

## QuickBuilder String Handling Example

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This document shows you an example program that sends and receives a string over an Ethernet Raw Socket connection. This program can be easily modified for serial communications with a simple port set-up change. Simply omit the 22000 Raw Socket Commands (i.e. `$REGISTERS[22000] = 7;` through `$REGISTERS[22007] = 1;`) and set `$REGISTERS[12000]` to the desired comm. port.

For more specific information on general communications and using the message.ini file, refer to the 5300 Enhancements Overview Manual:  
[http://www.ctc-control.com/customer/techinfo/docs/5300\\_951/951-530001.pdf](http://www.ctc-control.com/customer/techinfo/docs/5300_951/951-530001.pdf)

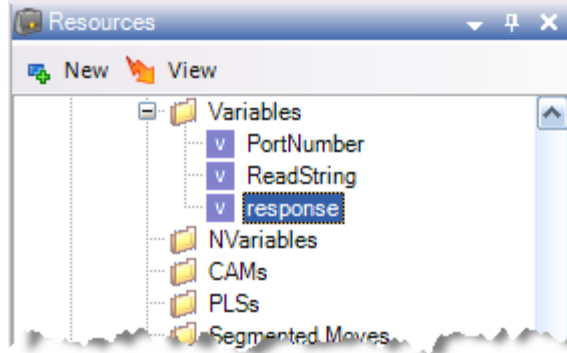
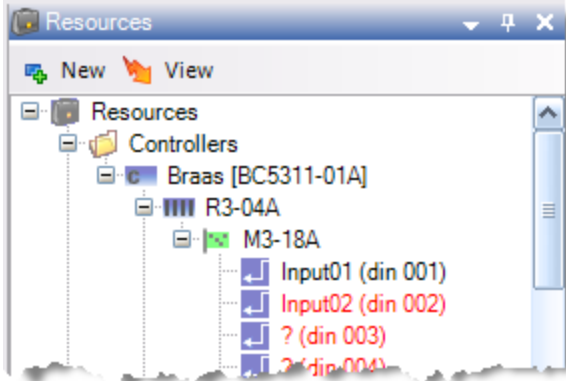
For more information on specific communication register settings, refer to the 5300 Quick Reference Register Guide:  
[http://www.ctc-control.com/customer/techinfo/docs/5300\\_951/951-530006.pdf](http://www.ctc-control.com/customer/techinfo/docs/5300_951/951-530006.pdf)

This program example uses one input to trigger the transmission of an ASCII string and then waits for a response. The string being sent is stored in a file called message.ini and copied to the Messages directory within the \_system directory of the controller. This message.ini file can be created using notepad. Each line in the message.ini file represents a different string that you would like to send. Make sure that the last character of this file is a carriage return.

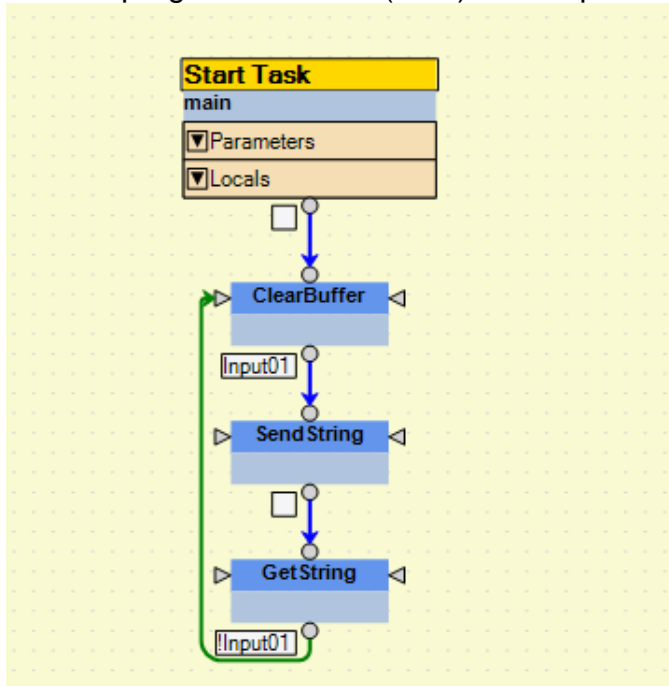
This program does the following:

- 1) Set-up the Ethernet port settings and initialized the connection.
- 2) Clears the buffer and waits for input 1.
- 3) Sends the 1<sup>st</sup> line of the message.ini file in ASCII format over Ethernet Raw Socket.
- 4) Gets the response back from the device that the message was sent to.

