

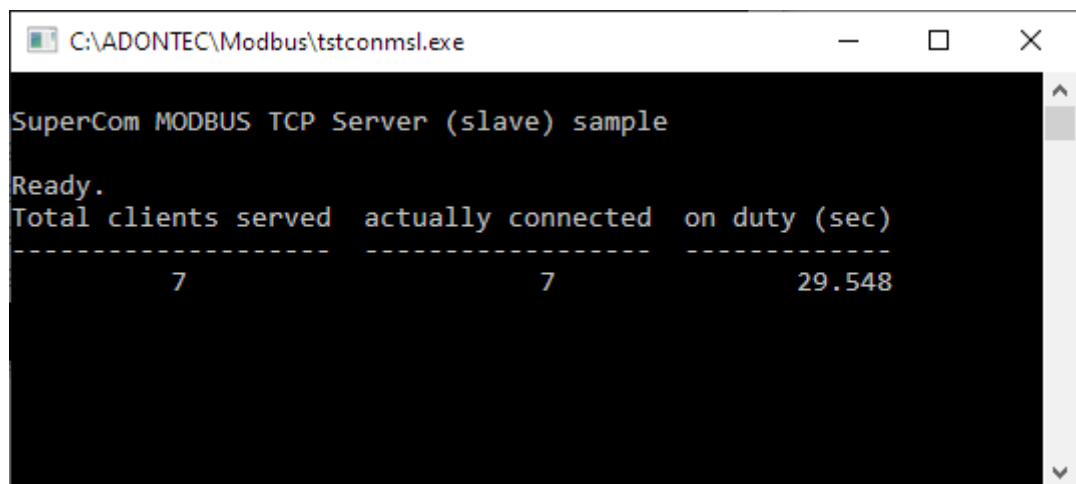
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## SuperCom MODBUS Protocol Module

The following are some of the server (slave) and client examples that are included with the product. Many more are on the product file.

Since a server (slave) usually supports more than one client simultaneously some of the samples show the „actually connected“, which is the number of clients currently served simultaneously by the slave.

Modbus slave with C / C++

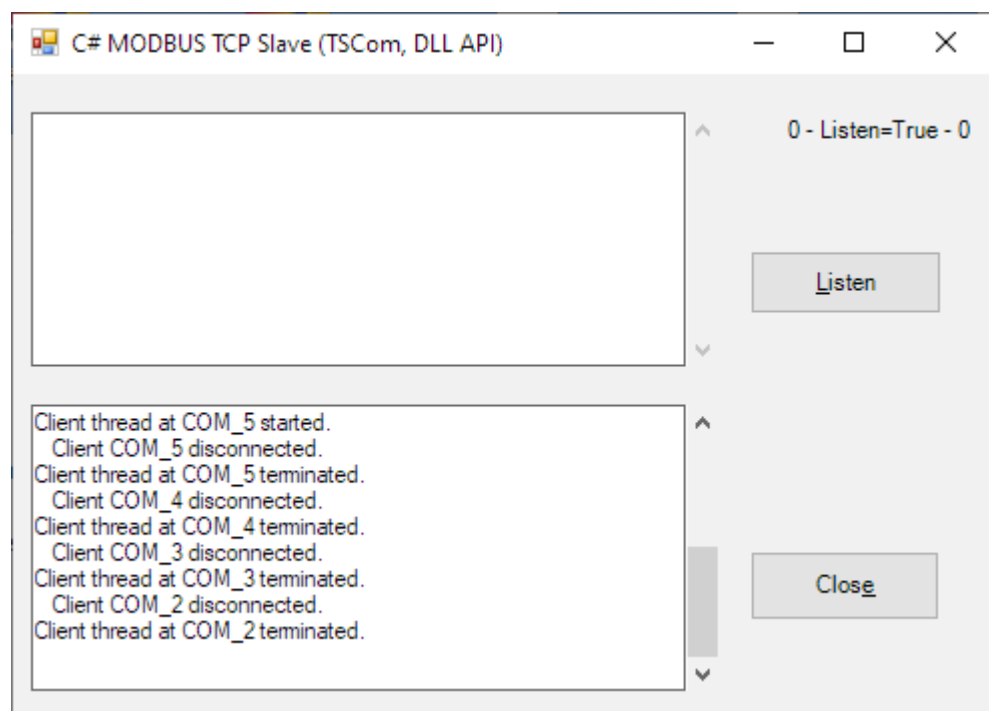


```
C:\ADONTEC\Modbus\tstconmsl.exe

SuperCom MODBUS TCP Server (slave) sample

Ready.
Total clients served  actually connected  on duty (sec)
-----
                        7                    7                    29.548
```

