

BACnet Sever

V1.0



**Website:** <http://www.we-con.com.cn/en>

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**Overview**

This document describes the steps to set up BACnet Sever.

⚫ Software Configurations of HMI

Note: This function only supports PI8000ig

**I Software Configurations of HMI**

**1.1 PIStudio**

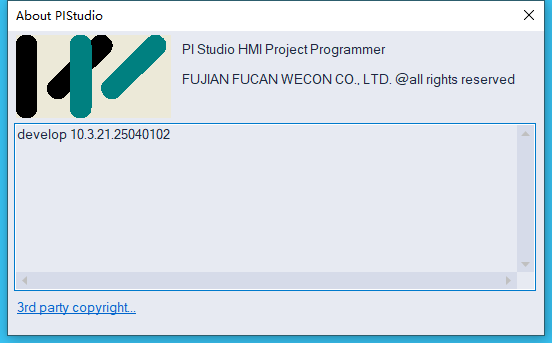


Figure 1-1

**1.2 New project**

1.[Home]→[New]→New project→Set the name,series and model of HMI→[OK].

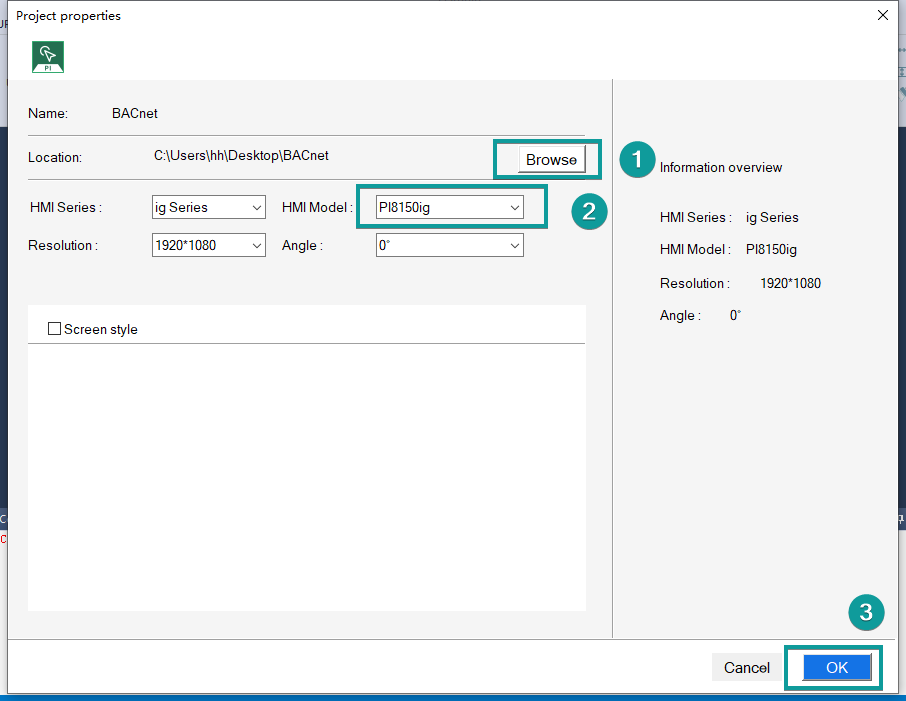


Figure 1-2

**1.3 BACnet Sever Project making**

1.[FUNCTION CONFIGURATION]→[BACnet Sever]