The system components (Resources) used in the program are shown below  
**NOTE:** Both ReadString and response variables will need to be set as a string types:



The overall program structure (SFC) is set-up as shown below:



The initial Start Task sets up the Ethernet parameters as described in the code below.

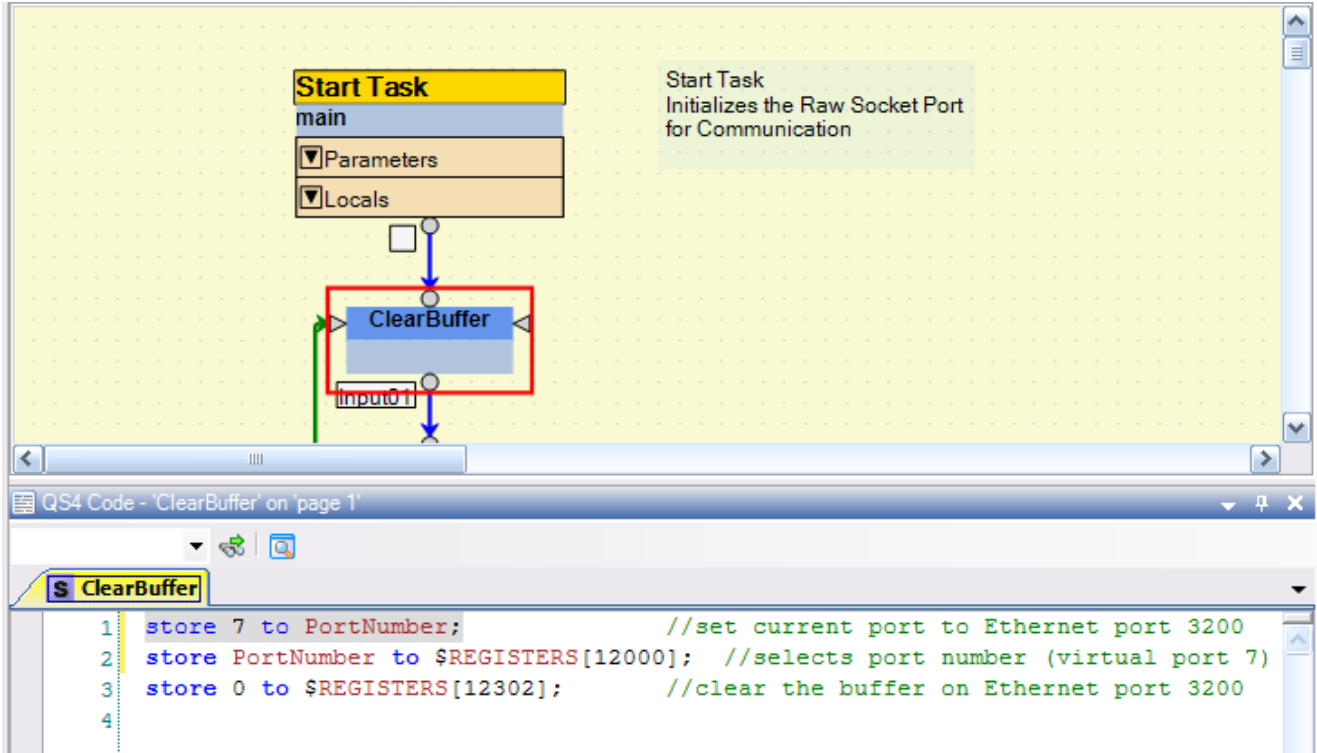
The screenshot displays the SFC diagram from the previous image, with a red box highlighting the 'Start Task' block. A tooltip next to it reads: "Start Task  
Initializes the Raw Socket Port  
for Communication". Below the diagram is a code editor window titled "QS4 Code - 'main' on 'page 1'". The code is as follows:

```

1  $REGISTERS[22000] = 7;    // set up this Ethernet Port as virtual com port 7
2  $REGISTERS[22001] = 0;    // set up the 5300 as the client, initiating connection
3  $REGISTERS[22002] = 192;  // most significant octet of IP address 192.168.254.10
4  $REGISTERS[22003] = 168;  //
5  $REGISTERS[22004] = 254;  //
6  $REGISTERS[22005] = 10;   // least significant octet of IP address 192.168.254.3
7  $REGISTERS[22006] = 3200; // TCP port to attempt connection to 3200
8  $REGISTERS[22007] = 1;   // attempt to connect to Ethernet port 3200
9
10 store 7 to $REGISTERS[12000]; // set current port the Ethernet port 3200 (virtual port7)
11 store 0 to $REGISTERS[12303]; //Inhibit Port Parsing. This means that the buffer will not
12                               //parse the characters until a 0 is stored to register
13                               //12302
14

