2. CONTROLLER OBJECT DATA ITEMS

The controller objects consist of the three types below. The content of each object is indicated by the order of the attribute IDs.

- 2-TIO module object (0x64: 64Hex)
- 2-TIO module object (0x65: 65Hex)
- 2-TIO module object (0x66: 66Hex)

ID: Attribute ID
Number of data items:
- Only object instance 1 and 2 are valid
- Valid for object instance 1 to 16
- Valid for object instance 1 to 31
- Valid for object instance 1 to 64

Attribute: RO
- Only reading data is possible (Get: Yes, Set: No)

Data range: For 16-bit data

For details of data item, see COM-JH [For SRZ] Instruction Manual (IMR01Y36-E).

(Continued on the next page)
3. DEVICE PROFILES

A device profile is the specification that defines each necessary parameter with DeviceNet.

3.1 Basic Data

- **DeviceNet**: DeviceNet is a worldwide standard for a network that integrates control systems and operates as a client and server. It supports various communication protocols and provides a high-speed, reliable data transfer system.

- **Modbus**: Modbus is a communication protocol for industrial automation that has been in use for over 30 years. It is used for the exchange of data between devices in a network.

- **DeviceNet Communication**: DeviceNet is a communications protocol that provides a network infrastructure for integrating control systems and devices. It supports various communication protocols and enables high-speed, reliable data transfer.

3.2 Object Mounting

- **Identity Object**: The identity object is used to identify the controller and its attributes. It includes information such as the controller's brand, model number, and firmware version.

- **Logic Segment Object**: The logic segment object is used to store logic programs and data. It includes information such as the logic program's name, version, and execution status.

- **Event Object**: The event object is used to store event data and event conditions. It includes information such as the event's name, type, and occurrence time.

3.3 Object Instance

- **Controller Object**: The controller object is used to control the physical device. It includes information such as the device's status, input/output data, and configuration settings.

- **Message Router Object**: The message router object is used to route messages between devices. It includes information such as the device's routing information and message handling rules.

- **Assembly Object**: The assembly object is used to control the assembly process. It includes information such as the assembly's configuration, status, and output data.

3.4 Object Communication

- **DeviceNet Communication**: DeviceNet communication is used to exchange data between devices. It includes information such as the communication interface, communication protocol, and communication parameters.

- **DeviceNet Communication Configuration**: DeviceNet communication configuration is used to configure the device's communication parameters. It includes information such as the communication interface, communication protocol, and communication parameters.