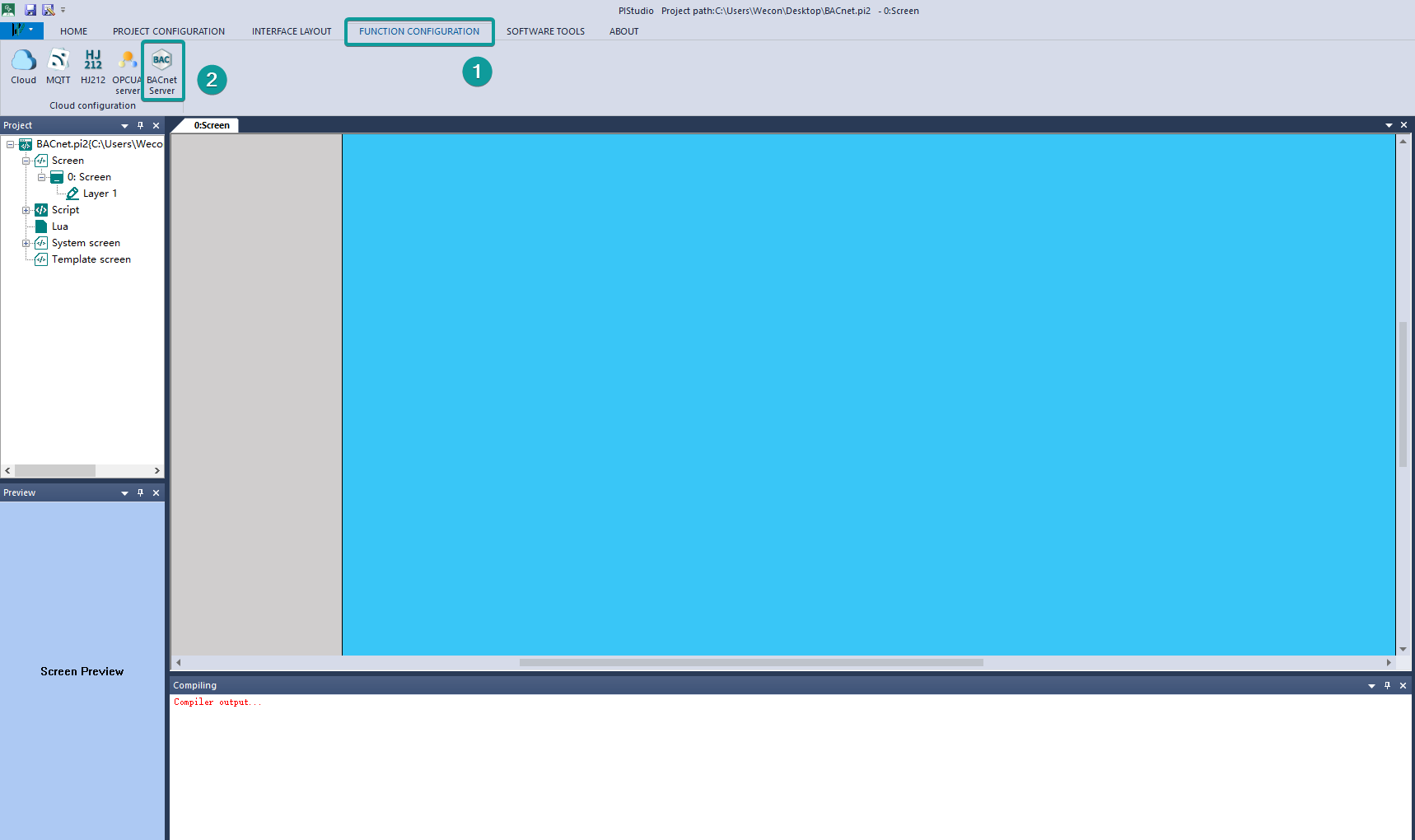
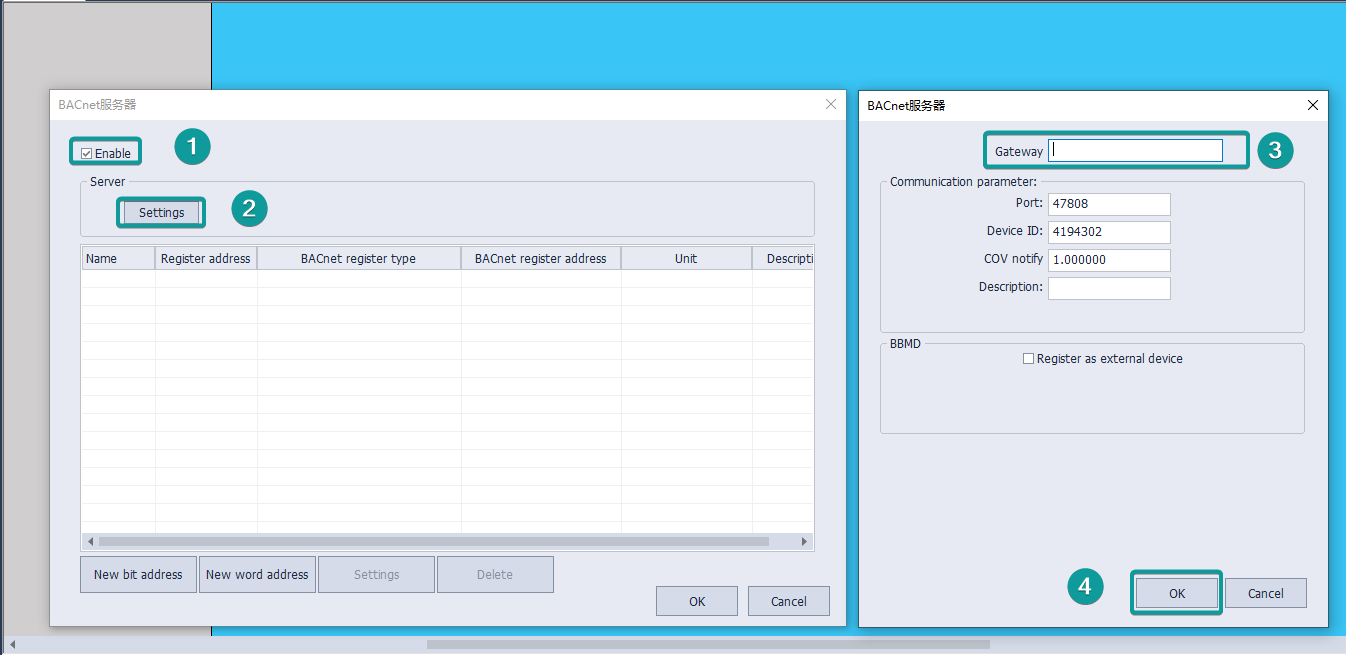
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Figure 1-3

