

Software Manual

.NET Ethernet TCP/IP Library

.NET Class Library

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1. General notes

1.1. Use of the manual

This manual describes the function and use of the .NET Ethernet TCP/IP library (order no. 8000150), version 1.X.X.X.

The order number and the software version number can also be found in the HTML documentation.

1.2. Requirement for the user

Proper use of the .NET Ethernet TCP/IP library requires prior knowledge in application programming and the integration or application of .NET class libraries in a PC environment.

1.3. Supplementary documents

The overall documentation for this product consists of the following documents:

Document title (document number)	Contents			
Manual (MAN20001660)	(this document)			
Documentation (HTML)	.NET library documentation			
Manual for EKS Electronic- Key Adapter	Device-specific information for the respective product	(WWW)		
i Important!				

Always read all documents to gain a complete overview of safe installation, setup and use of the device.

1.4. System requirements

Hardware:	Standard PC
Development environment:	An integrated development environment (IDE) that supports .NET 6 is required.
Operating system:	Windows [®] 10, 32-bit
	Windows® 10, 64-bit
(Importa	int!

The .NET Ethernet TCP/IP library including demo application was programmed in C#.

1.5. Use of brand names

 ${\it Microsoft}\ {\it Windows}^{\it (\! R\!)}$ is a registered trademark of ${\it Microsoft}\ {\it Corporation}.$



2. General function of the application

The .NET class library supports the integration of the following systems in a Microsoft .NET application:

· Electronic-Key-System EKS Electronic-Key adapters with Ethernet TCP/IP interfaces

This enables the systems to be used in combination with process visualization software, for example.

Data communication is based on the Ethernet TCP/IP protocol. Here, the .NET class library serves as the protocol driver and enables straightforward communication setup from .NET-based programming environments such as Microsoft C# .NET.

The .NET class library can be used to read and possibly write the transponder data. Transponders with the following memory types are supported:

> 116 bytes read/write plus 8 bytes serial number read only

Refer to the respective product description for the memory structure. It is necessary to observe the required block formation when writing data.

3. Installation

To use the .NET class library, add the *lib_.NETTCP* folder to your .NET project.

The description for the .NET class library commands is integrated in the software. The HTML documentation can also be used as a supplement. This is available via the *index.html* document in the *html* folder.

4. Demo application

The basic functions of the .NET class library can be tested in the integrated demo application *Euchner.DemoApp.EksTcp*. The demo application can be started under *DemoAppTCP_x.x.x.x\Executable*. It is intended exclusively for illustrative purposes for the functions and not for complete applications.



Important!

A .NET 6 runtime environment is needed to use the demo application.

E Demo App EKS Ethernet TCP/IP	_		\times			
IpAddress: 192, 168, 1, 1 Connect to Disconnect Read UID Read Write Clear						
Transponder UID:						
03 62 5c c9 a8 00 10 32						
Transponder content (bytes, hex):						
10 15 ee 78 0f b0 4b a5 91 29 c9 b6 36 ad 7f 5a b6 e4 48 0b 20 4f 64 df 12 e9 a8 b4 cf 36 8e 12 e6 5b 69 08 e3 c8 21 e8 2	7 1c 19 b	of 92 c2 b	d 94			
30 9c e9 01 a3 9f 75 f7 99 65 8b 8b eb 42 b5 3c 9c c6 79 76 aa cf 54 9e 66 5d 18 94 6d 9f 25 62 54 18 e3 b3 dc 84 ce df 1b	bf 3d 3	7 6f c7 2	l c1			
28 87 1a 9a 28 14 1c a2 1e 23 cf a7 58 69 00 d3 a3 b6 5a 0c						
Device Connected Transponder Connected State						

Connect a device to the PC and enter the IP address of the device. The buttons can then be used as follows:

Button	Meaning
Connect to	Establish the connection to the device.
Disconnect	Disconnect the connection to the device.
Read UID	Read the UID (unique identifier). The UID is the unique serial number for a transponder.
Read	Read the entire transponder read/write area.
Write	Write data to the transponder. It is necessary to observe the required block formation when writing data.
Clear	Overwrite data on the transponder with the value 0.

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