

# **S1S60000**

## **Application Note**

**No.3 How To Use the UDP/IP Communication End Points**

## NOTICE

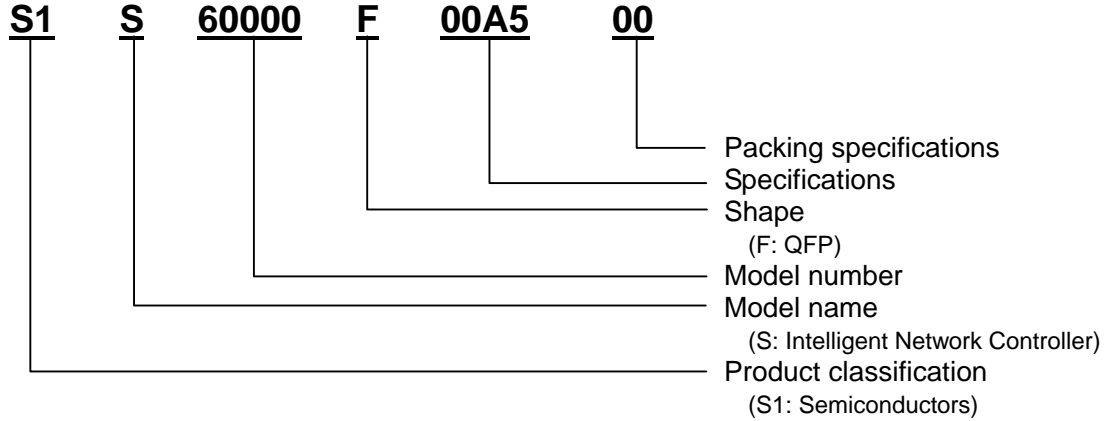
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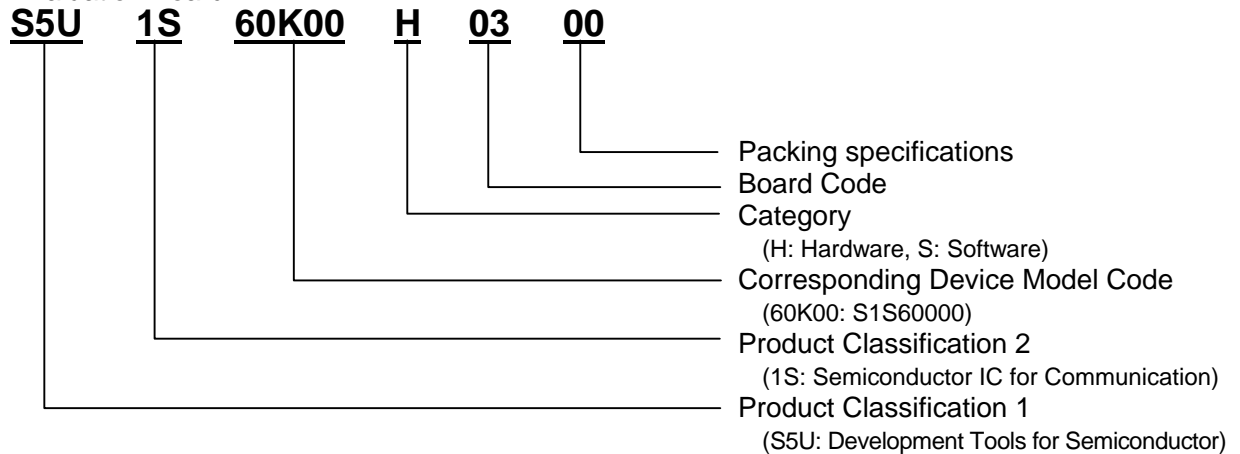
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## Configuration of product number

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### ●Evaluation Board



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## 1. DESCRIPTION

This document describes the basic procedure to open the UDP end points of S1S60000 module and to send or receive data to/from the host CPU.