2.[Enable]→[Settings]→Enter a gateway name→[OK]

****Figure 1-4

3.[New bit address]→Edit the point name→[Edit]Select the internal address of the register→Select the register type on the Forwarder

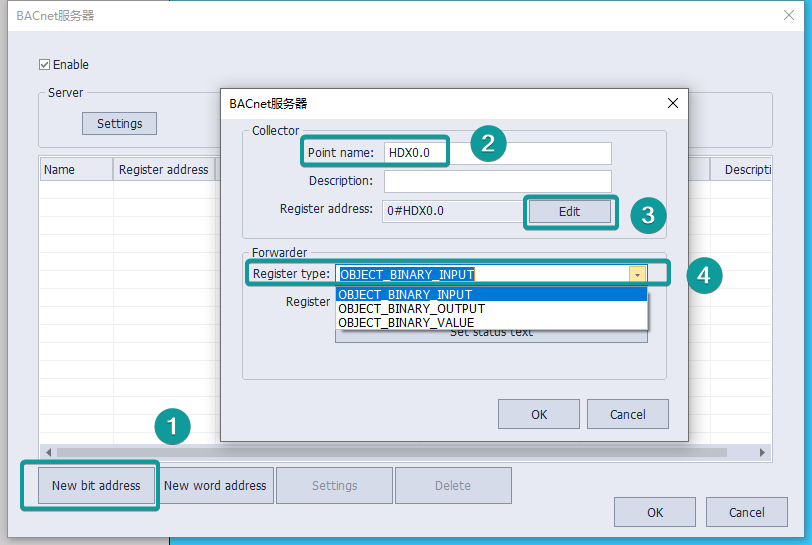
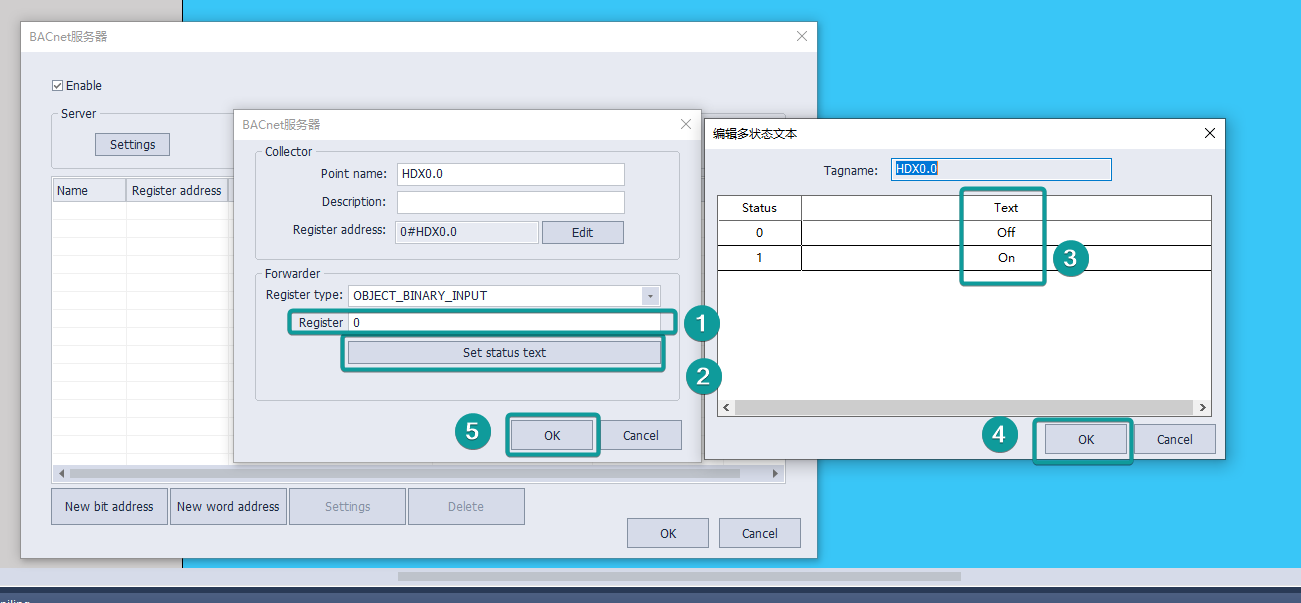
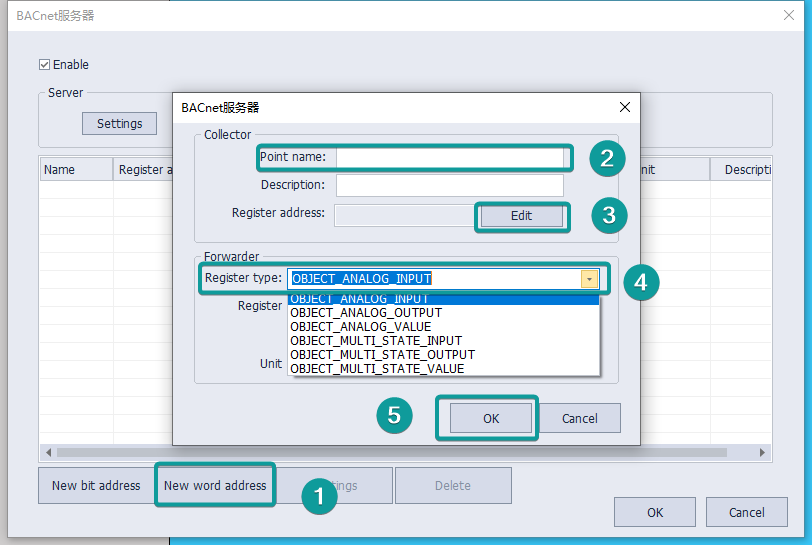
****

Figure 1-5

4.Select the register address on the Forwarder→[Set status text]Edit the text for different states→[OK].

