

# INTERNATIONAL STANDARD

Industrial communication networks – Fieldbus specifications –  
Part 6-20: Application layer protocol specification – Type 20 elements

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# INTERNATIONAL STANDARD

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**Industrial communication networks – Fieldbus specifications –  
Part 6-20: Application layer protocol specification – Type 20 elements**

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PRICE CODE

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## CONTENTS

FOREWORD.....	5
INTRODUCTION.....	7
1 Scope.....	8
1.1 General.....	8
1.2 Specifications.....	8
1.3 Conformance.....	8
2 Normative references.....	9
3 Terms, definitions, symbols, abbreviations and conventions.....	10
3.1 Terms and definitions from other ISO/IEC standards.....	10
3.2 IEC/TR 61158-1 terms.....	10
3.3 Type 20 fieldbus application-layer specific definitions.....	13
3.4 Abbreviations and symbols.....	15
3.5 Conventions.....	16
3.6 Conventions used in state machines.....	16
4 Abstract syntax.....	17
5 Transfer syntax.....	17
5.1 General.....	17
5.2 Common APDU structure.....	18
5.3 Service-specific APDU structures.....	20
5.4 Data coding rules.....	35
6 Structure of FAL protocol state machines.....	40
7 AP-context state machines.....	41
8 FAL service protocol machine (FSPM).....	41
8.1 General.....	41
8.2 FSPM state tables.....	42
8.3 Functions used by FSPM.....	47
8.4 Parameters of FSPM/ARPM primitives.....	47
9 Application relationship protocol machines (ARPMs).....	48
9.1 AREP mapping to data link layer.....	48
9.2 Application relationship protocol machines (ARPMs).....	49
9.3 AREP state machine primitive definitions.....	51
9.4 AREP state machine functions.....	51
10 DLL mapping protocol machine (DMPM).....	51
10.1 DMPM states.....	51
10.2 DMPM state machines.....	52
10.3 Primitives exchanged between data link layer and DMPM.....	52
10.4 Functions used by DMPM.....	53
Bibliography.....	54
Figure 1 – APDU format.....	18
Figure 2 – Normal response from slave to master.....	18
Figure 3 – Command error response from slave to master.....	19
Figure 4 – Communication error response from slave to master.....	20
Figure 5 – Coding without identification.....	35
Figure 6 – Coding of Integer type data.....	35

Figure 7 – Coding of Integer16 type data .....	36
Figure 8 – Coding of Unsigned type data .....	36
Figure 9 – Coding of Unsigned16 type data.....	36
Figure 10 – Coding of single precision Floating Point type data .....	36
Figure 11 – Coding of double precision Floating Point type data .....	37
Figure 12 – Coding of Date type data.....	37
Figure 13 – Relationships among protocol machines and adjacent layers .....	41
Figure 14 – State transition diagram of FSPM.....	42
Figure 15 – State transition diagram of the client ARPM .....	49
Figure 16 – State transition diagram of the server ARPM .....	50
Figure 17 – State transition diagram of DMPM.....	52
Table 1 – Conventions used for state machines .....	16
Table 2 – Response code values .....	19
Table 3 – Device status values .....	19
Table 4 – Response code values .....	20
Table 5 – Communication error codes.....	20
Table 6 – Identify request APDU.....	21
Table 7 – Identify response value field.....	22
Table 8 – Identify command specific response codes.....	22
Table 9 – Read primary variable response value field.....	23
Table 10 – Read primary variable command specific response codes .....	23
Table 11 – Read loop current and percent of range value field.....	23
Table 12 – Read loop current and percent of range command specific response codes .....	24
Table 13 – Read dynamic variables and loop current value field .....	24
Table 14 – Read dynamic variables and loop current command specific response codes.....	24
Table 15 – Write polling address value field.....	25
Table 16 – Loop current mode codes .....	25
Table 17 – Write polling address command specific response codes.....	25
Table 18 – Read loop configuration value field.....	26
Table 19 – Read loop configuration command specific response codes .....	26
Table 20 – Read dynamic variable families classifications value field.....	26
Table 21 – Read dynamic variable families classifications command specific response codes.....	27
Table 22 – Read device variables with status request value field .....	27
Table 23 – Read device variables with status command specific response codes.....	27
Table 24 – Read device variables with status value field.....	28
Table 25 – Variable status values .....	28
Table 26 – Read message response value field .....	29
Table 27 – Read message command specific response codes .....	29
Table 28 – Read tag, descriptor, date response value field .....	30
Table 29 – Read tag, descriptor, date command specific response codes .....	30
Table 30 – Read primary variable transducer information response value field.....	30

Table 31 – Read primary variable transducer information command specific response codes.....	31
Table 32 – Read device information response value field.....	31
Table 33 – Read device information command specific response codes.....	32
Table 34 – Read final assembly number response value field.....	32
Table 35 – Read final assembly number command specific response codes.....	32
Table 36 – Write message value field.....	32
Table 37 – Write message command specific response codes.....	33
Table 38 – Write tag, descriptor, date value field.....	33
Table 39 – Write tag, descriptor, date command specific response codes.....	33
Table 40 – Write final assembly number value field.....	34
Table 41 – Write final assembly number command specific response codes.....	34
Table 42 – Read long tag response value field.....	34
Table 43 – Read long tag command-specific response codes.....	34
Table 44 – Write long tag value field.....	35
Table 45 – Write long tag command specific Response codes.....	35
Table 46 – Coding for Date type.....	37
Table 47 – Coding for one octet Enumerated Type.....	38
Table 48 – One octet bit field.....	39
Table 49 – Packed ASCII character set.....	39
Table 50 – Acceptable subset of ISO Latin-1 characters.....	40
Table 51 – FSPM state table – client transactions.....	42
Table 52 – FSPM state table – server transactions.....	46
Table 53 – Function Command ().....	47
Table 54 – Function CommErr ().....	47
Table 55 – Function CommandErr ().....	47
Table 56 – Function Resp ().....	47
Table 57 – Function Device ().....	47
Table 58 – Parameters used with primitives exchanged between FSPM and ARPM.....	47
Table 59 – Client ARPM states.....	49
Table 60 – Client ARPM state table.....	50
Table 61 – Server ARPM states.....	50
Table 62 – Server ARPM state table.....	50
Table 63 – Primitives issued from ARPM to DMPM.....	51
Table 64 – Primitives issued by DMPM to ARPM.....	51
Table 65 – Parameters used with primitives exchanged between ARPM and DMPM.....	51
Table 66 – DMPM state descriptions.....	52
Table 67 – DMPM state table – Client transactions.....	52
Table 68 – DMPM state table – Server transactions.....	52
Table 69 – Primitives exchanged between data-link layer and DMPM.....	53

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FIELDBUS SPECIFICATIONS –****Part 6-20: Application layer protocol specification – Type 20 elements**

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International Standard IEC 61158-6-20 has been prepared by subcommittee 65C: Industrial networks, of IEC technical committee 65: Industrial-process measurement, control and automation.

This first edition and its companion parts of the IEC 61158-6 subseries cancel and replace IEC 61158-6:2003. This edition of this part constitutes a technical addition.

This edition of IEC 61158-6 includes the following significant changes from the previous edition:

- a) deletion of the former Type 6 fieldbus for lack of market relevance;
- b) addition of new types of fieldbuses;
- c) partition of part 6 of the third edition into multiple parts numbered -6-2, -6-3, ...

The text of this standard is based on the following documents:

FDIS	Report on voting
65C/476/FDIS	65C/487/RVD

Full information on the voting for the approval of this standard can be found in the report on voting indicated in the above table.

This publication has been drafted in accordance with ISO/IEC Directives, Part 2.

The committee has decided that the contents of this publication will remain unchanged until the maintenance result date indicated on the IEC web site under <http://webstore.iec.ch> in the data related to the specific publication. At this date, the publication will be:

- reconfirmed;
- withdrawn;
- replaced by a revised edition, or
- amended.

NOTE The revision of this standard will be synchronized with the other parts of the IEC 61158 series.

The list of all the parts of the IEC 61158 series, under the general title *Industrial communication networks – Fieldbus specifications*, can be found on the IEC web site.

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## INTRODUCTION

This part of IEC 61158 is one of a series produced to facilitate the interconnection of automation system components. It is related to other standards in the set as defined by the “three-layer” fieldbus reference model described in IEC/TR 61158-1.

The application protocol provides the application service by making use of the services available from the data-link or other immediately lower layer. The primary aim of this standard is to provide a set of rules for communication expressed in terms of the procedures to be carried out by peer application entities (AEs) at the time of communication. These rules for communication are intended to provide a sound basis for development in order to serve a variety of purposes:

- as a guide for implementors and designers;
- for use in the testing and procurement of equipment;
- as part of an agreement for the admittance of systems into the open systems environment;
- as a refinement to the understanding of time-critical communications within OSI.

This standard is concerned, in particular, with the communication and interworking of sensors, effectors and other automation devices. By using this standard together with other standards positioned within the OSI or fieldbus reference models, otherwise incompatible systems may work together in any combination.

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Withdrawing

## INDUSTRIAL COMMUNICATION NETWORKS – FIELDBUS SPECIFICATIONS –

### Part 6-20: Application layer protocol specification – Type 20 elements

#### 1 Scope

##### 1.1 General

The fieldbus Application Layer (FAL) provides user programs with a means to access the fieldbus communication environment. In this respect, the FAL can be viewed as a “window between corresponding application programs.”

