

1 DESCRIPTION

The FieldServer ControlNet X30 Adapter driver can be used to emulate a single slave station on a ControlNet network. ControlNet scanners can open a connection of up to 450 Bytes in each direction to the FieldServer. Data transfers are via Scheduled Communication and therefore the FieldServer has to be scheduled on the ControlNet network with the use of a Network Configuration Tool such as RSNetWorx or RSLogix. The minimum supported network update time (NUT) is 5ms. Connection to the ControlNet network is via two standard BNC connector ports. The connection may be to either one or both of the ControlNet ports. A connection to both ports provides dual redundant operation. A Network Access Port (NAP) is also provided for the temporary connection of a Network Configuration Tool.

1.1 Connection Facts

FieldServer Mode	Nodes	Comments
Server	1	The FieldServer Can only emulate on ControlNet Slave station

2 FORMAL DRIVER TYPE

Fieldbus
Server Only

3 CONNECTION INFORMATION

Connection type: Proprietary
 Baud Rates: 5Mbit/s
 Hardware interface: Anybus-S ControlNet

4 COMPATIBILITY

FieldServer Model	Compatible
FS-B35 Series	Yes
ProtoNode/ProtoAir	No
QuickServer FS-QS-10xx	No
QuickServer FS-QS-12xx	No
QuickServer FS-QS-20xx	No
QuickServer FS-QS-22xx	No

5 PROPRIETARY PHYSICAL INTERFACES SUPPORTED

FieldServer Model	Adapter Model #	Vendor	Physical Medium
FS-B35	Anybus-S ControlNet	HSM Networks	75Ω Co-ax

6 DEVICES TESTED

Device	Tested (FACTORY, SITE)
SST-5136-CN-ISA	SMC

7 COMMUNICATION FUNCITONS

7.1 Data Types Supported

Field Server Data Type	Description (or Device Data Type)
2-byte Integer (Signed and Unsigned)	Buffer arranged as WORDS
8-bit Byte	Buffer arranged as BYTES
4-byte Float	Buffer arranged as DWORDS
Bit	Buffer arranged as BYTES

7.2 Data Operations Supported

FieldServer as a ControlNet Slave
Accept Output Buffer Data from a ControlNet Master (Scanner)
Provide Input Buffer Data to a ControlNet Master (Scanner)

7.3 Unsupported Functions and Data Types

Function	Reason
Programming messages	FieldServer is a data transfer device, and as such, programming messages are not required