SYS TEC ELECTRONIC

CANopen User Manual

Software Manual

Edition May 2006

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12th Edition May 2006

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Preface

This manual describes the application layer as well as the supported communication objects of the CANopen stack for programmable CANopen devices. Device profiles are profile-specific and described in a separate manual.

Section 1 provides general information on CANopen-related terms and concepts.

Section 2 describes the implementation of the CANopen stack protocol by SYS TEC electronic GmbH and gives detailed information about the user functions, their interfaces and data structures.

Section 3 provides specific information on how to use and implement the CANopen stack in a user application with regards to the user hardware, the operating system and development environment.

1 CANopen Fundamentals

CANopen is a profile family for industrial communication with distributed automation control devices based on the CAN-bus. It was developed by the manufacturer and users association CiA[1] and has been standardized since late 2002 as CENELEC EN 50325-4. CANopen has established itself in a number of areas of industrial communication (e.g. mechanical engineering, drive systems and components, medical devices, building automation, vehicle construction, etc.). The fundamental communications mechanisms are described in so-called Communication Profiles.

Frameworks complement the communication profile for specific applications. This is how frameworks are defined for safety-compliant data transfer ("CANopen Safety") or for programmable devices (e.g. PLCs). The so-called object directory is the central element of every CANopen device and describes the device's functionality.

1: CAN in Automation e.V. Founded in March 1992, CiA provides technical, product and marketing information with the aim of fostering Controller Area Network's image and providing a path for future developments of the CAN protocol.

1.1 What is CANopen?

CANopen defines the application layer, a communication profile as well as various application profiles.

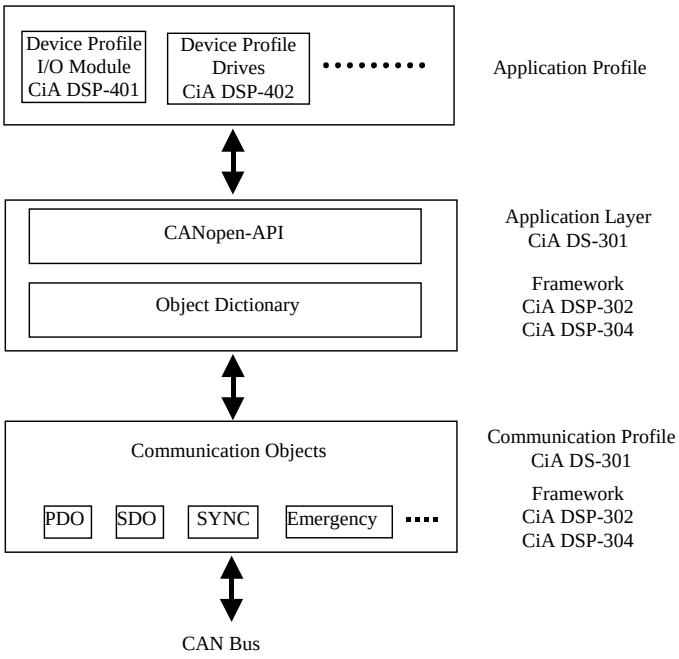

Figure 1: Overview of the CANopen concept

The application layer [1] provides confirmed and unconfirmed services to the application and defines the communication objects. Services are used to, for example, request data from a server.

Communication objects are used for data exchange. Communication objects are available for exchanging process and service data, for process or system time synchronization, for error state supervision as well as for control and monitoring of node states. These objects are defined by their structure, transmission types and their CAN identifier. The specific parameters of a communication object, such as the CAN identifier used for data transmission, the transmission type [2] of a message, the inhibit time [3] or event time [4] are specified by the communication profile.

1: The interface to the application (API) is not defined by the application layer and depends on the manufacturer-specific implementation.

2: The transmission type defines the properties for initiating a transmission. Available transmission types are cyclic and acyclic as well as synchronous and asynchronous.

3: The inhibit time specifies the time that must elapse between two message transmission before a new transmission can be initiated.

4: An asynchronous TPDO (transmit PDO) will be sent after the event time has elapsed.

The order of and the rules for a data transmission between communication objects are described by protocols (., download, ..).

The application layer and the communication objects do not define the interpretation of the transmitted data, however. Interpretation of these data is defined in the application profile respectively. the device profiles. Device profiles are available for different device classes, such as I/O modules (CiA DSP-401), drives (CiA DSP-402) and human-machine interfaces (HMI) (CiA DSP-403). The standardization of device-specific data interpretation allows the building of partially exchangeable devices.

Each CANopen device features an Object Dictionary (OD) as the main data structure. The Object Dictionary serves as the primary data exchange medium between the application and the CAN bus communication. Access to the OD entries is possible from both sides; from the application as well as from the CAN bus via specific messages. These OD entries can be considered as variables or fields from the programmer's point of view.

Each entry in the Object Dictionary has an index and a sub-index assigned to it. Using this index structure it is possible to clearly address an OD entry. The CANopen stack provides API functions[1] to define entries in the Object Dictionary as well as to read or write these entries. With the help of communication objects it is also possible to access the Object Dictionary over the CAN bus.

Properties have to be defined for each entry in the Object Dictionary. These properties include the data type (UNSIGNED8, and various attributes such as the access rights (read-only, write-only, , the transmission of the data in a PDO[2] or supervision of the value range via its limiting values[3].

The application layer and the communication profile are thoroughly described by the CiA DS301 specification. Use of CANopen frameworks extensions of this standard is described for specific applications. These frameworks define further rules as well as specific communication objects. For example, the CiA DS301 defines network management objects (Node Guarding, Life . Use of these objects for supervision of CANopen devices is described by the framework.

The following CANopen frameworks are available:

Framework for programmable CANopen devices (CiA DSP-302)

Framework for safety-relevant data transmission (CiA DSP-304)

1: Definition of the API functions is manufacturer-specific.

2: Entries can be „mapped" into a PDO for transmission as process data object.

3: Only such values are written to an entry if they are within the limiting value ranges. All other values will not be accepted.

Summary of advantages using CANopen:

vendor-independent standards

open structure

real-time communication for process data without protocol overhead

modular, scalable structure that can be tailored to the needs of the user within a wide range of networked automation control systems

comprehensive functionality for communication and network supervision tasks

support of system integrators by configuration and supervision tools

profiles oriented on Interbus-S, Profibus and MMS

CANopen provides the following possibilities for auto configuration of CAN networks:

easy and unified access to all device parameters

cyclic and event-driven data transfer

device synchronization especially for multi-device systems

SYS TEC electronic GmbH offers the following products and services to support customers in the design of their CANopen applications:

Implementation of own CANopen master and slave nodes

Independent consultancy

Development of hardware and software

System integration and certification support

CAN / CANopen seminars

The engineers of *SYS TEC electronic GmbH* have many years of experience with a variety of CAN applications and participate in the Special Interest Group SiG "Programmable Devices" and "CANopen Safety".

1.2 Communication Objects

Communication objects [1] (COB) are used for transmission of data. The communication profile defines the parameters of individual communication objects.

Depending on the communication objects different transmission types and protocols are available. Connection of communication objects over the CAN bus is accomplished via CAN identifiers. The recipient of a communication object must have the same COB identifier (COB-ID, CAN identifier) as the sender of this message. Communication objects for unconfirming protocols (PDO, Emergency) possess one COB identifier (COB-ID, CAN identifier) while communication objects for confirming protocols (SDO) possess two COB identifiers (one identifier each direction).

1.2.1 PDO – Process Data Objects

Process data objects (PDO) are especially suited for fast transmission of process data. The communication model for PDOs defines one PDO producer and one or multiple PDO consumers.

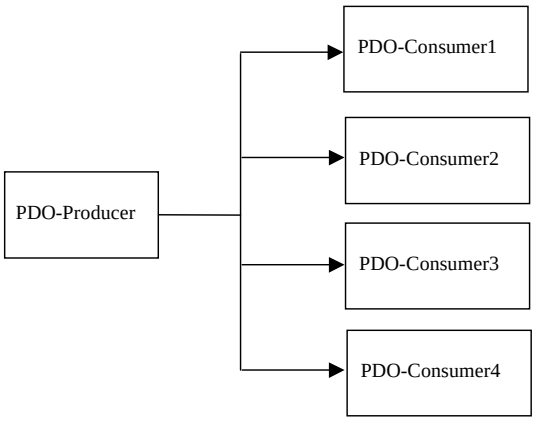

Figure 2: Communication model for PDOs

[1]: CANopen defines different communication objects that are specifically tailored to various tasks and requirements. For example, process data are transmitted without protocol overhead in a single CAN message. Service data objects use additional security mechanisms for supervision of the data transfer between two nodes. The data contents of such an (SDO) object can be transmitted via multiple CAN messages.

The reception of a PDO is not acknowledged by the PDO consumer. The PDO producer transmits a PDO, such PDOs are called transmit PDOs (TPDOs). The PDO consumer receives a PDO, consequently such PDOs are called receive PDOs (RPDOs). Successful reception of a PDO is not acknowledged. Multiple PDO consumers may exist for one PDO producer. A PDO producer is assigned to one or multiple PDO consumers with the help of its COB-ID. This is also called PDO linking[1].

Transmission of a PDO is triggered by an event. Such events can be the change of a variable that is represented by this PDO, expiration of a time or receipt of a certain message. Process data is transmitted without protocol overhead directly in a single CAN message. The length of a PDO can be between 0 to 8 data bytes.

PDOs are described by their mapping parameters and their communication parameters. The maximum number of TPDOs as well as RPDOs that can be defined is 512. A simple CANopen device typically supports 4 PDOs. The actual number of PDOs is defined by the application or by the device profile for a specific CANopen device.

1.2.1.1 Mapping Parameters – What is the structure of a PDO?

A PDO consists of adjacent entries in the object dictionary. The so-called mapping parameters define the connection to these entries. A mapping parameter defines the source of the data via index, sub-index and number of bits. The destination, i.e. the placement within a CAN message, is defined by the order of the mapping parameters in the mapping table as well as the number of bits for each data.

Example:

Index	***Sub-index***	***Object Data***	***Description***
0x1A00	0	4	Number of mapped entries
	1	0x20000310	The entry at index 0x2000, sub-index 3, with a length of 16 bit, is mapped to bytes 0 and 1 within the CAN message.
	2	0x20000108	The entry at index 0x2000, sub-index 1, with a length of 8 bit, is mapped to byte 2 within the CAN message.
	...	...	

Table 1: Example for mapping parameters for the first TPDO

[1]: PDO linking can be supported by graphical configuration tools especially for more complex applications requiring many connections between TPDOs and RPDOs.

A CAN message can contains a maximum of 8 data bytes. This means that when using a PDO, up to 8 object dictionary entries can be transmitted in one PDO.

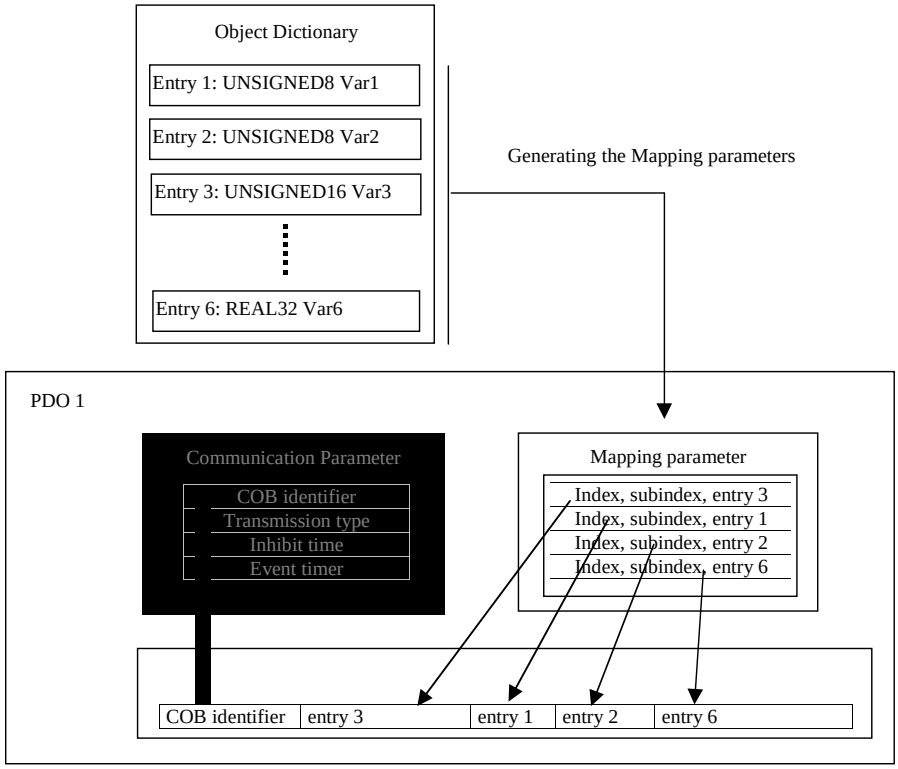

Figure 3: Mapping of Object Dictionary entries into a PDO

Mapping parameters are entries in the Object Dictionary (RPDOs: index 0x1600 – 0x17FF, TPDOs: 0x1A00-0x1BFF) and therefore can be read via the CAN bus using service data objects (SDO) and, if permitted (if write access is enabled for this entry), be modified as well. The PDO mapping can be done statically. In this case mapping parameters can not be changed. Depending on the device profile or application specification, it is also possible to change the PDO mapping of a CANopen device at runtime. This is called dynamic mapping[1]. Modification of mapping parameters is described in the example below:

[1]: Dynamical mapping requires that the modified mapping parameters are stored on a non-volatile memory on the target device. If this is not possible (no non-volatile memory available) the system configurator must restore the mapping upon network bootup.