When the UDP end point of the S1S60000 is opened, the UDP/IP data transmission is enabled between the S1S60000 and network devices.

## 2. SETUP BEFORE OPENING THE UDP END POINTS

First, open the SYSTEM communication end point of the S1S60000. For details, see the “S1S60000 Application Note: No.2 Ping Reply Method”. In this example, the IP address of 192.168.0.254 is used to open the SYSTEM communication end point.

## 3. OPENING THE UDP END POINT

The S1S60000 has four UDP end points: UDP0 to UDP3. This example uses UDP0 (end-point number 6) for UDP connection. For detailed commands, status and data transmission between the host CPU and the S1S60000, see the “Ping Reply Method”.

This section explains how to open the UDP end point from the host CPU. The procedure is as follows.

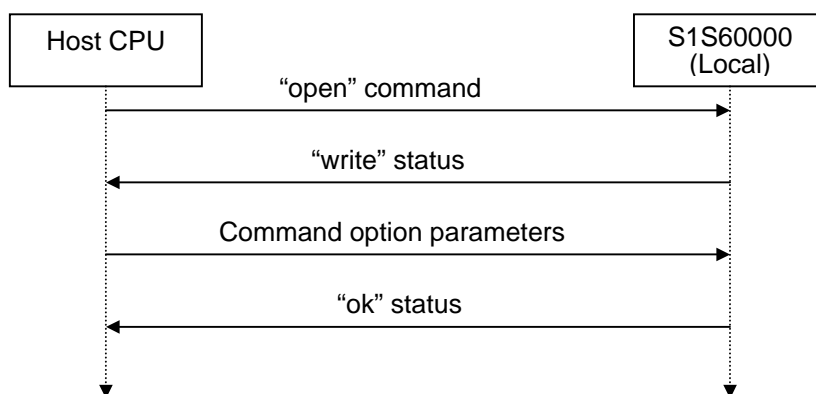


Fig.3.1 Flow to Open UDP End Points

From the host CPU, issue “open” command (0x0160: sequence number 01, end-point number 6 = UDP0, and command number 0 = open) to the command port.

### 3. OPENING THE UDP END POINT

The S1S60000 returns “write” status (0x0161: sequence number 01, end-point number 6 = UDP0, and status number 1 = write). Read the “write” status from the status port. In this example, open the UDP end point to allow communication without setting a specific remote host. To do so, disable the remote IP address, disable the remote port number, enable the local port number (49152), and disable the timeout value. Create the end-point open parameters in memory of the host CPU as follows, and write them into the data port.

Table 3.1 Command Option Parameter Set Values

BYTE	Write value	Contents	Comment
0	0x00	Fixed value	
1	0x00		
2	0x90	Flag	Bit 7 (Active open) = 1, Bit 6 (Remote IP address disabled) = 0, Bit 5 (Remote port number disabled) = 0, Bit 4 (Local port number enabled) = 1, Bit 3 (Reserved) = 0, Bit 2 (Timeout value disabled) = 0, Bit 1 (Reserved) = 0, Bit 0 (Reserved) = 0
3	0x00	Fixed value	
4	0x00	Remote IP address	Omit them as the remote IP address is disabled due to disabled bit 6 of byte 2.
5	0x00		
6	0x00		
7	0x00		
8	0x00	Remote port number	Omit them as the remote port number is disabled due to disabled bit 5 of byte 2.
9	0x00		
10	0xC0	Local port number	49152(0xC000)
11	0x00		
12	0x00	Timeout value	Disabled timeout value 0
13	0x00		
14	0x00	Fixed value	
15	0x00		

When the command option parameters are stored in memory, BYTE 0 of Table 3.1 is set to the low-order addresses of memory.

The write data row for each host CPU type is as follows.