Modbus slave with C#



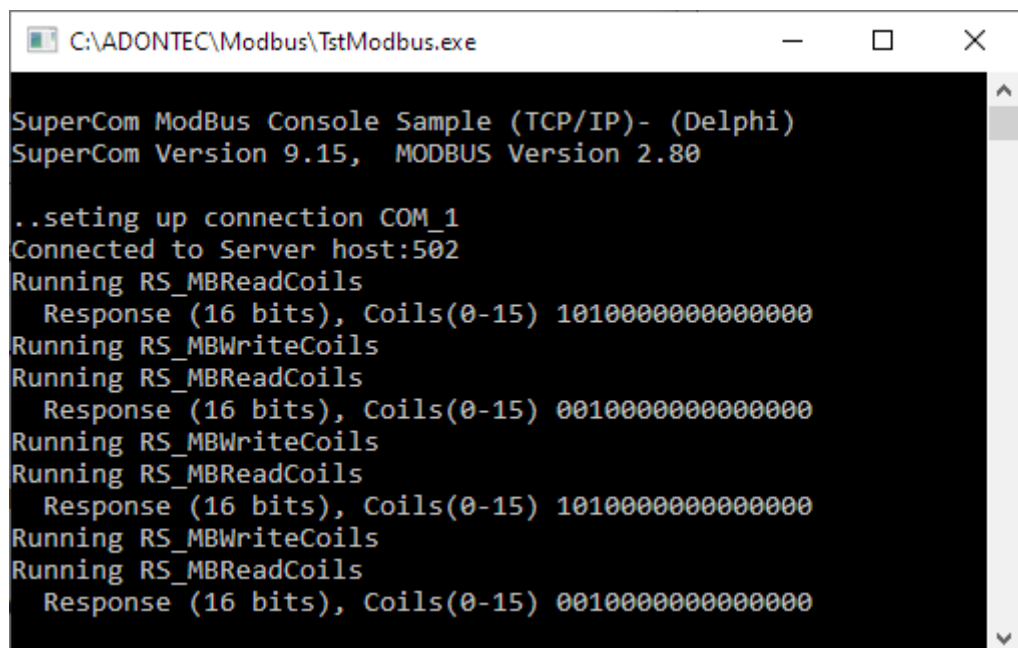
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## Modbus slave with Delphi / Pascal



```
C:\ADONTEC\Modbus\tstmodserver.exe
SuperCom MODBUS TCP Server (slave) sample
Ready.
Total clients served  actually connected  on duty (sec)
-----
                    12                   12                   73.787
```