Example of changing the mapping parameters for a TPDO:

Entries of the object dictionary are mapped into the first TPDO in the following order and length:

```
Index 0x2000, sub-index 3, length 16 bit
Index 0x2000, sub-index 1, length 8 bit
Index 0x2000, sub-index 2, length 8 bit
Index 0x6000, sub-index 6, length 32 bit
```

Index	***Sub-index***	***Object Data***	***Description***
0x1A00	0	4	Number of mapped entries
	1	0x20000310	UNSIGEND16 at index 0x2000, sub-index 3
	2	0x20000108	UNSIGEND8 at index 0x2000, sub-index 1
	3	0x20000208	UNSIGEND8 at index 0x2000, sub-index 2
	4	0x60000620	REAL32 at index 0x6000, sub-index 6

Table 2: Mapping Table before changing the Mapping

The resulting length of the CAN massage for transmission of this PDO is 8 bytes.

Now, instead of transmitting the entry at index 0x6000, sub-index 6 the index entry 0x2000, sub-index 4 with a length of 16 bits is to be transmitted. Before changing the mapping parameters the current configuration must be deactivated. This is done by writing the value 0 to sub-index 0 in the mapping table. [1]

Note:

Before performing a new mapping the user must ensure that sub-index 0 of this mapping entry contains the value 0. If this is not the case, the SDO abort code 0x06010000 (unsupported object access) is returned upon an attempt to remap.

With the help of a SDO download the new configuration can be stored in the mapping table. The new configuration becomes valid after writing the value 4 to sub-index 0 in the mapping table.

[1]: Deactivating the current configuration causes all mapping parameter to become invalid and they will be erased.

Index	***Sub-index***	***Object Data***	***Description***
0x1A00	0	4	Number of mapped entries
	1	0x20000310	UNSIGEND16 at index 0x2000, sub-index 3
	2	0x20000108	UNSIGEND8 at index 0x2000, sub-index 1
	3	0x20000208	UNSIGEND8 at index 0x2000, sub-index 2
	4	0x20000610	UNSIGNED16 at index 0x2000, sub-index 6

Table 3: Mapping table after Changing the Mapping

The resulting length of the CAN massage for transmission of this PDO is now 6 bytes.

1.2.1.2 Communication parameter - Which transmission types are available for PDO?

The communication parameters define the transmission properties and the COB-IB (CAN identifier) for transmission of a PDO. Configuration of the communication parameters has a direct impact on the frequency of PDO transmissions and hence on the CAN bus load.

Index	Sub-index	Object Data	Description
1800h	0	Number on entries	
	1	COB-ID	CAN identifier for the PDO
	2	Transmission Type	transmission type of the PDO
	3	Inhibit Time	minimum inhibit time for a TPDO
	4	reserved	reserved
	5	Event Time	maximum time between two TPDOs

Table 4: Communication parameter for the first TPDO

PDO communication parameters are entries in the object dictionary (for RPDOs: index 0x1400 – 0x15FF, for TPDOs: index 0x1800-0x19FF) that can be read and, if permitted, changed via the CAN bus with the help of service data objects (SDO).

1.2.1.3 COB-ID (CAN identifier, sub-index 1)

The COB-ID serves for identification and definition of the PDO's priority upon bus access. Only one sender (producer) is allowed for each individual CAN message. It is, however, possible that multiple receivers (consumers) for this message exist.

Bit	***31***	***30***	***29***	***28 – 11***	***10 - 0***
11-bit-ID	0/1	0/1	0	000000000000000000	11-bit identifier
29-bit-ID	0/1	0/1	1	29-bit identifier	

Table 5: Structure of a COB-ID for PDOs

Bit 30 defines the access rights, bit 30=0 means that a remote transmission request (RTR) for this PDO is permitted. Using bit 31 the PDO can be deactivated for further processing.

Note:

Since CiA DS 301 V4.02 a new procedure for changing of the mapping and communication parameters applies.

Before bit 0 to 29 can be changed, you need to set bit 31 of the COB-ID to 1. By doing this, the PDO becomes disabled and it is allowed to change the parameters. The same procedure has to be followed for changing the transmission type (sub-index 2).

The CANopen standard defines COB-IDs (default identifier) for the first 4 PDOs depending on the node number (Predefined Connection Set – *refer to section 1.8*). Communication between slave nodes is only possible via a CANopen master when using these default identifiers. This, however, will result in an increased CAN bus load since data exchange between two slave nodes requires sending the message from the first slave to the master first and from there to the second slave. CANopen offers the possibility to adjust the CAN identifier for a given communication object. For example, the CAN identifier for a TPDO can also be assigned to a RPDO. With this, it is possible to establish direct communication between two slave nodes without a master node. This assignment of CAN identifiers for PDOs is also called PDO linking.

This PDO linking is described in more detail using the following example:

Inputs 2 and 3 of device "A" are to be transferred to the outputs 1 and 3 of device "B". Both devices support complete mapping.

Device A:

0x1000	Device Type
.....	
0x6000,1	Input 1, 8 Bit
0x6000,2	Input 2, 8 Bit
0x6000,3	Input 3, 8 Bit
....	

TPDO Mapping Parameter:

0x1A00,0	Number of entries	2
0x1A00,1	1.Map Object	0x60000208
0x1A00,2	2.Map Object	0x60000308

TPDO Communication Parameter:

0x1800,0	Number of entries	2
0x1800,1	COB-ID	0x01C0
0x1800,2	Transmission Type	255
....		

Resulting TPDO:

COB-ID	DATA	
0x01C0	Input 2	Input 3

Device B:

0x1000	Device Type
.....	
0x6200,1	Output 1, 8 Bit
0x6200,2	Output 2, 8 Bit
0x6200,3	Output 3, 8 Bit
....	

RPDO Mapping Parameter:

0x1600,0	Number of entries	2
0x1600,1	1.Map Object	0x62000108
0x1600,2	2.Map Object	0x62000308

RPDO Communication Parameter:

0x1400,0	Number of entries	2
0x1400,1	COB-ID	0x01C0
0x1400,2	Transmission Type	255
....		

Resulting RPDO:

COB-ID	DATA	
0x01C0	Output 1	Output 3

Transmit and receive PDOs utilize the same CAN identifier 0x01C0. Thus device B automatically receives the PDO transmitted by device A. The recipient device B analyzes the data in accordance to its mapping scheme: it passes the first byte to output 1 and the second byte to output 3. On the other hand, the transmitting device A stores its inputs 2 and 3 in exactly these bytes. This proofs the correct input/output assignment and PDO mapping.

1.2.1.4 Transmission Type, Sub-index 2

The transmission type of a TPDO defines under which circumstances data are collected (e.g. input values read) and a PDO is transmitted. For RPDOs the transmission type defines how data received in the PDO is put through to the outputs of the device. Transmission can be initiated event-driven, synchronized or in polling mode.

a) TPDOs

A TPDO can be transmitted cyclic or acyclic. Cyclic transmission takes place after receipt of a cyclic SYNC message[1]. In this case, it is unimportant whether input data has has changed or not. If the transmission type of a TPDO is set to acyclic the corresponding TPDO is sent only after a certain event occurred. Such an event can be the reception of a SYNC message, a change of the input data, the expiration of an event timer period[2] or a remote frame.

b) RPDOs

RPDOs will always be received. However, data contained in the RPDO will only be put through to the corresponding outputs if certain events occur. Such an event can be the reception of a SYNC message or a change of the receipt data compared to the previous RPDO. As an option, the event timer (sub-index 5) can be configured as supervision time for any transmission type. If a PDO is received outside of the period configured with the event time, then the application will be informed (*see **CcmCbError Section 2.7.1.8***).

1: A SYNC message is a CAN message without data content and is used to synchronize communication objects of other connected nodes. The SYNC producer is responsible for cyclic transmission of the SYNC message.

2: An event timer can be used to initiate transmission of a PDO after the event time is expired even if the data within the PDO have not changed. The event time is configured with the help of sub-index 5.

Transmission type	***Data requisition***	***Transmit PDO***
0	Data (input values) are read upon receipt of a SYNC message.	If the PDO data has changed compared to the previous PDO content then the PDO will be transmitted.
1 – 240	Data is collected and updated upon receipt of the n-th number of SYNC messages and then transmitted on the bus. The transmission type corresponds to the value of n.	
241-251	reserved	
252	Data (input values) are read upon receipt of a SYNC message.	The PDO is transmitted upon request via a remote frame.
253	The application continuously collects and updates the input data.	
254	The application defines the event for data requisition and transmission of a PDO. An event that causes transmission of a PDO can be the expiration of the event timer. The event timer period is configured with sub-index 5. Transmission of a PDO (independent from the event and if the event timer was configured) always starts a new event timer period.	
255	The device profile defines the event for data requisition and transmission of the PDO. An event that causes transmission of a PDO can be the expiration of the event timer. The event timer period is configured with sub-index 5. Transmission of a PDO (independent from the event and if the event timer was configured) always starts a new event timer period.	

Table 6: Transmission type for TPDOs

Trans-mission type	***PDO receipt***	***Data update***
0	The PDO will always be receipt. Analysis and, if required, update of the data occurs upon receipt of the next valid SYNC message.	Data is analyzed upon receipt of a SYNC message. If the data has changed compared to the previous RPDO, then it will be updated on the outputs. Transmission of the SYNC message is acyclic.
1 – 240		Data is analyzed upon receipt of the n-th number of SYNC messages. If the data has changed compared to the previous RPDO, then they will be updated on the outputs. The transmission type corresponds to the value of n. Transmission of the SYNC message is cyclic.
241-251	reserved	
252	reserved	
253		
254	The PDO will always be receipt.	The application defines the event for updating the output data.
255	The PDO will always be receipt.	The device profile defines the event for updating the output data.

Table 7: Transmission type for RPDOs

1.2.1.5 Minimum Inhibit Time, Sub-index 3

The inhibit time represents the minimum time that must elapse between transmission of two TPDOs. This enables a reduction of the bus load and an increase in data bandwidth.

The inhibit time is stored as UNSIGNED16 value in steps of 100 µs.

1.2.1.6 Event Time, Sub-index 5

a) TPDOs

After the event time has expired a TPDO is sent, even if the data content of the PDO has not changed compared to the previous transmission. The event timer is restarted after each transmission. Hereby it is unimportant whether the transmission was caused by the expiration of the event time or the change of the PDO data. This allows configuration of periodic PDO transmission. An inhibit time, configured via sub-index 3, will not be considered.

Resetting the event time to zero (zero is the default value) results in deactivation of the event timer. Transmission of the PDO is then only possible if the data content changes. The inhibit time will be considered in this case.

b) RPDO

The event timer (sub-index 5) can be configured as supervision time if the transmission type 254 or 255 is selected. If no PDO is received within the period configured with the event time, then the application will be informed.

1.2.2 SDO – Service Data Objects

The Object Dictionary serves as primary data exchange medium between the application layer and the communication layer. All data entries for a CANopen device can be managed within the Object Dictionary (OD). Each OD entry can be addressed using index and sub-index. CANopen defines so-called service data objects (SDO) that are used to access these entries.

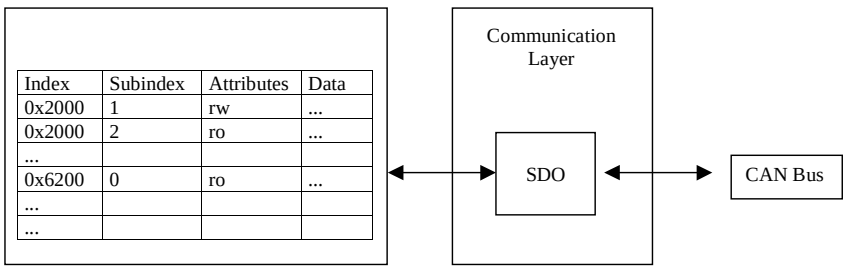

Figure 4: Data transmission of object data via SDO

The communication model used for this data exchange is based on the client-server structure. A read or write access is always initiated by a client and is served by a server. Each CANopen device must have an SDO server to access its object dictionary.

SDO transmission requires two different COB IDs (CAN identifier). The first COB ID is used to transmit the request from the client to the server. The server sends its response back to the client using the second COB ID. Different COB IDs must be used for each direction in order to avoid collisions on the CAN bus. The communication profile defines the COB IDs that should be used for the default SDP server. Each CANopen device may possess up to 127 SDO servers.

The CANopen standard CiA DS-301 defines different protocols for transmission of SDOs.

Protocol	Data Length	Description
expedited transfer	1 – 4 bytes	Data is already transmitted when initiating the data transfer. This protocol must be supported by each CANopen device.
segmented transfer	1 - >64 kByte	Only the length of the upcoming data package is transmitted when initiating the data transfer. Data is transmitted in segments of 7 data bytes and one protocol byte each. Each segment is confirmed by a response message.
block transfer	1 - > 64 kByte	Only the length of the upcoming data package is transmitted when initiating the data transfer. Data is transmitted in segments of 7 data bytes and one protocol byte each. Up to 127 segments are transmitted within one block. Only complete blocks are confirmed by a response message. Lack of confirmation for each segment increases the data throughput on the bus especially when transmitting larger data packages.

Table 8: SDO transfer types

Reading of OD entries is called ‘upload’, writing of entries is called ‘download’. An ongoing transmission can be terminated by a server or a client with the help of the abort transfer service.

1.2.1 Synchronization Objects

The synchronization mechanism used in CANopen is based on the producer-consumer scheme. One producer exists in the network that cyclically transmits the SYNC message. The SYNC message contains no data.

The identifier for this SYNC message is specified in object dictionary entry 0x1005. This entry furthermore configures whether the device is SYNC producer or SYNC consumer.

Two other object dictionary entries specify the timing properties during transmission. The time interval between two subsequent SYNC messages is defined in entry *Communication Cycle Time* (0x1006). The time interval in which the TPDOs must be transmitted at the latest after receiving a SYNC message is configured with the *Sync Window* (0x1007) entry.

For each device supporting synchronous PDOs the SYNC message has the following meaning:

TPDOs: update the data to be sent and subsequent transmission of the PDO within the synchronization window

RPDOs: output the data received in the previous PDO during the most recent synchronization interval to the corresponding outputs

1.2.2 Time Stamp Object

CANopen provides a mechanism that allows for synchronization of all network nodes. This service is based on the producer-consumer model. One TIME producer exists in the network that provides the common reference time for all nodes (consumers).