This standard provides common elements for basic time-critical and non-time-critical messaging communications between application programs in an automation environment and material specific to Type 20 fieldbus. The term “time-critical” is used to represent the presence of a time-window, within which one or more specified actions are required to be completed with some defined level of certainty. Failure to complete specified actions within the time window risks failure of the applications requesting the actions, with attendant risk to equipment, plant and possibly human life.

This standard defines in an abstract way the externally visible behavior provided by the Type 20 of the fieldbus Application Layer in terms of

- a) the abstract syntax defining the application layer protocol data units conveyed between communicating application entities,
- b) the transfer syntax defining the application layer protocol data units conveyed between communicating application entities,
- c) the application context state machine defining the application service behavior visible between communicating application entities; and
- d) the application relationship state machines defining the communication behavior visible between communicating application entities; and.

The purpose of this standard is to define the protocol provided to define

- 1) the wire-representation of the service primitives defined in IEC 61158-5-20, and
- 2) the externally visible behavior associated with their transfer.

This standard specifies the protocol of the Type 20 IEC fieldbus application layer, in conformance with the OSI Basic Reference Model (ISO/IEC 7498) and the OSI Application Layer Structure (ISO/IEC 9545).

##### 1.2 Specifications

The principal objective of this standard is to specify the syntax and behavior of the application layer protocol that conveys the application layer services defined in IEC 61158-5-20.

A secondary objective is to provide migration paths from previously-existing industrial communications protocols. It is this latter objective which gives rise to the diversity of protocols standardized in IEC 61158-6.

##### 1.3 Conformance

This standard does not specify individual implementations or products, nor does it constrain the implementations of application layer entities within industrial automation systems.

Conformance is achieved through implementation of this application layer protocol specification.

## 2 Normative references

The following referenced documents are indispensable for the application of this document. For dated references, only the edition cited applies. For undated references, the latest edition of the referenced document (including any amendments) applies.

IEC 60559, *Binary floating-point arithmetic for microprocessor systems*

IEC 61158-5-20, *Industrial communication networks – Fieldbus specifications – Part 5-20: Application layer service definition – Type 20 elements*

ISO/IEC 7498-1, *Information technology – Open Systems Interconnection – Basic Reference Model – Part 1: The Basic Model*

ISO/IEC 8824, *Information technology – Open Systems Interconnection – Specification of Abstract Syntax Notation One (ASN.1)*

ISO/IEC 8859-1, *Information technology – 8-bit single-byte coded graphic character sets – Part 1: Latin alphabet No. 1*

ISO/IEC 9545, *Information technology – Open Systems Interconnection – Application Layer structure*

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### 3 Terms, definitions, symbols, abbreviations and conventions

For the purposes of this document, the following definitions apply.

#### 3.1 Terms and definitions from other ISO/IEC standards

##### 3.1.1 Terms and definitions from ISO/IEC 7498-1

- a) abstract syntax
- b) application entity
- c) application process
- d) application protocol data unit
- e) application service element
- f) application entity invocation
- g) application process invocation
- h) application transaction
- i) presentation context
- j) real open system
- k) transfer syntax

##### 3.1.2 Terms and definitions from ISO/IEC 9545

- a) application-association
- b) application-context
- c) application context name
- d) application-entity-invocation
- e) application-entity-type
- f) application-process-invocation
- g) application-process-type
- h) application-service-element
- i) application control service element

##### 3.1.3 Terms and definitions from ISO/IEC 8824

- a) object identifier
- b) type
- c) value
- d) simple type
- e) structured type
- f) component type
- g) tag
- i) true
- j) false
- k) integer type
- m) octet string type
- n) null type
- o) sequence type
- p) sequence of type
- q) choice type
- r) tagged type
- s) any type
- t) module
- u) production

##### 3.1.4 Terms and definitions from ISO/IEC 8825

- a) encoding (of a data value)
- b) data value
- c) identifier octets (the singular form is used in this standard)
- d) length octet(s) (both singular and plural forms are used in this standard)
- e) contents octets

#### 3.2 IEC/TR 61158-1 terms

The following IEC/TR 61158-1 terms apply.

### **3.2.1 application**

function or data structure for which data is consumed or produced

### **3.2.2 application layer interoperability**

capability of application entities to perform coordinated and cooperative operations using the services of the FAL

### **3.2.3 application object**

object class that manages and provides the run time exchange of messages across the network and within the network device

NOTE: Multiple types of application object classes may be defined

### **3.2.4 application process**

part of a distributed application on a network, which is located on one device and unambiguously addressed

### **3.2.5 application process identifier**

identifier that distinguishes among multiple application processes used in a device

### **3.2.6 application process object**

component of an application process that is identifiable and accessible through an FAL application relationship

NOTE Application process object definitions are composed of a set of values for the attributes of their class (see the definition for Application Process Object Class Definition). Application process object definitions may be accessed remotely using the services of the FAL Object Management ASE. FAL Object Management services can be used to load or update object definitions, to read object definitions, and to dynamically create and delete application objects and their corresponding definitions

### **3.2.7 application process object class**

a class of application process objects defined in terms of the set of their network-accessible attributes and services

### **3.2.8 application relationship**

cooperative association between two or more application-entity-invocations for the purpose of exchange of information and coordination of their joint operation

NOTE This relationship is activated either by the exchange of application-protocol-data-units or as a result of pre-configuration activities

### **3.2.9 application relationship application service element**

application-service-element that provides the exclusive means for establishing and terminating all application relationships

### **3.2.10 application relationship endpoint**

context and behavior of an application relationship as seen and maintained by one of the application processes involved in the application relationship

NOTE Each application process involved in the application relationship maintains its own application relationship endpoint.

### **3.2.11 attribute**

description of an externally visible characteristic or feature of an object

NOTE The attributes of an object contain information about variable portions of an object. Typically, they provide status information or govern the operation of an object. Attributes may also affect the behaviour of an object. Attributes are divided into class attributes and instance attributes.

### **3.2.12 behaviour**

indication of how the object responds to particular events. Its description includes the relationship between attribute values and services

### **3.2.13 class**

set of objects, all of which represent the same kind of system component

NOTE A class is a generalisation of the object; a template for defining variables and methods. All objects in a class are identical in form and behaviour, but usually contain different data in their attributes.

### **3.2.14 class attributes**

attribute that is shared by all objects within the same class

### **3.2.15 class code**

unique identifier assigned to each object class

### **3.2.16 class specific service**

service defined by a particular object class to perform a required function which is not performed by a common service

NOTE A class specific object is unique to the object class which defines it.

### **3.2.17 client**

(a) an object which uses the services of another (server) object to perform a task

(b) an initiator of a message to which a server reacts, such as the role of an AR endpoint in which it issues confirmed service request APDUs to a single AR endpoint acting as a server

### **3.2.18 conveyance path**

unidirectional flow of APDUs across an application relationship

### **3.2.19 cyclic**

term used to describe events which repeat in a regular and repetitive manner

### **3.2.20 dedicated AR**

AR used directly by the FAL User. On Dedicated ARs, only the FAL Header and the user data are transferred

### **3.2.21 device**

a physical hardware connection to the link. A device may contain more than one node

**3.2.22 device profile**

a collection of device dependent information and functionality providing consistency between similar devices of the same device type

**3.2.23 endpoint**

one of the communicating entities involved in a connection

**3.2.24 error**

discrepancy between a computed, observed or measured value or condition and the specified or theoretically correct value or condition

**3.2.25 error code**

identification of a specific type of error within an error class

**3.2.26 management information**

network-accessible information that supports managing the operation of the fieldbus system, including the application layer

NOTE Managing includes functions such as controlling, monitoring, and diagnosing.

**3.2.27 network**

series of nodes connected by some type of communication medium

NOTE The connection paths between any pair of nodes can include repeaters, routers and gateways.

**3.2.28 pre-defined AR endpoint**

AR endpoint that is defined locally within a device without use of the create service

NOTE Pre-defined ARs that are not pre-established are established before being used.

**3.2.29 pre-established AR endpoint**

AR endpoint that is placed in an established state during configuration of the AEs that control its endpoints

**3.2.30 server**

- a) role of an AREP in which it returns a confirmed service response APDU to the client that initiated the request
- b) an object which provides services to another (client) object

**3.2.31 service**

operation or function than an object and/or object class performs upon request from another object and/or object class

NOTE A set of common services is defined and provisions for the definition of object-specific services are provided. Object-specific services are those which are defined by a particular object class to perform a required function which is not performed by a common service.

**3.3 Type 20 fieldbus application-layer specific definitions**

There are additional terms defined for this part.

### 3.3.1 analog channel

continuously varying electrical signal connecting a field device to the remainder of the data acquisition or control system. Some field devices support multiple analog channels (input or output)

NOTE Each analog channel transmits a single dynamic variable to or from the field device.

### 3.3.2 broadcast address

broadcast address is used by a master to send a command to all devices

NOTE The broadcast address is five octet long and has all zeros as the value.

### 3.3.3 busy

The device is busy and cannot execute a command at the time. A device indicates busy by returning response code 32 when allowed by the command specification. The requested command is not executed if a busy response is returned.

### 3.3.4 device ID

a serial number for a device

NOTE The manufacturer is required to assigned unique value for every device that has the identical values for Manufacturer ID and Device Type.