## Modbus client with Delphi / Pascal

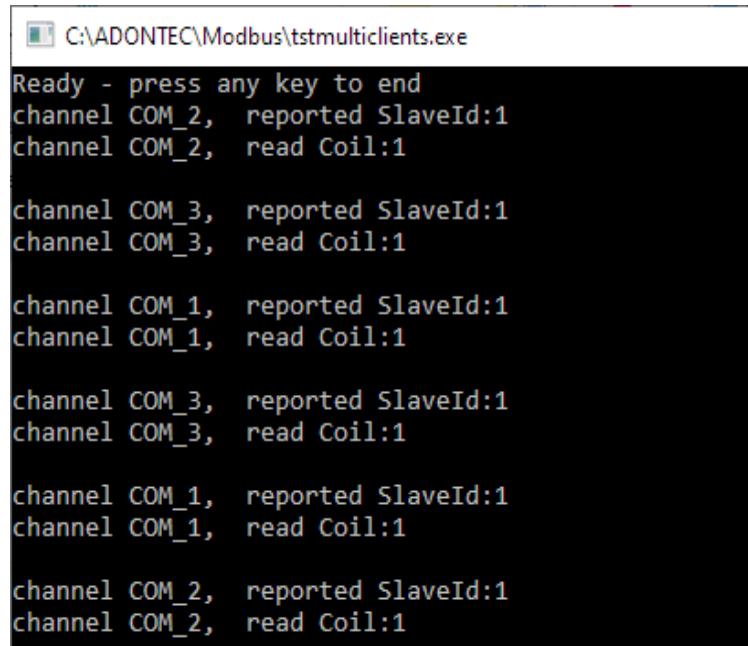


```
C:\ADONTEC\Modbus\TstModbus.exe
SuperCom ModBus Console Sample (TCP/IP)- (Delphi)
SuperCom Version 9.15, MODBUS Version 2.80

..seting up connection COM_1
Connected to Server host:502
Running RS_MBReadCoils
  Response (16 bits), Coils(0-15) 1010000000000000
Running RS_MBWriteCoils
Running RS_MBReadCoils
  Response (16 bits), Coils(0-15) 0010000000000000
Running RS_MBWriteCoils
Running RS_MBReadCoils
  Response (16 bits), Coils(0-15) 1010000000000000
Running RS_MBWriteCoils
Running RS_MBReadCoils
  Response (16 bits), Coils(0-15) 0010000000000000
```