The identifier for the TIME message is defined with object dictionary entry *Time Stamp Object* (0x1012).

1.2.3 Emergency

CANopen supports the application to indicate error states over the CAN bus. Two error categories can be distinguished:

Communication Error

The network layer can recognize and report the following errors:

- frequent occurrence of errors while transmitting messages
- bus-off state of the CAN controllers[1]
- Transmit buffer overflow
- Receive buffer overflow
- Loss of Heartbeat or Life-Guarding
- CRC error in SDO block transfer

Application Error

Application errors are errors such as short circuit, under-voltage, exceeding temperature thresholds, code or RAM errors as well as conditions not permitted such as alarms and disturbances.

The Application and network layer signalize such errors. However, it is the application's task to analyze, process and signalize these errors. CANopen provides the communication object *'Emergency'* to report such errors over the CAN bus.

<table>
<tr><th rowspan="2">Identifier</th><th colspan="8">Data</th></tr>
<tr><th>0</th><th>1</th><th>2</th><th>3</th><th>4</th><th>5</th><th>6</th><th>7</th></tr>
<tr><td rowspan="2">0x080+
Node Number</td><td colspan="2">Emergency Error Code</td><td>Error Register</td><td colspan="5" rowspan="2">manufacturer-specific information</td></tr>
<tr><td colspan="2">Index 0x1003</td><td>0x1001</td></tr>
</table>

Figure 5: Structure of an emergency message

The DS-301 standard as well as the applicable device profiles for CANopen define specific error codes for transmission of error states. The emergency message can also contain manufacturer-specific data that further describes the error. The transmitted error code indicates the error that occurred. The error register assigns certain categories to groups of errors and indicates if errors still exist within the corresponding category. If the error disappears, the CANopen device will transmit a message with the error code reset (high portion equals zero). At the same time, the data content of the error register that is also transmitted in this message indicates if other errors still exist.

[1]: Each CAN controller has an internal error counter. This error counter is decremented after successful communication. If the error counter exceeds certain error limits it causes the CAN controller to shut off. It then will no longer participate on further communication unless the application resets the CAN controller or its error counter.

Errors, that are caused by improper access to object dictionary entries or interrupted transmission of SDO services, will be reported by an *'abort SDO transfer service'* message in CANopen.

1.2.4 Layer Setting Service (LSS)

In the CiA DSP-305 standard CANopen defines layer setting services (LSS) to allow configuration of base parameters (baud rate, node number) for devices that do not provide any means of external mechanical configuration (e.g. via DIP or HEX switches). The LSS master can change the baud rate and node number of a CANopen LSS slave over the CAN bus with the help of layer setting services (LSS). First the LSS master renders all LSS slaves into configuration mode. Then the LSS master transmits the new baud rate using the *'Configure Bit Timing'* service. The LSS slave now responds with a CAN message that indicates whether this new baud rate is supported by the LSS slave or not. If the LSS slave accepts the new baud rate the LSS master sends the *'Activate Bit Timing'* service to the LSS slave. This informs the LSS slave to activate the new baud rate after a time called *'switch_delay'*. After successful completion of this cycle the LSS master renders the LSS slave back into operational mode.

The LSS service can also be used to change the node address of an LSS slave. For this, the LSS master renders all LSS slaves into configuration mode again. Then the LSS master transmits the new node address. The LSS slave now responds with a CAN message that indicates whether this new node number is within the supported range of node numbers for this node. Upon switching the LSS slave back into operational mode, a software reset is released. This causes the LSS slave to configure its communication objects based on the new node number *(refer to section* 1.8*).*

Identifier	***DLC***	***Data***							
		0	***1***	***2***	***3***	***4***	***5***	***6***	***7***
0x7E5	8	0x04	mod	reserved					

Figure 6: "Switch Mode Global" service

mod: new LSS mode
0 = switch to operational mode
1 = switch to configuration mode

Identifier	***DLC***	***Data***							
		0	***1***	***2***	***3***	***4***	***5***	***6***	***7***
0x7E5	8	0x13	tab	ind	reserved				

Figure 7: "Configure Bit Timing" service

tab: indicates the baud rate table to be used
0 = baud rate table as defined according to CiA DSP-305
1 ... 127 = reserved
128 ... 255 = can be defined by the user
ind: index within the baud rate table in which the new baud rate for the CANopen device is stored

Identifier	***DLC***	***Data***							
		0	***1***	***2***	***3***	***4***	***5***	***6***	***7***
0x7E4	8	0x11	err	spec	reserved				

Figure 8: "Response to Configure Bit Timing" service

err: error code
0 = operation completed successfully
1 = baud rate not supported
2 ... 254 = reserved
255 = special error code in **spec**
spec: manufacturer-specific error code (only if **err** = 255)

Identifier	***DLC***	***Data***							
		0	***1***	***2***	***3***	***4***	***5***	***6***	***7***
0x7E5	8	0x15	delay		reserved				

Figure 9: "Activate Bit Timing" service

delay: relative time until activating new baud rate [in ms]

Identifier	***DLC***	***Data***							
		0	***1***	***2***	***3***	***4***	***5***	***6***	***7***
0x7E5	8	0x11	nid	reserved					

Figure 10: "Configure Node ID" service

nid: new node address for the LSS slave (values permitted: 1 to 127)

Identifier	*DLC*	*Data*							
		0	*1*	*2*	*3*	*4*	*5*	*6*	*7*
0x7E4	8	0x13	err	spec	reserved				

Figure 11: Response to "Configure Node ID" service

err: error code
0 = operation completed successfully
1 = node address invalid (only values 1 to 127 are permitted)
2 ... 254 = reserved
255 = special error code in **spec**
spec: manufacturer-specific error code (only if **err** = 255)

Table Index	*Baud Rate*	*SYSTEC Definition in [cdrv.h]*
0	1000 kBit/s	kBdi1Mbaud
1	800 kBit/s	kBdi800kBaud
2	500 kBit/s	kBdi500kBaud
3	250 kBit/s	kBdi250kBaud
4	125 kBit/s	kbdi125kBaud
5	100 kBit/s	kBdi100kBaud
6	50 kBit/s	kBdi50kBaud
7	20 kBit/s	kBdi20kBaud
8	10 kBit/s	kBdi10kBaud

Table 9: Baud rate table according to CiA DSP-305

Note:

The clock speed for various CAN controllers might be different depending on the hardware that is used. Thus differences in the register values for the corresponding baud rate may occur.

The CiA DSP-305 standard also describes further LSS services. Description of these services is not provided in this manual. Please refer to applicable documentation provided by the CiA User's group.

1.3 Network Management

Several other network services for supervision of networked nodes are provided in CANopen besides the services for configuration and data exchange. NMT (network management) services require one CANopen device in the network that assumes the tasks of an NMT master. Such tasks include initialization of NMT slave, distribution of identifiers, node supervision and network booting among others.

1.3.1.1 NMT State Machine

CANopen defines a state machine that controls the functionality of a device. Transition between the individual states is initiated by internal events or NMT master services. These device states can be connected to application processes.

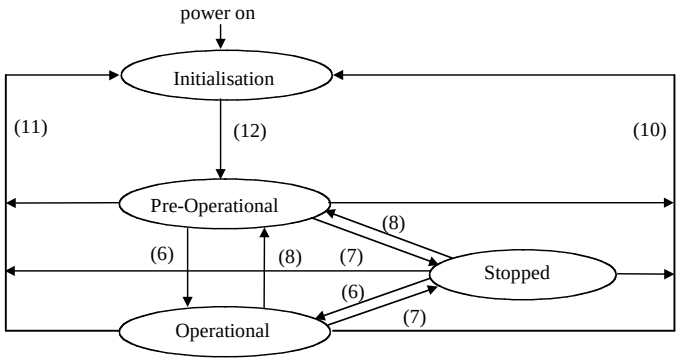

Figure 12: NMT state machine for CANopen devices

In ***Initialization*** state, the CANopen data structures of a node are initialized by the application. The CiA DS-301 standard defines various mandatory OD entries for this task as well as specific communication objects required for that. In the minimum device configuration, the identifier for these communication objects must correspond to the so-called **Pre-Defined Connection-Set** (*refer to section 1.8*). The device profiles define further settings for the applicable device class. The pre-defined settings of the identifiers for emergency messages, PDOs and SDOs are calculated based on the node address (Node ID), which can be in the range from 1 to 127, added to a base identifier that determines the function of the individual object.

After ***Initialization*** is completed the node automatically switches into **PRE-OPERATIONAL** (12) state. The NMT master will be informed about this state change with the BOOTUP message sent by the corresponding node. In this state it is not possible to communicate with the node using PDOs. However, the node can be configured over the CAN bus using SDOs in **PRE-OPERATIONAL** state. NMT services and Life Guarding are also available in this state.

The application as well as the available resources of the CANopen device determine the amount of configuration via SDO over the CAN bus. For example, if the CANopen device does not provide a non-volatile memory to store mapping and communication parameters for PDOs and these parameters differ from the default values, then these parameters must be transmitted to the node over the network after initialization is completed.

After the configuration of these parameters by the application or the NMT master is completed, the NMT service *Start_Remote_Node* (6) can be used to render the node from **PRE-OPERATIONAL** state into **OPERATIONAL** state. This state change also causes the initial transmission of all TPDOs independently of whether an event for it is present. Each subsequent transmission of PDOs then always takes place as a function of an event.

All CANopen devices also support the *Stop_Remote_Node* (7), *Enter_PRE-OPERATIONAL_State* (8), *Reset_Node* (10), *Reset_Communication* (11) services. *Reset_Node* is used to reset the application-specific data and the communication parameter of the node.

The poweron values or values stored in non-volatile memory (if previously stored) are used for reset values. The CANopen data structures are loaded with their initial values.

If the NMT service *Reset_Communication* is used to change the state of a node, then communication parameters in the CANopen stack are reset exclusively.

No communication via PDO and SDO is possible if the device is in **STOPPED** state. Only NMT services, Node Guarding, Life Guarding as well as Heartbeat are possible in this state.

1.3.1.2 Node Guarding

Node Guarding represents a means of node supervision that is initiated by the NMT master. This service is used to request the node's operational state and to determine whether the node is functioning correctly. The NMT master transmits a single Node Guard message to the slave in the form of a remote frame with the CAN identifier 0x700 plus the node address of the NMT slave. As a response to this remote frame, the NMT slave sends a CAN message back containing its current NMT state and a one bit that toggles between two subsequent messages.

Identifier	***DLC***	***Data***
		0
0x700 + Node Address	1	Status Byte

Figure 13: Response of the NMT slave to a Node Guarding remote frame

Status Byte	***Node State***
0x00	(BOOTUP)
0x04	STOPPED
0x05	OPERATIONAL
0x7F	PRE-OPERATIONAL

Table 10: Node state of a CANopen device

Bit 7 of the status byte always starts with a 0 and changes its value after each transmission. The application is responsible for actively toggling this bit. This ensures that the Node Guard response message from a slave is not just stored in one of the Full-CAN channels. Thus the NMT master will get the confirmation from the NMT slave node that the application is still running.

1.3.1.3 Life Guarding

As an alternative to Node Guarding node supervision can also be performed by Life Guarding services. In contrast to the Node Guarding the NMT master cyclically sends a Life Guard message to the slave in the form of a remote frame with the CAN identifier 0x700 plus the node address of the NMT slave. As a response to this remote frame, the NMT slave sends a CAN message back containing its current NMT state and a one bit that toggles between two subsequent messages. The NMT masters application is informed if an answer is missing or in the event of an unexpected status. Furthermore, the slave can detect the loss of the masters. The Life Guarding is started with the transmission of the first Life Guard message of the masters.

Identifier	***DLC***	***Data***
		0
0x700 + Node Address	1	Status Byte

Figure 14: Response from the NMT Slave to a Life Guarding remote frame

Meaning of the status byte corresponds to that of the Node Guarding message (refer to *Table 10*).

The Life Guarding supervision on the NMT slave node is deactivated, if the Life Guard time (object entry 0x100C in the object dictionary) or the Life time factor (object entry 0x100D in the object dictionary) is equal to zero.

1.3.1.4 Heartbeat

Heartbeat is a supervisory service for which no NMT master is necessary. Heartbeat is not based on remote frames, but does work according to the Producer-Consumer model.

1.3.1.5 Heartbeat Producer

The Heartbeat producer cyclically sends a Heartbeat message. The *Producer Heartbeat Time* (16-bit – value in ms), configured at object dictionary index 0x1017, will be used as cycle time between two subsequent Heartbeat messages. As COB-ID 0x700 plus node address is used. The first byte of the Heartbeat message contains the node status of the Heartbeat producer.

Identifier	***DLC***	***Data***
		0
0x700 + Node Address	1	Status Byte

Figure 15: Heartbeat message

Meaning of the status byte corresponds to that of the Node Guarding message (*refer to Figure 13*).

In contrast to the Node and/or Life Guarding, bit 7 of the status byte does not change after each transmission. It always contains the value 0. This is also not necessary here, because a Full CAN controller cannot send this message automatically, since this protocol is not based on remote frames. It is the application's task to initiate the transmission of the Heartbeat message.

Setting the producer Heartbeat time (entry 0x1017 in the object dictionary) to Zero disables the Heartbeat producer.

1.3.1.6 Heartbeat Consumer

The Heartbeat consumer analyzes Heartbeat messages sent from the producer. In order to monitor the producer, the consumer requires every producer's node number, as well as the consumer Heartbeat time.

The information is stored in the Object Dictionary at entry 0x1016. For every monitored producer, there is a corresponding sub-entry that contains the node number of the producer and the Consumer Heartbeat Time.

Bit	***31...24***	***23...16***	***15...0***
Value	0x00	Node number	Consumer Heartbeat Time

Table 11: Heartbeat consumer configuration

The consumer is activated when a Heartbeat message has been received and a corresponding entry is configured in the OD (value different from 0). If the Heartbeat time configured for a producer expires without receipt of a corresponding Heartbeat message, then the consumer reports an event to the application.