```

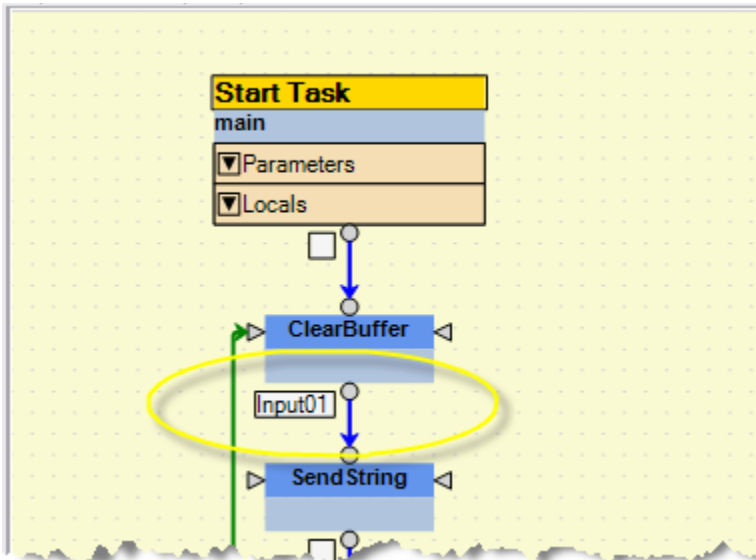
The buffer is then cleared in the next step ClearBuffer as shown below:



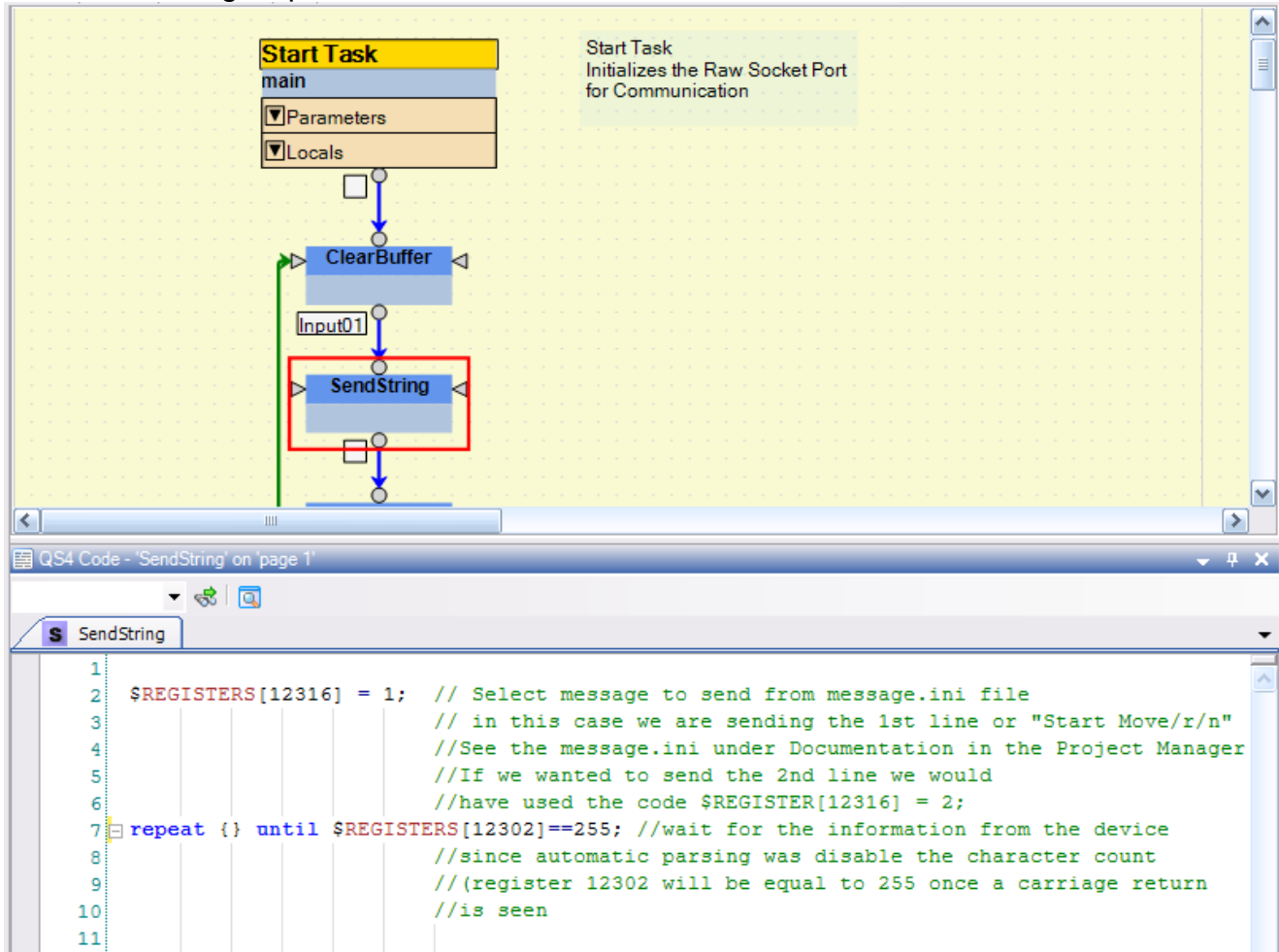
The screenshot displays a software development environment. At the top, a task flow diagram shows a 'Start Task' block (yellow) with a 'main' section, 'Parameters', and 'Locals' sections. Below it is a 'ClearBuffer' block (blue) with an 'Input01' block (white) connected to its input. The 'ClearBuffer' block is highlighted with a red box. To the right of the diagram, a text box reads: 'Start Task  
Initializes the Raw Socket Port  
for Communication'. Below the diagram is a code editor window titled 'QS4 Code - 'ClearBuffer' on 'page 1''. The code editor shows the following code:

```
1 store 7 to PortNumber; //set current port to Ethernet port 3200
2 store PortNumber to $REGISTERS[12000]; //selects port number (virtual port 7)
3 store 0 to $REGISTERS[12302]; //clear the buffer on Ethernet port 3200
4
```

Wait for Input 1 to be on.



The 1<sup>st</sup> line of the message.ini is now sent out the Ethernet port as described in the SendString step code below:



The screenshot shows a ladder logic diagram with a 'SendString' step highlighted in red. The diagram includes a 'Start Task' block, a 'ClearBuffer' block, and an 'Input01' block. The 'SendString' block is connected to the 'ClearBuffer' block. Below the diagram is a code window for the 'SendString' step.

```
1
2 $REGISTERS[12316] = 1; // Select message to send from message.ini file
3 // in this case we are sending the 1st line or "Start Move/r/n"
4 //See the message.ini under Documentation in the Project Manager
5 //If we wanted to send the 2nd line we would
6 //have used the code $REGISTER[12316] = 2;
7 repeat {} until $REGISTERS[12302]==255; //wait for the information from the device
8 //since automatic parsing was disable the character count
9 //(register 12302 will be equal to 255 once a carriage return
10 //is seen
11
```

