings required for using Serial (TCP) communications be- tween the code reader and an external device.

6.2.1. Serial (TCP) Overview

Serial (TCP) conforms to the TCP/IP communication protocols. It can be used with any Ethernet communication equipment compatible with TCP/IP communication protocol. Since the C5PC communicates as a TCP server, the external device to be connected must be connected to C5PC as a TCP client. If you intend to use with an Omron PLC, please verify that it supports Socket Services (TCP Client).

6.2.2. Communications Processing Flow

In a system configuration in which it is connected by Serial (TCP) communications to an external de- vice (such as PLC), serial commands can be received and code reading results can be output to the external device.
Below is the basic flow for establishing the Serial (TCP) communications, executing a Read command and outputting the Read result.



6.2.3. Communication Settings (Serial (TCP))

Network Settings on the Code Reader

Set the IP address on the code reader to match the network settings of the PLC or other external device.
• WebLink - **Setup - Gear Icon - Advanced Settings - Communications - Ethernet**

1 Set **Ethernet** to Enabled.
2 Set the **IP Address** and **Subnet mask** according to the network settings of the PLC or other external device.

Setting Item	Setting Value	Description
Ethernet	• Enabled (default) • Disabled	Select whether to enable all, some, or none of the various Ethernet protocols, (Serial (TCP)), EtherNet/IP, PROFINET).
IP Address	a.b.c.d a: 0 to 255 b: 0 to 255 c: 0 to 255 d: 0 to 255 (Default: 192.168.188.2)	Enter the IP address of the Code Reader
Subnet	a.b.c.d a: 0 to 255 b: 0 to 255 c: 0 to 255 d: 0 to 255 (Default: 255.255.0.0)	Input the subnet mask address.
Gateway	a.b.c.d a: 0 to 255 b: 0 to 255 c: 0 to 255 d: 0 to 255 (Default: 0.0.0.0)	If a Gateway is used, enter the gateway address. If a Gate- way is not used, use the default value 0.0.0.0.
IP Address Mode	• Fixed (default) • DHCP	In Fixed mode, the code reader uses a user-defined IP address. In DHCP mode, the code reader acquires its IP address, subnet, and gateway from the DHCP server.
TCP Port 1	1024 to 65536 (Default: 2001)	Enter one of the two TCP port numbers for communication with the code reader over Serial (TCP).
TCP Port 2	1024 to 65536 (Default: 2003)	Enter one of the two TCP port numbers for communication with the code reader over Serial (TCP).

NOTE!
Additional Information
Through the use of two TCP ports at the same time, it is possible for the C5PC to communicate over Serial (TCP) with two different external devices.

Change the Command that Executes Read

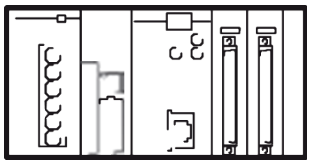
It is possible to change the command used in Serial communications to execute Read.
There are two types of Read execution commands. One includes a Separator Character (delimiter) <> and the other has no delimiter.

• WebLink - **Setup - Gear Icon - Advanced Settings - Read Cycle - Serial Trigger (Non-Delimited)**

Setting Item	Setting Value	Description
Serial Trigger Character (Delimited)	ASCII code for 1 character (Default: Space(Hex: 20))	Specifies the command character string used to start a Read. To execute the command, the trigger character must be delimited in brackets <>. This command can only be executed when the Trigger Mode is set in **Read Cycle - Trigger - Mode** to either Serial Data or Serial Data or External Edge.
Start Character (Non-Delimited)	The ASCII codes for maximum of 2 characters (Default: NULL (Hex:00))	Specifies the command character string used to start a Read and the command character used to end a Read. The Start command character and the End command character must be different characters. When set it to NULL (Hex:00) it is disabled. The behavior will differ according to the selection made for **Read Cycle - Trigger - Mode.** • If External Edge is selected, the code reader executes Read with the Start command character. An End command character is not necessary. • If External Level or Serial Data and Edge is selected, the Start trigger character starts a Read cycle and the End command character ends the Read cycle. Even for a Good Read, the Read Cycle does not end until the End command is sent.
Stop Character (Non-Delimited)	The ASCII codes for maximum of 2 characters (Default: NULL (Hex:00))	

• **Example Use of Character (Delimited) Command**
– Read string: 12345, Character (Delimited): Space, Preamble: None, Postamble: CRLF

External device



	Serial Trigger command		
Character notation	<		>
Hex notation	3C	20	3E

Code Reader

In Read Cycle	Read result						
Character notation	1	2	3	4	5	CR	LF
Hex notation	31	32	33	34	35	0D	0A

6.2.4. Setting the Data to Output after a Read

The code reader can be configured so that after a Read is executed, its read results are automatically output to the TCP port it is connected to. Additional information such as print quality grade and code position coordinates can be appended to the Read result output and the format of that output can be modified.

Change the Read Result Output Condition

You can change the conditions by which you will output your Read results.
• WebLink - **Setup - Gear Icon - Advanced Settings - I/O - Symbol Data Output**

Setting Item	Setting Value	Description
Symbol Data Output	• Disabled • Match • Mismatch • Good Read (default) • Only If All Are Good Reads	• Disabled: Read result is not output. • Match: The Read result is only output when it matches the Master Symbol set in the Matchcode function. • Mismatch: The Read result is only output when it does not match the Master Symbol set in the Matchcode function. • On Good Read: Read results are output for even just one Good Read. • Only If All Are Good Reads: The Read result is output only when all the symbols specified in the Read Multiple Symbols function are successfully read.
Output Timing	• As Soon As Possible (Default) • End of Read Cycle	• As Soon As Possible: Outputs the Read result immediately on Good Read and ends the Read Cycle. • End of Read Cycle: The Read result is not output until the End of Read Cycle condition is met. The End of Read Cycle condition is set in **Advanced Settings - Read Cycle - End of Read Cycle.**

Set the data to be output when there is a No Read.

You can change the data to output when there is a No Read result.
• WebLink - **Setup - Gear Icon - Advanced Settings - I/O - No Read Message**

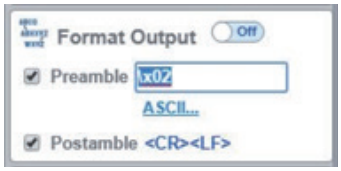
Setting Item	Setting Value	Description
No Read Message	• Enabled (default) • Disabled	• Enabled: A message is output when there is a No Read. However, if the Trigger Mode set in Read Cycle is Continuous Read, no message is output regardless of this setting. • Disabled: No message is output for a No Read.
Message	NOREAD (default)	Set the message to output when there is a No Read. You can set up to 64 ASCII characters.

Header and Footer Settings

You can change the Header (Preamble) and Footer (Postamble) that precedes and follows the Read string.
• WebLink - **Setup - Format Output**

1 Set the Header (Preamble) as needed.
In **Format Output,** check the box for **Preamble** to add a header to the Read result.

To edit the characters used in the header, click on the blue text to the right of **Preamble**. Characters can be entered from the keyboard in to the Text Input Box.



If you want to use a Control Character as the input, select **ASCII...** below the text input box. Control characters will be displayed and can be selected from here.

2 Set the Footer (Postamble) as needed.
The procedure for setting it is the same as that for the Header (Preamble).

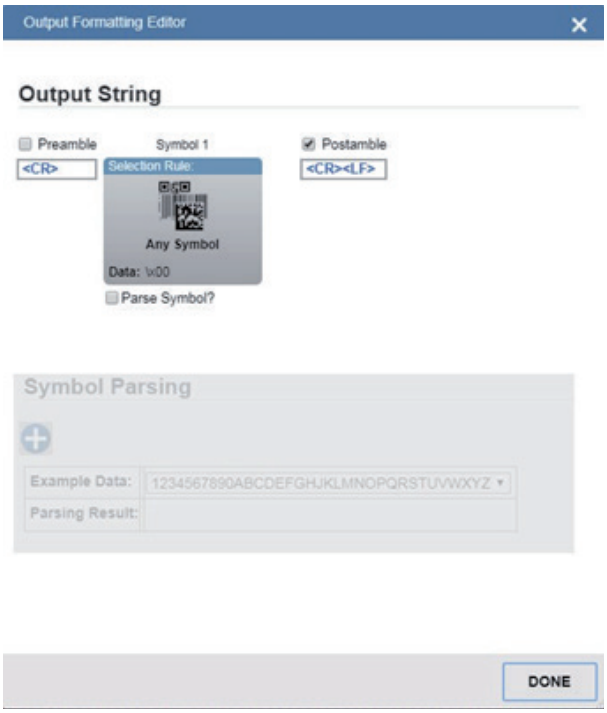
NOTE!
Additional Information
The Header and Footer can also be set in **Advanced Settings - Communications - Preamble** / **Postamble.**

Setting the Format of Data Output

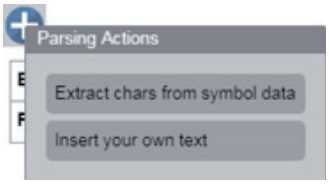
You can format the Read data you wish to output, for example, by specifying the number of characters read from a code symbol to output and appending a fixed character string to the output.
• WebLink - **Setup - Format Output**

1 Change the format of the output as needed.
Turn **Format Output** ON.

2 The Output Formatting Editor screen opens.
Click on the **Format**: text in blue below **Format Output** to open the Output Formatting Editor.



3 **Parse Symbol?** Check this box.
Press the appropriate button to select either **Extract chars from symbol data, or Insert your own text.**



4 If you want to specify the range (number) of characters from the read character string to output, select **Extract chars from symbol data**
Enter the range for the number of characters to output. In the example setting below, a string length of 1 to 4 characters is output.

To apply this setting, click the  button.

5 If you want to insert a fixed character string in to the read (decoded) character string to output, select **Insert your own text.** The default text in the field is /r. If you click on it, a Text input box will appear so that you can input text from your keyboard. In the example below, ABC- is set for the 4 characters.

If you want to use a Control Character as the input, select ASCII... below the text input box. Control characters will be displayed and can be selected from here.

When Input is complete, press Enter on the keyboard.

6 To delete the formatting you set for the output, place the cursor on it and click the X button dis- played on the upper right.

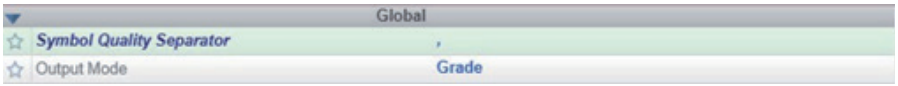
7 Click the **Done** button. It will close the Output Formatting Editor screen.

How to Append Additional Symbol Information
Additional information such as print quality grade and code position coordinates can be appended to the Read result output.

- **Outputting a Code Symbol's Position Information**
  – WebLink - **Setup - Gear Icon - Advanced Settings - I/O - Output Object Info**

1 Enable Output Coordinates.

2 If necessary, change the Separator Character.
In WebLink - **Setup - Gear Icon - Advanced Settings - Symbol Quality - Global,** enter a character for **Symbol Quality Separator.** Below is an example where, is used as the Separator Character.



3 The position coordinates of the code symbol is output appended to the Read result.
The following example shows the code symbol's position coordinates appended to the Read string ABCDE.

ABCDE,(0867,0708)(0867,0708)(1741,0673)(1741,0673)

- **Output of the Symbol Quality Grade Information (ISO/IEC 15415)**
  – WebLink - **Setup - Gear Icon - Advanced Settings - Symbol Quality - ISO/IEC 15415**

1 Enable the Symbol Quality Grade Standard to output
The following is an example where all ISO/IEC 15415 Symbol Quality Grade parameters are enabled.
2 If necessary, change the Separator Character.
In WebLink - **Setup - Gear Icon - Advanced Settings - Symbol Quality - Global,** enter a character for **Symbol Quality Separator.** Below is an example where , is used as the Separator Character.

3 The Symbol Quality Grade is output appended to the Read result.
The following example shows Symbol Quality Grades appended to the Read string ABCDE.
ABCDE,C,A,C,C,C,A,A,A

• Additional Symbol Information That Can Be Appended

Additional information	Setting to adjust (WebLink – Advanced Settings Menu)	Description	Example Output (For Read string ABCDE.) The delimiter character is a , <comma>.	Output Order
Symbol Identifier	I/O - Symbol Data Output	A (3 character) Symbol Identifier indicating the type of the read symbol is put in front of its Read string.	]dlABCDE	Put in front of the Read string
Decodes per Trigger	I/O - Decodes per Trigger Output	Outputs the number of Good Read in Read Cycle	ABCDE,00002	1
Configuration Data Identifier	I/O - Database Identifier Output	Outputs the Index Number of the Configuration Database used to get a Good Read.	ABCDE,DB01	2
Frame Number	I/O - Output Object Info	Outputs the Frames number (number of images) that were needed to get a Good Read result. The output is a 3 digit number.		
Code Position Coordinates	I/O - Output Object Info	Outputs the coordinates of the four vertices of the read symbol in pixels.		
Print Quality (ISO/IEC 16022)	Symbol Quality - ISO/ IEC 16022 Parameters	Outputs the DataMatrix Symbol Quality Grade defined by ISO/IEC 16022.*1		
Print Quality (Omron Microscan)	Symbol Quality - wenglor Parameters	Outputs the wenglor Proprietary Symbol Quality Grade.*1		
Print Quality (ISO/IEC 15415)	Symbol Quality - ISO/ IEC 15415 Parameters	Outputs the Symbol Quality Grade defined by ISO/IEC 15415 for 2D Codes.*1		
Print Quality (ISO/IEC 15416)	Symbol Quality – ISO/ IEC 15416 Parameters	Outputs the Symbol Quality Grade defined by ISO/IEC 15416 for Barcode symbols.*1		
Print Quality (ISO/IEC 29158)	Symbol Quality - ISO/ IEC 29158 Parameters	Outputs the Symbol Quali- ty Grade defined by ISO/IEC TR 29158 for 2D Codes.*1		
Read Time	I/O – Read Duration Output	Outputs the Read Duration time in milliseconds.		
Read Cycle ID	I/O – Output Cycle ID	The Output Cycle ID number (number of Reads executed) is output in hexadecimal format.		

*1. For more information on Symbol Quality Grade, please refer to C5PC Technical Manual - Symbol Quality Grade.

NOTE!
Additional Information
When Multiple Symbol Reading is enabled, the Output Order is read character string of symbol 1, additional information for symbol 1, read character string for symbol 2, additional information for symbol 2, and so on.

6.2.5. Controlling Operation from an External Device

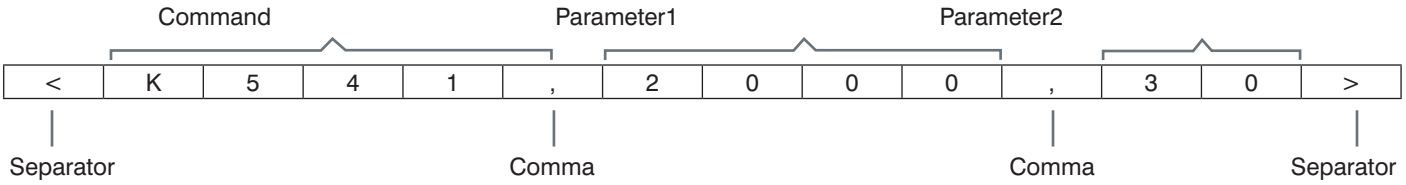
The code reader can be controlled, have its settings viewed and changed from an external device with the use of serial commands.

The C5PC serial commands are divided broadly in to two different types.
• **Serial Configuration Commands (K Commands)**
Commands to change settings on the C5PC.
• **Serial Utility Commands**
Commands used to test Read Rate, get code reader status and control automatic adjustments.

Serial Command Format
Explanation of how commands are formatted in Serial communication.

• **Common Command Format for Serial Configuration Commands and Serial Utility Commands**
– Enclose the commands in brackets "< >".
– Characters used in commands and data are case-sensitive. Use either upper-case, or lower- case characters as required.
– Serial commands can be linked together in a chain. For example, the following command sets Trigger Mode to External Trigger/Edge, sets the End of Read Cycle condition to New Trigger, and saves the setting.
– <K200,3> <K220,1> <Z>

• **Serial Configuration Command (K Commands) Format**
– The K Commands consist of the letter K, followed by a three digit number and comma-separated parameters as shown below.