The Heartbeat consumer is completely deactivated when the consumer Heartbeat time is given a value of 0.

1.4 CANopen Communication Profile

The CiA DS-301 [4] CANopen communication profile defines the communication parameter for communication objects that must be supported by each CANopen device for this class. Beyond the communication profile supplemental device-specific CANopen frameworks and device profiles are available.

The following CANopen frameworks have been released by the CiA (selection):

- Framework for programmable CANopen devices (CiA DSP-302)
- Framework for safety-relevant data transmission (CiA DSP-304)

The following CANopen device profiles are available:

- Device profile for input/output modules (CiA DSP-401) [7]
- Device profile for drive controls (CiA DSP-402)
- Device profile for display and terminal devices (CiA DSP-403)
- Device profile for sensors and data acquisition modules (CiA DSP-404)
- Device profile for SPS according to IEC 61131-2 (CiA DSP-405)
- Device profile for encoder (CiA DSP-406)
- Device profile for proportional valves (CiA DSP-408)

CAN identifier of a COB, inhibit times and transmission type of a PDO, amongst others, are considered communication parameters. The communication parameters are part of the object dictionary and they can be read from and, if the applicable access rights are granted, be written to by the user application. Some parameters are explained in *section* 1.2, while information on other parameters can be found in the previously discussed CANopen frameworks and device profiles.

1.5 Transmission Protocols

Transmission of communication objects is defined by transmission protocols. These protocols are also described in the CiA DS-301 CANopen communication profile and are not a topic of this manual.

It should be noted, however, that the range of the realizable protocols can be limited. This saves resources for code and data. *Section 2.11* describes how this resource reduction can be achieved.

1.6 Object Dictionary

The object dictionary (OD) is the connecting element between the application and communication on the CAN bus, enabling data exchange from the application over the CAN network. CANopen defines services and communication objects for accessing the object dictionary. Each entry is addressed via index and sub-index. The properties of an OD entry are defined by a type (UINT8, UIN16, REAL32, visible string, and attributes (read-only, write-only, const, read-write, mappable).

The maximum number of OD index entries is 65,536, between 0 and 255 sub-index entries are possible for each (main) index. Index entries are pre-defined by the applicable communication profile or device profile, respectively. Type and attributes for available sub-index entries within a main index may vary.

Index	***Sub-index***	***Type***	***Attribute***
0x2000	0	UINT8	const
	1	UINT32	read-write
	2	...	...
	3		

Table 12: Structure of an Object Dictionary entry

Default values can be assigned to individual entries. The value of an entry can be changed with the help of SDO communication if the attribute assigned to the entry allows such access (read-write and write-only; not possible for read-only and const). The value can also be changed by the application itself it the attributes for the entry are read-write, write-only and read-only (not possible for const).

The OD is further divided in sections. The section with index 0x1000 – 0x1FFF is used for definition of parameters for the communication objects and the storage of common information, such as manufacturer name, device type, serial number etc. Entries from index 0x2000 to 0x5FFF are reserved for storing manufacturer-specific values. Device-specific entries, as defined by the device profile or frameworks, follow at index 0x6000 and higher.

CiA DS-301 defines several mandatory entries that each CANopen device must always possess. These entries are marked as mandatory. These mandatory entries are supplemented by entries defined in the corresponding device profile.

The creation of an object dictionary is the subject of an additional manual (L-number L-1024) provided by SYS TEC. Creation of an object dictionary from an EDS (**e**lectronic **d**ata **s**heet) is supported by the OD-Builder[1] (refer to manual L-1022).

1.7 Error Handling and Reporting

Various mechanisms are provided in CANopen to report error events:

- **Emergency object**: This is a high-priority, 8-byte message that contains the error information. *Refer to section* 1.2.3 *for detailed description.*
- **Error register**: This is a 1-byte object dictionary entry at index 0x1001. This entry is provided to report the presence of an error and its type.
- **Pre-defined error field**: This is an error list which is stored in the object dictionary at index 0x1003. This list contains the emergency error code as well as device-specific information. The structure of this list shows the most recent error at sub-index 1.

[1]: OD-Builder is a product developed by SYS TEC electronic GmbH.

1.8 Telegram Table (Predefined Connection Set)

CANopen defines default COB IDs (CAN identifier) for simple network configuration with one master node and up to 127 slave nodes. These default COB IDs depend on the service and the node number of the corresponding slave device. A function code has been defined for each service. The resulting COB ID is based on the function code and the node number[1].

COB Identifier (CAN Identifier)										
10	9	8	7	6	5	4	3	2	1	0
Function Code				Node Number						

[1] The node number can be assigned locally or with the help of LSS services over the CAN bus.

Object	*Function Code*	*Node Number*	*COB-ID*	*Object Dictionary Index*
Broadcast messages				
NMT	0000	-	0	-
SYNC	0001	-	0x80	0x1005, 0x1006, 0x1007
TIME STAMP	0010	-	0x100	0x1012, 0x1013
Point-to-point messages				
Emergency	0001	1-127	0x81-0xFF	0x1014, 0x1015
TPDO1	0011	1-127	0x181-0x1FF	0x1800
RPDO1	0100	1-127	0x201-0x27F	0x1400
TPDO2	0101	1-127	0x281-0x2FF	0x1801
RPDO2	0110	1-127	0x301-0x37F	0x1401
TPDO3	0111	1-127	0x381-0x3FF	0x1802
RPDO3	1000	1-127	0x401-0x47F	0x1402
TPDO4	1001	1-127	0x481-0x4FF	0x1803
RPDO4	1010	1-127	0x501-0x57F	0x1403
Default SDO (tx)	1011	1-127	0x581-0x5FF	0x1200
Default SDO (rx)	1100	1-127	0x601-0x67F	0x1200
NMT Error Control	1110	1-127	0x701-0x77F	0x1016, 0x1017

Table 13: Pre-defined Master/Slave Connection Set [1]

2 CANopen User Layer

The following section describes the data structures and API functions of the *SYS TEC electronic GmbH* specific implementation of the CANopen standard CiA DS-301. Support for additional CANopen standards is also implemented or prepared. In addition hardware and compiler specific characteristics are taken into consideration as well. The API offers interfaces that can be used for expansion of device specific properties. The experience of SYS TEC engineers in integrating or porting the CANopen stack in various customer applications has contributed to an expansion of the standard as well. Therefore any deviations from the CANopen standard are especially identified as such. Design, creation and configuration of an Object Dictionary is described in a separate manual *(refer to L-1024)*.

2.1 Software Structure

Before the individual API functions can be explained, a description of the software structure and the file structure is necessary. This provides a foundation for finding your way in later implementation. As a rule, the CANopen stack has a divided structure for application specific and hardware specific modules.

The CANopen stack is divided up into individual modules. With the definition of modules, the CANopen stack's parameters (function parameters, data parameters) were structured so as to be scalable. A portion of the modules are to be considered as core modules and are a mandatory component in the CANopen stack. Other modules are not required for setting tasks. This refers mostly to CANopen functions, which according to the CANopen standard can be implemented optionally or as an alternative to other functions.

In order to leave out individual modules without complications, there can be no lateral function call to another module within the modularized software layer, rather only to modules positioned above or below (as a Callback function) [1].

The application specific layer "CANopen controlling" (CCM Module) controls the interaction of the individual modules. The CCM layer is not absolutely necessary for implementation in the application.However it provides a convenient interface for use of multiple CANopen instances and encapsulates sequential function calls of multiple API functions (i.e. initialization, definition of PDOs) in functions.

The hardware specific layer encapsulates the special properties of a CAN controller or microcontroller. Porting to new hardware is simplified thereby and can be reduced to an exchange of the transceiver for the CAN controller and the microcontroller specific initialization.

[1]: With this it is possible to not include certain modules or services when creating a CANopen application without getting error messages from the linker about unreferenced functions.

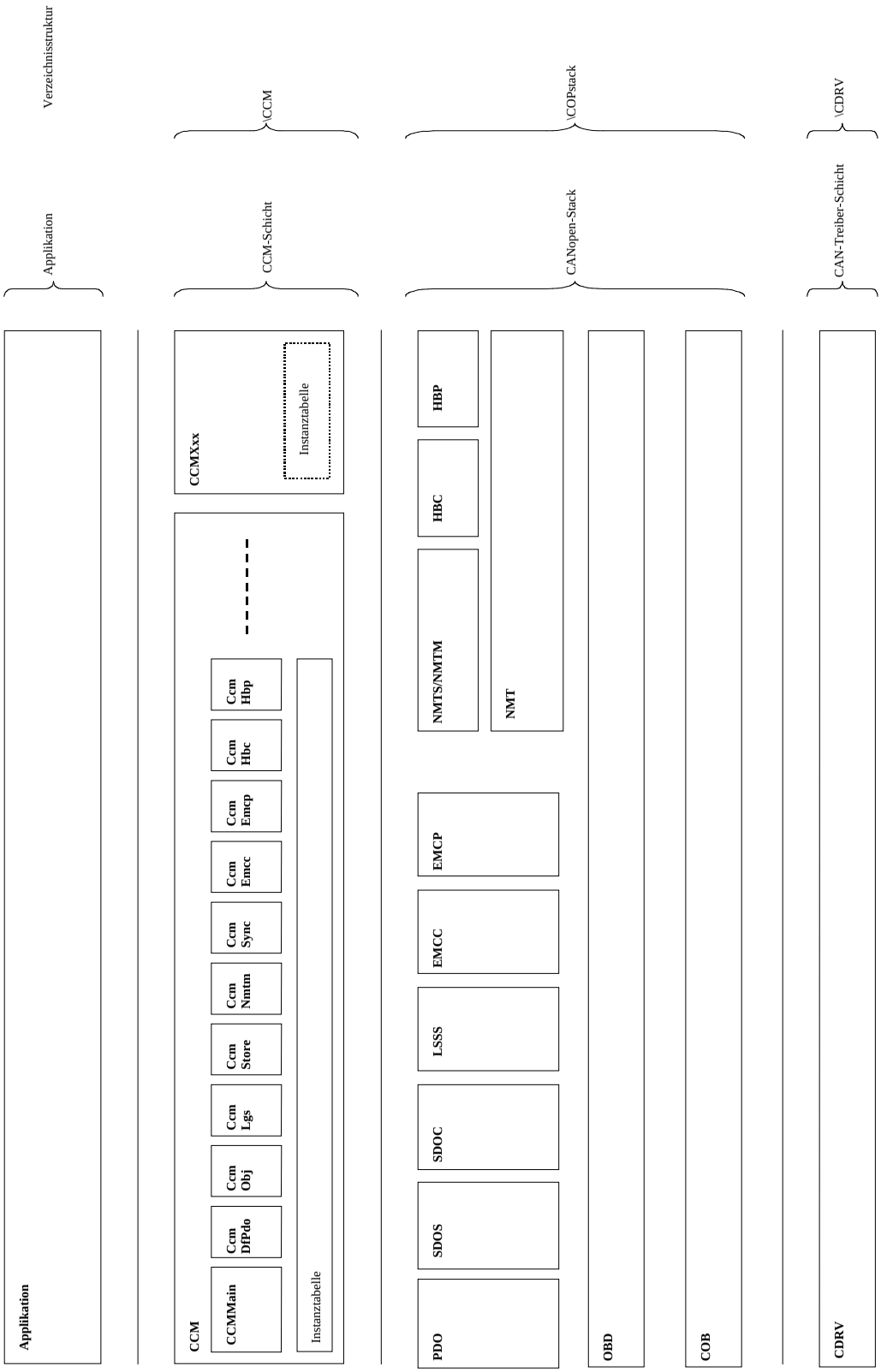

Figure 16: Software structure overview

2.1.1 CANopen Stack

The CANopen stack is portable; this means it is implemented independent from any hardware or application specific environment.

COB	The COB layer provides services for transmission of communication objects and therefore serves as a base layer that is required in any of the configuration variants.
OBD	The OBD module provides the global data structure for all CANopen instances. All data structures, that are configurable by the user, are created in this module. This includes the object dictionary as well as tables for managing PDOs and SDO Server and Clients.
NMT	This module creates the NMT state machine and calls the Callback function for the NMT state change in the CCM module.
NMTS	This module provides services for Node Guarding, Life Guarding and Boot-up as NMT slave. It is not possible to use both NMTS and NMTM at the same time within one CANopen instance.
NMTM	This module provides services for Node Guarding, Life Guarding and Boot-up as NMT master. It is not possible to use both NMTM and NMTS at the same time within one CANopen instance.
HBP	This module provides services for a Heartbeat producer. It is possible to have a Heartbeat Producer and a Consumer both existing at the same time in one CANopen instance. It is not possible to activate both Heartbeat and Life Guarding at the same time for the given node.
HBC	This module provides services for a Heartbeat Consumer. It is possible to have a Heartbeat Producer and a Consumer both existing at the same time in one CANopen instance. It is not possible to activate both Heartbeat and Life Guarding at the same time for the given node.
PDO	This module provides services to define and transmit PDOs. In addition, services for Sync Producer and Consumer are generated here as well.
PDOSTC	This module provides the same services as the PDO module but implements a static PDO mapping.
SDOS	This module provides services to manage SDO Servers and service data objects (SDO) as well as the protocols for transmission of service data objects as server. The supported protocols (expedited, segmented, block) are configurable.

SDOC	This module provides services to manage SDO Clients and service data objects (SDO) as well as the protocols for transmission of service data objects as clients. The supported protocols (expedited, segmented, block) are configurable.
LSSSLV	This module provides services for configuration of bit timing and module ID for a LSS slave.
LSSMST	This module provides services for configuration of bit timing and module ID for a LSS master.
EMCC	This module provides services for an Emergency consumer. It is possible to have an Emergency producer and consumer both existing at the same time in one CANopen instance.
EMCP	This module provides services for an Emergency producer. It is possible to have an Emergency producer and consumer both existing at the same time in one CANopen instance.