Table 3.2 Data Row for Each Host CPU Type

Host CPU type	Data row
8-bit connection LittleEndian	0x00,0x00,0x90,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0xc0,0x00,0x00,0x00,0x00,0x00
8-bit connection BigEndian	0x00,0x00,0x90,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0xc0,0x00,0x00,0x00,0x00,0x00
16-bit connection LittleEndian	0x0000,0x0090,0x0000,0x0000,0x0000,0x00c0,0x0000,0x0000
16-bit connection BigEndian	0x0000,0x9000,0x0000,0x0000,0x0000,0xc000,0x0000,0x0000

\* Access sequence during 8-bit connection: From low-order ports to high-order ports

When the “ok” status (0x0163: sequence number 01, end-point number 6 = UDP0, and status number 3 = ok) is returned, the “open” command processing has completed.

## 4. RECEIVING DATA

This section explains how to read the data on the host CPU when the S1S60000 receives data from the network. The procedure is as follows.

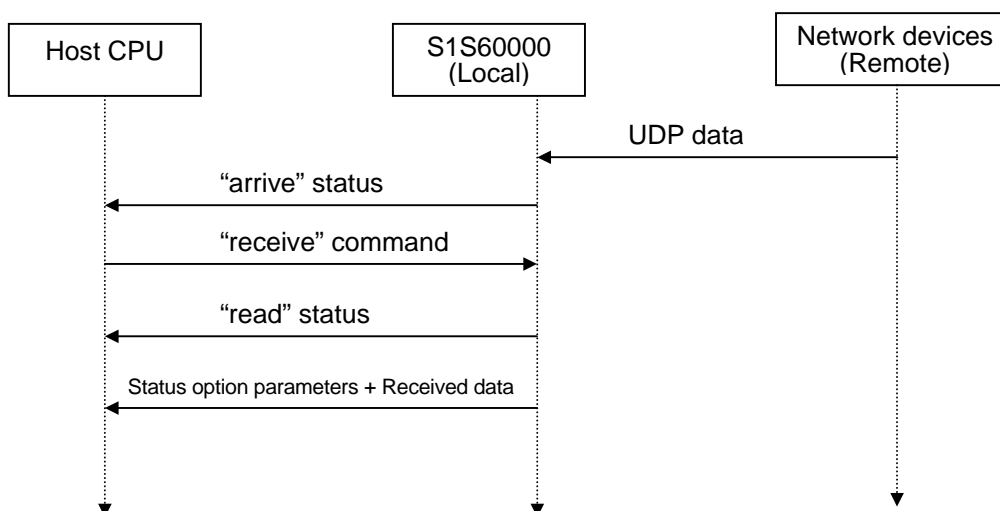


Fig.4.1 Flow of Host CPU Data Reception

When receiving data from the network, the S1S60000 outputs "arrive" status (0x006d: sequence number 00, end-point number 6 = UDP0, and status number d = arrive) to the host CPU. The host CPU issues "receive" command (0x0262: sequence number 02, end-point number 6 = UDP0, and command number 2 = receive). When "read" status (0x0262: sequence number 02, end-point number 6 = UDP0, and status number 2 = read) is responded to the "receive" command, read the received data from the data port.

The first two bytes of "read" status option are the received data length. The length is shown in bytes. If the received data length is "n" bytes, the received data is read from the data port in units of 16 bits for "n/2" times if "n" is an even number or "(n+1)/2" times if "n" is an odd number. The received data is read in units of 8 bits for "n" times if "n" is an even number or "(n+1)" times if it is an odd number. Read it from the data port for the required number of times.

If the 11-byte character code (hex.) of character string "0123456789A" is received from a device having IP address 192.168.0.2 and port number 1039, the following data row is read.