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Modbus client with Delphi / Pascal  
handling three simultaneously connections



```
C:\ADONTEC\Modbus\tstmulticlients.exe
Ready - press any key to end
channel COM_2, reported SlaveId:1
channel COM_2, read Coil:1

channel COM_3, reported SlaveId:1
channel COM_3, read Coil:1

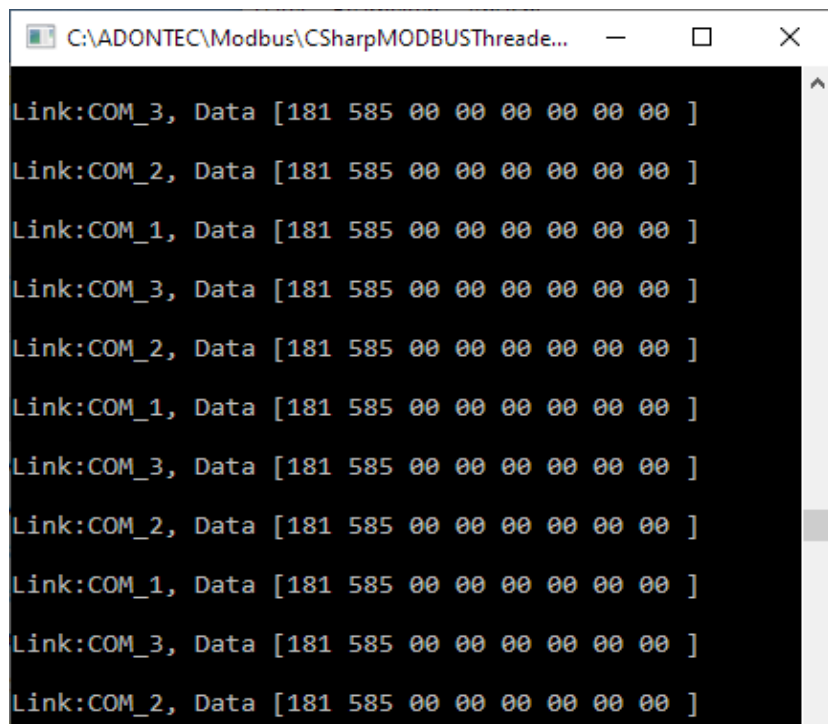
channel COM_1, reported SlaveId:1
channel COM_1, read Coil:1

channel COM_3, reported SlaveId:1
channel COM_3, read Coil:1

channel COM_1, reported SlaveId:1
channel COM_1, read Coil:1

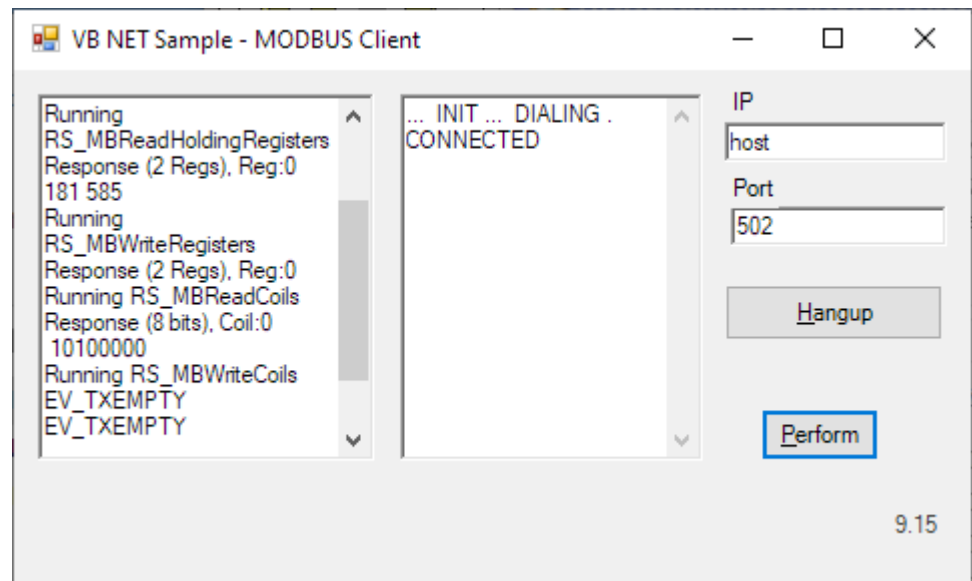
channel COM_2, reported SlaveId:1
channel COM_2, read Coil:1
```

Modbus client with C#  
handling three simultaneously connections and reading holding registers