### 3.3.5 device type

manufacturer's type of a device, e.g. its product name

NOTE The value of this attribute is assigned by the manufacturer. Its value specifies the set of commands and data objects supported by the device. The manufacturer is required to assigned unique value to each type of the device.

### 3.3.6 device variable

A uniquely defined data item within a Field Device that is always associated with cyclical process information. A device variable's value varies in response to changes and variations in the process to which the device is connected.

### 3.3.7 dynamic variable

connection between a process and an analog channel

NOTE A device may contain primary, secondary, tertiary, and quaternary variables. These are collectively called the dynamic variables.

### 3.3.8 long tag

32-character restricted ISO Latin-1 string used to identify a field device

### 3.3.9 loop current

value measured by a milli-ammeter in series with the field device

NOTE The loop current is a near DC analog 4-20 mA signal used to communicate a single value between the control system and the field device. Voltage mode devices use "Volts DC" as their engineering units where "loop current" values are used.

### 3.3.10 manufacturer ID

string identifying the manufacturer that produced a device

NOTE A manufacturer is required to use the value assigned to it and is not permitted to use the value assigned to another manufacturer.

**3.3.11 master**

device that initiates communication activity by sending request PDUs to other devices

**3.3.12 polling address**

integer used to identify a device

NOTE The polling address is used to construct a one-octet address.

**3.3.13 slave**

device that initiates communication activity only after it receives a request PDU from a master device, and that is required to send a response to that request

**3.3.14 tag**

8-character ASCII string used to identify a field device

**3.3.15 unique address**

five-octet address of a device that uniquely identifies the device among all other devices that support this standard, formed by concatenating a manufacturer ID, a device type and a device ID

**3.4 Abbreviations and symbols**

AE	Application entity
AL	Application layer
ALP	Application layer protocol
APO	Application object
AP	Application process
APDU	Application protocol data unit
API	Application process identifier
AR	Application relationship
AREP	Application relationship endpoint
ASCII	American Standard Code for Information Interchange
ASE	Application Service Element
Cnf	Confirmation
DL-	(as a prefix) data-link-
DLC	Data-link connection
DLCEP	Data-link connection endpoint
DLL	Data-link layer
DLM	Data-link-management
DLSAP	Data-link service access point
DLSDU	DL-service-data-unit
FAL	Fieldbus application layer
ID	Identifier
IEC	International Electrotechnical Commission
Ind	Indication
MSB	Most significant byte

LSB	Least significant byte
OSI	Open Systems Interconnect
Req	Request
Rsp	Response
SAP	Service access point
SDU	Service data unit
VFD	Virtual field device

### 3.5 Conventions

#### 3.5.1 General concept

The FAL is defined as a set of object-oriented ASEs. Each ASE is specified in a separate subclause. Each ASE specification is composed of three parts: its class definitions, its services, and its protocol specification. The first two are contained in IEC 61158-5. The protocol specification for each of the ASEs is defined in this standard.

The class definitions define the attributes of the classes supported by each ASE. The attributes are accessible from instances of the class using the Management ASE services specified in IEC 61158-5 standard. The service specification defines the services that are provided by the ASE.

This standard uses the descriptive conventions given in ISO/IEC 10731.

#### 3.5.2 Conventions for class definitions

The data-link layer mapping definitions are described using templates. Each template consists of a list of attributes for the class. The general form of the template is defined in IEC 61158-5-5.

#### 3.5.3 Abstract syntax conventions

When the "optionalParametersMap" parameter is used, a bit number which corresponds to each OPTIONAL or DEFAULT production is given as a comment.

### 3.6 Conventions used in state machines

The state machines are described in Table 1.

**Table 1 – Conventions used for state machines**

#	Current state	Event / condition => action	Next state
Name of this transition	The current state to which this state transition applies	Events or conditions that trigger this state transaction. => The actions that are taken when the above events or conditions are met. The actions are always indented below events or conditions	The next state after the actions in this transition is taken

The conventions used in the state machines are as follows:

:= Value of an item on the left is replaced by value of an item on the right. If an item on the right is a parameter, it comes from the primitive shown as an input event.

xxx A parameter name.

Example:

Identifier := reason

means value of a 'reason' parameter is assigned to a parameter called 'Identifier.'

"xxx" Indicates fixed value.

Example:

Identifier := "abc"

means value "abc" is assigned to a parameter named 'Identifier.'

= A logical condition to indicate an item on the left is equal to an item on the right.

< A logical condition to indicate an item on the left is less than the item on the right.

> A logical condition to indicate an item on the left is greater than the item on the right.

<> A logical condition to indicate an item on the left is not equal to an item on the right.

&& Logical "AND"

|| Logical "OR"

This construct allows the execution of a sequence of actions in a loop within one transition. The loop is executed for all values from start\_value to end\_value.

Example:

for (Identifier := start\_value to end\_value)

actions

endfor

This construct allows the execution of alternative actions depending on some condition (which might be the value of some identifier or the outcome of a previous action) within one transition.

Example:

If (condition)

actions

else

actions

endif

Readers are strongly recommended to refer to the subclauses for the AREP attribute definitions, the local functions, and the FAL-PDU definitions to understand protocol machines. It is assumed that readers have sufficient knowledge of these definitions, and they are used without further explanations.

## 4 Abstract syntax

The abstract syntax of APDUs is combined with their transfer syntax and is specified in Clause 5.

## 5 Transfer syntax

### 5.1 General

The sending Application Layer prepares an APDU to transfer it to the receiving Application Layer. It uses the parameters from the service primitives to do so. There are several formats of the APDU:

- Request APDU from Master to Slave device,
- Normal response from Slave to Master device,
- Command error response from Slave to Master device, and
- Communication error response from Slave to Master device.

The format and coding rules for all APDUs are specified in this clause.

## 5.2 Common APDU structure

All APDU have a common structure as shown in Figure 1.

Command	Octet count	Data
---------	-------------	------

**Figure 1 – APDU format**

### 5.2.1 Command

The first octet of an APDU is Command. The Command is the Variable Index and it identifies the object in the Slave that has to be read or written. Its data type is Unsigned8.

### 5.2.2 Octet count

The second octet of an APDU represents the number of octets in Data field. The data type of this field is Unsigned8 and its value can be 0 to 255. If this field is zero, then Data field is null.

### 5.2.3 Data

This is the user data which is transferred between Application Layer and its user. The Application layer assembles it from the parameters of a service primitive or parses it into parameters of a service primitive. Its structure depends upon the type of APDU.

#### 5.2.3.1 Master to slave request

Figure 1 shows the format of the application layer fields that are used for a Master request containing a single octet command number. For a Read service, Data field is either null or it is Variable Sub Index. For a Write service, Data field is the value that has to be written to the Slave objects identified by the Command.

#### 5.2.3.2 Normal response from slave to master

Figure 2 shows the format of the application layer fields that are used for a response from Slave to Master without any error.

Command	Octet count	Response code	Device status	value
---------	-------------	---------------	---------------	-------

**Figure 2 – Normal response from slave to master**

The Slave sends this APDU in response to a request from Master. The value of Command field in this APDU is identical to the Command field in the corresponding request APDU. The Octet Count is number of octets in Value field plus two. Thus, its minimum value is 2.

Response Code field is Enumeration data type and it indicates the successful completion of the requested command as shown in Table 2. Some of the values depend upon the value of Command field. Each service-specific APDU structure in 5.3 shows the values assigned to that service. A device is required to use these values. The device can respond with an unused value as long it indicates a condition that is not defined in this standard.

**Table 2 – Response code values**

Value	Class	Definition
0	Success	Command (read or Write) was executed properly.
1 – 127	Warning	Command (Write) was executed with the deviation as described in response (e.g., a value was set to its nearest legal value).
1 – 127	Reserved	A code may be reserved for future use by this standard protocol. A device is not permitted to return reserved value.

Device Status field is Bit Field data type and it indicates the current operating status of the responding device as a whole and is not associated with the completion of any command, as shown in Table 3.

**Table 3 – Device status values**

Bit mask	Definition
0x80	Device Malfunction – the device detected a serious error or failure that compromises device operation.
0x40	Configuration Changed – an operation was performed that changed the device's configuration.
0x20	Cold Start – a power failure or Device Reset has occurred.
0x10	More Status Available – more status information is available via another Read Command.
0x08	Loop Current Fixed – the Loop Current is being held at a fixed value and is not responding to process variations.
0x04	Loop Current Saturated – the Loop Current has reached its upper (or lower) endpoint limit and cannot increase (or decrease) any further.
0x02	Non-Primary Variable Out of Limits – a Device Variable not mapped to the Primary Variable is beyond its operating limits.
0x01	Primary Variable Out of Limits – the Primary Variable is beyond its operating limit..

If the response is for a Read request, then Value field is used for the value of the objects that are read from Slave device. If the response is for a Write request, then this field is used for the value of the objects that were written in the Slave device. It is same as the value received in the request, unless the value received was not permitted and the server wrote a different value. In that case, it is the value written in the Slave device.

### 5.2.3.3 Command error response from slave to master

Figure 3 shows the format of the application layer fields that are used for a response from Slave to Master, when there is an error in executing the command. The Value field does not exist.

Command	Octet count (= 2)	Response code	Device status
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**Figure 3 – Command error response from slave to master**

The responding device sends this APDU in response to a request from Master. The value of Command field in this APDU is identical to the Command field in the corresponding request APDU. The Octet Count field is set to two (2).

