CODESYS STORE

PLC Chat

The PLC Chat includes a chat server which can handle up to 16 PLC clients and the client program. The chat UI is displayed on a CODESYS TargetVisu and can be accessed by the CODESYS Web Visualization.

Product description

The PLC Chat includes a chat server which can handle up to 16 PLC clients and the client program. The chat UI is displayed on a CODESYS TargetVisu and can be accessed by the CODESYS WebVisu. This example demonstrates the usage of the library NetBaseServices.

Server:

- Download the server application to a PLC and execute the program.
- Enter the IP address for the server in the visualization configuration.
- Choose a free port for the connection.
- Give the chat a name (optional)
- Now click the "Go Online" button.
- The status bar changes from "not connected" to "waiting for clients".

Client:

- Download the client to another PLC and run the application (up to 16 PLCs can participate)
- Change to the configuration tab
- Choose your nick name.
- Enter the IP address and port of the server
- Click the "Go Online" button.
- The status bar now displays "connection established".

More information

Server and client use the library NetBaseServices for their connections.

- `TCP_Server (PRG)`:

  The server is initialized with the IP address and the port number of the configuration in the visualization. All incoming connections are stored in the array "`a_tcp_connections`". Up to 16 clients can be handled by the server.

  When the program reaches the state `STATE.WAITE_FOR_MESSAGE` all connections are checked for incoming messages. A received message will be stored in an instance of `MessageBuffer(FB)`.

  The server passes all received messages to the connected clients. Sent messages are marked by setting a flag in "`axSentFlags`".

  If a client goes offline the server will then close all open connections to that client.

  In case of a server reset all clients are removed and their connections closed.

- `MessageBuffer (FB)`:

  The MessageBuffer is a FIFO buffer. Incoming messages are stored here by the server and loaded when they get distributed to the connected clients.

- `TCP_Client (PRG)`:

  The client will be initialized with the data entered in the configuration of the visualization. When a connection to a server was established the client waits for incoming messages. If there is a message it will be saved in the clients MessageQueue instance.

  If the user enters a message in the visualization the client sends the text with the users nick name to the server.

  In case of a log out the connection to the server will be closed.

- `MessageQueue(FB)`:

  The MessageQueue stores all incoming messages. The last 10 messages will be displayed in the chat client visualization.

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General information

Manufacturer:

3S-Smart Software Solutions GmbH
Memminger Strasse 151
87439 Kempten
Germany

Support:

https://support.codesys.com

Item:
PLC Chat
Item number:
000031
Sales:

CODESYS Store
https://store.codesys.com

Included in delivery:
- CODESYS software and / or license key with billing information
- For training courses and events: Booking confirmation

System requirements and restrictions

Programming System	CODESYS Development System Version 3.5.1.3 or higher
Runtime System	CODESYS Control Version 3.5.1.3
Supported Platforms/ Devices	All Note: Use the project "Device Reader" to find out the supported features of your device. "Device Reader" is available for free in the CODESYS Store.
Additional Requirements	-
Restrictions	-

Note: Not all CODESYS features are available in all territories. For more information on geographic restrictions, please contact sales@codesys.com.
Note: Technical specifications are subject to change. Errors and omissions excepted. The content of the current online version of this document applies.