Table 14: CANopen Stack structure

2.1.2 CDRV – Hardware-Specific Layer

The CDRV modules make a single interface available to the CANopen stack for various CAN controllers. The special properties and "peculiarities" of the CAN controllers are thus taken into account in the CDRV driver. Porting to a new hardware platform is enabled by creating or adapting the CDRV driver.

The CDRV drivers are instanceable. This solution becomes interesting for targets with multiple CAN controllers. There multiple CANopen interfaces can be created in order to serve multiple CANopen networks from a single application. The implementation of multi-channel CAN cards on the PC (such as pcNetCAN, PCI-CAN or USB-CANmodul) is then possible.

When creating/configuring the CANopen stack, the following cases should be taken into consideration:

- The target supports various CAN controllers (e.g. microcontroller C167CR with integrated CAN controller and an external CAN controller SJA1000). A hardware driver is required for each CAN controller. One instance exists for each hardware driver.
- The target supports N CAN controller (e.g. C167CS with two integrated CAN controllers). However, a hardware driver with N instances is required for the CAN controller.

Section 2.11 describes the settings for the selection and configuration of the hardware drivers. For additional information on the CDRV Module *refer to L–1023 "CAN Driver Software Manual"*.

2.1.3 CCM – Application-specific Layer

The application specific layer "CANopen Controlling Module" (CCM Module) controls the interaction of the individual modules. The CCM layer is not absolutely necessary for implementation in the application.However, it provides a convenient interface for use of multiple CANopen instances and encapsulates sequential function calls of multiple API functions (i.e. initialization, definition of PDOs) in functions.

The CCM layer contains a series of small function modules. When the application is created, the user can attach suitable modules or use them as models for their own expansions to the CCM layer. These expansions can effect the reaction to certain events, which could occur during a CANopen process. In any case, it is not necessary that the entire set of modules be attached to an application. [1]

Module	***Description***	***Functions***
CcmMain.c	This module contains the global initializing and process functions for CANopen as well as the response to important events (state change of the NMT state machine, transmission errors, state)	- CcmInitCANopen - CcmShutDownCANopen - CcmDefineVarTab - CcmConnectToNet - CcmProcess - CcmCbNmtEvent - CcmCbErrorEvent
CcmObj.c	This module contains functions for accessing the object dictionary.	- CcmWriteObject - CcmReadObject
CcmDfPdo.c	This module contains a function for defining the PDOs via a table.	- CcmDefinePdoTab

[1]: The way of not using software modules that are not required for a specific applications is partially supported by the linkers. This means that a module can be included within an IDE project but will not be included in the linking process when no function call to this module is performed.

CcmStore.c	This module defines functions for storing object data from the object dictionary in the non-volatile memory.	- CcmInitStore - CcmStoreCheckArchivState - CcmCbStore - CcmCbRestore - CcmCbStoreLoadObject
CcmSync.c	This module defines functions for the SYNC consumer. It supports the SYNC configuration.	- CcmInitSync - CcmConfigSync - CcmCbSync
CcmEmcc.c	This module defines functions for the Emergency consumer. It supports the creation of a list containing CANopen devices to be minitored.	- CcmInitEmcc - CcmEmccDefineProducerTab - CcmCbEmccEvent
CcmEmcp.c	This module supports configuration of the Emergency producer. It provides a function to erase the Predefined Error Field.	- CcmConfigEmcp - CcmSenEmergency - CcmClearPreDefinedErrorField - CcmCbEmcpEvent
CcmHbc.c	This module defines functions for the Heartbeat consumer. It supports the creation of a list containing CANopen devices to be monitored.	- CcmInitHbc - CcmHbcDefineProducerTab - CcmCbHbcEvent - CcmCbEmcpEvent
CcmHbp.c	This module supports configuration of the Heartbeat producer.	- CcmConfigHbp
Ccm303.c	This module defines functions needed for indicating the internal states of the CANopen device. Two LEDs display the state information according to the CiA303 standard.	- Ccm303InitIndicators - Ccm303ProcessIndicators - Ccm303SetRunState - Ccm303SetErrorState

CcmLss.c	This module provides functions for implementing the LSS master service. The module also contains the callback function of the LSS slave service.	- CcmLssmSwitchMode - CcmLssmConfigureSlave - CcmLssmInquireIdentity - CcmLssmIdentifySlave - CcmCbLssmEvent - CcmCbLsssEvent

Table 15: CCM Layer files

This list gives the names of a few important files in the CCM layer. The CCM layer contents is expanded constantly and can therefore not be considered to be complete. The description of functions, parameters and implementation can be found in the applicable CCM module.

2.2 Directory Structure

Where to find which files?

Folder		*Contents*
\Doku		CANopen documentation
\Include		This folder contains all interface files for CANopen. The files global.h, cop.h must be included in the application.
\CCM		Files of the CCM layer.
\COPstack		Files of the CANopen stack.
\CDRV		Files of the hardware-specific layer.
\Objdicts		This folder contains predefined object dictionaries for different device profiles. Each object dictionary consist of 3 files that belong together; objdict.c, objdict.h and obdcfg.h. These files can be automatically created with the help of the ODBuilder tool1. The selection of the object dictionary occurs by defining the applicable include path within the project settings. In addition the following subfolders contain the corresponding EDS file and the project file for the ODBuilder.
	\DSP401_3P	Object dictionary for DSP-401 with 3 RPDOs and 3 TPDOs, NMT slave
	\DSP401_7P	Object dictionary for DSP-401 with 7 RPDOs and 7 TPDOs, NMT slave
	\O401P3M	Object dictionary for DSP-401 with 3 RPDOs and 3 TPDOs, NMT master
	\O401P7M	Object dictionary for DSP-401 with 7 RPDOs and 7 TPDOs
	\DS401_4PSTC	Object dictionary for DSP-401 static PDO mapping, NMT slave
	\DSPManf	Object dictionary for a manufacturer-specific object dictionary.

1: The ODBuilder tool supports the generation of an object dictionary based on an EDS file. The user can also define entries in the OD. The ODBuilder creates a new EDS file as well as the C and header files necessary to create the CANopen data structures.

\Target		This folder contains hardware-specific files (startup files) for different targets (subfolders) required for proper initialization.
	\DK16_543	Files for Fujitsu Devkit16 with F543 CPU
	\PC167	Files for phyCORE-167
	\KC167	Files for KitCON-167
	\KC505	Files for KitCON-505
	\KC515	Files for KitCON-515
	linux	Files for linux
	\PC565	Dateien für phyCORE-565 (Motorola MPC 565)
	...	
\Projects		This folder contains the project folders for various example applications. One configuration file (copcfg.h) is provided for each project. This file defines the supported hardware, the supported properties and protocols.
	\Inf_16x_1000	Example project for Infineon 16x with external SJA1000
	\Fuj_543	Example project for Fujitsu MB90F543 with internal CAN controller
	\Inf_505	Example project for Infineon 505 with internal CAN controller
	\Inf_515	Example project for Infineon 515 with internal CAN controller
	...	

The include files have been linked to the C files without any path indication. In order to guarantee an error free compilation, the path must be defined to point to the include folder and the Object Dictionary for the compiler or for the IDE project.

2.3 Data Structures

In the following section there are explanations for the data structures. There are data structures that are used for data exchange between the application and CANopen. Other data structures are used for management and control of processing cycles, functions or protocols within a module, and are only mentioned to provide a complete listing.

The following data structures are used as application interfaces:

- Each CANopen instance[1] has its own **Object Dictionary** (OD). The Object Dictionary is the coupling element between the application and the communication layer and contains all CANopen device data. Entries in the Object Dictionary are addressed over index and sub-index. Entries can be read or written over the CAN bus with the help of service data objects (SDO, *refer to section* 1.2.2) or through the application with the help of API functions (*refer to sections* 2.7.4 *and 2.8.5*). With the help of the OBD module's API functions, the address and size of an entry can be determined, whereby access to the object entry data is possible via pointers (*refer to section 2.8.5*). OD entries can also be linked with application fields or variables. This is advantageous in that access to data is possible without using one of the CANopen stack's or a pointer's API functions. Transmission per SDO or access with the help of API functions is not limited thereby. Due to versatility in application and the alterability of these entries they are defined as Var entry (variable object entry).

  As mentioned above, these Var entries can be embedded in PDOs; under the condition that mapping of the entries with the attribute kObdAccPdo is allowed.

  In order to register a fast and simple modification of a variable with the application, a variable callback function that includes an argument pointer can be provided when defining Var-Entries. Modification of an entry over the CAN bus via a PDO results in the call of the respective PDO callback function, whereby the argument pointer is given as the parameter.

1: The CANopen stack and the hardware drivers are instanceable. This means that the functional contents of CANopen can be utilized in several data instances. This makes it possible to use various independent CANopen interfaces on the same target (e.g. device with more than one CAN controller).

The Object Dictionary is organized as a table. Each table entry corresponds to an index. This index table is located in the ROM. Within an index there are additional tables with an entry for each sub-index. The sub-index table can be stored in either the ROM or the RAM. The design of the table has been optimized for access speed and memory space requirements. Creation of an Object Dictionary is supported with the help of macros. It can be created manually or by help of the ODBuilder tool.

An entry for a sub-index contains the type of the Object Dictionary, right of access, start value, range values and the data pointer. In the case of a static Object Dictionary, the management structure for the Object Dictionary is created during compilation.

Modification of the table during runtime is not possible. Therefore any later use of an entry must be known about ahead of time. In the case of a dynamic OD, the management structures of the Object Dictionary are created during runtime.

The application's variables and fields, which are to be transmitted with the help of PDOs or which were declared as DOMAIN or strings, have to be registered in the Object Dictionary Var entries[1]. The CCM layer makes the function CcmDefineVarTab available for this purpose, which automates this procedure with the help of tables.

- **Structures** are used for transferring complex parameters to functions. The structures are explained as function parameters. Prior to a function call, a structure of this kind must be initialized.

  Structures and tables for the management of internal cycles and settings:

  - For the management of PDOs, SDO server, SDO client, …, internal tables are used. The size of the tables (i.e. number of entries) is based on the defined number of PDOs, SDO servers etc. (*refer to section* 2.11). The tables are created with the compiler when compiling the Object Dictionary. In order to conserve memory resources and processing time, individual entries fro the tables are connect directly with the entries of the Object Dictionary. The tables are initialized with the initialization function of the relevant module.
  - Each module contains a global instance table. The instance table contains all of the variables for module. The variables are used to store processing states and parameters within a module. Except for in the case of the CCM module, an instance table is only valid within a module and is therefore

[1]: When creating the Object Dictionary the data structures for for managing the variables are created but NOT the memory (this means the variable or the field) for storing the data.

declared to be "static". Creation and modification of entries for a table is supported by macros (*refer to section* 2.5).

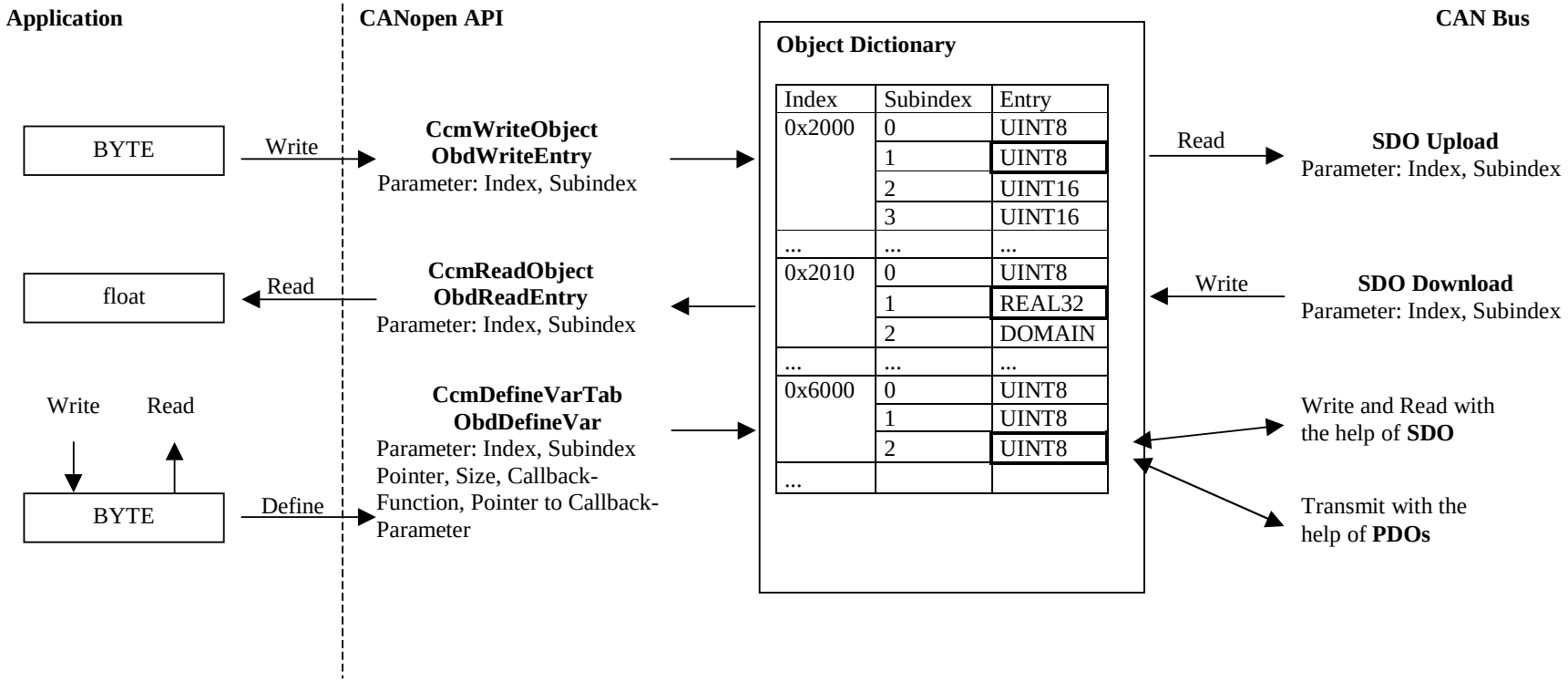

Figure 17: Data exchange between application and object dictionary

2.4 Object Dictionary

The Object Dictionary is defined in three files **objdict.c**, **objdict.h** and **obdcfg.h**. An exact description for the Object Dictionary creation is given in manual *L-1024*.