Figure 1-6

5.[New word address]→Edit the point name→[Edit]Select the internal address of the register→Select the register type on the Forwarder

****Figure 1-7

6.Select the register units according to your needs

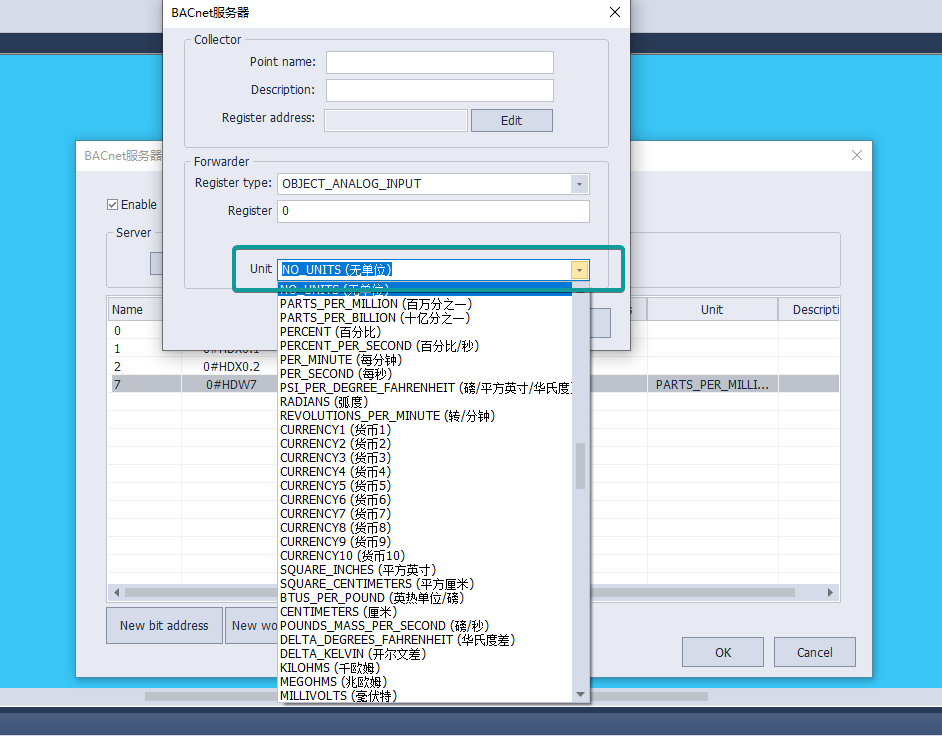
****

Figure 1-8

**1.4 BAcnet Engineering Units**

This enumeration is used by the following objects/properties:

https://ftp.we-con.com.cn/Download/WIKI/PI%20HMI/Demo/Communication/BAcnet%20Engineering%20Units.xlsx

https://docs.elipse.com.br/documents/en-us/driver/bacnet/latest/generated\_enum\_bacnetengineeringunits.html

**2.1 BACnet IP New project**

1.[Home]→[New]→New project→Set the name,series and model of HMI→[OK].