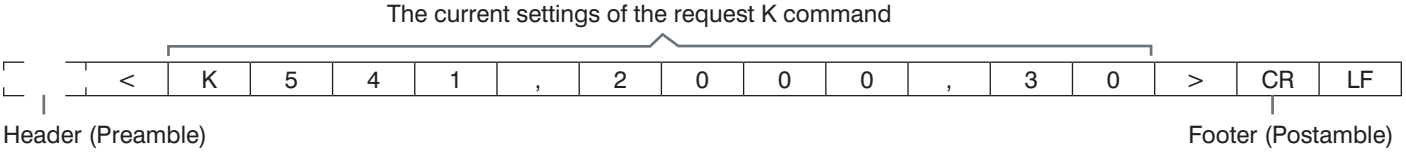


– Some K Commands can change multiple parameters. For those, if the final parameter does not need to be changed, it can be omitted.
For example, when using the K Command <K541> which is used for changing both Exposure time and Gain, if you only need to change the Exposure time, it can be entered as follows.
<K541,1000>
– If the parameter that does not need to be changed is not the last in sequence, only the comma delimiter for it is necessary.
For example, when using the K Command <K541> which is used for changing both Exposure time and Gain, if you only need to change the Gain, it can be entered as follows.
<K541,,30>
– If any characters other than numeric values, such as Control characters, need to be used in the command, they must be entered in hexidecimal format. If you need to include the characters <,>, comma (,) as parameters, enter them as their hexadecimal value. To enter a hexadecimal value as a parameter, add lowercase h immediately after the K command.
For example, to set CR (hexadecimal value: 0D) to the footer (postamble), you can enter it as follows.
<K142h,,0D>
– By default, there is no Response when a K Command is used. To query a current state on the code reader, use a <Knnn?> Command.
For example, the following is the command to query the current Exposure time and Gain settings and its Response.

– Status Request command

<	K	5	4	1	?	>

– Response



NOTE!
Additional Information
The Response includes a Header (Preamble) and Footer (Postamble). The defaults for these are Header: None and Footer: CRLF (hexadecimal: 0D0A).

• When the Serial Verification function is enabled (by default: disabled), the current setting status is returned as the response to the K command. If you want to confirm that the K command was applied correctly, please enable the Serial Verification function.

– K command (when the Serial Verification function is enabled)

<	K	5	4	1	,	1	0	0	0	>

– Response

The current settings of the request K command

	<	K	5	4	1	,	1	0	0	0	,	3	0	>	CR	LF

Header (Preamble) Footer (Postamble)

NOTE!
Additional Information
The Response includes a Header (Preamble) and Footer (Postamble).

Command Format for the Serial Utility

• For the Serial Utility commands, there are commands for which there is a response and commands for which there is no response. The format of the response differs with each command.

– Application version Request command

<	#	a	>

– Response

	<	#	a	/	3	5	-	9	0	0	0	0	9	7	-	1	.

Header (Preamble)

2	.	3	.	3	0	0	8	>	CR	LF

Footer (Postamble)

– OUTPUT1 ON Request command

<	L	1	>

– Response
None

6.2.6. Serial Command List

A list of the supported Serial commands.

Category	Command	Description	Response Data Example (For Read string ABCDE.)
Setting change (K Command)	<Knnn, Parameter> nnn: Three-digit number of each K command	Commands to change settings on the code reader. Refer to the C5PC Technical Manual – for additional information on K Commands.	None (If the Serial Verification function is enabled, the Response data will be the same as that for the <Knnn?> command.)
Execute a Read	User Defined (Default: < >)	Command (Delimited) to execute a Read. (Reference: Change the Command that Executes Read on page 62	ABCDE
	User Defined (Default: Disabled)	The Start Character (Non-Delimited) (Reference: Change the Command that Executes Read on page 62	ABCDE
	User Defined (Default: Disabled)	(Reference: Change the Command that Executes Read on page 62	ABCDE
Read Test	<C>	Tests the number of Decodes per second. The Response data output is the number of Decodes per second and the Read character string.	5 Decodes / Sec ABCDE *1 (By this you can see 5 Good Read in 1 second)
	<Cp>	Tests the Read Rate (%). The Response data output is the percentage of Good Read per 100 Reads and the Read character string.	95 % ABCDE *1 (By this you can see 95 Good Reads out of 100 Reads.)
	<J>	Ends the Read test.	None
Auto-adjust	<@CAL>	Automatically adjusts the settings for Exposure, Focus Position and Symbol Type. Calibration PASSED is output as the Response data from halfway through the progress and when calibration completes successfully. If calibration fails, the message, Calibration FAILED will be output.	Prog | Exposure Gain Brightness 2 | 5764 33 24 100 | 6011 33 37 Calibration PASSED. *1
Train	<TRAIN>	Start the Train operation. Trains with the next Symbol read. When reading the same code symbols, using Train can make Reading results more stable.	None
	<UNTRAIN>	Release the Train operation.	None
	<TRAIN?>	Verifies the Train status. Depending on the status of the Train, the Response data will be one of the following. • <TRAIN,0>: Default, Train not done • <TRAIN,1>: Train in progress • <TRAIN,2>: Training of Symbol complete	<TRAIN,2>
Optimization	<OPT>	Starts Optimization. Optimization using the next Symbol read. When reading the same code symbols, using Optimization can make the Reading speed faster.	
	<UNOPT>	Releases Optimization.	
	<OPT?>	Confirm the Optimization status. Depending on the Optimization status, the Response data will be one of the following. • <OPT,0>: Default, No Optimization • <OPT,1>: Optimization in Progress • <OPT,2>: Optimization of Symbol is complete	
	<?>	Gets the hexidecimal number showing the code reader status. Information for error conditions on the code reader and Read Cycle status can be obtained. For more detailed in- formation, please refer to C5PC Technical Manual	
	<K?>	Queries the settings status of all K Commands.	
	<K??>	Gets the description of all K Command parameters.	
	<K?#>	Gets the parameter ranges of all K Commands.	

*1 The Headers and Footers are not dependent on code reader settings. They are Header: None and Footer: CRLF.

Category	Command	Description	Response Data Example (For Read string ABCDE.)
Optimization	<Knnn?> (nnn: Three-digit number of each K command)	Queries the setting status of the specified K Command.	<K541,2000,30> (Example response to <K541??> Exposure: 2000us, Gain: 30)
	<Knnn??> (nnn: Three-digit number of each K command)	Queries the parameter description of the specified K Command.	<K541??,Exposure,Gain> (Example Response data for <K541??> You can see that Parameter 1 is Exposure and Parameter 2 is Gain.)
	<Knnn?#> (nnn: Three-digit number of each K command)	Gets the parameter range of the specified K Command.	<K541?#,Value 25-100000:Def=2500,Value 0-100:Def=33> (Example Response data for <K541?#> You can see that the setting range of Parameter 1 is 25 to 100000 with a default value of 2500, while the setting range of Parameter 2 is 0 to 100 with a default value of 33.)
	<Knnn?*> (nnn: Three-digit number of each K command)	Gets the same Response data as when the <Knnn?> command, <Knnn??> command, or <Knnn?#> command is executed.	<K541,2000,30> <K541??,Exposure,Gain> <K541?#,Value 25-100000:Def=2500,Value 0-100:Def=33> (Example Response data for <K541?*>.)
Device Control	<L1>	Parallel OUTPUT 1 Signal turns ON.	None
	<L2>	Parallel OUTPUT 2 Signal turns ON.	None
	<L3>	Parallel OUTPUT 3 Signal turns ON.	None
	<l1>	Turn ON the target pattern (blue LED).	None
	<l0>	Turn OFF the target pattern (blue LED).	None
	<I>	Disables Read Cycle. While Read Cycle is Disabled, it cannot accept a trigger.	None
	<H>	Enables Read Cycle.	None
Counters and Counter resets	<q>	Gets the number of No Reads in the Read Cycle. The Response data output is q/ followed by a 9 digit value for the number of No Read	<q/000000005>
	<q0>	Clears the number of No Reads in the Read Cycle.	None
	<$>	Gets the Mismatch Count. The Response data output is $/ followed by a 9 digit value for the number of Mismatch.	<$/000000002>
	<$0>	Clears the Mismatch Count.	None
	<N>	Gets the number of No Reads. The Response data output is N/ followed by a 9 digit value for the number of No Reads	<N/000000005>
	<O>	Clears the Mismatch Count.	None
	<T>	Gets the Trigger Input Count. The Response data output is T/ followed by a 9 digit value for the number of Triggers.	<T/000000010>
	<U>	Clears the Trigger Input Count.	None
	<V>	Gets the Match Count when the Matchcode function is used. The Response data output is V/ followed by a 9 digit value for the number of Matched strings.	<V/000000010>
	<W>	Clears the Match Count.	None
	<X>	Gets the Mismatch Count when the Matchcode function is used. The Response data output is X/ followed by a 9 digit value for the number of Mismatched strings.	
	<Y>	Clears the Mismatch Count.	None

Category	Command	Description	Response Data Example (For Read string ABCDE.)
Confirm Firmware version	<#>	Queries all the firmware version information.	<#b/35-9000033-122.3021><#a/35-9000097-1.2.3.3008><#w/30-9000079-1.2.3.3006><#p/N/A><#d/35-xxxxxx- x.x.x.xxxx>
	<#a>	Queries the version information of application software.	<#a/35-9000097-1.2.3.3008>
	<#b>	Queries the Boot Software Version information.	<#b/35-9000033-122.3021>
	<#w>	Queries the WebLink version.	<#w/30-9000079-1.2.3.3006>
	<!>	Queries the Application software checksum and Boot Software checksum.	<!b/38B7><!a/9555>
	<!a>	Queries the Application software checksum.	<!a/9555>
	<!b>	Queries the Boot Software checksum.	<!b/38B7>
Save for Power-on, Re-initialize and Restart	<Z>	Saves current settings to the code reader and restarts it.	<A?/0>
	<Zc>	Saves the current setting as the Customer default setting on the code reader and restarts.	<A?/0>
	<Zrc>	Restores the code reader settings to the customer default and restarts the code reader.	<A?/0>
	<Zrd>	Resets the code reader to its factory default settings (excluding communication settings and user-defined names) and restarts.	<A?/0>
	<Zrdall>	Resets the code reader to its factory default settings and restarts.	<A?/0>1>
	<A>	Restarts the code reader with its current settings.	<A?/0>
	<Ard>	Resets the code reader to its factory default settings (excluding communication settings and user-defined names) and restarts.	<A?/0>
	<Arp>	Restores the code reader settings to the previously saved state and restarts.	<A?/0>
	<Arc>	Restores the code reader settings to the customer default and restarts.	<A?/0>
Master Database	<G>	Sets the database number to be registered in the Master database to 1.	None
	<Gn> n: Master Database Index Number	Sets the database number to be registered in the Master database to n.	<NEWM/01> (The data for the next Good Read is registered in Master database 1.)
	<NEWM>	Queries the database number to register. <NEWM/00> is returned if there is no database yet specified to be registered.	None
Barcode Configuration	<BCCFG>	Transitions to the Barcode Configuration Mode in which Read can be performed on a Data- Matrix converted to data with a K Command. For more information please refer to C5PC Technical Manual	None
Code Grade	<VAL3>	Queries the ISO/IEC 15415 Code Quality/ Grade Report.	For more information on Response data, please refer to C5PC Technical Manual
	<VAL4>	Queries the ISO/IEC 15416 Code Quality/ Grade Report.	
	<VAL5>	Queries the ISO/IEC TR 29158 Code Quality/ Grade Report.	

7. Controlling Operation and Data Output with PROFINET

This section describes the procedures for connecting the C5PC Series Reader to the NJ Series Machine Automation Controller (hereinafter referred to as Controller) via Profinet IO), and for verifying the device connections. After following the configurations in this section, the user will be able to view PROFINET input and output module data, make changes to the output module, and verify those changes at the input module. The examples in this section do not contain any PLC programming, custom data structures, or setup, beyond connecting the input and output modules. It is the user's responsibility to program the controller once data access to the C5PC has been established.

7.1. Overview of PROFINET

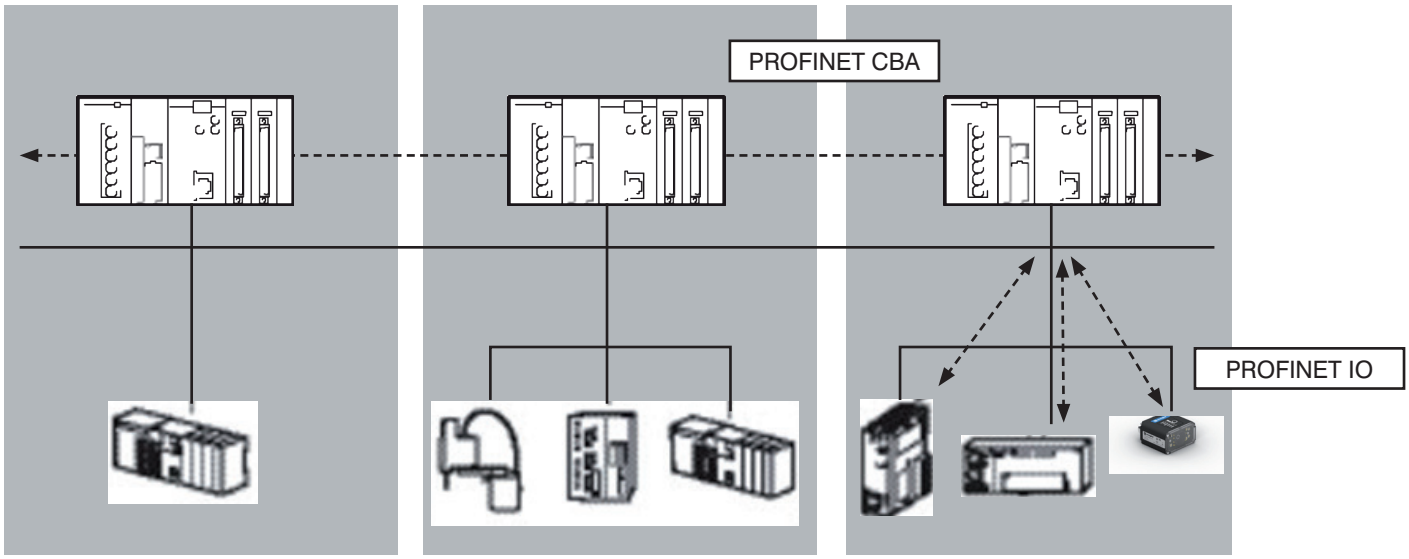
PROFINET is a network for industrial use that applies industrial Ethernet (100 Mbps, full duplex) to PROFIBUS DP.
PROFINET is an open standard that is managed by PI (PROFIBUS and PROFINET International) and is used in a variety of types of industrial equipment. Because PROFINET uses standard Ethernet technology, a variety of general-purpose Ethernet devices can be included in the network.
This section provides an overview sufficient to use the C5PC with PROFINET.
Refer to the standards IEC61158, IEC61784, and PI for detailed PROFINET specifications.

7.1.1. Types of PROFINET

There are two PROFINET standards: PROFINET CBA and PROFINET IO.

PROFINET CBA
Inter-device communication using components. Mainly used between controllers.

PROFINET IO
Control by I/O data between a controller and devices.



The C5PC supports PROFINET IO. PROFINET IO uses the same device model as PROFINET DP. The information of each device is described in a GSD (General Station Description) file based on XML (Extensible Markup Language).

• Communication Specifications of PROFINET IO

The communication specifications of PROFINET IO are described below.

Communication Specifications	Type	Details	C5PC Support
Periodic data communication method	RT (real-time) communication	Uses standard Ethernet hardware and achieves the same level of performance as the existing Fieldbus.	Supported
	IRT (Isochronous real-time) communication	This method provides a higher level of assurance than RT that communication will be executed within a specific time. Intended for use in systems such as motion control that require strict real-time.	Not supported

PROFINET IO specifies the supported functions by conformance class, with consideration given to the application.

Class	Overview	C5PC Support
Class A	Supports the basic functions of RT communication.	Supported
Class B	This class adds network diagnosis and redundancy functions used in process automation and other applications.	Supported
Class C	Supports IRT communication that realizes reliable synchronization.	Not Supported

The functions below are defined in Class A.