CANopen software comes in three standard variants. These variants are listed in the following sections. In the listing of objects, abbreviations are used for the object type, the data type and for the attributes. These abbreviations have the following meanings:

Object Types:

var	Object contains a value that can be accessed per SDO or from the application (variable).

Data Types:

u8	Unsigned 8-bit
u16	Unsigned 16-bit
u32	Unsigned 32-bit
i8	Integer 8-bit
i16	Integer 16-bit
i32	Integer 32-bit
vstr	Visible String

Attribute:

ro	read only; object can be read per SDO and read or written from the application.
rw	read write; object can be read or written per SDO or from the application.
wo	write only; only a write to the object is possible per SDO or from the application.
const	constant; object can only be read and not written per SDO or from the application.
mapp	object can be mapped to a PDO
store	object can be saved in non-volatile memory (*refer to section* 2.7.6)

2.4.1 Object Dictionary for Standard I/O Devices

There are several Object Dictionaries available for standard I/O devices. The OD **ds401_3p** contains 3 TPDOs and 3 RPDOs; the OD **ds401_7p** contains 7 TPDOs and 7 RPDOs. Otherwise the two Object Dictionaries are the same in terms of all other objects. The OD **o401p3m** has 3 TPDOs and 3 RPDOs, but as a CANopen Master it does not contain the objects 0x100C and 0x100D. Instead it contains the supplemental objects 0x1016 (for the Heartbeat Consumer) and 0x1280 (for the first SDO Client). **O401p7m** resembles **o401p3m**, except that it has 7 TPDOs and 7 RPDOs. The CANopen Kits have two ODs available to them, **o401p2ks** (for the Slave) and **o401p2km** (for the Master). Both of these contain only 2 TPDOs and 2 RPDOs and the Master is not equipped with a Heartbeat Consumer (Object 0x1016 is absent).

Index	***Sub-index***	***Name***	***Object Type***	***Data Type***	***Attribute***	***Default Value***
0x1000		device type	var	u32	ro	0x000F-0191
0x1001		error register	var	u8	ro	0
0x1003		predefined error field	array			
	0	number of errors	var	u8	ro, rw; write 0 to erease	0
	1…4	standard error field	var	u32	ro	0
0x1005		COB-ID SYNC	var	u32	rw, store	0x080
0x1006		communication cycle period	var	u32	rw, store	0
0x1007		synchronous window length	var	u32	rw, store	0
0x1008		manufacturer device name	var	vstr	const	“CANopen Slave”
0x1009		manufacturer hardware version	var	vstr	const	“V1.00”
0x100A		manufacturer software version	var	vstr	const	“V5.xx”
0x100C [23]		guard time	var	u16	rw, store	0

23 : Not present in the ODs for the Master o401p3m, o401p7m and o401p2km.

Index	Sub-index	Name	Object Type	Data Type	Attribute	Default Value
0x100D ***1***		life time factor	var	u8	rw, store	0
0x1010		store parameters	array			
	0	largest sub-index supported	var	u8	const	3
	1	save all parameters	var	u32	rw	0
	2	save communication parameters	var	u32	rw	0
	3	save application parameters	var	u32	rw	0
0x1011		restore default parameters	array			
	0	largest sub-index supported	var	u8	const	3
	1	restore all default parameters	var	u32	rw	0
	2	restore communication default parameters	var	u32	rw	0
	3	restore application default parameters	var	u32	rw	0
0x1012		COB-ID time stamp message	var	u32	rw, store	0x100
0x1014		COB-ID emergency message	var	u32	rw, store	0x8000-0000
0x1015		inhibit time EMCY	var	u16	rw, store	0
0x1016 [24]		consumer heartbeat time	array	2.4.2		
	0	number of entries	var	u8	const	5
	1..5	consumer heartbeat time	var	u32	rw	0
0x1017		producer Heartbeat time	var	u16	rw, store	0

[24] : Only present in the ODs for the Master o401p3m and o401p7m.

Index	*Sub-index*	*Name*	*Object Type*	*Data Type*	*Attribute*	*Default Value*
0x1018		identity object	record			
	0	number of entries	var	u8	const	4
	1	vendor ID	var	u32	ro	0x3F
	2	product code	var	u32	ro	0
	3	revision number	var	u32	ro	0x0A05
	4	serial number	var	u32	ro	1

0x1280 [25]		client SDO parameter	record			
	0	number of entries	var	u8	const	3
	1	COB-ID client to server	var	u32	rw, store	0x8000-0000
	2	COB-ID server to client	var	u32	rw, store	0x8000-0000
	3	node ID server	var	u8	rw, store	0x00
0x1400		receive PDO parameter	record			
	0	largest sub-index supported	var	u8	ro	5
	1	COB-ID used by PDO	var	u32	rw, store	0x8000-0000
	2	transfer type	var	u8	rw, store	255
	3	inhibit time	var	u16	rw, store	0
	5	event timer	var	u16	rw, store	0
0x14xx	...	...	...	...	...	...
0x1600		receive PDO mapping	record			
	0	number of mapped application objects in PDO	var	u8	rw, store	0
	1..8	PDO mapping for the n-th application object to be mapped	var	u32	rw, store	0
0x16xx	...	...	...	...	...	...

25 : Only present in the ODs for the Master o401p3m, o401p7m and o401p2km.

Index	*Sub-index*	*Name*	*Object Type*	*Data Type*	*Attribute*	*Default Value*
0x1800		transfer PDO parameter	record			
	0	largest sub-indexsub-index supported	var	u8	ro	5
	1	COB-ID used by PDO	var	u32	rw, store	0x8000-0000
	2	transfer type	var	u8	rw, store	255
	3	inhibit time	var	u16	rw, store	0
	5	event timer	var	u16	rw, store	0
0x18xx	...	...	...	...	...	...
0x1A00		transfer PDO mapping	record			
	0	number of mapped application objects in PDO	var	u8	rw, store	0
	1..8	PDO mapping for the n-th application object to be mapped	var	u32	rw, store	0
0x1Axx	...	...	...	...	...	...
0x6000		read input 8-bit	array			
	0	number of inputs 8-bit	var	u8	const	16
	1..16	read input	var	u8	ro, mapp	0
0x6100 [26]		read input 16-bit	array			
	0	number of inputs 16-bit	var	u8	const	8
	1..8	read input	var	u16	ro, mapp	0
0x6200		write output 8-bit	array			
	0	number of outputs 8-bit	var	u8	const	16
	1..16	write output	var	u8	rw, mapp	0

[26] : Not present in the ODs for the CANopen Starter Kit o401p2ks and o401p2km.

Index	Sub-index	Name	Object Type	Data Type	Attribute	Default Value
0x6300***4***		write output 16-bit	array			
	0	number of outputs 16-bit	var	u8	const	8
	1..8	write output	var	u16	rw, mapp	0
0x6401***4***		read analog input 16-bit	array			
	0	number of analog input 16-bit	var	u8	const	4
	1..4	analogue input	var	i16	ro, mapp	0
0x6402***4***		read analog input 32-bit	array			
	0	number of analog input 32-bit	var	u8	const	4
	1..4	analog input	var	i32	ro, mapp	0
0x6411***4***		write analog output 16-bit	array			
	0	number of analog output 16-bit	var	u8	const	4
	1..4	analog output	var	i16	rw, mapp	0

Index	*Sub-index*	*Name*	*Object Type*	*Data Type*	*Attribute*	*Default Value*
0x6412***4***		write analog output 32-bit	array			
	0	number of analog output 32-bit	var	u8	const	4
	1..4	analog output	var	i32	rw, mapp	0
0x6424***4***		analog input interrupt upper limit integer	array			
	0	number of analog inputs	var	u8	const	4
	1..4	analog input	var	i32	rw, store	0
0x6425***4***		analog input interrupt lower limit integer	array			
	0	number of analog inputs	var	u8	const	4
	1..4	analog input	var	i32	rw, store	0

Table 16: Object Dictionary for standard I/O devices

2.5 Instanceability of the CANopen Layer

The CANopen stack, the CCM module and the hardware drivers are instanceable. This means that the function contents of CANopen can be applied to multiple data instances. This allows for support of multiple independent CANopen interfaces on one target.

To generate instances, all global and static variables are stored in so called instance tables. Each table entry corresponds exactly to a CANopen instance. An entry is described by a structure. When called, the functions receive a reference to the instance to be processed in the form of an instance pointer or an instance handle.

The number of instances and thereby the number of entries in an instance table are defined as constants during compilation. These constants are called COP_MAX_INSTANCES for the CANopen and are defined in the file **copcfg.h**. There is a separate define called CDRV_MAX_INSTANCES for instancing the CAN drivers, which is also defined in the file (*refer to section 2.11.1*). Access to the structure elements of an instance occurs exclusively via macros.

When defining multiple instances, if a function call occurs, a reference to the instance to be processed is always given as a parameter in the form of an address to an instance table (*refer to section* 2.5.2) or instance handle (*refer to section* 2.5.1). If only one instance was defined, then this parameter is left out. In the description of the API functions, this parameter will always be listed. The definition of the instance parameter is given with the help of macros. These macros are deleted by the compiler's preprocessor depending on the defined number of instances.

Example:

If only one instance is used, then the following instance parameter should be removed.

```
CcmConnectToNet ();
```

For multiple instances the instance parameter must be given.

```
CcmConnectToNet (HandleInstance0);
```

In the file **instdef.h** macros are defined for the declaration and transmission of instance parameters to functions and for access to entries in an instance tables. Use of these macros supports function writes, which are independent from the number of instances. As a rule, the number of instances (CANopen interfaces) is defined by the application.

2.5.1 Using the Instance Handle

An instance handle is used as a reference to the current instance if a CCM layer function is called or if one of the application's callback functions is called.

If multiple instances are used in a CANopen application, then the instance macros have the following contents:

The macro ...	***corresponds to …. in the C Source***
For declaration of parameters in a function's parameter list:	
CCM_DECL_INSTANCE_HDL	tCopInstanceHdl InstanceHandle
CCM_DECL_INSTANCE_HDL_	tCopInstanceHdl InstanceHandle,
CCM_DECL_PTR_INSTANCE_HDL	tCopInstanceHdl MEM* pInstanceHandle
CCM_DECL_PTR_INSTANCE_HDL_	tCopInstanceHdl MEM* pInstanceHandle,
For handing over parameters to the function to be called:	
CCM_INSTANCE_HDL	InstanceHandle
CCM_INSTANCE_HDL_	InstanceHandle,

Table 17: Meaning of instance macros as handle

If only one instance is used then the instance macros have no content.

2.5.2 Using Instance Pointers

An instance pointer is used as a reference to the current instance if a function from a deeper layer is called (i.e. SdosProcess function call through a function from the CCM module).

If multiple instances are used in a CANopen application, then the instance macros have the following contents:

The macro ...	***corresponds to …. in the C Source***
For declaration of parameters in a function's parameter list:	
MCO_DECL_INSTANCE_PTR	void MEM* pInstance
MCO_DECL_INSTANCE_PTR_	void MEM* pInstance,
MCO_DECL_PTR_INSTANCE_PTR	void MEM* MEM* pInstancePtr
MCO_DECL_PTR_INSTANCE_PTR_	void MEM* MEM* pInstancePtr,
For handing over parameters to the module's own function:	
MCO_INSTANCE_PTR	pInstance
MCO_INSTANCE_PTR_	pInstance,
MCO_PTR_INSTANCE_PTR	pInstancePtr
MCO_PTR_INSTANCE_PTR_	pInstancePtr,
For handing over parameters to functions not inside the module:	
MCO_INSTANCE_PARAM(par)	par
MCO_INSTANCE_PARAM_(par)	par,

Table 18: Meaning of Instance Macros as Handle

If only one instance is used then the instance macros have no content.

2.6 Hints for Creating an Application

When using the CANopen layer, it is important to know which functions must be executed in which operating state. This is crucial in order to attain the desired functionality. Explanations of internal mechanics and cycles aid in development of an understanding of the chosen solution or its limitations. Furthermore, explanations are given as to which tasks must be performed by the user in order to achieve the desired function.

To ensure the correct function of the CANopen protocol, a specific sequence must be adhered to when executing the functions. Otherwise it is possible that data structures won't be present or won't be initialized, whereby a function call will result in an error or undefined behavior. [27]

The sequence for execution of the various functions is coupled with the individual NMT state machine states. This procedure is advantageous in that the state can be described in great detail. The NMT state machine is defined by the standard CiA DS-301. There is a good deal of secondary literature available with hints and examples to help deepen your understanding.

This section provides a general description of the structure of an application. The application is divided into numbered areas. The following sections containing descriptions of individual modules make references to these areas in order to specify the positions that must be adapted for integration of the desired module or CANopen services.

2.6.1 Selecting the Required Modules and Configuration

When creating a CANopen device, various CANopen functions and properties are required for object entries. When you acquire a CANopen Library, the parameter of supported services is defined and cannot be modified. However when integrating the CANopen Code, the selection of services is configurable and can be adapted to application requirements.

Services are encapsulated in the modules within the CANopen stack. The following overview shows which module is required by the respective CANopen service. When using the source code, the required modules must be referenced during code generation and the appropriate settings made in file **CopCfg.h** (*refer to section* 2.11). Modules that are listed as base modules always have to be referenced during code generation. Optional modules can be left out if the service they support is not required.

[27]: When using the 'debug' version various verification tests are performed and in case of an error the corresponding PRINTF output will be generated.