Response Code field is Enumeration data type and it indicates the reason for the error. The range of its value is 1 – 127. Some of the value depends upon the value of Command field. Each service-specific APDU structure in 5.3 shows the values assigned to that service. A device is required to use these values. The device can respond with an unused value as long it indicates a condition that is not defined in this standard. (The response code values are given in Table 4.)

**Table 4 – Response code values**

Value	Class	Definition
1 – 127	Error	Command execution was not properly completed and the Response Code indicates the reason (e.g., the device is in Write Protect mode).
1 – 127	Reserved	A code may be reserved for future use by this standard protocol. A device is not permitted to return reserved value.

Device Status field is Bit Field data type and it indicates the current operating status of the responding device as a whole and is not associated with the completion of any command, as shown in Table 3.

**5.2.3.4 Communication error response from slave to master**

Figure 4 shows the format of the application layer fields that are used for a response from Slave to Master, when there is a communication error in receiving the request DLPDU. The Value field does not exist.

Command	Octet count (= 2)	Comm error	Device status
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**Figure 4 – Communication error response from slave to master**

The responding device sends this APDU in response to a request from Master. The value of Command field in this APDU is identical to the Command field in the corresponding request APDU. The Octet Count field is set to two (2). Comm Error field is Bit Field data type and it indicates the reason for the error as shown in Table 5.

**Table 5 – Communication error codes**

Bit mask	Definition
0x80	1 - This bit is always set to '1' to indicate a communication error
0x40	Vertical Parity Error – The parity of one or more of the bytes received by the device was not odd.
0x20	Overrun Error – At least one byte of data in the receive buffer of the UART was overwritten before it was read (i.e., the slave did not process incoming byte fast enough).
0x10	Framing Error – The Stop Bit of one or more bytes received by the device was not detected by the UART (i.e. a mark or 1 was not detected when a Stop Bit should have occurred)
0x08	Longitudinal Parity Error – The Longitudinal Parity calculated by the device did not match the Check Byte at the end of the message.
0x04	Reserved, set to zero
0x02	Buffer Overflow – The message was too long for the receive buffer of the device.
0x01	Reserved, it is set to zero

**5.3 Service-specific APDU structures**

**5.3.1 HCF enumerations**

A number of data structures use enumerations which are controlled by the HART Communications Foundation (HCF). HCF maintains current lists of these enumerations.

### 5.3.2 Identify FAL PDU

#### 5.3.2.1 Request primitive

The value of Command field can be either 0 or 11 or 21. The PDU format is shown in Table 6.

**Table 6 – Identify request APDU**

Command	Octet count	Data
0	0	Null
11	6	Tag (Packed ASCII)
21	32	Long Tag (Latin-1)

If the value of Command field is 0, then Data field is null. If the value of Command field is 11, then Data field contains six octet value of Tag parameter. If the value of Command field is 21, then Data field contains 32 octet value of Long Tag parameter.

#### 5.3.2.2 Response primitive

The Value field of Identify response is shown in Table 7. The Response Code values are shown in Table 7.

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**Table 7 – Identify response value field**

Octet offset	Data type	Parameter name	Description
0	Unsigned8	None	the value of this parameter is always 254.
1	HCF enumeration	Manufacturer ID	This indicates the manufacturer that produced the device.
2	HCF enumeration	Device Type	This indicates the manufacturer's type of the device i.e. the product name.
3	Unsigned8	Preamble Count	This parameter indicates the minimum number of Preambles to be sent with the request message from the Master to the responding device.
4	Unsigned8	Command Rev	This parameter indicates the major revision level of the Protocol supported by the device.
5	Unsigned8	Device Rev	This parameter describes the revision level of the device. The value of this parameter is defined by the manufacturer.
6	Unsigned8	Soft Rev	This parameter indicates the revision level of the firmware in the device. The manufacturer is required to increment the value of this parameter for every new release of the device's firmware.
7	Bit Field	Hard Rev Phy Type	The five most significant bits of this octet represent the revision level of the device hardware. The manufacturer is required to increment the value of this attribute for every major change of the device's hardware. It is not necessary to track individual hardware component changes.  The least three significant bits of this octet represent the type of Physical layer signalling used by the device.
8	Bit Field	Device Flag	This parameter indicates other information about the device such as multi-sensor, non-volatile memory control, protocol bridge, etc.
9 – 11	Unsigned24	Device ID	This parameter indicates a serial number for the device. The manufacturer is required to assigned unique value for every device that has the identical values for Manufacturer ID and Device Type.
12	Unsigned8	Preamble Count	This parameter indicates the minimum number of preambles to be sent with the response message from the slave to the master.
13	Unsigned8	Variable Count	This parameter specifies the maximum number of objects (variables) that can be accessed from the device. The value of this parameter indicates the last variable code that a Client application can expect to be found in the device.
14 – 15	Unsigned16	Config Change Count	This parameter keeps track of number of device configuration changes. The device is required to increment the value of this parameter every time it receives a request to change the configuration using Application Layer services, or a user of the device changes the device configuration using local mean such as local operator's interface.
16	Bit Field	Device ExtdStatus	This parameter indicates the extended operational status of the device.

**Table 8 – Identify command specific response codes**

Value	Class	Description
0	Success	No error

**5.3.2.3 Procedure at responding device**

If the request contains a Tag or Long Tag, then the device has to compare it with the Tag or Long Tag stored in the device. The device shall respond only if the value in request matches the value stored in the device.

### 5.3.3 Read primary variable FAL PDU

#### 5.3.3.1 Request primitive

The value of Command is one (1); the value of Octet Count field is zero (0) and Data field is null.

#### 5.3.3.2 Response primitive

The Value field of response is shown in Table 9. The Response Code values are shown in Table 10.

**Table 9 – Read primary variable response value field**

Octet offset	Data type	Parameter name	Description
0	HCF enumeration	Primary Variable Unit	This parameter represents the engineering unit of primary variable.
1 – 4	Float32	Primary Variable	It is the current value of primary variable.

**Table 10 – Read primary variable command specific response codes**

Value	Class	Description
0	Success	No error
6	Error	Device-Specific Command Error
8	Warning	Update Failure
16	Error	Access Restricted

### 5.3.4 Read loop current and percent of range FAL PDU

#### 5.3.4.1 Request primitive

The value of Command is two (2); the value of Octet Count field is zero (0) and Data field is null.

#### 5.3.4.2 Response primitive

The Value field of response is shown in Table 11. The Response Code values are shown in Table 12.

**Table 11 – Read loop current and percent of range value field**

Octet offset	Data type	Parameter name	Description
0 – 3	Float32	Loop Current	It is the current value of the output of the device – either loop current in milli-amperes or voltage output in volts.
4 – 7	Float32	Primary Variable	It is the current value of primary variable in percent of range. It tracks the primary input to the device. Its value can be outside the normal range of 0% to 100%.

**Table 12 – Read loop current and percent of range command specific response codes**

Value	Class	Description
0	Success	No error
6	Error	Device-Specific Command Error
8	Warning	Update Failure
16	Error	Access Restricted

### 5.3.5 Read dynamic variables and loop current FAL PDU

#### 5.3.5.1 Request primitive

The value of Command is three (3); the value of Octet Count field is zero (0) and Data field is null.

#### 5.3.5.2 Response primitive

The Value field of response is shown in Table 13. The Response Code values are shown in Table 14. If a device does not support all four variables, then the response contains only the number of variables that the device supports. In that case, the remaining fields are absent from the response.

**Table 13 – Read dynamic variables and loop current value field**

Octet offset	Data type	Parameter name	Description
0 – 3	Float32	Loop Current	It is the current value of the output of the device – either loop current in milli-amperes or voltage output in volts.
4	HCF enumeration	Primary Variable Unit	This parameter represents the engineering unit of primary variable.
5 – 8	Float32	Primary Variable	It is the current value of primary variable.
9	HCF enumeration	Secondary Variable Unit	This parameter represents the engineering unit of secondary variable.
10 – 13	Float32	Secondary Variable	It is the current value of secondary variable.
14	HCF enumeration	Tertiary Variable Unit	This parameter represents the engineering unit of tertiary variable.
15 – 18	Float32	Tertiary Variable	It is the current value of tertiary variable.
19	HCF enumeration	Quaternary Variable Unit	This parameter represents the engineering unit of quaternary variable.
20 – 23	Float32	Quaternary Variable	It is the current value of quaternary variable.

**Table 14 – Read dynamic variables and loop current command specific response codes**

Value	Class	Description
0	Success	No error
6	Error	Device-Specific Command Error
8	Warning	Update Failure
16	Error	Access Restricted

### 5.3.6 Write loop configuration FAL PDU

#### 5.3.6.1 Request primitive

The value of Command is six (6); the value of Octet Count field is two (2) and Data field is as shown in Table 15.

**Table 15 – Write polling address value field**

Octet offset	Data type	Parameter name	Description
0	Enumeration	Polling Address	This parameter represents the data-link address of the device.
1	Enumeration	Loop Current Mode	This parameter encodes the loop current mode as shown in Table 16.

**Table 16 – Loop current mode codes**

Value	Description
0	Disabled
1	Enabled
251	None
252	Unknown
253	Device specific

#### 5.3.6.2 Response primitive

The Value field of response is shown in Table 15. The Response Code values are shown in Table 17.