Function	Overview
Cyclic Data Exchange	Real-time data communication between the I/O controller and I/O devices at determined cycles. Set by I/O data CR.
Acyclic Parameter Data / Device Identification	Used for parameter settings, I/O device configuration, and reading of device information. Set by record data CR.
Device / Network Diagnosis	Communication for the purpose of sending alarms and statuses from I/O devices to the I/O controller. Set by Alarm CR.

The functions below are defined in Class B, which expands upon Class A.

Function	Overview
SNMP (Simple Network Management Protocol)	Allows additional Network Diagnostics via Management Information Base 2 (MIB2) and Lower Link Layer Discovery Protocol-MIB(LLDP-EXT-MIB).
PDEV (Physical Device Object)	Can also gather diagnostic information using acyclic PROFINET services.

Device Types Used in PROFINET IO

The devices below are defined in PROFINET IO.

Type	Details
I/O Controller	Controller for external and other devices.
I/O Device	Reader device connected to the I/O controller. The C5PC is an I/O device.
I/O Supervisor	PC or other device used for maintenance and diagnosis.

IO Devices

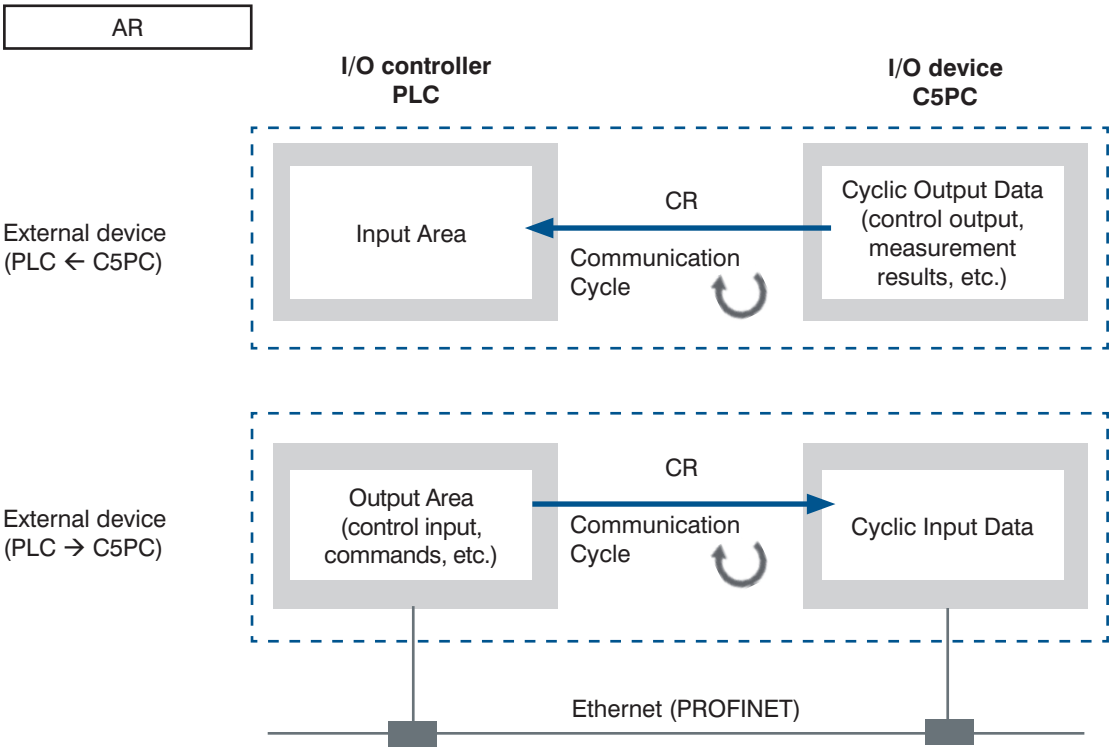
I/O devices consist of DAPs and I/O modules.
The functions and properties of these devices are described in a GSD file.
- DAP (Device Access Point): This is an Ethernet access point and is used by means of a communication program.
- I/O Module: Consists of the Slot, Subslot, and Index below. An I/O module has one or multiple slots.
- Slot: Indicates the location of the I/O module in the I/O device.
- Subslot: I/O interface inside the slot. This defines data types such as bit data and byte data, and the meanings of the data types.
- Index: Data in a Subslot.

The above information is described in the GSD file of the C5PC, and the I/O controller uses the GSD file of the C5PC to build the system.

NOTE!
Additional Information
When an I/O device is used in PROFINET, the GSD file that describes the device functions and properties is used to configure the network configuration settings. When the C5PC is used in PROFINET as an I/O device, the GSD file of the C5PC must be installed in the engineering tool.

Data Communication in PROFINET IO

For an I/O controller and I/O device to communicate, a connection called an AR (Application Relation) must first be established between the two devices. When the AR connection is established, data communication between the I/O controller and I/O device takes place by means of a CR (Communication Relation) that defines the content of the data communication. An I/O device can establish AR relations with multiple communication devices. In addition, multiple CR relations can be defined inside one AR. By establishing multiple CR relations inside one AR, communication that requires multiple profiles or differing Subslots can be performed. It is also possible to set a cycle time for each CR or I/O.



CR is classified into IO data CR, record data CR, and alarm CR. Within the IO data CR, data communication is performed for each refreshing task period. Within CRs other than the IO data CR, communication takes place between the periodic data communications. Within the record data CR, the IO controller will send commands to the IO device(s) at any time. IO device(s) will send back responses to the IO controller.

7.2. C5PC Communications for PROFINET Connections

You can use PROFINET IO data CR to communicate between the PLC and the reader to perform control via command/response communications or to output data after measurements.
The C5PC complies with PROFINET conformance class B.
To connect to external devices and communicate using PROFINET, configure the PROFINET IO data CR settings with the engineering tool.
For details on the IO data CR settings in the engineering tool, refer to the manual for each engineering tool.

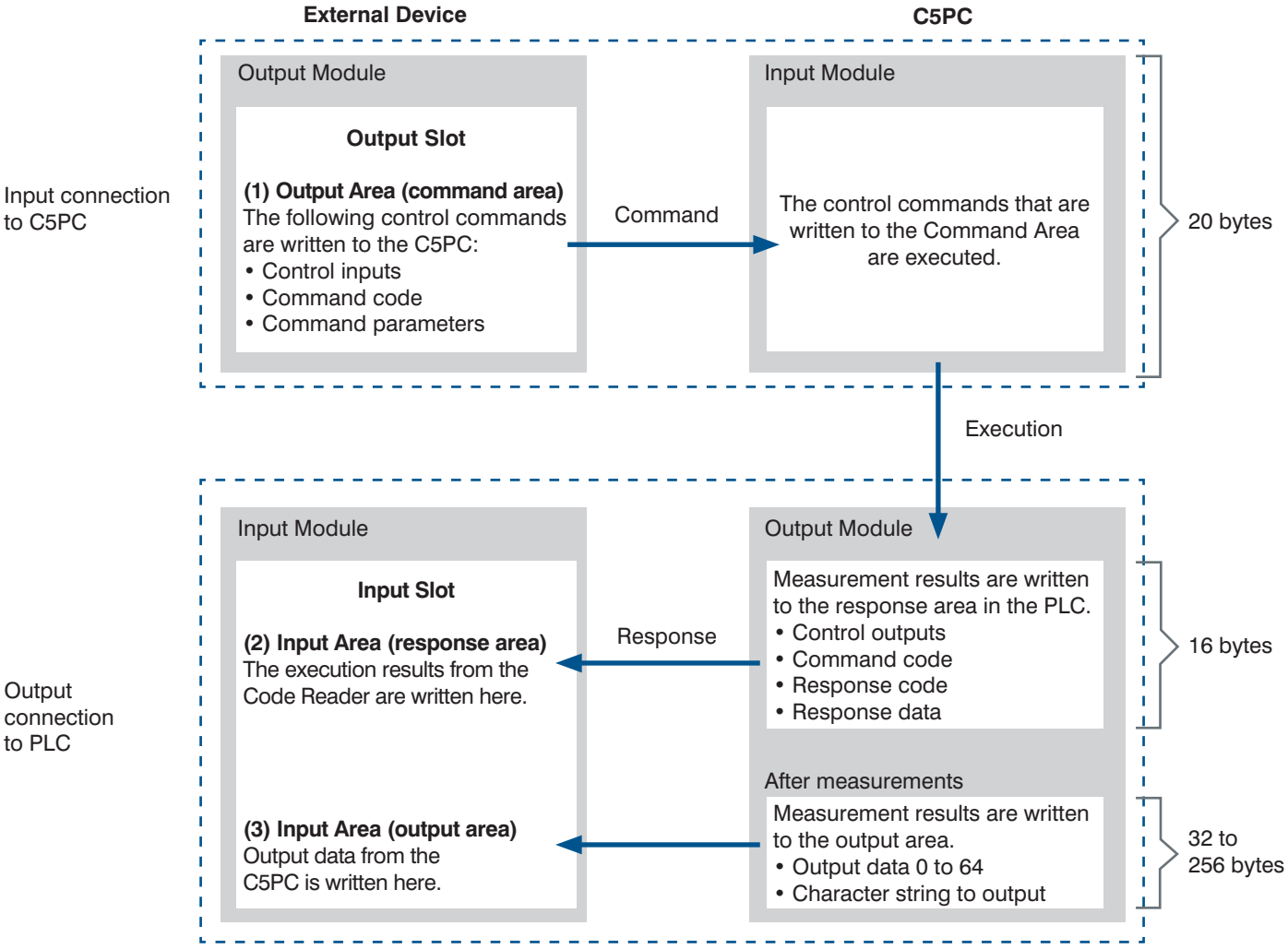
7.2.1. Types of Communications Areas

For PROFINET communications, the following three communications areas are used in the PLC to perform communications.

Areas Used for the Different Control Methods

Command / Response Communications	(1) Output Area (Command Area)	This is the area to which you write control commands for the C5PC to execute.
	(2) Input Area (Response Area)	This is the area to which the C5PC writes the results of control commands executed from the command area.
Data Output after Measurements	(3) Input Area (Output Area)	This is the area to which the C5PCa writes output data for measurements after an inspection is performed.

The Input Area (Response Area) (2) and Input Area (Output Area) (3) are assigned to continuous memory addresses or to a variable.



7.3. Setting Up PROFINET Communications

7.3.1. Configuring Network Settings in the C5PC

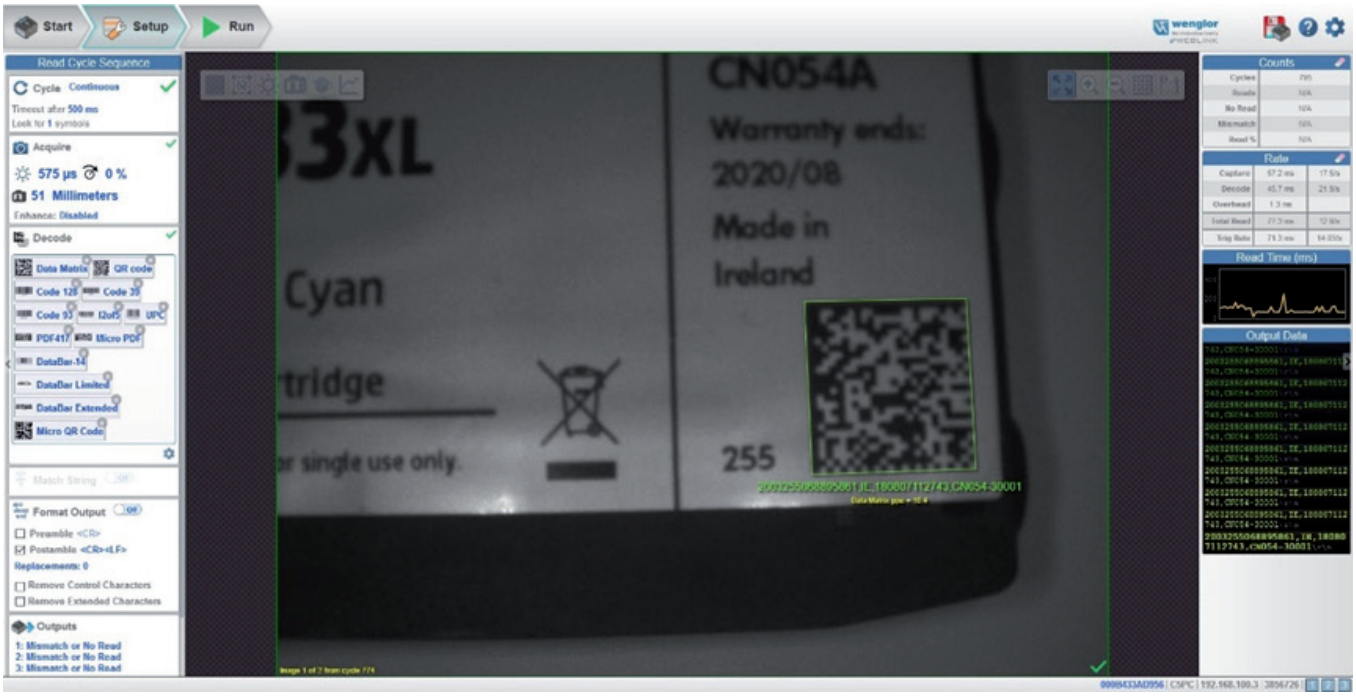
1 Launch a browser and enter **http://192.168.100.1.** Google Chrome is the recommended browser.

2 The WebLink startup screen will be displayed.

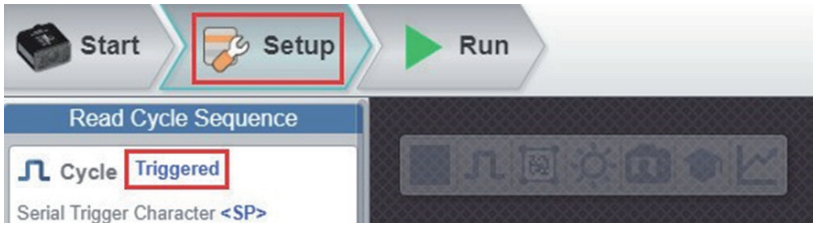
3 If the WebLink startup screen does not appear, it means that communication between the code reader and the PC has not been established. Check the following:
- Does the C5PC and the PC have a proper physical (cable) connection?
- Are the respective IP Addresses on the PC and on the C5PC code reader set correctly?

Set the IP Address of the PC and perform a hardware reset of the C5PC.
When turning the power on, press and hold the setup button on the reader until its light turns on.
For other measures that can be taken, refer to the C5PC Technical Manual, **Q&A, How to react when unable to connect to WebLink.**

4 The WebLink screen shown below will appear.



5 Click on the **Setup** tab and set the **Cycle** to **Triggered**.



6 Click on the **gear icon** on the upper right of the screen to select **Advanced** settings.

7 The Advanced Settings will appear. Check the settings indicated by the red boxes. EtherNet/IP connection is Enabled by default. Disable EtherNet/IP and set PROFINET to Enabled. If the IP address needs to be changed (when connecting multiple C5PCs, for example), configure the IP Address as needed for your application

Communications Settings Procedure
To use PROFINET communication, the settings below must be configured.

Configure Network Settings of C5PC	Set in WebLink
↓	
Configure Default PROFINET Settings	
↓	
Configure IO Supervisor (Computer) Settings • IP Address Settings	
↓	
Configure IO Controller Settings • IP Address Settings • PROFINET IO System Settings • IO Device Settings and Assignments • Compile and Save Settings	Configure the settings with the engineering tool. If you are setting the C5PC as an IO device, install a GSD file that defines the C5PC IO data CR connection information in the engineering tool. The C5PC GSD file can be downloaded from our website. For PROFINET IO system settings, refer to applicable engineering tool manual(s)
↓	
Transfer Settings and Check Connection • Check IO Controller Connection • Transfer Parameters • Check Connection Status • Check Data Assignments	Connect the computer (engineering tool), C5PC, and external devices, and use the engineering tool to transfer settings and check communication.