Service/Function	***Module***	***Category***
Initializing CANopen	CcmMain.c	Mandatory module
Managing of PDOs	Pdo.c or PdoStc.c	optional
SDO Server	SdosComm.c	Mandatory module
SDO Client	Sdoc.c	optional
CRC calculation for SDO block transfer	SdoCrc.c	optional
Heartbeat producer	Hbp.c	optional
Heartbeat consumer	Hbc.c	optional
Emergency producer	Emcp.c	Mandatory module
Emergency consumer	Emcp.c	optional
Life Guarding Master	Nmtm.c	The module Nmtm.c and Nmts.c should always be used in an either-or fashion.
Life Guarding Slave	Nmts.c	
Node Guarding Master	Nmtm.c	
Node Guarding Slave	Nmts.c	
LSS Slave	LssSlv.c	optional
LSS Master	LssMst.c	optional
Creating communication objects for message transmission	Cob.c	Mandatory module
Functions for access to the object entries	Obd.c	Mandatory module
NMT state machine	Nmt.c	Mandatory module
Functions for accessing machine specific data formats for the given microcontroller 'Xxx'	AmiXxx.c	Mandatory module
Driver for the applicable CAN controller (Xxx) or operating system	CdrvXxx.c	Mandatory module
Interface functions for adapting the hardware-specific CAN controller connections	CciXxx.c	Mandatory module
Baud rate table containing the supported baud rates	BdiTabXxx.c	Mandatory module

Table 19: Guide for selecting the required software modules

Modules in the CCM layer are optional except for module **CcmMain.c**. The modules support the user during configuration of the application. The user has to decide which modules to include. An Emergency producer is always supported, even if this service is optional according to the standard CiA DS-301. However, practical application has shown that for diagnosis of an error in an application, this service must be used.

The amount of supported services and protocols within a module can be further reduced (*refer to section* 2.11). This is particularly interesting if very little code and data memory is available on the target. Additional settings must be made in the file **CopCfg.h**. The CANopen stack is implemented independently of any specific CAN controller. For connection of a CAN controller, the specific driver module **CdrvXxx.c** and possibly another module **CciXxx.c** must be included. The module **CciXxx.c** is required if a stand alone controller can be connected to a microcontroller in different ways. [28] Additional information is available in the manual "CAN Drivers" (*L-1023*).

The baud rate table contains values for various baud rates for the baud rate registers BTR0 and BTR1. These values are calculated based on the clock frequency of the CAN controller and not the crystal or oscillator frequency. The clock frequency of the CAN controller is usually determined by dividing or multiplying the oscillator frequency of the CAN controller or microcontroller.

2.6.2 Sequence of a CANopen application

A CANopen application has the following cycle in principle:

- Initializing the hardware
- Creating the data structure (Object Dictionary, Tables, Structures, Variables, Instances) and linking the configured modules configuration of node numbers
- Initialization of services (communication parameters, creating communication objects)
- Processing events and execution of service demands from the application.
- Closing the CANopen layer, if necessary

[28]: Connection to an INTEL 82C527 CAN controller can be achieved via both serial or parallel interface.

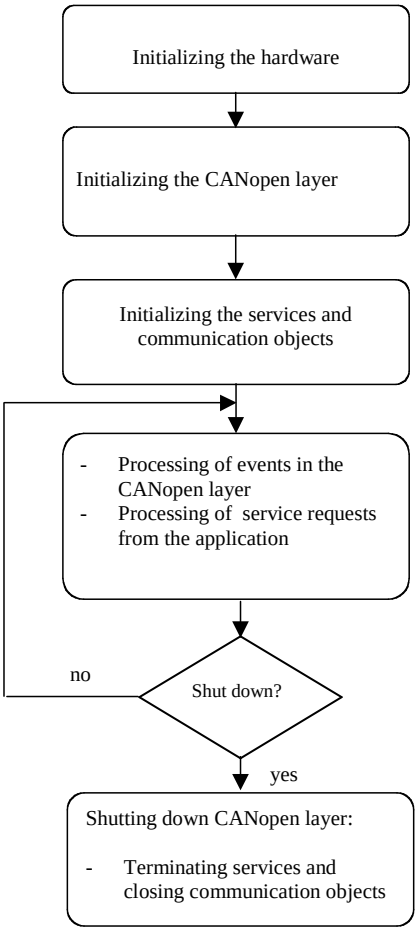

Figure 18: Sequence of a typical CANopen application

2.6.2.1 Initializing the Hardware

Before the CANopen layer is initialized, the hardware must be initialized by the application. To function correctly the CANopen requires a time basis, generated in 100µs, as well as an interface in the debug version for the output of error messages. If an error is discovered based on a faulty configuration or parameterization, then the CANopen layer will call standard C-function printf in some cases. The output of the serial data stream to a terminal may need to be adapter for the target.

The global interrupt of the microcontroller is to be released, and the CAN controller's service routine included (which involves setting the interrupt vector and the interrupt priority). Upon delivery, target.c files for various target platforms are included with the CANopen Source Code. There are functions in these files for initialization of a timer, the serial interface as well as for release of the global and CAN controller specific interrupt.

Examples for the hardware initialization:

```
void main (void)
{
...
    // disable global interrupt
    TgtEnableGlobalInterrupt (FALSE);

    // init target (timer, interrupts, ...)
    TgtInit ();         // init general
    TgtInitSerial ();   // init serial interface
    TgtInitTimer  ();   // init system time
    TgtInitCanIsr ();   // init CAN controller interrupt

    // enable global interrupt
    TgtEnableGlobalInterrupt (TRUE);

...
}
```

When using an operating system, the hardware is usually initialized by the operating system. Functions may be necessary for the initialization of the operating system.

2.6.2.2 Initializing the CANopen Layer and Creating the Data Structures

Each module in the CANopen stack or Cdrv layer (CAN driver **CdrvXxx.c**) contains a function for the initialization and parameterization of the module. The Init function must be executed for each instance. This step is required in order to correctly process additional functions within the module.

The function **CcmInitCANopen** executes the basic initialization of the CANopen layer. The Init functions of the individual modules are called within this function. This provides the conditions necessary to link application variables (i.e. for storing process data) with the CANopen layer.

Example for initialization of the CANopen layer:

In the following example, initialization of the CANopen layer of a CANopen device is prepared and executed with an instance. The node contains the node number 1, a baud rate of 1 Mbit/s is selected. The clock speed for the controller is 10 MHz for a CPU frequency of 20 MHz. When selecting the baud rate table, it is important to be sure that the listed clock frequency refers to the clock frequency of the CAN controller and not the oscillator frequency of the CAN controller or the CPU. For microcontrollers with an integrated CAN controller or for stand alone CAN controllers, the clock speed can usually be determined by dividing or multiplying the oscillator frequency.

```
#define NODE_ID     0x41           // Node ID is 0x41

// define index to baud rate table for 1 Mbit/sec
#define BAUDRATE    kBdi1Mbaud

// define the baud rate table for 10MHz CAN controller clock
#define CDRV_BDI_TABLE awCdrvBdiTable10

// define base address of CAN-controller
#define CAN_BASE    0xEF00
```

An acceptance filtration is not provided. Each CAN identifier can receive. The parameters are stored in a tCcmInitParam structure declared as "const". The base address of the CAN controller CAN_BASE is entered in the structure tCdrvHwParam. A function is defined (TgtEnableCanInterrupt1) through the application, which inhibits or releases the CAN controller interrupt. A Callback function (**AppCbNmtEvent**) is defined for processing the state changes of the NMT state machine. The function **ObdInitRam**, for initialization of the internal data structures, always has to be entered.

```
CONST tCcmInitParam ROM CcmInitDefaultParam_g =
{
    NODE_ID,                    // node id
    BAUDRATE,                   // index to baud rate
    CDRV_BDI_TABLE,             // baud rate table
    0xFFFFFFFFL,                // Acceptance Mask Register
    0x00000000L,                // Acceptance Code Register
    {{0}},                      // CAN controller address
    TgtEnableCanInterrupt1,     // function pointer to
                                // enable CAN interrupt
    AppCbNmtEvent,              // pointer to NMT-Callback
                                // function
    ObdInitRam                  // init function for OD
};
```

In this example all entries for the structure are fixed and cannot be changed during runtime. Therefore the structure is stored in the ROM. If the node address or baud rate has to be changed or configured with a DIP switch during runtime, then the structure must be stored in RAM, so that the entries (m_bInitNodeId, m_BaudIndex etc.) can be modified by the application.

By calling the function CcmInitCANopen, the CANopen layer is initialized. The first call of CcmInitCANopen is always performed with the parameter kCcmFirstInstance. This causes the function to delete the internal instance table.

The Object Dictionary is created, the entries initialized with default values (default values can be provided when the Object Dictionary is defined). However, Object Dictionary entries are not linked to the application.

```
tCcmInitParam MEM CcmInitParam_g;

void main (void)
{
...
    // enable global interrupt
    TgtEnableGlobalInterrupt (TRUE);

    // copy default values to RAM
    CcmInitParam_g = CcmInitDefaultParam_g;

    // set address auf CAN-Controller 1 to tCdrvHwParam
    // (tCdrvHwParam is a UNION, therefore the address cannot be
    // set as const by compiler it must set by user)
    CcmInitParam_g.m_HwParam.m_McIoParam.m_pbBaseAddr =
        TgtGetCanBase (1);

    // initialize first instance of CANopen
    Ret = CcmInitCANopen (&CcmInitParam_g,
        kCcmFirstInstance);

    if (Ret != kCopSuccessful)
    {
        goto Exit;
    }

...

Exit:
...
}
```

2.6.2.3 Node Number Configuration with LSS

When using the LSS service for configuring a node number, it is important to be sure to execute the LSS state machine before switching from NMT state INITIALIZATION to PRE-OPERATIONAL, if the node number is invalid.

If the application still has no valid node numbers following execution of **CcmInitCANopen** (according to LSS specification CiA DS-305 V1.01, 0xFF is defined as an invalid node number), then the function **CcmProcessLssInitState** must be called cyclically in a loop. CANopen will wait until a valid node number has been initialized via the LSS service before doing this. Once this has occurred, then the function will return a value not equal to *kCopLssInvalidNodeID*. Now the cyclical loop can be ended and **CcmConnectToNet** can be called. The NMT state machine is then started with **CcmConnectToNet**. While this called is performed the NMT Callback function within the application is called with various events. Information on what needs to be done within these events is provided in *section* 2.6.2.4.

Example:

```
...
    Ret = CcmInitCANopen (&CcmInitParam_g, CcmFirstInstance);
    if (Ret != kCopSuccessful)
    {
        goto Exit;
    }

    ...
    // run LSS init state process until NodeId is valid
    do
    {
        Ret = CcmProcessLssInitState ();

    } while (Ret == kCopLsssInvalidNodeId);
    ...

    Ret = CcmConnectToNet ();
    if (Ret != kCopSuccessful)
    {
       goto Exit;
    }
```

If the node number is modified again during the cyclical execution of **CcmProcess**, then a re-initialization of the CANopen layer will be performed automatically (in the CCM module). When this occurs, the events kNmtEvResetNode, kNmtEvRestCommunication and kNmtEvEnterPreOperational will be registered again in the NMT Callback function of the application.

2.6.2.4 Initializing Services and Communication Objects, Service Execution

In the previous step, the basic data structures were created and initialized. The CANopen device contains a valid node number. The step that follows now links the application variables to the entries in the Object Dictionary and initializes the services and communication objects for the data transfer. Thus the functions to be executed are assigned the states within the NMT state machine.

After the function **CcmInitCANopen** has been executed, the CANopen device will be in the NMT state machine's *INITIALIZING* state.

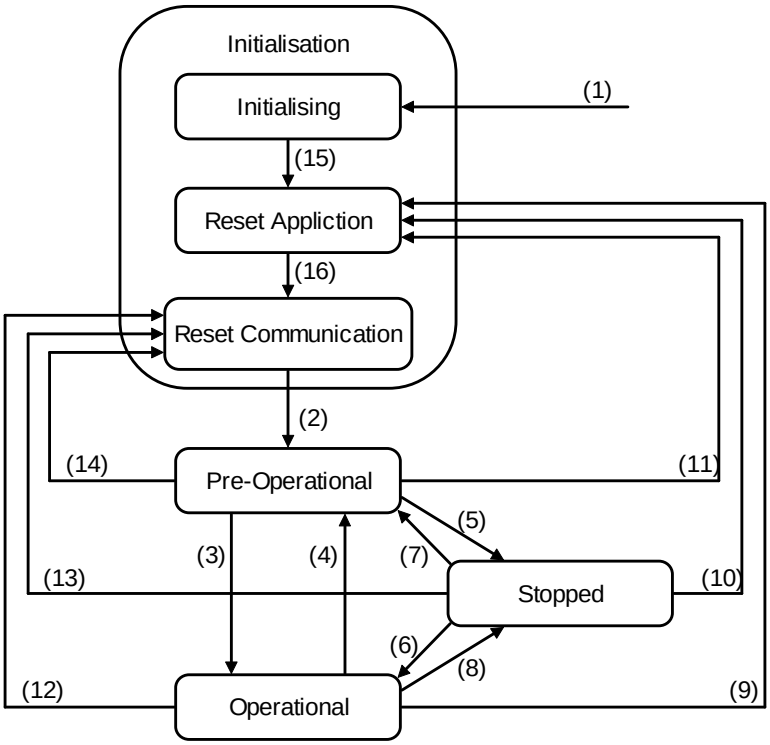

Figure 19: NMT state machine according to CiA DS-301 V4.02

	Event	***Command***
(1)	Power-on or hardware reset	kNmtEvEnterInitialising
(2)	automatic change into PRE-OPERATIONAL state after completion of INITIALISATION	kNmtEvEnterPreOperational
(3), (6)	NMT command: Start_Remote_Node	kNmtEvEnterOperational
(4), (7)	NMT command: Enter_Pre_Operational_Node	
(5), (8)	NMT command: Stop_Remote_Node	kNmtEvEnterStopped
(9), (10), (11)	NMT command: Reset_Node	kNmtEvResetNode
(12), (13), (14)	NMT command: Reset_Communication	kNmtEvPreResetCommunication kNmtEvResetCommunication kNmtEvPostResetCommunication
(15)	automatic change into RESET-APPLICATION state after completion of INITIALIZING	kNmtEvResetNode
(16)	automatic change into RESET-COMMUNICATION state after RESET-APPLICATION finished	kNmtEvPreResetCommunication kNmtEvResetCommunication kNmtEvPostResetCommunication

Table 20: NMT state machine explanation (List of events and commands)

According to the standard CiA DS-301 the following services are to be supported in the various NMT states:

Communi-cation object	***INITIALISING***	***PRE-OPERATIONAL***	***OPERATIONAL***	***STOPPED***
PDO			X	
SDO		X	X	
SYNC		X	X	
Time Stamp		X	X	
Emergency		X	X	
Boot-Up	X			
NMT		X	X	X

Table 21: Supported communication objects in various NMT states [4]

The function **CcmConnectToNet** starts the execution of the State machine with the state *INITIALIZING*. After a state has been closed, the state machine will shift to the next state on its own until reaching the state *PRE-OPERATIONAL*. The function **CcmConnectToNet** will then return. During execution of the individual states respective events, the modules of the CANopen stack will be called repeatedly over the **XxxNmtEvent** function. Likewise a call will be performed for the application's NMT Callback function **AppCbNmtEvent**, if a function has been parameterized (entry m_fpNmtEventCallback of the structure tCcmInitParam). When an NMT Callback function is called, the NMT event is given as a parameter (event will be handed over as parameter, *refer to Table 20*).