**Table 17 – Write polling address command specific response codes**

Value	Class	Description
0	Success	No error
2	Error	Invalid Poll Address
5	Error	Too few data bytes received
6	Error	Device-Specific Command Error
7	Error	In write protect mode
12	Error	Invalid mode selection
16	Error	Access Restricted
32	Error	Busy

#### 5.3.6.3 Procedure at responding device

A devices is required to disable loop current signalling when requested by Master. When current signalling is disabled, the loop current is set to the minimum value required for field device operation. The field device status bit 4 as shown in Table 3, Loop Current Fixed, is set to '1'.

### 5.3.7 Read loop configuration FAL PDU

#### 5.3.7.1 Request primitive

The value of Command is seven (7); the value of Octet Count field is zero (0) and Data field is null.

#### 5.3.7.2 Response primitive

The Value field of response is shown in Table 11. The Response Code values are shown in Table 12.

**Table 18 – Read loop configuration value field**

Octet offset	Data type	Parameter name	Description
0	Enumeration	Polling Address	This parameter represents the data-link address of the device.
1	Enumeration	Loop Current Mode	This parameter encodes the loop current mode as shown in Table 16.

**Table 19 – Read loop configuration command specific response codes**

Value	Class	Description
0	Success	No error
16	Error	Access Restricted

### 5.3.8 Read dynamic variable families classifications FAL PDU

#### 5.3.8.1 Request primitive

The value of Command is eight (8); the value of Octet Count field is zero (0) and Data field is null.

#### 5.3.8.2 Response primitive

The Value field of response is shown in Table 20. The Response Code values are shown in Table 21.

**Table 20 – Read dynamic variable families classifications value field**

Octet offset	Data type	Parameter name	Description
0	HCF enumeration	Primary Variable Classification	This parameter indicates the function performed by the device variable.
1	HCF enumeration	Secondary Variable Classification	This parameter indicates the function performed by the device variable.
2	HCF enumeration	Tertiary Variable Classification	This parameter indicates the function performed by the device variable.
3	HCF enumeration	Quaternary Variable Classification	This parameter indicates the function performed by the device variable.

**Table 21 – Read dynamic variable families classifications command specific response codes**

Value	Class	Description
0	Success	No error
16	Error	Access Restricted

### 5.3.9 Read device variables with status FAL PDU

#### 5.3.9.1 Request primitive

The value of Command is nine (9); the value of Octet Count field is one to four (1 – 4) and it is equal to number of requested variables. The request Value field is shown in Table 22.

**Table 22 – Read device variables with status request value field**

Octet offset	Data type	Parameter name	Description
0	Unsigned8	Slot 0	This parameter is the code assigned to a device variable.
1	Unsigned8	Slot 1	This parameter is the code assigned to a device variable.
2	Unsigned8	Slot 2	This parameter is the code assigned to a device variable.
3	Unsigned8	Slot 3	This parameter is the code assigned to a device variable.

#### 5.3.9.2 Response primitive

The Value field of response is shown in Table 24. The Response Code values are shown in Table 23.

**Table 23 – Read device variables with status command specific response codes**

Value	Class	Description
0	Success	No error
2	Error	Invalid selection
5	Error	Too few data bytes received
6	Error	Device-Specific Command Error
8	Warning	Update Failure
16	Error	Access Restricted

**Table 24 – Read device variables with status value field**

Octet offset	Data type	Parameter name	Description
0	Bit Field	Device ExtdStatus	This parameter indicates the extended operational status of the device.
1	Unsigned8	Variable Code	This is the code received in request at data field for slot 0.
2	HCF enumeration	Variable Classification	This indicates the function performed by the device variable for slot 0.
3	HCF enumeration	Variable Unit	This represents the engineering unit of variable for slot 0.
4 – 7	Float32	Variable Value	It is the current value of variable for slot 0.
8	Bit Field	Variable Status	This represents the status of variable for slot 0.
9	Unsigned8	Variable Code	This is the code received in request at data field for slot 1.
10	HCF enumeration	Variable Classification	This indicates the function performed by the device variable for slot 1.
11	HCF enumeration	Variable Unit	This represents the engineering unit of variable for slot 1.
12 – 15	Float32	Variable Value	It is the current value of variable for slot 1.
16	Bit Field	Variable Status	This represents the status of variable for slot 1.
17	Unsigned8	Variable Code	This is the code received in request at data field for slot 2.
18	HCF enumeration	Variable Classification	This indicates the function performed by the device variable for slot 2.
19	HCF enumeration	Variable Unit	This represents the engineering unit of variable for slot 2.
20 – 23	Float32	Variable Value	It is the current value of variable for slot 2.
24	Bit Field	Variable Status	This represents the status of variable for slot 2.
25	Unsigned8	Variable Code	This is the code received in request at data field for slot 3.
26	HCF enumeration	Variable Classification	This indicates the function performed by the device variable for slot 3.
27	HCF enumeration	Variable Unit	This represents the engineering unit of variable for slot 3.
28 – 31	Float32	Variable Value	It is the current value of variable for slot 3.
32	Bit Field	Variable Status	This represents the status of variable for slot 3.

Variable Status field is Bit Field data type and it provides the quality status of the variable. Its encoding is shown in Table 25.

**Table 25 – Variable status values**

Bit mask	Definition
0xC0	These two bits are encoded to show the quality of the input process data: 11: good 01: poor accuracy 10: manual or fixed 00 bad
0x30	These two bits are encoded to show the limit status of the variable: 11: constant 01: low limited 10: high limited 00 not limited
0x08	If this bit is '1' then it indicates that more status values are available by reading device specific objects.
0x07	The meaning of these bits is specific to the device family.

### 5.3.9.3 Procedure at responding device

- a. If the request does not contain any data octets (Value field) then the device is required to respond with error code equal to 5; otherwise the respond code shall be a value other than 5.
- b. The device is required to respond with values of exactly as many variables as in the request.
- c. If a variable requested is not supported in the device, then in the response PDU, the corresponding:
  - i. Variable Classification field has to be set to '0';
  - ii. Variable Unit field has to be set to '250';
  - iii. Variable Value field has to be set to a floating point value of 'Not-a-number' (0x7F, 0xA0, 0x00, 0x00); and
  - iv. Variable Status field has to be set to 0x30.
- d. If the Variable Classification is not supported for a requested variable, then Variable Classification field in the response PDU for that variable has to be set to '0'.

### 5.3.10 Read message FAL PDU

#### 5.3.10.1 Request primitive

The value of Command is twelve (12); the value of Octet Count field is zero (0) and Data field is null.

#### 5.3.10.2 Response primitive

The Value field of response is shown in Table 26. The Response Code values are shown in Table 27.

**Table 26 – Read message response value field**

Octet offset	Data type	Parameter name	Description
0 – 23	Packed ASCII	Message	This is the value of Message stored in the device.

**Table 27 – Read message command specific response codes**

Value	Class	Description
0	Success	No error
16	Error	Access Restricted
32	Error	Busy

### 5.3.11 Read tag, descriptor and date FAL PDU

#### 5.3.11.1 Request primitive

The value of Command is thirteen (13); the value of Octet Count field is zero (0) and Data field is null.

### 5.3.11.2 Response primitive

The Value field of response is shown in Table 28. The Response Code values are shown in Table 29.

**Table 28 – Read tag, descriptor, date response value field**

Octet offset	Data type	Parameter name	Description
0 – 5	Packed ASCII	Tag	This is the value of Tag stored in the device.
6 – 17	Packed ASCII	Descriptor	This is the value of Descriptor stored in the device.
18 – 20	Date	Date	This is the value of Date stored in the device.

**Table 29 – Read tag, descriptor, date command specific response codes**

Value	Class	Description
0	Success	No error
16	Error	Access Restricted
32	Error	Busy

### 5.3.12 Read primary variable transducer FAL PDU

#### 5.3.12.1 Request primitive

The value of Command is fourteen (14); the value of Octet Count field is zero (0) and Data field is null.

#### 5.3.12.2 Response primitive

The Value field of response is shown in Table 30. The Response Code values are shown in Table 31.

**Table 30 – Read primary variable transducer information response value field**

Octet offset	Data type	Parameter name	Description
0 – 2	Unsigned24	Transducer Serial Number	This is the value of Transducer Serial Number.
3	HCF enumeration	Transducer Unit	This is the code for Transducer Limits and Minimum Span Units
4 – 7	Float32	Upper Transducer Limit	It is the value of Upper Transducer Limit variable.
8 – 11	Float32	Lower Transducer Limit	It is the value of Lower Transducer Limit variable.
12 – 15	Float32	Minimum Span	It is the value of Minimum Span variable.

**Table 31 – Read primary variable transducer information command specific response codes**

Value	Class	Description
0	Success	No error
16	Error	Access Restricted
32	Error	Busy

**5.3.12.3 Procedure at responding device**

If the Transducer Serial Number is not applicable to the device, then the device shall respond with following values:

- Transducer Serial Number equal to '0';
- Transducer Unit equal to '250';
- all other values equal to a floating point value of 'Not-a-number' (0x7F, 0xA0, 0x00, 0x00).

**5.3.13 Read device information FAL PDU****5.3.13.1 Request primitive**

The value of Command is fifteen (15); the value of Octet Count field is zero (0) and Data field is null.

**5.3.13.2 Response primitive**

The Value field of response is shown in Table 32. The Response Code values are shown in Table 33.