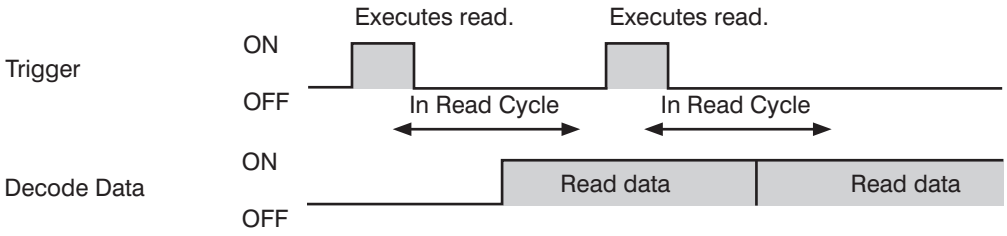
Memory Assignments

Refer to **C5PC Input and Output Modules** for the definition of input and output modules.

7.3.2. Timing Charts by Module Type

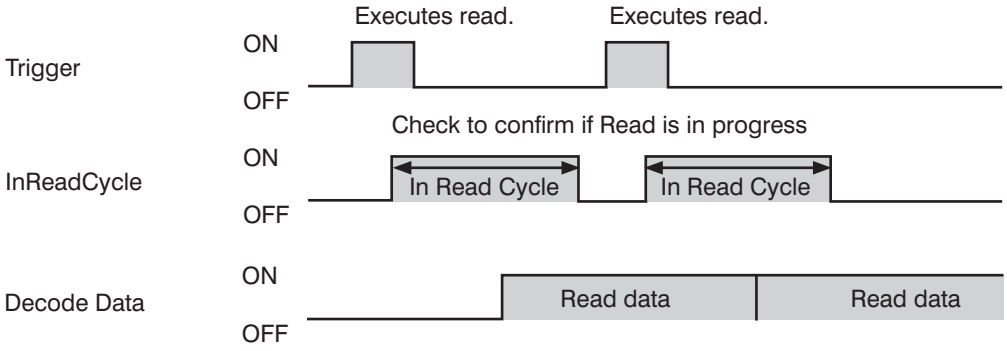
Read is Executed by the Read (TRIG) Signal.
The timing signal at completion of storing the Read data to PLC data memory differs by the Input Module type.

- **Small Input Module (100)**
  Small Input Module does not correspond to the Timing Signal for storing Read data.



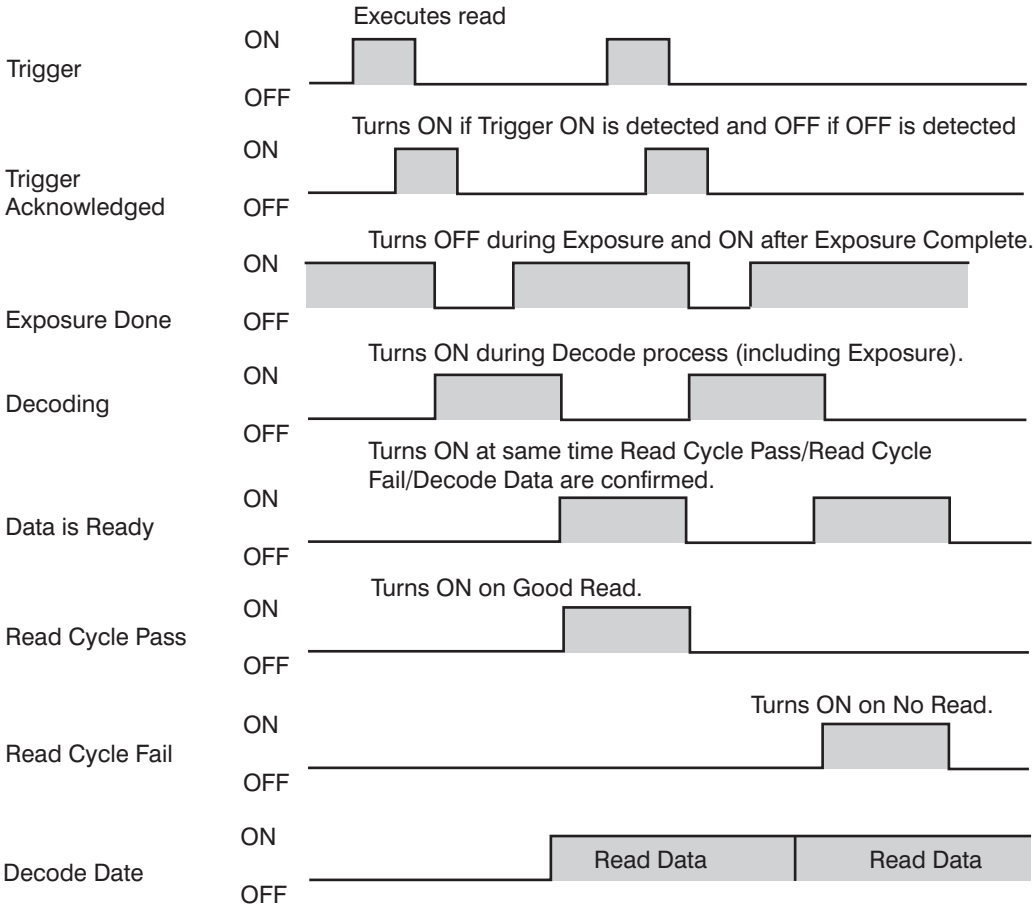
1. Reading starts at the rising edge of the Trigger.
2. At the end of a Read, the read data is stored in Decode Data.

- **Large Input Module (101)**
  Large Input Module is output at the timing of the **Device Status - InReadCycle** bit turning from ON to OFF.



1. Reading starts at the rising edge of the **Trigger**.
2. At the start of a Read, **InReadCycle** turns ON and Trigger turns OFF.
3. At the end of a Read, the Read data is stored in **Decode Data** and **InReadCycle** turns OFF.

• **MXL Input Module (102)**
MXL/Input Module (102) is output at the timing of the **Device Status - InReadCycle** bit turning from ON to OFF.



1. Reading starts at the rising edge of the **Trigger**.
2. **Trigger Acknowledged** turns ON when Trigger ON is detected and turns OFF when Trigger OFF is detected.
3. **ExposureDone** turns OFF when exposure starts and turns ON when exposure completes.
4. **Decoding** is ON during decoding processing. The Decoding process overlaps the Exposure process.
5. **Data is Ready** turns ON at the same time Decode Data / Read Cycle Pass or Read Cycle is confirmed.
6. **Read Cycle Pass** turns ON when there is a Good Read and **Read Cycle Fail** turns ON when there is a No Read. The Read data is stored in **Decode Data.**

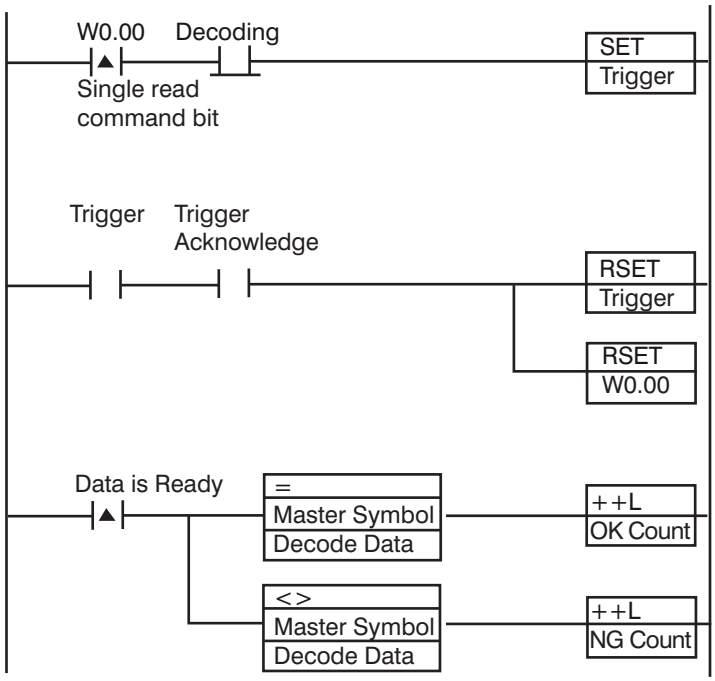
NOTE!
Additional Information
There can be up to a 10 ms delay in the Output timing of the Symbol data.

. When the next **Trigger** is detected, **Data is Ready** turns OFF.

Sample Ladder Program

A sample ladder program is shown below.
• Input the Trigger Signal to execute Triggered Read.
• The read character string (Decode Data) is compared with the Verification string (Master Symbol) stored in the PLC.
• If they match, it is added to the Match/OK Count, and if they do not match, it is added to the Mismatch/NG Count.

The following Input and Output Modules are used.
• Input Module: MXL/SLC Input Module (102)
• Output Module: Output Module (197)



1. When the flag for Triggered is ON, The Trigger Bit turns ON.
2. The Trigger Acknowledged Bit (for detecting trigger input) is ON.
3. When the Trigger Acknowledged Bit ON is detected, the Trigger Bit turns OFF.
4. When Read is completed, the Data is Ready Bit turns ON.
5. The Read string (Decode Data) is compared with the Verification string (Master Symbol).
6. If the two strings match, the Match/OK Count is incremented by 1.
7. If the two strings do not match, the Mismatch/NG Count is incremented by 1.

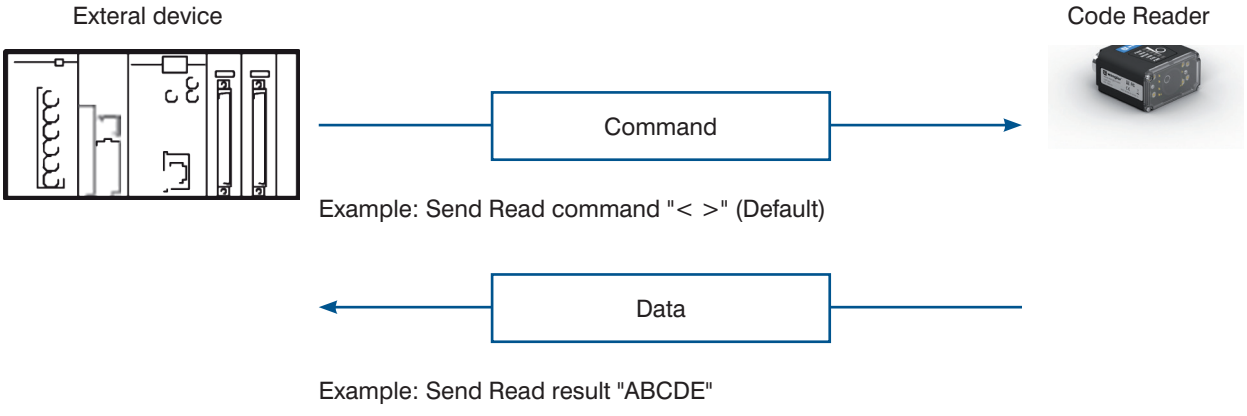
8. Controlling Operation and Data Output with RS-232C

8.1. Controlling Operation and Data Output with RS-232C

This section explains how to connect the code reader to an external device (such as PLC) using RS-232C communications and the methods that you can use to control the code reader and its output.

8.1.1. Communications Processing Flow

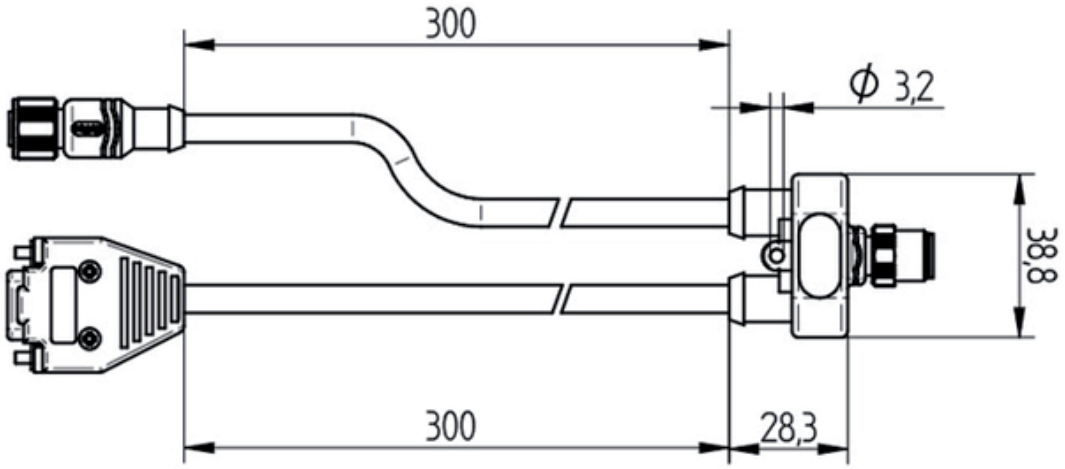
In a system configuration in which it is connected by Serial (RS-232C) communications to an external device (such as PLC), serial commands can be received and code reading results can be output to the external device.
Below is the basic flow for establishing the Serial (RS-232C) communications, executing a Read com- mand and outputting the Read result.



8.1.2. RS-232C Wiring

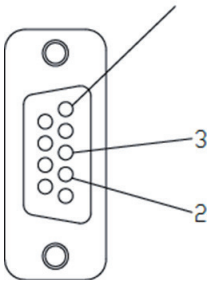
There are two ways of wiring the C5PC for RS-232C connection.

Using the RS-232C-I/O cable (ZDCG003)
The D-Sub 9 Pin connector can be connected directly to an IBM PC compatible Serial Port.



(Units: mm)
,

Please connect ZDCG003 to the I/O connector (M12 plug) and connect it to power supply etc. RS-232C (D-sub 9 Pin Female Connector)

Pin No.	Signal Name	Pin Layout Diagram
1	—	
2	HOST_RxD	
3	HOST_TxD	
4	—	
5	0 V	
6	—	
7	—	
8	—	
9	—	

Using the RS-232C Signal on I/O cable
RS-232C communication is possible by combining the signal for RS-232C communication (HOST_RxD, HOST_TxD) coming from the I/O cable with the RS-232C signal of the device it is connected to.

Wire color	Pin No.	Signal Name	Function
Brown	2	24 V	Power supply
Blue	7	0V	GND
Red	8	COM_IN	Common Input Signals (Input Common)
Red / Black	12	COM_OUT	Common Output Signals (Output Common)
White	1	TRIG	Read Trigger Input (Trigger)
Black	9	HOST_RxD	Receive Data (RS-232(Host) RxD)
Purple	10	HOST_TxD	Transmit Data (RS-232(Host) TxD)
Gray	5	OUTPUT 1	(Output 1)
Gray / Red	11	OUTPUT 2	(Output 2)
Pink	6	OUTPUT 3	(Output 3)
Green	3	DEFAULT	(Default)
Yellow	4	NEW MASTER	(New Master)
None	—	—	(Shield)

ZDCG003			External device to connect	
Signal name	Color		Signal name	Pin No.
HOST_RxD	Black	———	RxD (RD)	3
HOST_TxD	8	———	TxD (SD)	2
0V *1	12	———	GND	9

Use a shielded cable. Up to 15 m cable length.

*1. 0 V is shared with the 0V for C5PC power supply supply, so please branch it.

8.1.3. Communication Settings [Serial (RS-232C)]

RS-232C Communication Settings on the Code Reader

Set the RS-232C communications settings on the code reader according to the settings on the PLC or other external device.
• WebLink - **Setup - Gear Icon - Advanced Settings - Communications - RS-232C**

1 Set the Baud Rate, Parity, Stop Bit, and Data Length according to the RS-232C communication settings of the external device to connect to.

Setting Item	Setting Value	Description
Baud Rate	600, 1200, 2400, 4800, 9600, 19200, 38400, 57600, 115200, 230400 (Default: 115200)	Set the transmission speed for RS-232C communications. Set it to match the communications specifications of the external device.
Parity	• None (default) • Odd • Even	An error detection routine that sets 1 data bit per character to 1 or 0 so that the total number of bits in the data field is even or odd. Set it to match the communications specifications of the external device.
Stop bit	• 1 (default) • 2	1 or 2 bits appended to the end of the data per each character to indicate End of the data. Set it to match the communications specifications of the external device.
Data Bits	• 7 • 8 (default)	Length of the data bits. Select eight or seven. Set it to match the communications specifications of the external device.

2 Set the Host Protocol as needed.
Set this when you wish to use RS-232C communications for control codes with an external device.

Behavior of the Host Protocol on page 92.