After we see the response from our device is complete we can retrieve the data as described in the GetString step code on the next page:

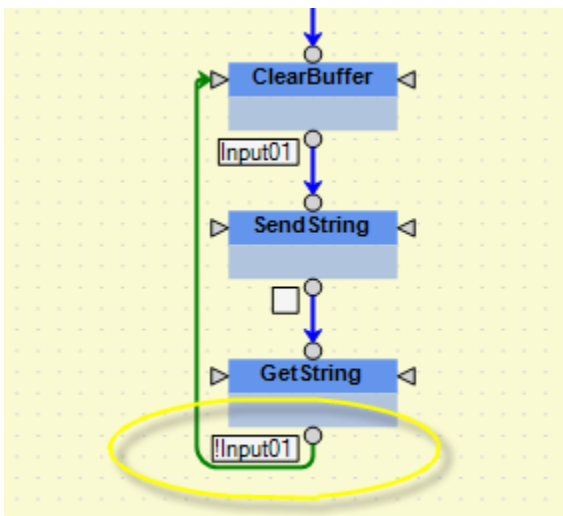
```

1 ReadString=string("%cr12001,200"); //get the first 200 characters from the buffer
2
3 response = ReadString;           //make response = ReadString and you can now extract data
4                                 //from response as needed using string functions such as
5                                 //left, right and mid.
6
7 delay 250ms;
8

```

**Note:** If you wanted to omit the first character received and just read the next 20 characters after that you could use the statement `ReadString=string("%cr12002,19");`, which would get the 2<sup>nd</sup> through 20<sup>th</sup> characters of the received string and assign those characters to `ReadString`.

We now wait for Input1 to turn off before we go back to the ClearBuffer step to repeat the whole process.



## APPENDIX – MSB CODE

This appendix has the code shown in the steps above but will allow you to cut and past into your documents for your convenience.

### StartTask: Main Code:

```
$REGISTERS[22000] = 7;           // set up this Ethernet Port as virtual
com port 7
$REGISTERS[22001] = 0;           // set up the 5300 as the client,
initiating connection
$REGISTERS[22002] = 192;         // most significant octet of IP address
192.168.254.10
$REGISTERS[22003] = 168;         //
$REGISTERS[22004] = 254;         //
$REGISTERS[22005] = 10;         // least significant octet of IP address
192.168.254.3
$REGISTERS[22006] = 3200;        // TCP port to attempt connection to 3200
$REGISTERS[22007] = 1;          // attempt to connect to Ethernet port
3200

store 7 to $REGISTERS[12000]; // set current port the Ethernet port
3200
store 0 to $REGISTERS[12303]; //Inhibit Port Parsing. This means that
the buffer
                                // will not parse the characters until a
0 is                               //stored to register 12302
```

### Step: ClearBuffer Code:

```
store 7 to PortNumber;           //set current port to
Ethernet port 3200
store PortNumber to $REGISTERS[12000]; //selects port number
store 0 to $REGISTERS[12302];      //clear the buffer on
Ethernet port 3200
```

### Step: SendString Code:

```
$REGISTERS[12316] = 1;           // Select message to send from
message.ini file
                                // in this case we are sending the
1st line.
                                //If we wanted to send the 2nd line
we would
                                //have used the code
$REGISTER[12316] = 2;
repeat {} until $REGISTERS[12302]==255; //wait for the information
from the
                                // device since automatic parsing
was disable                       // the character count
```

```
(register 12302 will // be equal to
255 once a carriage return //is seen
```

### Step: GetString Code:

```
ReadString=string("%cr12001,200"); //get the first 200 characters from
the buffer

response = ReadString; //make response = ReadString and
you can now // extract data from response as
needed using //string functions such as left,
right and //mid.

delay 250ms;
```