**Table 32 – Read device information response value field**

Octet offset	Data type	Parameter name	Description
0	HCF enumeration	PV Alarm Selection	This the value of PV Alarm Selection. It indicates the action taken by the device under error conditions. For transmitters, the code indicates the action taken by the Loop Current. For Actuators, the action taken by the positioner is indicated.
1	HCF enumeration	PV Transfer Function	This the value of PV Transfer Function. If the device does not support transfer functions, then this value is '0'.
2	HCF enumeration	PV Range Unit	This the value of PV upper and lower Range Unit
3 – 6	Float32	PV Upper Range	PV Upper Range Value
7 – 10	Float32	PV Lower Range	PV Lower Range Value
11 – 14	Float32	PV Damping	PV Damping Value in seconds
15	HCF enumeration	Write Protect	This the value of Write Protect. If the device does not implement write protection, then this value is '251'.
16	HCF enumeration	Private Label Distributor	This the value of Private Label Distributor. Its default value is the same as Manufacturer ID.
17	Bit Field	PV Analog Channel	This the value of PV Analog Channel flags.

**Table 33 – Read device information command specific response codes**

Value	Class	Description
0	Success	No error
16	Error	Access Restricted
32	Error	Busy

**5.3.14 Read final assembly number FAL PDU**

**5.3.14.1 Request primitive**

The value of Command is sixteen (16); the value of Octet Count field is zero (0) and Data field is null.

**5.3.14.2 Response primitive**

The Value field of response is shown in Table 34. The Response Code values are shown in Table 35.

**Table 34 – Read final assembly number response value field**

Octet offset	Data type	Parameter name	Description
0 – 2	Unsigned24	Final Assembly Number	This is the value of Final Assembly Number

**Table 35 – Read final assembly number command specific response codes**

Value	Class	Description
0	Success	No error
16	Error	Access Restricted
32	Error	Busy

**5.3.15 Write message FAL PDU**

**5.3.15.1 Request primitive**

The value of Command is seventeen (17); the value of Octet Count field is twenty-four (24) and Data field is as shown in Table 36.

**Table 36 – Write message value field**

Octet offset	Data type	Parameter name	Description
0 – 23	Packed ASCII	Message	This is a string used by a Master for record keeping

**5.3.15.2 Response primitive**

The Value field of response is shown in Table 36. The Response Code values are shown in Table 37.

**Table 37 – Write message command specific response codes**

Value	Class	Description
0	Success	No error
2	Error	Invalid Poll Address
5	Error	Too few data bytes received
6	Error	Device-Specific Command Error
7	Error	In write protect mode
16	Error	Access Restricted
32	Error	Busy

**5.3.16 Write tag, descriptor and date FAL PDU****5.3.16.1 Request primitive**

The value of Command is eighteen (18); the value of Octet Count field is twenty-one (21) and Data field is as shown in Table 38.

**Table 38 – Write tag, descriptor, date value field**

Octet offset	Data type	Parameter name	Description
0 – 5	Packed ASCII	Tag	This is the value of Tag to be stored in the device.
6 – 17	Packed ASCII	Descriptor	This is the value of Descriptor to be stored in the device.
18 – 20	Date	Date	This is the value of Date to be stored in the device.

**5.3.16.2 Response primitive**

The Value field of response is shown in Table 38. The Response Code values are shown in Table 39.

**Table 39 – Write tag, descriptor, date command specific response codes**

Value	Class	Description
0	Success	No error
5	Error	Too few data bytes received
6	Error	Device-Specific Command Error
7	Error	In write protect mode
9	Error	Invalid Date code
16	Error	Access Restricted
32	Error	Busy

**5.3.17 Write final assembly number FAL PDU****5.3.17.1 Request primitive**

The value of Command is nineteen (19); the value of Octet Count field is three (3) and Data field is as shown in Table 40.

**Table 40 – Write final assembly number value field**

Octet offset	Data type	Parameter name	Description
0 – 2	Unsigned24	Final Assembly Number	This is the value of Final Assembly Number. It is normally changed when electronics or other device components are upgraded in the field.

**5.3.17.2 Response primitive**

The Value field of response is shown in Table 40. The Response Code values are shown in Table 41.

**Table 41 – Write final assembly number command specific response codes**

Value	Class	Description
0	Success	No error
5	Error	Too few data bytes received
6	Error	Device-Specific Command Error
7	Error	In write protect mode
16	Error	Access Restricted
32	Error	Busy

**5.3.18 Read long tag FAL PDU**

**5.3.18.1 Request primitive**

The value of Command is twenty (20); the value of Octet Count field is zero (0) and Data field is null.

**5.3.18.2 Response primitive**

The Value field of response is shown in Table 42. The Response Code values are shown in Table 43.

**Table 42 – Read long tag response value field**

Octet offset	Data type	Parameter name	Description
0 – 31	Latin-1	Long Tag	This is the value of Long Tag stored in the device.

**Table 43 – Read long tag command-specific response codes**

Value	Class	Description
0	Success	No error
16	Error	Access Restricted
32	Error	Busy

**5.3.19 Write long tag FAL PDU**

**5.3.19.1 Request primitive**

The value of Command is twenty-two (22); the value of Octet Count field is thirty-two (32) and Data field is as shown in Table 44.

**Table 44 – Write long tag value field**

Octet offset	Data type	Parameter name	Description
0 – 31	Latin-1	Long Tag	This is the value of Long Tag to be stored in the device.

### 5.3.19.2 Response primitive

The Value field of response is shown in Table 44. The Response Code values are shown in Table 45.

**Table 45 – Write long tag command specific Response codes**

Value	Class	Description
0	Success	No error
5	Error	Too few data bytes received
6	Error	Device-Specific Command Error
7	Error	In write protect mode
16	Error	Access Restricted
32	Error	Busy

## 5.4 Data coding rules

### 5.4.1.1 General

If the user data is always a simple (primitive) component. It is encoded as shown in Figure 5. The semantics of the user data are known implicitly from the position in the PDU, the length is fixed and implicitly known.

**Figure 5 – Coding without identification**

### 5.4.1.2 Coding for integer types

Integer values are signed quantities as shown in Figure 6 and Figure 7. The MSB of this data type is transferred first followed by the next octets and the LSB is transferred last.

Notation:	Integer8, Integer16, Integer24, Integer32		
Range of Values:	Data Type	range of values	length
	Integer8	$-128 \leq i \leq 127$	1 octet
	Integer16	$-32768 \leq i \leq 32767$	2 octets
	Integer24	$-2^{23} \leq i \leq 2^{23} - 1$	3 octets
	Integer32	$-2^{31} \leq i \leq 2^{31} - 1$	4 octets
Coding:	In two's complement representation the MSB (Most Significant Bit) is the bit after the sign bit (SN) in the first octet. SN = 0: positive numbers and z SN = 1: negative numbers		

**Figure 6 – Coding of Integer type data**

	bits	8	7	6	5	4	3	2	1
octets	1	SN	$2^{14}$	$2^{13}$	$2^{12}$	$2^{11}$	$2^{10}$	$2^9$	$2^8$
	2	$2^7$	$2^6$	$2^5$	$2^4$	$2^3$	$2^2$	$2^1$	$2^0$

Figure 7 – Coding of Integer16 type data

5.4.1.3 Coding for unsigned Types

Unsigned Values are encoded as shown in Figure 8 and Figure 9. The MSB of this data type is transferred first followed by the next octets and the LSB is transferred last.

<b>Notation:</b>	<b>Unsigned8, Unsigned16, Unsigned24, Unsigned32</b>		
<b>Range of Values:</b>	<b>Data Type</b>	<b>range of values</b>	<b>length</b>
	Unsigned8	$0 \leq i \leq 255$	1 octet
	Unsigned16	$0 \leq i \leq 65535$	2 octets
	Unsigned24	$0 \leq i \leq 2^{24} - 1$	3 octets
	Unsigned32	$0 \leq i \leq 2^{32} - 1$	4 octets
<b>Coding</b>	<b>Binary</b>		

Figure 8 – Coding of Unsigned type data

	bits	8	7	6	5	4	3	2	1
octets	1	$2^{15}$	$2^{14}$	$2^{13}$	$2^{12}$	$2^{11}$	$2^{10}$	$2^9$	$2^8$
	2	$2^7$	$2^6$	$2^5$	$2^4$	$2^3$	$2^2$	$2^1$	$2^0$

Figure 9 – Coding of Unsigned16 type data

5.4.1.4 Coding for floating point Type

Floating Point values are encoded as shown in Figure 10 and Figure 11. The sign and MSB of the exponent is transferred first followed by the balance of the exponent and the MSB to LSB of the fraction. If the value of an object of floating point data type is not known, then the value transferred is 0x7F, 0xA0, followed by all zeros (0x00); this value represents a 'Not-a-number'.