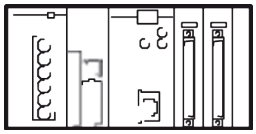
Setting Item	Setting Value	Description
Protocol Selection	• Point-to-Point (default) • Point-to-Point with XOn/XOff • ACK/NAK • Polling Mode	• Point-to-Point: A basic RS-232C communication protocol that does not control communication by a control code. • Point-to-Point with XON/XOFF: RS-232C communication protocol that performs data transfer control with the use of XOn/XOff control codes. • ACK/NAK: RS-232C communication protocol that per- forms communication confirmation with the use of ACK/NAK control codes. • Polling Mode: Polling Mode is a protocol used in RS-422 communications. It is not used with the C5PC.

Address	1 to 50 (Default: 1)	The Polling Mode Address Number. It is not used with the C5PC.
Response Timeout	0 to 255 (Default: 12)	Sets the Response Latency of the ACK/NAK Protocol (milliseconds). If the Response Timeout for the ACK/NAK response to data transmission is being exceeded, the code reader will cancel/release/clear the ACK/NAK Response Wait State.
LRC Status	• Disabled (Default) • Enabled	When enabled, error checking to verify the accuracy of RS-232C data transmission is added. Exclusive OR for all characters following [STX] (beginning of text) up to [ETX] (end of text). Cumulatively adds the binary sequence of all characters to be transmitted. The result is that 1 is added when the number of 1 is an odd number, and 0 is added when the number is an even number. (0 is added in the case of two instances of 1, or two instances of 0, while 1 is added when there is only 0 or 1 instances) The data receiving side executes the same operation and checks for errors by comparing with the LRC of the received data.

Behavior of the Host Protocol
Description of how each Host Protocol behaves

• Point-to-Point
It is a basic RS-232C communication protocol that does not control communication by a control code.

External device



Serial Trigger command

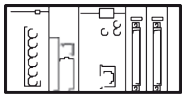
Character notation	<		>
Hex notation	3C	20	3E

Code Reader

In Read Cycle	Read result						
Character notation	1	2	3	4	5	CR	LF
Hex notation	31	32	33	34	35	0D	0A

• Point-to-Point with XOn/XOff
With this protocol, if the free space of the Receive buffer on the side receiving data becomes small, it sends XOff (Hex:13) to the Data Transmit side to request transmission interrupt. When it has enough free space again, it sends XOn (Hex:11) to the Data Transmit side to request Re-transmit.

External device



Request transmission interrupt

Character notation	XOff
Hex notation	13

Serial Trigger command

<		>
3C	20	3E

Request re-transmit

XOn
11

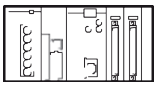
Code Reader

In Read Cycle	Read result						
Character notation	1	2	3	4	5	CR	LF
Hex notation	31	32	33	34	35	0D	0A

If XOff is received, data is not output until XOn is received.

• ACK/NAK
ACK/NAK Control Codes are an RS-232C communication protocol for confirming communication. When data is received, an ACK (Hex:06) response is sent to the device that sent the data. When data is not successfully received, a NAK (Hex:15) response is sent to the device that sent the data. If the device that sent the data receives a NAK response, it re-transmits its data.
When the data was successfully received:

External device



Serial Trigger command

Character notation	<		>
Hex notation	3C	20	3E

ACK response

ACK
06

Code Reader

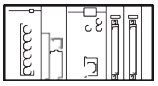
ACK response **In Read Cycle**

Character notation	ACK
Hex notation	06

Read result						
1	2	3	4	5	CR	LF
31	32	33	34	35	0D	0A

When the data was not received:

External device



Serial Trigger command

Character notation	<		>
Hex notation	3C	20	3E

ACK response

ACK
06

ACK response

ACK
06

Code Reader

ACK response **In Read Cycle**

Character notation	ACK
Hex notation	06

Read result						
1	2	3	4	5	CR	LF
31	32	33	34	35	0D	0A

Read result						
1	2	3	4	5	CR	LF
31	32	33	34	35	0D	0A

When NAK is received, previous Output data is re-sent.

• Polling Mode
Polling Mode is not used with the C5PC.

• Change the Command that Executes Read (Serial (RS-232C))
It is possible to change the command used in Serial (RS-232C) communications to execute Read. The method for changing the commands is the same as for Ethernet Serial (TCP) communications.
Additional Symbol Information that can be Appended on page 3 - 36

8.1.4. Setting Data to be Output after Reading a Code [Serial (RS-232C)]

The code reader can be configured so that after a Read is executed, its read results are automatically output using Serial (RS-232C) communications. Additional information such as print quality grade and code position coordinates can be appended to the Read result output and the format of that output can be modified.
The methods for setting the data is the same as for Ethernet Serial (TCP) communications.
“6.2.4. Setting the Data to Output after a Read” on page 67

8.1.5. Additional Symbol Information that can be Appended [Serial (RS-232C)]

The list of additional Symbol Information that can be appended is the same as the list for Serial (TCP) communications.
Additional Symbol Information that can be Appended on page 3 - 36

8.1.6. Controlling Operation with Serial (RS-232C) from an External Device

The code reader can be controlled, have its settings viewed and changed from an external device with the use of serial commands.
The specifications for serial commands are the same as for Ethernet Serial (TCP) communications.
“6.2.5. Controlling Operation from an External Device” on page 73

8.1.7. Serial Command List (RS-232C)

The list of Serial commands is the same as the list for Serial (TCP) communications
“6.2.6. Serial Command List” on page 75

9. Appendices

9.1. Command List

9.1.1. Command List

This section lists the commands that you can use with the C5PC and the EtherNet/IP industrial protocol.
○: Supported Command △: Command with restricted execution —: Non-Supported Command

Function	Parallel	Serial (TCP)	Serial (RS-232C)	EtherNet/IP
Change the settings.	—	○	○	—*1
Performs Read	○	○	○	○
Starts Read Counts Test	—	○	○	—
Starts Read Rate Test	—	○	○	—
Ends Reads Count Test / Read Rate Test	—	○	○	—
Performs Calibration	—	○	○	—
Performs Training	—	○	○	—
Performs Optimization	—	○	○	—
Gets Error information from code reader	—	○	○	○
Gets settings	—	○	○	— *1
Turns Parallel OUTPUT signal ON/OFF	—	○	○	○
Turns Target Pattern light (Blue LED) ON/OFF	—	○	○	○
Enables / Disables Read Cycle	—	○	○	○
Gets Counters	—	○	○	○
Resets Counters	—	○	○	○
Gets Version information	—	○	○	—
Saves settings to Code reader	—	○	○	—
Restores code reader factory default settings	○	○	○	—
Restarts Code reader	—	○	○	—
Writes Read results to the Master Database	○	○	○	○
Gets Code quality grade report	—	○	○	—

*1. It can be used for sending serial command over EtherNet/IP message communications.

9.2. EtherNet/IP Specifications

9.2.1. EDS Files by Firmware Version

Product	Code Version	EDS File	Version	Product Code	Device Major Rev	Device Minor Rev
C5PC	1.3.1.xxxx	EDS-1211-1281-C5PC_20160808.eds	1.2	1281	1	1
	2.1.0.xxxx	EDS-1211-1281-C5PC-20201208.eds	1.0	1281	2	1

9.2.2. Assembly Memory Allocation

An explanation of the memory allocation of each Input Assembly (C5PC → PLC) and each Output Assembly (PLC → C5PC).

Small Input Assembly (Instance ID: 100)

It is a compact, lightweight input assembly. It is designed to hold 64 bytes of information in the Read result. When reading multiple symbols, the Read strings are output delimited by Separator Characters. The following table lists the Member Structure of the Small Input Assembly

Small Input Assembly Member Structure

Member Name	Size (Bytes)
USER-DEFINED TAG ECHO	4
COMMAND ECHO	4
OUTPUT CONTROL ECHO	4
READ CYCLE SEQUENCE COUNTER	4
DECODE DATA LENGTH	4
DECODE DATA STRING	64

Total Size: 84 Bytes

Member Description

- **User-Defined Tag Echo**
  Returns the value set in the User-Defined Tag field of the Output Assembly (Legacy).
- **Command Echo**
  Returns the value set in the Command field of the Output Assembly (Legacy).
- **Output Control Echo**
  Returns the value set in the External Output field of the Output Assembly (Legacy).
- **Read Cycle Sequence Counter**
  Stores the current Read Cycle Count.
- **Decode Data Length**
  Stores the number of characters in the Read string.
- **Decode Data String**
  Stores the Read string. When additional information such as Print Quality Grading Standard is set, it is stored following the Read string.

Assembly Memory Allocation

	Member Name	Data Type	Bit Number	Data Length	Byte Offset
32 bit	User Defined Tag Echo	DINT		4 Byte	0
	UserTag_1		0	1 bit	
	UserTag_2		1	1 bit	
	UserTag_3		2	1 bit	
	UserTag_4		3	1 bit	
	UserTag_5		4	1 bit	
	UserTag_6		5	1 bit	
	UserTag_7		6	1 bit	
	UserTag_8		7	1 bit	
	UserTag_9		8	1 bit	
	UserTag_10		9	1 bit	
	UserTag_11		10	1 bit	
	UserTag_12		11	1 bit	
	UserTag_13		12	1 bit	
	UserTag_14		13	1 bit	
	UserTag_15		14	1 bit	
	UserTag_16		15	1 bit	
	UserTag_17		16	1 bit	
	UserTag_18		17	1 bit	
	UserTag_19		18	1 bit	
	UserTag_20		19	1 bit	

	Member Name	Data Type	Bit Number	Data Length	Byte Offset
	UserTag_21		20	1 bit	
	UserTag_22		21	1 bit	
	UserTag_23		22	1 bit	
	UserTag_24		23	1 bit	
	UserTag_25		24	1 bit	
	UserTag_26		25	1 bit	
	UserTag_27		26	1 bit	
	UserTag_28		27	1 bit	
	UserTag_29		28	1 bit	
	UserTag_30		29	1 bit	
	UserTag_31		30	1 bit	
	UserTag_32		31	1 bit	
32 bit	**Command Echo**	**DINT**		**4 Byte**	**4**
	Trigger_Echo		0	1 bit	
	New Master Echo		1	1 bit	
	Reserved		2 - 7	6 bit	
	Disable Scanning Echo		8	1 bit	
	Reserved		9 - 15	7 bit	
	Clear Read Cycle Report and Counters Echo		16	1 bit	
	Unlatch Outputs Echo		17	1 bit	
	Reserved		18 - 31	14 bit	
32 bit	**Output Control Echo**	**DINT**		**4 Byte**	8
	Out1 Echo		0	1 bit	
	Out2 Echo		1	1 bit	
	Out3 Echo		2	1 bit	
	Reserved		3 - 31	29 bit	
32 bit	**Read Cycle Sequence Counter**	**UDINT**	0 - 31	**4 byte**	**12**
32 bit	**Decode Data Length**	**UDINT**	0 - 31	**4 byte**	**16**
	Decode Data String	**SINT[64]**	0 - 512	**64 byte**	**20**

Large Input Assembly (Instance ID: 101)

Compared to the Small Input Assembly, the Large Input Assembly holds more Device Status information and Read result character strings of 128 bytes. When reading multiple symbols, the Read strings are output delimited by Separator Characters.

Large Input Assembly Member Structure

Member Name	Size (Bytes)
USER-DEFINED TAG ECHO	4
COMMAND ECHO	4
OUTPUT CONTROL ECHO	4
EXTERNAL INPUT STATUS	4
EXTERNAL OUTPUT STATUS	4
DEVICE STATUS	4
READ CYCLE SEQUENCE COUNTER	4
TRIGGER COUNT	4
DECODE/MATCH COUNT	4
MISMATCH COUNT	4
NOREAD COUNT	4
DECODE DATA LENGTH	4
DECODE DATA STRING	128

Total Size: 176 Bytes

Member Description

- **User-Defined Tag Echo**
  Returns the value set in the User-Defined Tag field of the Output Assembly (Legacy).
- **Command Echo**
  Returns the value set in the Command field of the Output Assembly (Legacy).
- **Output Control Echo**
  Returns the value set in the External Output field of the Output Assembly (Legacy).
- **External Input Status**
  Indicates the current state of the Parallel Input signal.

Bit	Signal Name
0	Trigger
1	New Master
2 - 31	Reserved

Numeric value in Bit
0 = OFF
1 = ON

- **External Output Status**
  Indicates the current state of the Parallel Output signal.

Bit	Signal Name
0	OUTPUT 1
1	OUTPUT 2
2	OUTPUT 3
3 - 31	Reserved

Numeric value in Bit
0 = OFF
1 = ON

- **Device Status**
  Displays code reader status

Bit	State	Description
0	Reserved	—
1	New Master Requested	When the bit is ON, the next read result is registered as the Master Symbol.
2 - 7	Reserved	—
8	Scanning Disabled	When the bit is ON, the Read Cycle is Disabled.
9 - 15	Reserved	—
16	In Read Cycle	Bit is ON when In Read Cycle.
17	Actively Scanning	When the bit is ON, the Read Cycle is Disabled.

- **Read Cycle Sequence Counter**
  Stores the current Read Cycle Count.
- **Trigger Counter**
  Stores the current total number of triggers input.
- **Decode/Matchcode Counter**
  Stores one of the following.
  (1) Total number of Good Reads (When Matchcode: Disabled)
  (2) Total number of matches to the Master Symbol (When Matchcode: Enabled)
- **Mismatch Counter**
  Stores the total number of Mismatches (not matching Master Symbol).
- **No Read Counter**
  Stores the total number of No Reads.
- **Decode Data Length**
  Stores the number of characters in the Read string.
- **Decode Data String**
  Stores the Read string. When additional information such as Print Quality Grading Standard is set, it is stored following the Read string.

Assembly Memory Allocation

	Member Name	Data Type	Bit Number	Data Length	Byte Offset
32 bit	**User Defined Tag Echo**	**DINT**		**4 Byte**	**0**
	UserTag_1		0	1 bit	
	UserTag_2		1	1 bit	
	UserTag_3		2	1 bit	
	UserTag_4		3	1 bit	
	UserTag_5		4	1 bit	
	UserTag_6		5	1 bit	
	UserTag_7		6	1 bit	
	UserTag_8		7	1 bit	
	UserTag_9		8	1 bit	
	UserTag_10		9	1 bit	
	UserTag_11		10	1 bit	
	UserTag_12		11	1 bit	
	UserTag_13		12	1 bit	
	UserTag_14		13	1 bit	
	UserTag_15		14	1 bit	
	UserTag_16		15	1 bit	
	UserTag_17		16	1 bit	
	UserTag_18		17	1 bit	
	UserTag_19		18	1 bit	
	UserTag_20		19	1 bit	
	UserTag_21		20	1 bit	
	UserTag_22		21	1 bit	
	UserTag_23		22	1 bit	
	UserTag_24		23	1 bit	
	UserTag_25		24	1 bit	
	UserTag_26		25	1 bit	
	UserTag_27		26	1 bit	
	UserTag_28		27	1 bit	
	UserTag_29		28	1 bit	
	UserTag_30		29	1 bit	
	UserTag_31		30	1 bit	
	UserTag_32		31	1 bit	
32 bit	**Command Echo**	**DINT**		**4 Byte**	**4**
	Trigger Echo		0	1 bit	
	New Master Echo		1	1 bit	
	Reserved		2 - 7	6 bit	
	Disable Scanning Echo		8	1 bit	
	Reserved		9 - 15	7 bit	
	Clear Read Cycle Report and Counters Echo		16	1 bit	
	Unlatch Outputs Echo		17	1 bit	
	Reserved		18 - 31	14 bit	
32 bit	**Output Control Echo**	**DINT**		**4 Byte**	**8**
	Out1 Echo		0	1 bit	
	Out2 Echo		1	1 bit	
	Out3 Echo		2	1 bit	
	Reserved		3 - 31	29 bit	
32 bit	**External Input Status**	**DINT**		4 Byte	**12**
	Trigger		0	1 bit	
	New Master		1	1 bit	
	Reserved		2 - 31	30 bit	

	Member Name	Data Type	Bit Number	Data Length	Byte Offset
32 bit	**External Output Status**	**DINT**		**4 Byte**	**16**
	Out1		0	1 bit	
	Out2		1	1 bit	
	Out3		2	1 bit	
	Reserved		3 - 31	29 bit	
32 bit	**Device Status**	**DINT**		**4 Byte**	**20**
	Reserved		0	1 bit	
	New Master Requested		1	1 bit	
	Reserved		2 - 7	6 bit	
	Scanning Disabled		8	1 bit	
	Reserved		9 - 15	7 bit	
	In Read Cycle		16	1 bit	
	Actively Scanning		17	1 bit	
	Reserved		18 - 31	14 bit	
32 bit	**Read Cycle Sequence Counter**	**UDINT**	0 - 31	**4 byte**	**24**
32 bit	**Trigger Count**	**UDINT**	0 - 31	**4 byte**	**28**
32 bit	**Decode/Matchcode Count**	**UDINT**	0 - 31	**4 byte**	**32**
32 bit	**Mismatch Count**	**UDINT**	0 - 31	**4 byte**	**36**
32 bit	**No Read Count**	**UDINT**	0 - 31	**4 byte**	**40**
32 bit	**Decode Data Length**	**UDINT**	0 - 31	**4 byte**	**44**
	Decode Data String	**SINT[128]**	0 - 1024	**128 byte**	**48**

MXL/SLC Input Assembly (Instance ID: 102)

Member Name	Size (Bytes)
INFO BITS	1
RESERVED	1
RESERVED	1
RESERVED	1
DEVICE STATUS	4
FAULT CODE	4
COUNTERS	24
READ CYCLE REPORT	8
DECODE CYCLE REPORT	16
DECODE DATA LENGTH	4
DECODE DATA STRING	184

- **Member Description**
  – INFO BITS

Bit	State	Description
0	Run Mode	Is 1 when Read Cycle is enabled.
1	Connection Faulted	Always 0 while connected.
2 - 7	Reserved	—

– Device Status
Shows the current status of the code reader.