The function **AppCbNmtEvent** is called as the last function within the execution sequence of an NMT state's XxxNmtEvent functions, allowing previously set standard values to be modified as needed for an application.

In the following examples the function **AppCbNmtEvent** is called as the application's NMT Callback function. The examples are based on the condition that only one instance was configured. When multiple instances are used then the instance parameter must be completed.

State INITIALIZING:

This state is only executed one time following a power-on or reset. In this state the modules' Init functions (such as **CcmInitLgs**, must be executed. In this state all application variables have to be linked to the variable entries of the Object Dictionary. After this is finished, the state machine automatically goes into the *RESET APPLICATION* event.

Example:

```
tCopKernel PUBLIC AppCbNmtEvent (tNmtEvent NmtEvent_p)
{
tCopKernel Ret = kCopSuccessful;

    // which event was called?
    switch (NmtEvent_p)
    {
        // after power-on link all variables with OD
        case kNmtEvEnterInitialising:

            // linking of variables for CANopen with OD
            Ret = CcmDefineVarTab (aVarTab_g,
                sizeof (aVarTab_g) / sizeof (tVarParam));

            break;
        ...
```

State RESET APPLICATION:

In this event all manufacturer specific objects (from 0x2000 to 0x5FFF) and all device specific objects (starting at 0x6000 up to 0x9FFF) have been reset to their power-on values. Power-on value refers to the default value from the Object Dictionary or the last value saved in the non-volatile memory. The application can change the values of process variables at a later time.

Example:

```
tCopKernel PUBLIC AppCbNmtEvent (tNmtEvent NmtEvent_p)
{
tCopKernel Ret = kCopSuccessful;

    // which event is called?
    switch (NmtEvent_p)
    {
        case kNmtEvEnterInitialising:
            ...
            break;

        case kNmtEvResetNode:

            // reset process vars
            wDigiOut = 0;
            ...
            break;
```

State RESET COMMUNICATION:

Here all communication parameters (starting at 0x1000 to 0x1FFF) are reset to their power-on[29] values. Power-on value refers to the default value from the Object Dictionary or the last value saved in the non-volatile memory.

The communication objects for all modules in the CANopen stack are created. The application can now redefine all PDOs. With this, all settings are overwritten by the default values from the OD or the values stored in the non-volatile memory. The state machine changes automatically to *PRE-OPERATIONAL* state after completion. A CANopen slave signals this state transition by sending a BOOTUP message.

[29]: The power-on values are the last values stored in the object 0x1010 (Save Parameters), in as far as they are not reset to their default values with the object 0x1011 (Restore Parameters). It is up to the user to arrange the upload of Object Dictionary entries into a non-volatile memory. The user is supported thereby by module CcmStore.c.

Example:

```
tCopKernel PUBLIC AppCbNmtEvent (tNmtEvent NmtEvent_p)
{
tCopKernel Ret = kCopSuccessful;

    // which event is called?
    switch (NmtEvent_p)
    {
        // reset all communication objects (0x1000-0x1FFF)
        case kNmtEvResetCommunication:
            Ret = CcmDefinePdoTab (
                (tPdoParam GENERIC*) &aPdoTab_g[0],
                sizeof (aPdoTab_g) / sizeof (tPdoParam));
            break;
```

Dissenting from the NMT state machine in

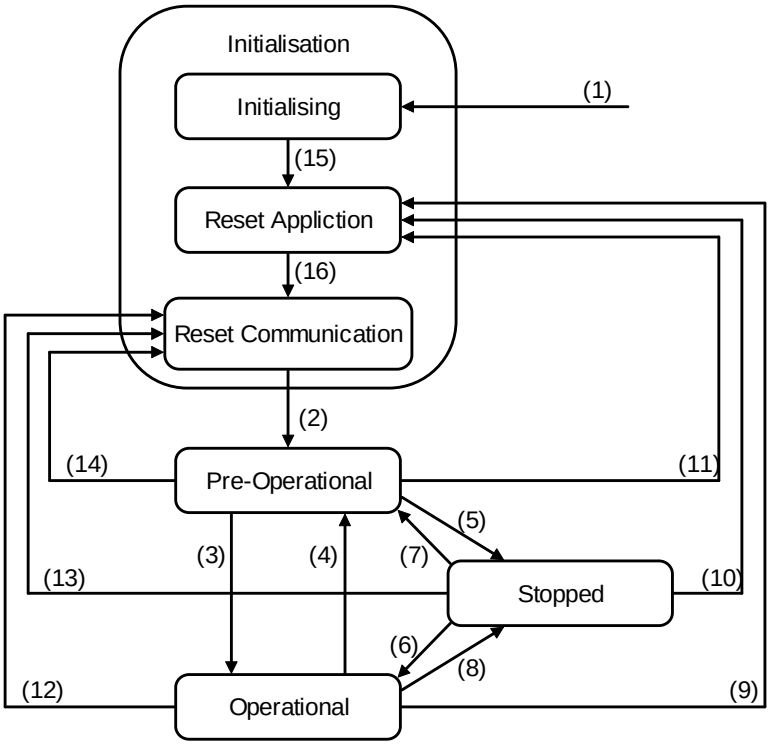

Figure 19, two additional states were implemented within this state.

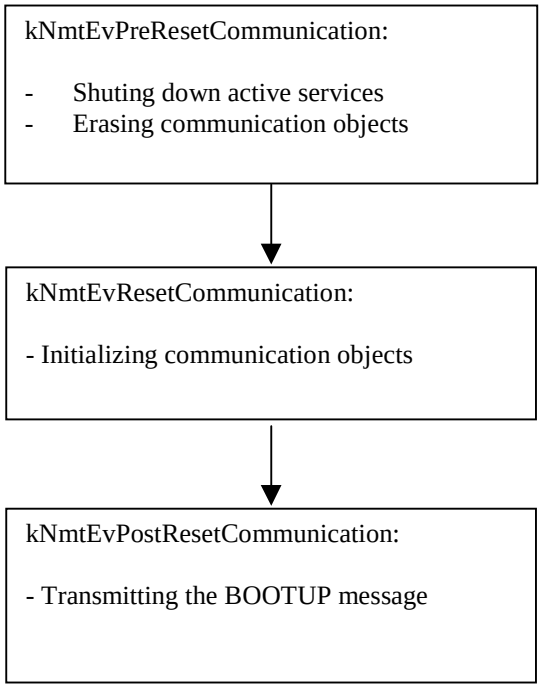

Figure 20: Additional NMT states

In the state *PRE-RESET-COMMUNICATION* all active services are ended and the communication object is deleted. In the state *POST-RESET-COMMUNICATION* the transfer of the BOOTUP message is initiated, whereby a CANopen slave signals that the initialization is complete. The state machine changes to *PRE-OPERATIONAL* state.

State PRE-OPERATIONAL:

In this state communication per SDO is possible. Life Guarding, Node Guarding or Heartbeat is executed if these services were configured by the application. With the help of SDOs, communication parameters and mapping parameters can be modified for PDOs over the CAN bus. The CANopen device switches to state *OPERATIONAL* after receipt of the NMT *Start_Remote_Node* from a NMT Master [30] or after calling the function **CcmBootNetwork()** respectively **CcmSendNmtCommand (0x00, kNmtCommStartRemoteNode)**.

After the execution of this event the function **CcmConnectToNet** is ended. State changes are now initiated upon receipt of NMT commands. The processing occurs within the function **CcmProcess**.

The function **CcmProcess** must be called in a cyclical loop. The more often it is called, the more stable the CANopen layer's reactions will be to time events.

[30] : For network applications where no NMT Master is present changing to *OPERATIONAL* state can be forced by calling the function NMTExecCommand(kNmtCommEnterOperational).

Within the function **CcmProcess**, CAN messages are evaluated first and assigned to the corresponding internal CANopen modules. If an event occurs that is important for the application, then a Callback function will be called. Most of these Callback functions are located in the CCM module or are components of the application and can therefore be adapted by the user. Furthermore, the function **CcmProcess** tests a few time cycles, for which a CAN message may have to be sent under certain circumstances. For example, PDOs may be sent following completion of the Event Timer. Likewise an SDO abort is sent if the SDO server expects a message from the SDO client during a segmented transfer but does not receive one.

State OPERATIONAL:

The transmission from *PRE-OPERATIONAL* to *OPERATIONAL* state generates a transfer of all asynchronous TPDOs. In this state PDOs are transferred if an event occurs (such as EventTimer expired, SYNC message received, modification of process variables). If PDOs are received, then their data is put into the OD and the application will be notified by calling the corresponding callback function containing applicable parameters.

State STOPPED:

In this state the execution of all services is stopped with the exception of NMT services (this also includes Node Guarding and Heartbeat).

2.6.2.5 Shutting Down a CANopen Application

The CANopen application is closed by executing the function **CcmShutDownCANopen**. This function calls the function **XxxDeleteInstance** for each module that is configured in the CANopen stack. The modules finish their services and delete the communication objects. The data structures of the CANopen layer are invalid after the function **CcmShutDownCANopen** has been executed.

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support@systec-electronic.com

4 Notes on CANopen Certification

For CANopen certification with CiA, the following should be noted:

- Only a device can be certified and not software
  The CANopen stack was certified with the CANopen-Chip from SYS TEC electronic GmbH.
  Certificate No.: CiA200002-301V30/11-013
- Thus we can demonstrate that certification with our CANopen stack is possible.

However, certification also depends on a number of factors, that we cannot influence directly.

Therefore please note the following:

- The entries in the OD must match those in the ****.EDS*** file. This effects above all the device name (Index 0x1008, the hardware and software version (Index 0x1009 or 0x100A) etc.
- The number of PDOs must match the PDOs actually present in the OD
- All indices that are present in the software must also be entered in the EDS file. There can be no hidden entries.
- The entries in Index 0x100C and 0x100D (Life Guarding) must have a default setting of zero.
- The Index 0x1003, Sub-index 0 can only be written to with a 0 and then the error field has to be erased. Writing a number that is greater than 0 will result in an error.
- The Mapping Parameter Sub-indexes 0 (e.g. 0x1600,0, 0x1601,0, 0x1A00, 0 etc.) can be written with values up to 64 max. If the maximum value is exceed an error message will result. Since our CANopen software supports bytemapping in its default setting, all values >8 are rejected.
- It must always be possible to answer RTR-queries sent to the node (regardless of TxType).

If the criteria in aforementioned points are met, then certification should be easy.

Note:
We verify our software ourselves with the current version of the CiA Conformance Test Tool. We can also perform pretests of customer devices in house.

5 Glossary

User Layer:	
CiA DS-301:	Definition of communication profile and application layer
Framework:	
CiA DSP-302:	Framework for programmable CANopen devices
CiA DSP-304:	Framework for safety relevant communication
Communication Profile	Specification of transmission protocols, communication objects, data objects
Device Profile	Specification of device-specific services and properties
CiA DS-401	CiA Draft Standard 401 Device profile for generic I/O modules
Object Dictionary (OD):	The Object Dictionary (OD) is the main data structure of a CANopen devices for storage of all device data. It serves as a binding element between the application and the communication layer. Any OD entry is address via an index and a sub-index.
Communication Object:	Object for transmitting data between CANopen devices.
TPDO	Communication object for sending process data (Transmit Process Data Object)
RPDO	Communication object for receiving process data (Receive Process Data Object)
Tx-Type	PDO transmission type. This always corresponds to sub-index 2 of the PDO communication parameter (object index 0x1400 to 0x15FF and 0x1800 to 0x19FF).
MPDO	Multiplexed PDO – Enables the transmission of process data in an SDO-like manner. It is possible to transmit data to one or multiple devices

	simultanously without having a PDO for each single object.
DAM	Destination Address Mode – MPDO mode where the producer adresses the destination object in the consumer's OD.
SAM	Source Address Mode – MPDO mode where the producer gives the address of the source object in the local OD. The producer has a Scanner-list containing all the objects to be sent. The consumers have a corresponding dispatcher list. This list connects each producer's source object to a destination object in the consumer's OD.

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[6] „CANopen - Interface and Device Profile for IEC 61131-3 Programmable Devices“, CiA[1] Draft Standard 405, V2.0, 21. 05. 2002

[7] „CANopen - Device Profile for Generic I/O Modules“, CiA[1] Draft Standard 401, V2.1, 17. May 2002

[1] CiA CAN in Automation e.V.

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Document: **CANopen Software Manual**
Document number: L-1020e_12**,** May 2006

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Printed in Germany