## 4. RECEIVING DATA

Table 4.1 “receive-read” Status Options and Readout of Received Data

BYTE	Write value	Contents	Comment
0	0x00	Received data length	11-byte data is received.
1	0x0b		
2	0x63	Flag	Bit 7 (End of data) = 0, Bit 6 (Remote IP address enabled) = 1, Bit 5 (Remote port number enabled) = 1, Bit 4 (Unicast) = 0, Bit 3 (Control flag disabled) = 0, Bit 2 (Reserved) = 0, Bit 1 (Data offset enabled) = 1, Bit 0 (Overall data length enabled) = 1
3	0x00	Fixed value	
4	0xC0	Remote IP address	192.168.0.2 (0xc0.0xa8.0x00.0x02)
5	0xA8		
6	0x00		
7	0x02		
8	0x04	Remote port number	1039 (0x040f)
9	0x0F		
10	0x00	Fixed value	
11	0x00		
12	0x00	Data offset	
13	0x00		
14	0x00	Overall data length	
15	0x0b		
16	0x30	Received data	The 11-byte character code (hex.) of character string “0123456789A” is received.
17	0x31		
18	0x32		
19	0x33		
20	0x34		
21	0x35		
22	0x36		
23	0x37		
24	0x38		
25	0x39		
26	0x41		
27	0xFF	padding	It is padded as the data is in odd-numbered bytes.

When the command option parameters are stored in memory, BYTE 0 of Table 4.1 is set to the low-order addresses of memory.



The read data row for each host CPU type is as follows.

Table 4.2 Data Row for Each Host CPU Type

Host CPU type	Data row
8-bit connection LittleEndian	0x00,0x0b,0x63,0x00,0xc0,0xa8,0x00,0x02,0x04,0x0f,0x00,0x00,0x00,0x00,0x00,0x0b 0x30,0x31,0x32,0x33,0x34,0x35,0x36,0x37,0x38,0x39,0x41,0xXX
8-bit connection BigEndian	0x00,0x0b,0x63,0x00,0xc0,0xa8,0x00,0x02,0x04,0x0f,0x00,0x00,0x00,0x00,0x00,0x0b 0x30,0x31,0x32,0x33,0x34,0x35,0x36,0x37,0x38,0x39,0x41,0xXX
16-bit connection LittleEndian	0x0b00,0x0063,0xa8c0,0x0200,0x0f04,0x0000,0x0000,0x0b00, 0x3130,0x3332,0x3534,0x3736,0x3938,0xXX41
16-bit connection BigEndian	0x000b,0x6300,0xc0a8,0x0002,0x040f,0x0000,0x0000,0x000b, 0x3031,0x3233,0x3435,0x3637,0x3839,0x41XX

\* Access sequence during 8-bit connection: From low-order ports to high-order ports

## 5. SENDING DATA

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### 5. SENDING DATA

This section explains the procedure you perform on the host CPU to transmit data from the S1S60000 to the network. The procedure is as follows.

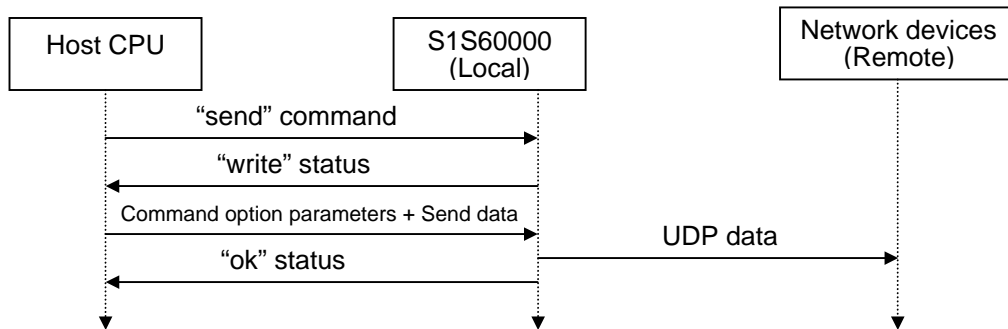


Fig.5.1 Flow of Host CPU Data Transmission

From the host CPU, issue "send" command (0x0361: sequence number 03, end-point number 6 = UDP0, and command number 1 = send). When the S1S60000 returns "write" status (0x0361: sequence number 03, end-point number 6 = UDP0, and status number 1 = write), write both the command option parameters and the send data (in this order) into the data port. In this example, the 11-byte character code (hex.) of character string "0123456789A" is sent to the device having IP address 192.168.0.2 and port number 1039.