Bit	State
0	Run Mode
1	Trigger Acknowledged
2	Exposure Done
3	Decoding
4	Data Is Ready
5	Read Cycle Pass
6	Read Cycle Fail
7	General Fault
8	Matchcode Master Label Trained
9	Matchcode Enabled
10	Image Sensor Calibrating
11	Image Sensor Calibration Complete
12	Training
13	Training Complete
14	Optimizing
15	Optimization Complete
16	AutoImage Photometry Enabled
17	AutoImage Photometry Complete
18	Output 1 Status
19	Output 2 Status
20	Output 3 Status
21	Buffer Overflow
22 - 30	Reserved

Run Mode
Shows Read Cycle Enabled/Disabled status.
0 = Read Cycle Disabled cannot accept Trigger. However, it can receive a command. 1 = Read Cycle Enabled State in which trigger can be accepted.
Trigger Acknowledged
This bit becomes 1 when the Trigger bit from the Output Assembly is received. When the Trigger bit is OFF, Trigger Acknowledged also becomes 0.
Exposure Done
During exposure, this bit is set to 0.
When Exposure is done, this bit becomes 1.
Decoding
During image processing, this bit is set to 1.
When image processing is done, this bit becomes 0.
Data is Ready
When the data from Read Cycle Report and Data Cycle Report is confirmed, this bit becomes 1. When the next Read starts, this bit becomes 0.
Read Cycle Pass
On Good Read, this bit becomes 1.
When the next Read starts, this bit becomes 0.
Read Cycle Fail
If the read cycle fails for any reason (No Read, Mismatch, etc,) this bit becomes 1. This bit will be set to 0 at the start of a read cycle.
General Fault
When a code reader Error occurs, this bit becomes 1. The user must resolve the problem by refer- ing to the Fault Code field of the error code. After resolving the problem, the user must set "Reset General fault" in the Output Assembly Control to 0.
Matchcode Master Label Trained
When active, the unit has accepted the data read on the last trigger and the new master label used in the matchcode function.
Matchcode Enabled
When Matchcode is Enabled, this bit becomes 1.
Image Sensor Calibrating
This bit is set to 1 while the device is executing the following calibrations. Exposure Gain
Focus (1.2 Megapixel and 5 Megapixel cameras)

This bit is set to 0 when C5PC calibration is complete.

Image Sensor Calibration Complete

This bit is set to 1 when the C5PC completes executing the following calibrations. Exposure Gain
Focus (1.2 Megapixel and 5 Megapixel cameras)

Training

This bit is set to 1 while Training is in progress. This bit is set to 0 when Training is complete.

Training Complete

This bit will be set to 0 during training and will be set to 1 when training is successful. If an error occurs, the bit will remain at 0.

Optimizing

This bit is set to 1 while Optimization is in progress. This bit is set to 0 when Optimization is complete.

Optimization Complete

This bit is set to 1 when Optimization processing is complete. If an error occurs, it is output by Fault Code area.

AutoImage Photometry Enabled

This bit is set to 1 when Auto Photometry is used.
This bit is set to 0 when AutoImage Photometry is complete.

AutoImage Photometry Complete

This bit is set to 1 when AutoImage Photometry processing is complete. If an error occurs, it is out- put by Fault Code area.

Output 1 Status

Indicates the current state of the Parallel OUTPUT 1 signal.

Output 2 Status

Indicates the current state of the Parallel OUTPUT 2 signal.

Output 3 Status

Indicates the current state of the Parallel OUTPUT 3 signal.

Buffer Overflow

This bit is set to 1 when the read string length exceeds the size of the Decode Data area.

– Fault Code

Outputs Error information when a code reader error occurs.
It can be set from the Command field of the Output Assembly.

Bit	State
0	Command Error Detected
1	Communication Error
2	Reserved
3	Host Port Buffer Overflow
4 - 31	Reserved

Command Error Detected

This bit is set to 1 when a Serial command fails to be executed.

Communication Error

This bit is set to 1 when a data error condition is detected in Serial (RS-232C) communication.

Host Port Buffer Overflow

This bit is set to 1 when a character string larger than the size set for the Decode Data area is received.

– Counters

Various counters of Read results after starting the device are output.
These counters can be set from the Command Field/Area of the Output Assembly.

Counters	Size (Bytes)
No Read Read Cycle Counter	4
Mismatch per Read Cycle Counter	4
No Read Counter	4
Trigger Counter	4
Matchcode Counter	4
Mismatch Counter	4

No Read Read Cycle Counter
Outputs the total number of Read Cycle No Reads.
Mismatch per Read Cycle Counter
Outputs the total number of Read Cycle Mismatches.
No Read Counter
Outputs the total number of No Reads.
Trigger Counter
Outputs the total number of executed Triggers.
Matchcode
Counter Outputs one of the following.
(1) Total number of matches to the Master Symbol (When Matchcode: Enabled)
(2) Total number of Good Reads (When Matchcode: Enabled)
Mismatch Counter
Outputs the total number of Mismatches (not matching Master Symbol).

– Read Cycle Report

Read Cycle Report	Size (Bytes)
Capture Time	2
Total Decode Time	2
Total Read Cycle Time	2
Reserved	2

Capture Time
The time required for image capture. (milliseconds)
Total Decode Time
The time required for decoding a symbol. (milliseconds)
Total Read Cycle Time
The total time taken to read symbols. This encompasses the total time of image capture, decoding and overhead (milliseconds)

– Decode Cycle Report
Outputs symbol information.

Symbol Information	Size (Bytes)
Decode Location Top	2
Decode Location Left	2
Decode Location Height	2
Decode Location Width	2
Code Type	4
Pixels per Element	4

Decode Location Top
The upper left Y coordinate of the Symbol Detection Region. (pixels)
Decode Location Left
The upper left Y coordinate of the Symbol Detection Region. (pixels)
Decode Location Height
The Y size of the Symbol Detection Region. (pixels)
Decode Location Width
The X size of the Symbol Detection Region. (pixels)
Code Type
A bit indicating the Symbol Type of the decoded symbol is output

Bit	State
0	Aztec Code
1	Micro QR Code
2	Postal Code
3	Code 39
4	Codabar
5	Interleaved 2 of 5
6	UPC/EAN
7	Code 128/EAN 128

8	Code 93
9	PDF417
10	Pharma Code
11	DataMatrix
12	QR Code
13	BC412
14	RSS-14
15	RSS-14 LTD
16	RSS-14 EXP
17	Micro PDF
18	Composite
19	Dot Code
20 - 31	Reserved

Pixels Per Element
Outputs the number of pixels displayed in 1 cell size (or narrow element) on the image.

– Decode Data Length
Stores the number of characters in the Read string.
– Decode Data String
Stores the Read string. When additional information such as Print Quality Grading Standard is set, it is stored following the Read string.

Assembly Memory Allocation

	Member Name	Data Type	Bit Number	Data Length	Byte Offset
32 bit	**InfoBits**	**SINT**		**1 Byte**	**0**
	Bit Run Mode		0	1 bit	
	Bit Connection Faulted		1	1 bit	
	Reserved		2	1 bit	
	Reserved		3 - 7	5 bit	
	Reserved	**SINT**		**1 Byte**	**1**
	Reserved	**SINT**		**1 Byte**	**2**
	Reserved	—		**1 byte**	**3**
32 bit	**DeviceStatus**	**DINT**		**4 Byte**	**4**
	Run Mode		0	1 bit	
	Trigger Acknowledged		1	1 bit	
	Exposure Done		2	1 bit	
	Decoding		3	1 bit	
	Data is Ready		4	1 bit	
	Read Cycle Pass		5	1 bit	
	Read Cycle Fail		6	1 bit	
	General Fault		7	1 bit	
	New Matchcode Acknowledged		8	1 bit	
	Matchcode Enabled		9	1 bit	
	Image Sensor Calibrating		10	1 bit	
	Image Sensor Calibration Complete		11	1 bit	
	Training		12	1 bit	
	Training Complete		13	1 bit	
	Optimizing		14	1 bit	
	Optimizing Complete		15	1 bit	
	Auto Image Photometry Enabled		16	1 bit	
	Auto Image Photometry Complete		17	1 bit	

	Member Name	Data Type	Bit Number	Data Length	Byte Offset
	Output 1 Status		18	1 bit	
	Output 2 Status		19	1 bit	
	Output 3 Status		20	1 bit	
	BufferOverflow		21	1 bit	
	Reserved		22 - 31	10 bit	
32 bit	**Fault Code**	DINT		**4 Byte**	**8**
	Command Error Detected		0	1 bit	
	Communication Error		1	1 bit	
	Reserved		2	1 bit	
	Host Port Buffer Overflow		3	1 bit	
	Reserved		4 - 31	28 bit	
	Counters	**UDINT[6]**		**24 byte**	**12**
32 bit	No Read Read Cycle Counter		0 - 31	4 byte	
32 bit	Mismatch per Read Cycle Counter		0 - 31	4 byte	
32 bit	No Read Counter		0 - 31	4 byte	
32 bit	Trigger Counter		0 - 31	4 byte	
32 bit	Matchcode Counter		0 - 31	4 byte	
32 bit	Mismatch Counter		0 - 31	4 byte	
	Read Cycle Report	**UINT[4]**		**8 byte**	**36**
32 bit	Capture Time		0 - 15	2 byte	
	Total Decode Time		0 - 15	2 byte	
32 bit	Total Read Cycle Time		0 - 15	2 byte	
	Reserved		0 - 15	2 byte	
	Decode Cycle Report	**INT[4]**		**8 byte**	**44**
32 bit	Decode Location Top		0 - 15	2 byte	
	Decode Location Left		0 - 15	2 byte	
32 bit	Decode Location Height		0 - 15	2 byte	
	Decode Location Width		0 - 15	2 byte	
32 bit	**Code Type**	**DINT**		**4 Byte**	**52**
	Aztec Code		0	1 bit	
	Micro QR Code		1	1 bit	
	Postal Code		2	1 bit	
	Code 39		3	1 bit	
	Codabar		4	1 bit	
	Interleaved 2 of 5		5	1 bit	
	UPC EAN		6	1 bit	
	Code 128 EAN 128		7	1 bit	
	Code 93		8	1 bit	
	PDF417		9	1 bit	
	Pharma Code		10	1 bit	
	DataMatrix		11	1 bit	
	QR Code		12	1 bit	
	BC412		13	1 bit	
	RSS14		14	1 bit	
	RSS14 LTD		15	1 bit	
	RSS14 EXP		16	1 bit	
	Micro PDF		17	1 bit	
	Composite		18	1 bit	
	Dot Code		19	1 bit	
	Reserved		20 - 31	12 bit	
32 bit	**Pixels per Element**	**REAL**	0 - 31	**4 byte**	**56**
32 bit	**Decode Data Length**	**DINT**	0 - 31	**4 byte**	**60**
	Decode Data String	**SINT[184]**	0 - 1472	**184 byte**	**64**

1 Decode Input Assembly (Instance ID: 103)

1 Decode Input Assembly is designed to hold a 436 byte Read result string. When reading multiple symbols, the Read strings are output delimited by Separator Characters.

1 Decode Input Assembly Member Structure

Member Name	Size (Bytes)
INFO BITS	1
RESERVED	1
RESERVED	1
RESERVED	1
DEVICE STATUS	4
FAULT CODE	4
COUNTERS	24
READ CYCLE REPORT	8
DECODE CYCLE REPORT	8
CODE TYPE	4
PIXELS PER ELEMENT	4
DECODE DATA LENGTH	4
DECODE DATA STRING	436

Total Size: 500 Bytes

Member Description
- **INFO BITS**

MXL/SLC Input Assembly (Instance ID: 102) on page A - 8 - Same structure as
- **Device Status**

MXL/SLC Input Assembly (Instance ID: 102) on page A - 8 - Same structure as
- **Error Code**

MXL/SLC Input Assembly (Instance ID: 102) on page A - 8 - Same structure as
- **Counters**

MXL/SLC Input Assembly (Instance ID: 102) on page A - 8 - Same structure as
- **Read Cycle Report**

MXL/SLC Input Assembly (Instance ID: 102) on page A - 8 - Same structure as
- **Decode Cycle Report**

MXL/SLC Input Assembly (Instance ID: 102) on page A - 8 - Same structure as
- **Decode Data Length**

Stores the number of characters in the Read string.
- **Decode Data String**

  Stores the Read string. When additional information such as Print Quality Grading Standard is set, it is stored following the Read string.

Assembly Memory Allocation

	Member Name	Data Type	Bit Number	Data Length	Byte Offset
32 bit	**InfoBits**	**SINT**		**1 Byte**	**0**
	Bit Run Mode		0	1 bit	
	Bit Connection Faulted		1	1 bit	
	Reserved		2	1 bit	
	Reserved		3 - 7	5 bit	
	Reserved	**SINT**		**1 Byte**	**1**
	Reserved	**SINT**		**1 Byte**	**2**
	Reserved	—		**1 byte**	**3**
32 bit	**DeviceStatus**	**DINT**		**4 Byte**	**4**
	Run Mode		0	1 bit	
	Trigger Acknowledged		1	1 bit	
	Exposure Done		2	1 bit	
	Decoding		3	1 bit	
	Data is Ready		4	1 bit	

	Member Name	Data Type	Bit Number	Data Length	Byte Offset
	Read Cycle Pass		5	1 bit	
	Read Cycle Fail		6	1 bit	
	General Fault		7	1 bit	
	New Matchcode Acknowl- edged		8	1 bit	
	Matchcode Enabled		9	1 bit	
	Image Sensor Calibrating		10	1 bit	
	Image Sensor Calibration Complete		11	1 bit	
	Training		12	1 bit	
	Training Complete		13	1 bit	
	Optimizing		14	1 bit	
	Optimizing Complete		15	1 bit	
	Auto Image Photometry Enabled		16	1 bit	
	Auto Image Photometry Complete		17	1 bit	
	Output 1 Status		18	1 bit	
	Output 2 Status		19	1 bit	
	Output 3 Status		20	1 bit	
	BufferOverflow		21	1 bit	
	Reserved		22 - 31	10 bit	
32 bit	**Fault Code**	**DINT**		**4 Byte**	**8**
	Command Error Detected		0	1 bit	
	Communication Error		1	1 bit	
	Reserved		2	1 bit	
	Host Port Buffer Overflow		3	1 bit	
	Reserved		4 - 31	28 bit	
	Counters	**UDINT[6]**		**24 byte**	**12**
32 bit	No Read Read Cycle Counter		0 - 31	4 byte	
32 bit	Mismatch per Read Cycle Counter		0 - 31	4 byte	
32 bit	No Read Counter		0 - 31	4 byte	
32 bit	Trigger Counter		0 - 31	4 byte	
32 bit	Matchcode Counter		0 - 31	4 byte	
32 bit	Mismatch Counter		0 - 31	4 byte	
	Read Cycle Report	**UINT[4]**		**8 byte**	**36**
32 bit	Capture Time		0 - 15	2 byte	
	Total Decode Time		0 - 15	2 byte	
32 bit	Total Read Cycle Time		0 - 15	2 byte	
	Reserved		0 - 15	2 byte	
	Decode Cycle Report	**INT[4]**		**8 byte**	**44**
32 bit	Decode Location Top		0 - 15	2 byte	
	Decode Location Left		0 - 15	2 byte	
32 bit	Decode Location Height		0 - 15	2 byte	
	Decode Location Width		0 - 15	2 byte	
32 bit	**Code Type**	**DINT**		**4 Byte**	**52**
	Aztec Code		0	1 bit	
	Micro QR Code		1	1 bit	
	Postal Code		2	1 bit	
	Code 39		3	1 bit	
	Codabar		4	1 bit	
	Interleaved 2 of 5		5	1 bit	
	UPC EAN		6	1 bit	
	Code 128 EAN 128		7	1 bit	

	Member Name	Data Type	Bit Number	Data Length	Byte Offset
	Code 93		8	1 bit	
	PDF417		9	1 bit	
	Pharma Code		10	1 bit	
	DataMatrix		11	1 bit	
	QR Code		12	1 bit	
	BC412		13	1 bit	
	RSS14		14	1 bit	
	RSS14 LTD		15	1 bit	
	RSS14 EXP		16	1 bit	
	Micro PDF		17	1 bit	
	Composite		18	1 bit	
	Dot Code		19	1 bit	
	Reserved		20 - 31	12 bit	
32 bit	**Pixels per Element**	**REAL**	0 - 31	**4 byte**	**56**
32 bit	**Decode Data Length**	**DINT**	0 - 31	**4 byte**	**60**
	Decode Data String	**SINT[436]**	0 - 3487	**436 byte**	**64**

4 Decode Input Assembly (Instance ID: 104)
4 Decode Input Assembly is designed to hold the Read result information of 4 symbols. The first Read result is stored in a 160 byte field. The remaining Read results are stored in a 72 byte field. Use this when you want to execute a multiple symbol Read for up to 4 symbols and query symbol information such as symbol position coordinates for each symbol.