<b>Notation:</b>	<b>Floating-Point (4 octet)</b>							
<b>Range of Values:</b>	see IEC 60559, Short Real Number (32 bits)							
<b>Coding:</b>	see IEC 60559, Short Real Number (32 bits)							
								LSB
<b>bits</b>	8	7	6	5	4	3	2	1
<b>octets</b>	<b>Exponent (E)</b>							
1	SN	$2^7$	$2^6$	$2^5$	$2^4$	$2^3$	$2^2$	$2^1$
	(E)	<b>Fraction (F)</b>						
2	$2^0$	$2^{-1}$	$2^{-2}$	$2^{-3}$	$2^{-4}$	$2^{-5}$	$2^{-6}$	$2^{-7}$
	Fraction (F)							
3	$2^{-8}$	$2^{-9}$	$2^{-10}$	$2^{-11}$	$2^{-12}$	$2^{-13}$	$2^{-14}$	$2^{-15}$
	Fraction (F)							
4	$2^{-16}$	$2^{-17}$	$2^{-18}$	$2^{-19}$	$2^{-20}$	$2^{-21}$	$2^{-22}$	$2^{-23}$
SN: sign 0 = positive, 1 = negative								

Figure 10 – Coding of single precision Floating Point type data

<b>Notation:</b>	<b>Floating-Point (8 octet)</b>								
<b>Range of Values:</b>	see IEC 60559, Short Real Number (64 bits)								
<b>Coding:</b>	see IEC 60559, Short Real Number (64 bits)								
	LSB								
<b>bits</b>	<b>8</b>	<b>7</b>	<b>6</b>	<b>5</b>	<b>4</b>	<b>3</b>	<b>2</b>	<b>1</b>	
<b>octets</b>	<b>Exponent (E)</b>								
1	SN	$2^{10}$	$2^9$	$2^8$	$2^7$	$2^6$	$2^5$	$2^4$	
2	<b>Exponent (E)</b>			<b>Fraction (F)</b>					
	$2^3$	$2^2$	$2^1$	$2^0$	$2^{-1}$	$2^{-2}$	$2^{-3}$	$2^{-4}$	
3	<b>Fraction (F)</b>								
	$2^{-5}$	$2^{-6}$	$2^{-7}$	$2^{-8}$	$2^{-9}$	$2^{-10}$	$2^{-11}$	$2^{-12}$	
4	<b>Fraction (F)</b>								
	$2^{-13}$	$2^{-14}$	$2^{-15}$	$2^{-16}$	$2^{-17}$	$2^{-18}$	$2^{-19}$	$2^{-20}$	
4	<b>Fraction (F)</b>								
	$2^{-21}$	$2^{-22}$	$2^{-23}$	$2^{-24}$	$2^{-25}$	$2^{-26}$	$2^{-27}$	$2^{-28}$	
4	<b>Fraction (F)</b>								
	$2^{-29}$	$2^{-30}$	$2^{-31}$	$2^{-32}$	$2^{-33}$	$2^{-34}$	$2^{-35}$	$2^{-36}$	
4	<b>Fraction (F)</b>								
	$2^{-37}$	$2^{-38}$	$2^{-39}$	$2^{-40}$	$2^{-41}$	$2^{-42}$	$2^{-43}$	$2^{-44}$	
4	<b>Fraction (F)</b>								
	$2^{-45}$	$2^{-46}$	$2^{-47}$	$2^{-48}$	$2^{-49}$	$2^{-50}$	$2^{-51}$	$2^{-52}$	
SN: sign 0 = positive, 1 = negative									

Figure 11 – Coding of double precision Floating Point type data

5.4.1.5 Coding for date type

The data type Date consists of a calendar date as shown in Table 46 and Figure 12. The first octet representing day of month is transferred first, followed by the month octet and the year octet is transferred last.

Notation: Date  
 Range of Values: 1 January 1900 to 31 December 2155  
 Coding: in 3 octets

Table 46 – Coding for Date type

Parameter	Range of values	Meaning of the parameters
d. of m.	1...31	day of month
months	1...12	months
years	0...255	years – 1900

<b>bits</b>	<b>8</b>	<b>7</b>	<b>6</b>	<b>5</b>	<b>4</b>	<b>3</b>	<b>2</b>	<b>1</b>	
<b>octets</b>	<b>RSV</b>			$2^4$	$2^3$	$2^2$	$2^1$	$2^0$	1...31 d. of m.
1									
2	<b>RSV</b>		<b>RSV</b>	<b>RSV</b>	$2^3$	$2^2$	$2^1$	$2^0$	1...12 months
3									
	<b>RSV</b>	$2^6$	$2^5$	$2^4$	$2^3$	$2^2$	$2^1$	$2^0$	0 ... 255 years

Figure 12 – Coding of Date type data

**5.4.1.6 Coding for enumeration**

The data type Enumeration is used to associate specific user definitions to numeric codes. The definitions are as shown in Table 47. The definitions for codes 250–255 is always as shown. It is not necessary to define all possible values in the table. All undefined codes in the table are reserved. Reserved values are not used, returned or transferred by any device. For every object of Enumeration type, there is such table that is known to the users by associating the table with a variable index.

Range of Values: 0 to 255  
 Coding: in 1 octet

**Table 47 – Coding for one octet Enumerated Type**

Unsigned value	Definition
0	Specified definition 0
1	Specified definition 1
⋮	⋮
n	Specified definition n
n+1	Reserved
n+2	Reserved
⋮	⋮
249	Reserved
250	"Not Used"
251	"None"
252	"Unknown"
253	"Special"
254	"Expansion"
255	Reserved

**5.4.1.7 Coding for bit field**

The Bit Field type of data is used to transfer objects encoded as single-bit data. Individual bits are packed together, and reserved bits are added as necessary to transfer one octet. A lookup table is used to define the meaning of each bit in the bit field as shown in Table 48. In other words, each bit shall be either true (set to a 1) or false (set to a 0). Any unused bit is reserved. For every object of Bit Field type, there is such table that is known to the users by associating the table with a variable index.

Range of Values: 0 to 255  
 Coding: in 1 octet

**Table 48 – One octet bit field**

Bit mask	Definition
0x01	For Bit 1 (LSB)
0x02	For Bit 2
0x04	For Bit 3
0x08	For Bit 4
0x10	For Bit 5
0x20	For Bit 6
0x40	For Bit 7
0x80	For Bit 8 (MSB)

#### 5.4.1.8 Coding for packed ASCII string type

Packed ASCII is a 6-bit character code representing a subset of the ASCII character code set as shown in Table 49. It is produced by compressing four Packed ASCII characters into three octets. This type of string is always a multiple of 4 characters (3 octets) and is padded out to the end of the data item with SP characters. The length of the string is not transferred along with the string. The length is predetermined for each type of object, which is identified by object index. If the number of characters in the value of a string object is less than its predetermined length, then unused characters at the end of the string are set to SP (0x20). For example, 4 SP characters at the end of a string would appear as the 3 octets: 0x82, 0x08, and 0x20. The first character of this string is transferred first, followed by the next character and the last character is transferred last.

**Table 49 – Packed ASCII character set**

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
1	P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^	_
2	SP	!	"	#	\$	%	&	'	(	)	*	+	,	-	.	/
3	0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
NOTES																
1. Most significant hexadecimal digit is top to bottom; least significant is left to right.																
2. SP indicates a space character.																

#### 5.4.1.9 Coding for restricted ISO Latin-1 string type

ISO Latin-1 (ISO/IEC 8859-1) string consists of one character per octet. A restricted version that omits rows 0, 1, 8 and 9 in the Latin-1 table is used, as shown in Table 50.

The length of the string is not transferred along with the string. The length is predetermined for each type of object, which is identified by object index. If the number of characters in the value of a string object is less than its predetermined length, then unused characters at the end of the string are set to zeros (0x00). One zero (0x00) at the end of a string ISO Latin-1 data item may not be sufficient to meet this requirement. A valid restricted ISO Latin-1 character, other than zero, is permitted in the last octet of an restricted ISO Latin-1 data object. The first character of this string is transferred first, followed by the next character and the last character is transferred last.

**Table 50 – Acceptable subset of ISO Latin-1 characters**

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0																
1																
2	SP	!	"	#	\$	%	&	'	(	)	*	+	,	-	.	/
3	0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
4	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
5	P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^	_
6	`	a	B	c	D	e	f	g	h	i	j	k	l	m	n	o
7	p	q	R	s	T	u	v	w	x	y	z	{		}	~	
8																
9																
A	NBSP	ı	ç	£	¤	¥	ı	§	¨	©	ª	«	¬	SHY	®	–
B	°	±	²	³	´	µ	¶	·	¸	¹	º	»	¼	½	¾	¿
C	À	Á	Â	Ã	Ä	Å	Æ	Ç	È	É	Ê	Ë	Ì	Í	Î	Ï
D	Ð	Ñ	Ò	Ó	Ô	Õ	Ö	×	Ø	Ù	Ú	Û	Ü	Ý	Þ	ß
E	à	á	â	ã	Ä	å	æ	ç	è	é	Ê	ë	ì	í	î	ï
F	ð	ñ	ò	ó	Ô	õ	ö	÷	ø	ù	Ú	û	ü	ý	þ	ÿ
<p>NOTES</p> <ol style="list-style-type: none"> <li>3. Most significant hexadecimal digit is top to bottom; least significant is left to right.</li> <li>4. SP indicates a space character.</li> <li>5. NBSP indicates a non-breaking space character.</li> <li>6. SHY indicates a soft hyphen.</li> </ol>																