Table 5.1 Command Option Parameters and Send Data Values

BYTE	Write value	Contents	Comment
0	0x00	Send data length	11-byte data is sent.
1	0x0b		
2	0x60	Flag	Bit 7 (End of data) = 0, Bit 6 (Remote IP address enabled) = 1, Bit 5 (Remote port number enabled) = 1, Bit 4 (Unicast) = 0, Bit 3 (Control flag disabled) = 0, Bit 2 (Reserved) = 0, Bit 1 (Data offset disabled) = 0, Bit 0 (Overall data length disabled) = 0
3	0x00	Fixed value	
4	0xc0	Remote IP address	192.168.0.2 (0xc0.0xa8.0x00.0x02)
5	0xa8		
6	0x00		
7	0x02		
8	0x04	Remote port number	1039 (0x040f)
9	0x0f		
10	0x00	Fixed value	
11	0x00		
12	0x00		
13	0x00		
14	0x00	Overall data length	If the send data is longer than the maximum length (556 bytes) of the UDP end point, set the overall data length.
15	0x00		
16	0x30	Send data	The 11-byte character code (hex.) of character string "0123456789A" is received.
17	0x31		
18	0x32		
19	0x33		
20	0x34		
21	0x35		
22	0x36		
23	0x37		
24	0x38		
25	0x39		
26	0x41	padding	It is padded as the data is in odd-numbered bytes.
27	0xFF		

When the command option parameters are stored in memory, BYTE 0 of Table 5.1 is set to the low-order addresses of memory.

## 6. CLOSING THE UDP END POINT

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The write data row for each host CPU type is as follows.

Table 5.2 Data Row for Each Host CPU Type

Host CPU type	Data row
8-bit connection LittleEndian	0x00,0x0b,0x60,0x00,0xc0,0xa8,0x00,0x02,0xc0,0x01,0x00,0x00,0x00,0x00,0x00
8-bit connection BigEndian	0x00,0x0b,0x60,0x00,0xc0,0xa8,0x00,0x02,0xc0,0x01,0x00,0x00,0x00,0x00,0x00
16-bit connection LittleEndian	0x0b00,0x0060,0xa8c0,0x0200,0x01c0,0x0000,0x0000,0x0000, 0x3130,0x3332,0x3534,0x3736,0x3938,0xXX41
16-bit connection BigEndian	0x000b,0x6000,0xc0a8,0x0002,0xc010,0x0000,0x0000,0x0000, 0x3031,0x3233,0x3435,0x3637,0x3839,0x41XX

\* Access sequence during 8-bit connection: From low-order ports to high-order ports

The number of times of writing the send data in the unit of 16 bits is “n/2” times when the send data length “n” (bytes) is an even number or “(n+1)/2” times if it is an odd number.

Here as the send data length (n) is 11 bytes, the send data is written in units of 16 bits into the data port for “(n+1)/2=6” times (total 14 times together with the command option of “16 bytes/2”=8). The send data is written in units of 8 bits for “n” times if “n” is an even number or “(n+1)” times if it is an odd number. Instead of the “write” status, the “busy” status (0x0467: sequence number 04, end point number 6 = UDP0, and status number 7 = busy) may be returned. In such case, internal buffers of the S1S60000 are insufficient. The S1S60000 may have already received the “arrive” status or it has issued the “send” command too many times. Issue the “receive” command first, or wait for a while.

## 6. CLOSING THE UDP END POINT

From the host CPU, issue “close” command (0x0564: sequence number 05, end-point number 6 = UDP0, and command number 4 = close). The S1S60000 returns “ok” status (0x0563: sequence number 05, end-point number 6 = UDP0, and status number 3 = ok).

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