4 Decode Input Assembly Member Structure

Member Name	Size (Bytes)
INFO BITS	1
RESERVED	1
RESERVED	1
RESERVED	1
DEVICE STATUS	4
FAULT CODE	4
COUNTERS	24
READ CYCLE REPORT	8
DECODE 1 CYCLE REPORT	16
DECODE 1 LENGTH	4
DECODE 1 DATA	160
DECODE 2 CYCLE REPORT	16
DECODE 2 LENGTH	4
DECODE 2 DATA	72
DECODE 3 CYCLE REPORT	16
DECODE 3 LENGTH	4
DECODE 3 DATA	72
DECODE 4 CYCLE REPORT	16
DECODE 4 LENGTH	4
DECODE 4 DATA	72

Total Size: 500 Bytes

Member Description
- **INFO BITS**
  MXL/SLC Input Assembly (Instance ID: 102) on page A - 8 - Same structure as
- **Device Status**
  MXL/SLC Input Assembly (Instance ID: 102) on page A - 8 - Same structure as
- **Error Code**
  MXL/SLC Input Assembly (Instance ID: 102) on page A - 8 - Same structure as
- **Counters**
  MXL/SLC Input Assembly (Instance ID: 102) on page A - 8 - Same structure as
- **Read Cycle Report**

MXL/SLC Input Assembly (Instance ID: 102) on page A - 8 - Same structure as

- **Decode 1 Cycle Report**
  The information for the 1st symbol. MXL/SLC Input Assembly (Instance ID: 102) on page A - 8 - Same structure as
- **Decode 1 Length**
  Stores the number of characters that comprise the 1st symbol.
- **Decode 1 Data**
  Stores the Read string of the 1st symbol. When additional information such as Print Quality Grading Standard is set, it is stored following the Read string.
- **Decode 2 Cycle Report**
  The information for the 2nd symbol. MXL/SLC Input Assembly (Instance ID: 102) on page A - 8 - Same structure as
- **Decode 2 Length**
  Stores the number of characters that comprise the 2nd symbol.
- **Decode 2 Data**
  Stores the Read string of the 2nd symbol. When additional information such as Print Quality Grading Standard is set, it is stored following the Read string.
- **Decode 3 Cycle Report**
  The information for the 3rd symbol. MXL/SLC Input Assembly (Instance ID: 102) on page A - 8 - Same structure as
- **Decode 3 Length**
  Stores the number of characters that comprise the 3rd symbol.
- **Decode 3 Data**
  Stores the Read string of the 3rd symbol. When additional information such as Print Quality Grading Standard is set, it is stored following the Read string.
- **Decode 4 Cycle Report**
  The information for the 4th symbol. MXL/SLC Input Assembly (Instance ID: 102) on page A - 8 - Same structure as
- **Decode 4 Length**
  Stores the number of characters that comprise the 4th symbol.
- **Decode 4 Data**
  Stores the Read string of the 4th symbol. When additional information such as Print Quality Grading Standard is set, it is stored following the Read string.

Assembly Memory Allocation

	Member Name	Data Type	Bit Number	Data Length	Byte Offset
32 bit	**InfoBits**	**SINT**		**1 Byte**	**0**
	Bit Run Mode		0	1 bit	
	Bit Connection Faulted		1	1 bit	
	Reserved		2	1 bit	
	Reserved		3 - 7	5 bit	
	Reserved	**SINT**		**1 Byte**	**1**
	Reserved	**SINT**		**1 Byte**	**2**
	Reserved	—		**1 byte**	**3**
32 bit	**DeviceStatus**	**DINT**		**4 Byte**	**4**
	Run Mode		0	1 bit	
	Trigger Acknowledged		1	1 bit	
	Exposure Done		2	1 bit	
	Decoding		3	1 bit	
	Data is Ready		4	1 bit	
	Read Cycle Pass		5	1 bit	
	Read Cycle Fail		6	1 bit	
	General Fault		7	1 bit	
	New Matchcode Acknowledged		8	1 bit	
	Matchcode Enabled		9	1 bit	
	Image Sensor Calibrating		10	1 bit	
	Image Sensor Calibration Complete		11	1 bit	
	Training		12	1 bit	
	Training Complete		13	1 bit	
	Optimizing		14	1 bit	
	Optimizing Complete		15	1 bit	
	Auto Image Photometry Enabled		16	1 bit	

	Member Name	Data Type	Bit Number	Data Length	Byte Offset
	Auto Image Photometry Complete		17	1 bit	
	Output 1 Status		18	1 bit	
	Output 2 Status		19	1 bit	
	Output 3 Status		20	1 bit	
	BufferOverflow		21	1 bit	
	Reserved		22 - 31	10 bit	
32 bit	**Fault Code**	**DINT**		**4 Byte**	**8**
	Command Error Detected		0	1 bit	
	Communication Error		1	1 bit	
	Reserved		2	1 bit	
	Host Port Buffer Overflow		3	1 bit	
	Reserved		4 - 31	28 bit	
	Counters	**UDINT[6]**		**24 byte**	**12**
32 bit	No Read Read Cycle Counter		0 - 31	4 byte	
32 bit	Mismatch per Read Cycle Counter		0 - 31	4 byte	
32 bit	No Read Counter		0 - 31	4 byte	
32 bit	Trigger Counter		0 - 31	4 byte	
32 bit	Matchcode Counter		0 - 31	4 byte	
32 bit	Mismatch Counter		0 - 31	4 byte	
	Read Cycle Report	**UINT[4]**		**8 byte**	**36**
32 bit	Capture Time		0 - 15	2 byte	
	Total Decode Time		0 - 15	2 byte	
32 bit	Total Read Cycle Time		0 - 15	2 byte	
	Reserved		0 - 15	2 byte	
	Decode 1 Cycle Report			**8 byte**	**44**
32 bit	Decode Location Top		0 - 15	2 byte	
	Decode Location Left		0 - 15	2 byte	
32 bit	Decode Location Height		0 - 15	2 byte	
	Decode Location Width		0 - 15	2 byte	
32 bit	**Code Type**	**DINT**		**4 Byte**	**52**
	Aztec Code		0	1 bit	
	Micro QR Code		1	1 bit	
	Postal Code		2	1 bit	
	Code 39		3	1 bit	
	Codabar		4	1 bit	
	Interleaved 2 of 5		5	1 bit	
	UPC EAN		6	1 bit	
	Code 128 EAN 128		7	1 bit	
	Code 93		8	1 bit	
	PDF417		9	1 bit	
	Pharma Code		10	1 bit	
	DataMatrix		11	1 bit	
	QR Code		12	1 bit	
	BC412		13	1 bit	
	RSS14		14	1 bit	
	RSS14 LTD		15	1 bit	
	RSS14 EXP		16	1 bit	
	Micro PDF		17	1 bit	
	Composite		18	1 bit	
	Dot Code		19	1 bit	
	Reserved		20 - 31	12 bit	
32 bit	**Pixels per Element**	**REAL**	**0 - 31**	**4 byte**	**56**
32 bit	**Decode 1 Length**	**DINT**	**0 - 31**	**4 byte**	**60**

	Member Name	Data Type	Bit Number	Data Length	Byte Offset
	Decode 1 Data	**SINT[160]**	**0 - 1280**	**160 byte**	**64**
	Decode 2 Cycle Report	**INT[4]**		**8 byte**	**224**
32 bit	Decode Location Top		0 - 15	2 byte	
	Decode Location Left		0 - 15	2 byte	
32 bit	Decode Location Height		0 - 15	2 byte	
	Decode Location Width		0 - 15	2 byte	
32 bit	**Code Type**	**DINT**		**4 Byte**	**232**
	Aztec Code		0	1 bit	
	Micro QR Code		1	1 bit	
	Postal Code		2	1 bit	
	Code 39		3	1 bit	
	Codabar		4	1 bit	
	Interleaved 2 of 5		5	1 bit	
	UPC EAN		6	1 bit	
	Code 128 EAN 128		7	1 bit	
	Code 93		8	1 bit	
	PDF417		9	1 bit	
	Pharma Code		10	1 bit	
	DataMatrix		11	1 bit	
	QR Code		12	1 bit	
	BC412		13	1 bit	
	RSS14		14	1 bit	
	RSS14 LTD		15	1 bit	
	RSS14 EXP		16	1 bit	
	Micro PDF		17	1 bit	
	Composite		18	1 bit	
	Dot Code		19	1 bit	
	Reserved		20 - 31	12 bit	
32 bit	**Pixels per Element**	**REAL**	**0 - 31**	**4 byte**	**236**
32 bit	**Decode 2 Length**	**DINT**	**0 - 31**	**4 byte**	**240**
	Decode 2 Data	**SINT[184]**	**0 - 575**	**72 byte**	**244**
	Decode 3 Cycle Report	**INT[4]**		**8 byte**	**316**
32 bit	Decode Location Top		0 - 15	2 byte	
	Decode Location Left		0 - 15	2 byte	
32 bit	Decode Location Height		0 - 15	2 byte	
	Decode Location Width		0 - 15	2 byte	
32 bit	**Code Type**	**DINT**		**4 Byte**	**324**
	Aztec Code		0	1 bit	
	Micro QR Code		1	1 bit	
	Postal Code		2	1 bit	
	Code 39		3	1 bit	
	Codabar		4	1 bit	
	Interleaved 2 of 5		5	1 bit	
	UPC EAN		6	1 bit	
	Code 128 EAN 128		7	1 bit	
	Code 93		8	1 bit	
	PDF417		9	1 bit	
	Pharma Code		10	1 bit	
	DataMatrix		11	1 bit	
	QR Code		12	1 bit	
	BC412		13	1 bit	
	RSS14		14	1 bit	
	RSS14 LTD		15	1 bit	
	RSS14 EXP		16	1 bit	
	Micro PDF		17	1 bit	

	Member Name	Data Type	Bit Number	Data Length	Byte Offset
	Composite		18	1 bit	
	Dot Code		19	1 bit	
	Reserved		20 - 31	12 bit	
32 bit	**Pixels per Element**	**REAL**	**0 - 31**	**4 byte**	**328**
32 bit	**Decode 3 Length**	**DINT**	**0 - 31**	**4 byte**	**332**
	Decode 3 Data	**SINT[72]**	**0 - 575**	**72 byte**	**336**
	Decode 4 Cycle Report	**INT[4]**		**8 byte**	**408**
32 bit	Decode Location Top		0 - 15	2 byte	
	Decode Location Left		0 - 15	2 byte	
32 bit	Decode Location Height		0 - 15	2 byte	
	Decode Location Width		0 - 15	2 byte	
32 bit	**Code Type**	**DINT**		**4 Byte**	**416**
	Aztec Code		0	1 bit	
	Micro QR Code		1	1 bit	
	Postal Code		2	1 bit	
	Code 39		3	1 bit	
	Codabar		4	1 bit	
	Interleaved 2 of 5		5	1 bit	
	UPC EAN		6	1 bit	
	Code 128 EAN 128		7	1 bit	
	Code 93		8	1 bit	
	PDF417		9	1 bit	
	Pharma Code		10	1 bit	
	DataMatrix		11	1 bit	
	QR Code		12	1 bit	
	BC412		13	1 bit	
	RSS14		14	1 bit	
	RSS14 LTD		15	1 bit	
	RSS14 EXP		16	1 bit	
	Micro PDF		17	1 bit	
	Composite		18	1 bit	
	Dot Code		19	1 bit	
	Reserved		20 - 31	12 bit	
32 bit	**Pixels per Element**	**REAL**	**0 - 31**	**4 byte**	**328**
32 bit	**Decode 4 Length**	**DINT**	**0 - 31**	**4 byte**	**424**
	Decode 4 Data	**SINT[72]**	**0 - 575**	**72 byte**	**428**

N Decode Input Assembly (Instance ID: 105)

N Decode Input Assembly supports any number of multiple symbol readings. Use this when you want to execute arbitrary number of multiple symbol readings and query symbol information such as symbol position coordinates for each symbol. Since the data structure of the Read result is a variable length up to a maximum of 456 bytes, the user needs to access the data such as the read character string by referencing the data offset value.

N Decode Input Assembly Member Structure

Member Name	Size (Bytes)
INFO BITS	1
RESERVED	1
RESERVED	1
RESERVED	1
DEVICE STATUS	4
FAULT CODE	4
COUNTERS	24
READ CYCLE REPORT STATIC MEMBERS	8
RAW INPUT DATA	456

Total Size: 500 Bytes

Member Description

- **INFO BITS**
  MXL/SLC Input Assembly (Instance ID: 102) on page A - 8 - Same structure
- **Device Status**
  MXL/SLC Input Assembly (Instance ID: 102) on page A - 8 - Same structure
- **Error Code**
  MXL/SLC Input Assembly (Instance ID: 102) on page A - 8 - Same structure
- **Counters**

SLC Input Assembly (Instance ID: 102) on page A - 8 - Same structure

- **Read Cycle Report**

Read Cycle Report	Size (Bytes)
Capture Time	2
Total Decode Time	2
Total Read Cycle Time	2
Number of Decodes in Read Cycle	1
Number of Decode Reports	1

– Capture Time
  The time required for image capture. (milliseconds)
– Total Decode Time
  The time required for decoding a symbol. (milliseconds)
– Total Read Cycle Time
  The total time taken to read symbols. This encompasses the total time of image capture, decoding and overhead. (milliseconds)
– Number of Decodes in Read Cycle
  The total number of detected symbols in the Read Cycle.
– Number of Decode Reports
  The total number of Decode information data related to detected symbols. Equal to the total number of detected symbols in the Read Cycle.

• **Raw Input Data**

Variable length Read data is stored.

Read Data Structure	Size (Bytes)	Offset
Offset of Report 1	4	
Offset of Report 2	4	
…	...	
Offset of Report N	4	
Decode Cycle Report 1	16	Offset 1
Decode Length 1	4	
Decode Data 1	Variable length	
Decode Cycle Report 2	16	Offset 2
Decode Length 2	4	
Decode Data 2	Variable length	
…	...	
Decode Cycle Report N*1	16	Offset N
Decode Length N*1	4	
Decode Data N*1	Variable length	

*1. N is the value output for Number of Decodes in Read Cycle.