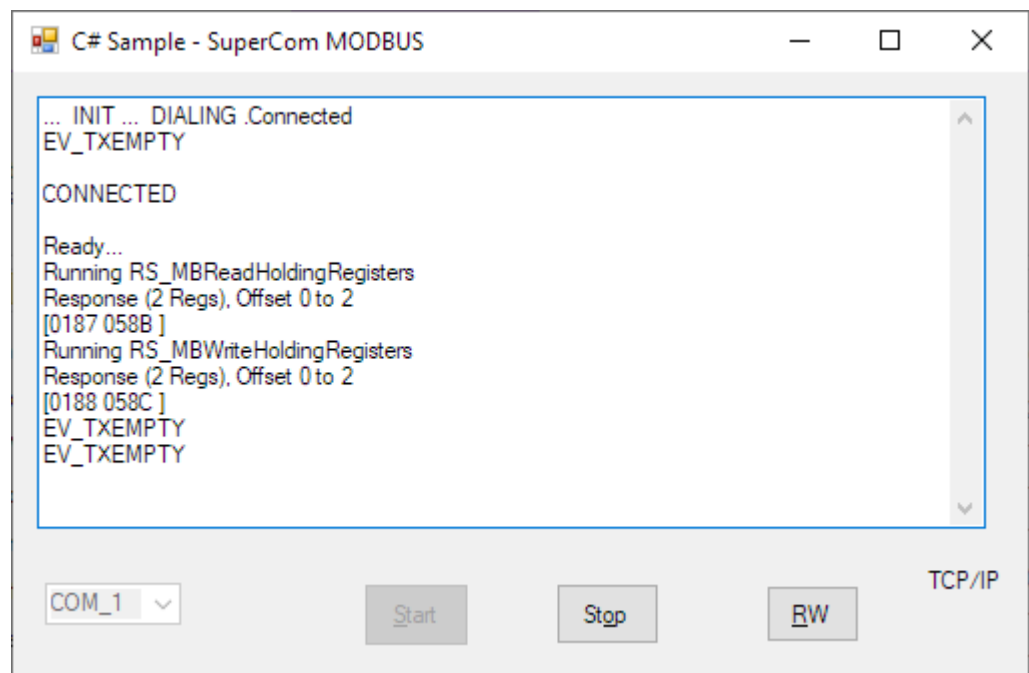


```
C:\ADONTEC\Modbus\CSharpMODBUSThread...
Link:COM_3, Data [181 585 00 00 00 00 00 00 ]
Link:COM_2, Data [181 585 00 00 00 00 00 00 ]
Link:COM_1, Data [181 585 00 00 00 00 00 00 ]
Link:COM_3, Data [181 585 00 00 00 00 00 00 ]
Link:COM_2, Data [181 585 00 00 00 00 00 00 ]
Link:COM_1, Data [181 585 00 00 00 00 00 00 ]
Link:COM_3, Data [181 585 00 00 00 00 00 00 ]
Link:COM_2, Data [181 585 00 00 00 00 00 00 ]
Link:COM_1, Data [181 585 00 00 00 00 00 00 ]
Link:COM_3, Data [181 585 00 00 00 00 00 00 ]
Link:COM_2, Data [181 585 00 00 00 00 00 00 ]
```

## Modbus client with VB net



## Modbus client with C#



```
WinTestMODBUS_NT
File About
MODBUS TCP/IP Sample (Protocol Module V02.80), MASTER

Running RS_MBReadCoils from 0 for 4 bits

Response (4 bits) Coils 0 to 4:
Coils: 07 06 05 04 03 02 01 00
Val  : xx xx xx xx 01 00 01 01

Coils: 00 01 02 03
Val  : 01 01 00 01

Byte Values received:[0B ]

Elapsed=9 ms

Connected to Server host:502, Version 09.15
```

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## Summary

The **SuperCom MODBUS Protocol Library** provides a rock solid foundation to develop fast robust MODBUS capable applications.

The SuperCom MODBUS Protocol Library hides the complex MODBUS protocol offering one easy to use set of functions that can communicate data packets over serial and TCP/IP connections thus saving valuable time, reducing costs and ensuring quality results.

The SuperCom MODBUS Protocol Library supports data communication between devices connected to a serial port, on a bus system or network (TCP/IP). The protocol module supports ASCII and RTU (Remote Terminal Unit) operation mode (ASCII mode transfers ASCII codes and RTU binary data bytes in binary mode).

Run up to 255 simultaneous connections with Modbus devices.

There is only one API to learn! The same functions and parameters with any type of connection supported by SuperCom (e.g. Serial, TCP/IP, Modem, ISDN) and operation mode (Modbus ASCII, Modbus RTU, Modbus TCP).

### Supported compilers

C#, C++, Delphi, Visual C++, Visual Basic, Visual Basic NET, C++ Builder, Borland C/C++, Microsoft C/C++, MinGW, Borland Pascal, Java, LabVIEW, PowerBuilder, PureBasic, VBA and other Windows programming tools (MS .NET ?).

### Samples

for C/C++, C#, Visual C++, C++ Builder, Java, Pascal/Delphi, Visual Basic, Visual Basic NET (VB .NET), LabVIEW, PureBasic, ...

The SuperCom Suite contains more example programs and especially Modbus Slaves samples supporting multiple clients.