## 6 Structure of FAL protocol state machines

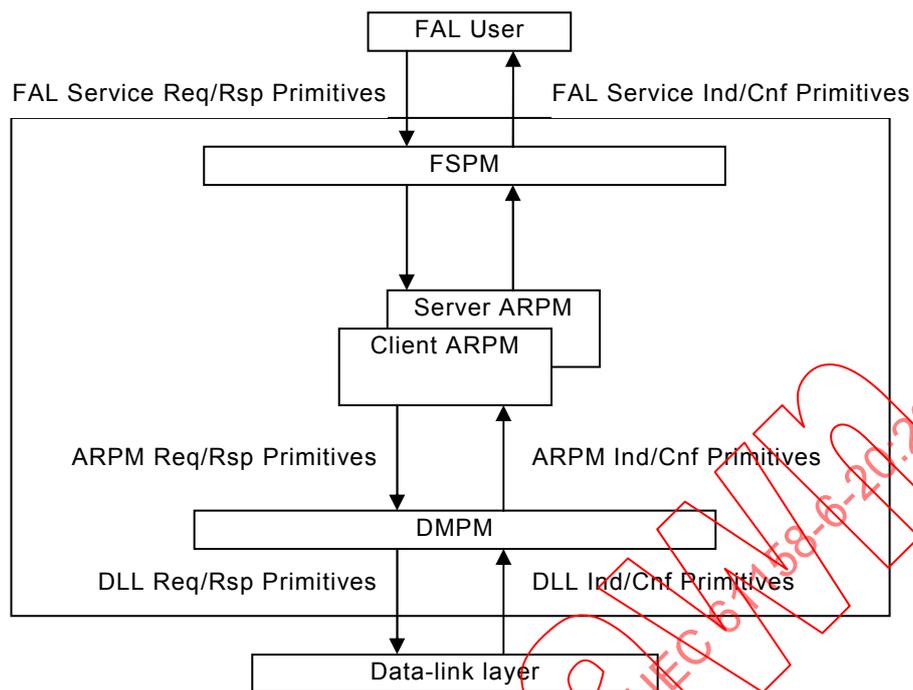
Interface to FAL services and protocol machines are specified in this subclause.

NOTE The state machines specified in this subclause and ARPMs defined in the following sections only define the valid events for each. It is a local matter to handle these invalid events.

The behaviour of the FAL is described by three integrated protocol machines. The three protocol machines are: FAL Service Protocol Machine (FSPM), the Application Relationship Protocol Machine (ARPM), and the data-link layer Mapping Protocol Machine (DMPM). The relationship among these protocol machines as well as primitives exchanged among them are depicted in depicted in Figure 13.

The FSPM describes the service interface between the FAL User and the AREP. The FSPM does not have any state changes. The FSPM is responsible for the following activities:

- a) to accept service primitives from the FAL service user and convert them into FAL internal primitives;
- b) to send FAL internal primitives to the ARPM;
- c) to accept FAL internal primitives from the ARPM and convert them into service primitives for the FAL User;
- d) to deliver the FAL service primitives to the FAL User.



**Figure 13 – Relationships among protocol machines and adjacent layers**

The ARPM describes the establishment and release of an AR and exchange of FAL-PDUs with a remote ARPM(s). There are two types of ARPM – Client, Slave. In any FAL, there can be only one instance of ARPM. The type of ARPM depends upon the device class. The Master class device has Client ARPM; the Slave class device has Server ARPM. The ARPM is responsible for the following activities:

- a) to accept FAL internal primitives from the FSPM and create and send other FAL internal primitives to either the FSPM or the DMPM, based on the primitive types;
- b) to accept FAL internal primitives from the DMPM and send them to the FSPM as a form of FAL internal primitives;

The DMPM describes the mapping between the FAL and the DLL. It does not have any state changes. The DMPM is responsible for the following activities:

- a) to accept FAL internal primitives from the ARPM, prepare DLL service primitives, and send them to the DLL;
- b) to receive DLL indication or confirmation primitives from the DLL and send them to the ARPM in a form of FAL internal primitives.

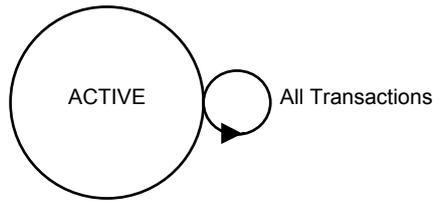
## 7 AP-context state machines

There is no AP-Context State Machine in this Type of FAL.

## 8 FAL service protocol machine (FSPM)

### 8.1 General

FAL Service Protocol Machine is common for AL User services. It has one state called "ACTIVE" as shown in Figure 14.



**Figure 14 – State transition diagram of FSPM**

**8.2 FSPM state tables**

Table 51 and Table 52 specify the FSPM protocol machine.

**Table 51 – FSPM state table – client transactions**

#	Current state	Event or condition => action	Next state
S1	ACTIVE	Identify.req => Transaction.req { remote_address := AREP_ID, user_data := alpdu }	ACTIVE
S2	ACTIVE	Read Primary Variable.req => Transaction.req { remote_address := AREP_ID, user_data := alpdu }	ACTIVE
S3	ACTIVE	Read Loop Current.req => Transaction.req { remote_address := AREP_ID, user_data := alpdu }	ACTIVE
S4	ACTIVE	Read Dynamic Variables.req => Transaction.req { remote_address := AREP_ID, user_data := alpdu }	ACTIVE
S5	ACTIVE	Write Loop Configuration.req => Transaction.req { remote_address := AREP_ID, user_data := alpdu }	ACTIVE
S6	ACTIVE	Read Loop Configuration.req => Transaction.req { remote_address := AREP_ID, user_data := alpdu }	ACTIVE
S7	ACTIVE	Read Dynamic Variable Families Classifications.req => Transaction.req { remote_address := AREP_ID, user_data := alpdu }	ACTIVE
S8	ACTIVE	Read Device Variables.req => Transaction.req { remote_address := AREP_ID, user_data := alpdu }	ACTIVE

#	Current state	Event or condition => action	Next state
S9	ACTIVE	Read Message.req => Transaction.req { remote_address := AREP_ID, user_data := alpdu }	ACTIVE
S10	ACTIVE	Read Tag, Descriptor, Date.req => Transaction.req { remote_address := AREP_ID, user_data := alpdu }	ACTIVE
S11	ACTIVE	Read Primary Variable Transducer.req => Transaction.req { remote_address := AREP_ID, user_data := alpdu }	ACTIVE
S12	ACTIVE	Read Device Information.req => Transaction.req { remote_address := AREP_ID, user_data := alpdu }	ACTIVE
S13	ACTIVE	Read Final Assembly Number.req => Transaction.req { remote_address := AREP_ID, user_data := alpdu }	ACTIVE
S14	ACTIVE	Write Message.req => Transaction.req { remote_address := AREP_ID, user_data := alpdu }	ACTIVE
S15	ACTIVE	Write Tag, Descriptor, Date.req => Transaction.req { remote_address := AREP_ID, user_data := alpdu }	ACTIVE
S16	ACTIVE	Write Final Assembly Number.req => Transaction.req { remote_address := AREP_ID, user_data := alpdu }	ACTIVE
S17	ACTIVE	Read Long Tag.req => Transaction.req { remote_address := AREP_ID, user_data := alpdu }	ACTIVE
S18	ACTIVE	Write Long Tag.req => Transaction.req { remote_address := AREP_ID, user_data := alpdu }	ACTIVE
S19	ACTIVE	Transaction.cnf && CommErr (user_data) = "True" => Identify.cnf(-) { Arep_id = remote_address, Comm_stat = Comm (user_data), Dev_stat = Device (user_data) }	ACTIVE

#	Current state	Event or condition => action	Next state
S20	ACTIVE	Transaction.cnf && CommandErr (user_data) = "True" => Identify.cnf(-) { Arep_id = remote_address, Resp_code = Resp (user_data), Dev_stat = Device (user_data) }	ACTIVE
S21	ACTIVE	Transaction.cnf && CmdErr (user_data) = "False" && Command (user_data) = 0   11   21 => Identify.cnf(+) { Arep_id = remote_address, Resp_code = Resp (user_data), Dev_stat = Device (user_data), data = Value (user_data) }	ACTIVE
S22	ACTIVE	Transaction.cnf && CmdErr (user_data) = "False" && Command (user_data) = 1 => Read Primary Variable.cnf(+) { Arep_id = remote_address, Resp_code = Resp (user_data), Dev_stat = Device (user_data), data = Value (user_data) }	ACTIVE
S23	ACTIVE	Transaction.cnf && CmdErr (user_data) = "False" && Command (user_data) = 2 => Read Loop Current.cnf(+) { Arep_id = remote_address, Resp_code = Resp (user_data), Dev_stat = Device (user_data), data = Value (user_data) }	ACTIVE
S24	ACTIVE	Transaction.cnf && CmdErr (user_data) = "False" && Command (user_data) = 3 => Read Dynamic Variables.cnf(+) { Arep_id = remote_address, Resp_code = Resp (user_data), Dev_stat = Device (user_data), data = Value (user_data) }	ACTIVE
S25	ACTIVE	Transaction.cnf && CmdErr (user_data) = "False" && Command (user_data) = 6 => Write Polling Address.cnf(+) { Arep_id = remote_address, Resp_code = Resp (user_data), Dev_stat = Device (user_data), data = Value (user_data) }	ACTIVE
S26	ACTIVE	Transaction.cnf && CmdErr (user_data) = "False" && Command (user_data) = 7 => Read Loop Configuration.cnf(+) { Arep_id = remote_address, Resp_code = Resp (user_data), Dev_stat = Device (user_data), data = Value (user_data) }	ACTIVE