– Offset of Report (n)
  This is the offset value from the Start Address for Raw Input Data to the address where the nth Read result is stored.
– Decode Cycle Report (n)
  Information of the nth Symbol. MXL/SLC Input Assembly (Instance ID: 102) on page A - 8 - Same structure
– Decode Length (n)
  Stores the number of characters that comprise the nth symbol.
– Decode 4 Data (n)
  Stores the Read string of the nth symbol.

Assembly Memory Allocation

	Member Name	Data Type	Bit Number	Data Length	Byte Offset
32 bit	**InfoBits**	**SINT**		**1 Byte**	**0**
	Bit Run Mode		0	1 bit	
	Bit Connection Faulted		1	1 bit	
	Reserved		2	1 bit	
	Reserved		3 - 7	5 bit	
	Reserved	**SINT**		**1 Byte**	**1**
	Reserved	**SINT**		**1 Byte**	**2**
	Reserved	—		**1 byte**	**3**
32 bit	**DeviceStatus**	**DINT**		**4 Byte**	**4**
	Run Mode		0	1 bit	
	Trigger Acknowledged		1	1 bit	
	Exposure Done		2	1 bit	
	Decoding		3	1 bit	
	Data is Ready		4	1 bit	
	Read Cycle Pass		5	1 bit	
	Read Cycle Fail		6	1 bit	
	General Fault		7	1 bit	
	New Matchcode Acknowledged		8	1 bit	
	Matchcode Enabled		9	1 bit	
	Image Sensor Calibrating		10	1 bit	
	Image Sensor Calibration Complete		11	1 bit	
	Training		12	1 bit	
	Training Complete		13	1 bit	
	Optimizing		14	1 bit	
	Optimizing Complete		15	1 bit	

	Member Name	Data Type	Bit Number	Data Length	Byte Offset
	Auto Image Photometry Ena- bled		16	1 bit	
	Auto Image Photometry Com- plete		17	1 bit	
	Output 1 Status		18	1 bit	
	Output 2 Status		19	1 bit	
	Output 3 Status		20	1 bit	
	BufferOverflow		21	1 bit	
	Reserved		22 - 31	10 bit	
32 bit	**Fault Code**	**DINT**		**4 Byte**	**8**
	Command Error Detected		0	1 bit	
	Communication Error		1	1 bit	
	Reserved		2	1 bit	
	Host Port Buffer Overflow		3	1 bit	
	Reserved		4 - 31	28 bit	
	Counters	**UDINT[6]**		**24 byte**	**12**
32 bit	No Read Read Cycle Counter		0 - 31	4 byte	
32 bit	Mismatch per Read Cycle Counter		0 - 31	4 byte	
32 bit	No Read Counter		0 - 31	4 byte	
32 bit	Trigger Counter		0 - 31	4 byte	
32 bit	Matchcode Counter		0 - 31	4 byte	
32 bit	Mismatch Counter		0 - 31	4 byte	
	Read Cycle Report	**INT[4]**		**8 byte**	**36**
32 bit	Capture Time		0 - 15	2 byte	
	Total Decode Time		0 - 15	2 byte	
32 bit	Total Read Cycle Time		0 - 15	2 byte	
	Number of Decodes in Read Cycle		0 - 7	1 byte	
	Number of Decode Reports		0 - 7	1 byte	
	RAW Input Data			**16 byte**	**44 byte**

Output Assembly (Instance ID: 197)

The Output Assembly can send several commands to the code reader. This assembly is used with MXL/SLC Input Assembly (ID: 102), 1 Decode Input Assembly (ID: 103), 4 Decode Input Assembly (ID: 104), N Decode Input Assembly (ID: 105).

Output Assembly Member Structure

Member Name	Size (Bytes)
COMMANDS	4

Total Size: 4 Bytes

Member Description

• Commands
An explanation of commands that can be sent to the code reader.

Bit	Command
0	Run Mode
1	Trigger
2	Enable Matchcode
3	Reset General Fault
4	Clear No Read Read Cycle Counter
5	Clear Mismatch Read Cycle Counter
6	Clear No Read Counter
7	Clear Trigger Counter
8	Clear Matchcode Counter
9	Clear Mismatch Counter
10	Output 1
11	Output 2
12	Output 3
13 - 31	Reserved

– Run Mode
Enables / Disables Read Cycle. Immediately after the code reader is started, Read Cycle will be enabled regardless of this command.
0 = Read Cycle Disabled. No trigger can be accepted. However, other commands can be executed.
1 = Enables Read Cycle.
– Trigger
Executes Read. The code reader recognizes this bit changing from 0 to 1 as the rising edge of the trigger and its change from 1 to 0 as the falling edge of the trigger.
– Enable Matchcode
Enable / Disable the Matchcode function. Immediately after the code reader is started, the previously saved setting is in effect regardless of this command.
0 = Disable Matchcode function.
1= Enable Matchcode function.
– Reset General Fault
If an error occurs on the code reader, after resolving the error, this bit is used to reset the Fault Code Area of the Input Assembly.
– Clear No Read Read Cycle Counter
Resets the No Reads per Read Cycle counter to 0.
– Clear Mismatch Read Cycle Counter
Resets the Mismatch per Read Cycle counter to 0.
– Clear No Read Counter
Resets the No Reads counter to 0.
– Clear Trigger Counter
Resets the Trigger counter to 0.
– Clear Matchcode Counter
Resets the Matchcode counter to 0.
– Clear Mismatch Counter
Resets the Mismatch counter to 0.
– Output 1

Turns Parallel OUTPUT 1 Signal ON.
– Output 2
Turns Parallel OUTPUT 2 Signal ON.
– Output 3
Turns Parallel OUTPUT 3 Signal ON.

Assembly Memory Allocation

	Member Name	Data Type	Bit Number	Data Length	Byte Offset
32 bit	Commands	DINT		4 Byte	**0**
	Run Mode		0	1 bit	
	Trigger		1	1 bit	
	Enable Matchcode		2	1 bit	
	Reset General Fault		3	1 bit	
	Clear No Read Read Cycle Count		4	1 bit	
	Clear Mismatch Read Cycle Count		5	1 bit	
	Clear No Read Count		6	1 bit	
	Clear Trigger Count		7	1 bit	
	Clear Matchcode Count		8	1 bit	
	Clear Mismatch Count		9	1 bit	
	Output 1		10	1 bit	
	Output 2		11	1 bit	
	Output 3		12	1 bit	
	Reserved		12 - 31	19 bit	

Output Assembly (Legacy) (Instance ID: 198)

The Output Assembly (Legacy) can be used to send multiple commands and Command Echo for fixed data to the code reader. This assembly is used with the Small Input Assembly (ID: 100), Large Input Assembly (ID: 101).

Output Assembly (Legacy) Member Structure

Member Name	Size (Bytes)
USER-DEFINED TAGS	4
COMMANDS	4
EXTERNAL OUTPUT	4

Member Description
• User-Defined Tags
Data set for this Member is echoed back to the USER-DEFINED TAG ECHO area of the Small Input Assembly or the Large Input Assembly. It is used when you want to uniquely identify multiple code readers.
• Commands
An explanation of commands that can be sent to the code reader.

Bit	Command
0	Trigger
1	New Master
2 - 7	Reserved
8	Disable Scanning
9 - 15	Reserved
16	Clear Read Cycle Report and Counters
17	Unlatch Outputs
18 - 31	Reserved

– Trigger
  Executes Read. The code reader recognizes this bit changing from 0 to 1 as the rising edge of the trigger and its change from 1 to 0 as the falling edge of the trigger.
– New Master
  When this bit is ON, the next Read result is registered as the Master Symbol.
– Disable Scanning
  Enables / Disables Read Cycle. 0 = Read Cycle Enabled.
  1 = Read Cycle Disabled. However, other commands can be executed.
– Clear Read Cycle Report and Counters
  Reset the Counter area from the Small or Big Input Assembly to the Read character string area to 0.
– Unlatch Outputs
  Turns OFF Parallel OUTPUT1, OUTPUT2, OUTPUT3 signals.
– External Ouput: External Output
  Turns ON Parallel OUTPUT Signal.

Bit	Command
0	Output 1
1	Output 2
2	Output 3
3 - 31	Reserved

Assembly Memory Allocation

	Member Name	Data Type	Bit Number	Data Length	Byte Offset
32 bit	**User Defined Tag**	**DINT**		**4 Byte**	**0**
	UserTag_1		0	1 bit	
	UserTag_2		1	1 bit	
	UserTag_3		2	1 bit	
	UserTag_4		3	1 bit	
	UserTag_5		4	1 bit	
	UserTag_6		5	1 bit	
	UserTag_7		6	1 bit	
	UserTag_8		7	1 bit	
	UserTag_9		8	1 bit	
	UserTag_10		9	1 bit	
	UserTag_11		10	1 bit	
	UserTag_12		11	1 bit	
	UserTag_13		12	1 bit	
	UserTag_14		13	1 bit	
	UserTag_15		14	1 bit	
	UserTag_16		15	1 bit	
	UserTag_17		16	1 bit	
	UserTag_18		17	1 bit	
	UserTag_19		18	1 bit	
	UserTag_20		19	1 bit	
	UserTag_21		20	1 bit	
	UserTag_22		21	1 bit	
	UserTag_23		22	1 bit	
	UserTag_24		23	1 bit	
	UserTag_25		24	1 bit	
	UserTag_26		25	1 bit	
	UserTag_27		26	1 bit	
	UserTag_28		27	1 bit	
	UserTag_29		28	1 bit	
	UserTag_30		29	1 bit	
	UserTag_31		30	1 bit	
	UserTag_32		31	1 bit	

	Member Name	Data Type	Bit Number	Data Length	Byte Offset
32 bit	**Commands**	**DINT**		**4 Byte**	**4**
	Trigger		0	1 bit	
	New Master		1	1 bit	
	Reserved		2 - 7	6 bit	
	Disable Scanning		8	1 bit	
	Reserved		9 - 15	7 bit	
	Clear Read Cycle Report and Counters		16	1 bit	
	Unlatch Outputs		17	1 bit	
	Reserved		18 - 31	14 bit	
32 bit	**External Output**	**DINT**		**4 Byte**	**8**
	Output 1		0	1 bit	
	Output 2		1	1 bit	
	Output 3		2	1 bit	
	Reserved		3 - 31	29 bit	

10. Appendix

This section lists the commands you can use with the C5PC and the PROFINET industrial protocol.

10.1. C5PC Input and Output Modules

10.1.1. C5PC Input and Output Modules

There are 7 Input Modules and 2 Output Modules. The layout of each module and the definitions of the data in them will be shown in this appendix.

Model Item ID	Name	Total Size in Bytes	PNT21 Supported
100	Small Legacy Input Module	84	Yes
101	Big Legacy Input Module	176	Yes
102	MXL Input Module	248	Yes
103	1 Decode Input Module	500	No
104	4 Decode Input Module	500	No
105	N Decode Input Module	500	No
106	Omron Decode Input Module	442	Yes
197	Premier Output Module	4	Yes
198	Legacy Output Module	12	Yes

NOTE!
Additional Information
The maximum Input CR size for the PNT21 is 450 bytes.

Input/Output Modules

All Input/Output modules and module descriptions are the same as in Appendix A, except the following new addition: Omron Decode Input Module.

- wenglor Decode Input ID:106

SHORT DESCRIPTION	SIZE (BYTES)
INFO BITS	1
DIAGNOSTIC SEQUENCE COUNT	1
RESERVED	1
RESERVED	1
DEVICE STATUS	4
FAULT	4
COUNTERS	24
READ CYCLE REPORT	8
DECODE CYCLE REPORT	16
DECODE DATA LENGTH	4
DECODE DATA STRING	378

Total Size: 442 Bytes

10.2. C5PC Data Types

MODULE NAME	USER DATA TYPE NAME
SMALL LEGACY INPUT MODULE	• Input_Legacy_Small • Legacy_UserTag_Echo • Legacy_Command_Echo • Legacy_External_Outputs_Echo
BIG LEGACY INPUT MODULE	• Input_Legacy_Big • Legacy_UserTag_Echo • Legacy_Command_Echo • Legacy_External_Outputs_Echo • Legacy_Input_Status • Legacy_Ext_Output_Status • Legacy_Device_Status
MXL INPUT MODULE	• Input_MXL_Decode • Input_Header • ReadCycle_Report • Input_MXL_Decode_Report
1 DECODE INPUT MODULE	• Input_1_Decode • Input_Header • ReadCycle_Report • Decode_Report_436Bytes
4 DECODE INPUT MODULE	• Input_4_Decode • Input_Header • ReadCycle_Report • Decode_Report_160Bytes • Decode_Report_72Bytes
N DECODE INPUT MODULE	• Input_N_Decode • Input_N_Header • Input_N_ReadCycle_Report • Decode_Report_436Bytes
LEGACY OUTPUT MODULE	• Ouput_Legacy • Legacy_User_Defined_Tags • Legacy_Cmds • Legacy_External_Outputs
PREMIER OUTPUT MODULE	• Premier_Cmds

10.3. PROFINET Base Information

10.3.1. Device Identity

The C5PC PROFINET device identity information is as follows:

Vendor ID
The Vendor ID is 0x01D3.

Device ID
Refer to the PROFINET Files by Firmware Version table below to determine the correct Device ID.

Vendor Name
The Vendor Name is wenglor sensoric GmbH.

Device Function
The **Device Function** is:
MainFamily = **wenglor Ident**
ProductFamily = **C5PC**

10.3.2. GSDML File

Refer to the **PROFINET Files by Firmware Version** table below to determine the correct GSDML file for your device.

10.3.3. PROFINET Files by Firmware Version

Product	Firmware Version	GSDML File	Version	Device ID
C5PC	1.3.1.xxxx	GSDML-V2.33-wenglor-C5PC-20200210.xml	V2.33	0x0501
	2.1.0.xxxx	GSDML-V2.35-wenglor-C5PC-20210303.xml	V2.35	0x0501

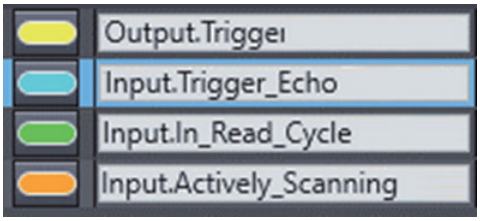
10.3.4. Connection Properties: RT Cyclic Messaging

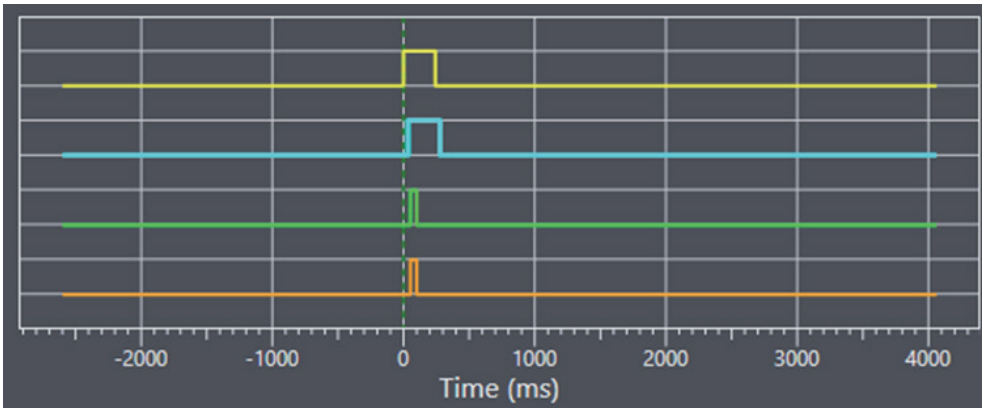
Cycle Time: 4 ms
Definition: The GSD file contains element MinDeviceInterval, which is 128. Multiply this by 31.25 µs. This is the cycle time. See the PROFINET GSDML specification for more information.

10.4. Timing Diagrams

10.4.1. Big Legacy Input Module

As the Legacy Input modules have very little user feedback, timing is limited.





10.4.2. wenglor Decode Input Module

- In this example, the trigger is set high for 513 ms.
- The trigger was acknowledged 35 ms after trigger high and stays high 35 ms after trigger low.
- Decoding is completed and data is ready 277 ms after trigger start.