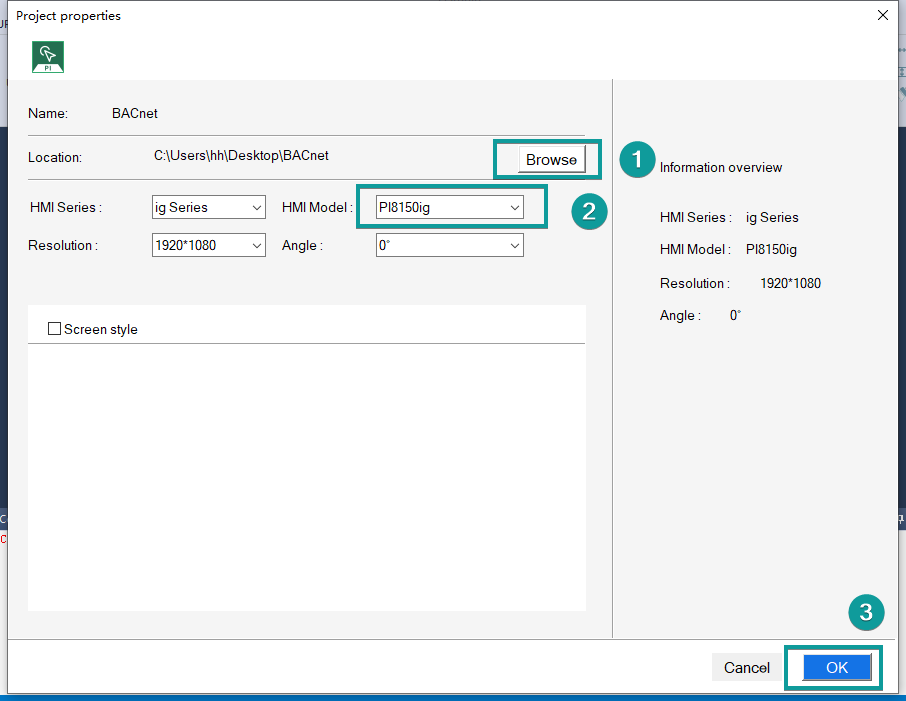


Figure 2-1

**2.2 Communication configuration**

1.[New]→Choose BACnet→[OK]

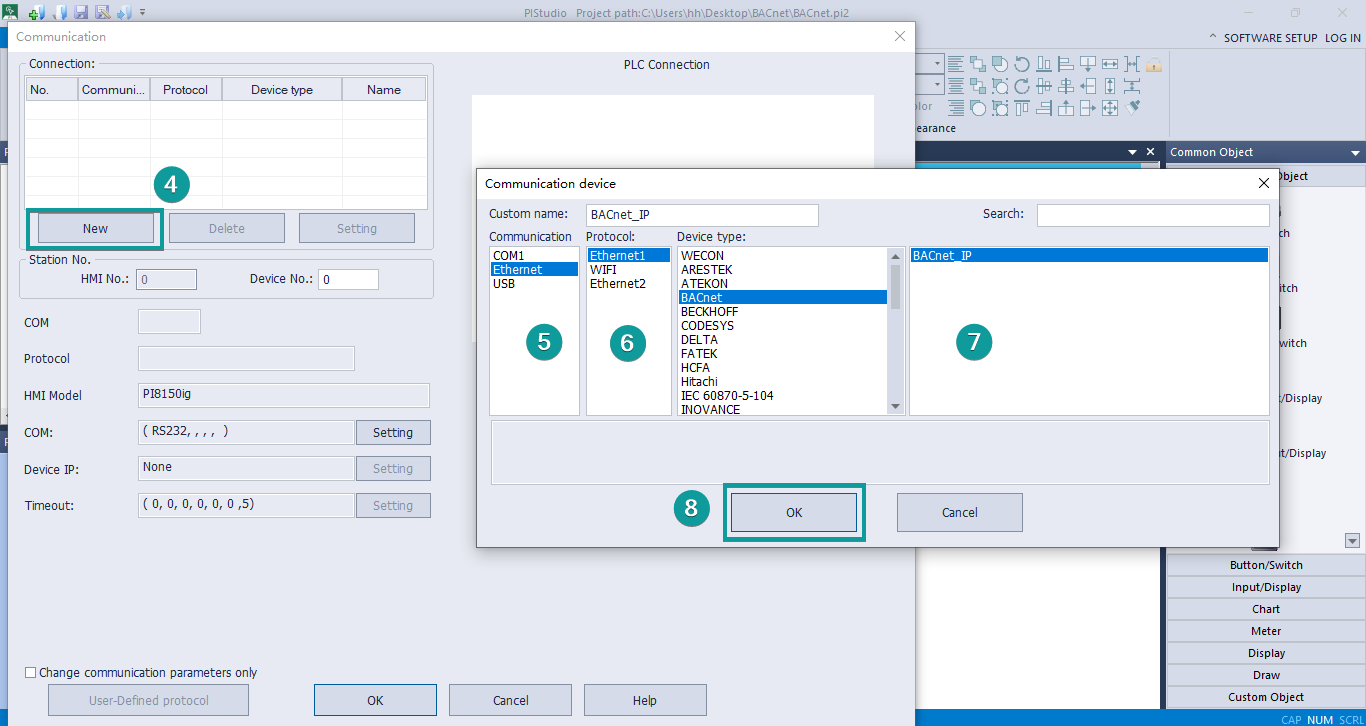


Figure 2-2

2.[Setting]→[Search]→Select device→[OK]→[OK]

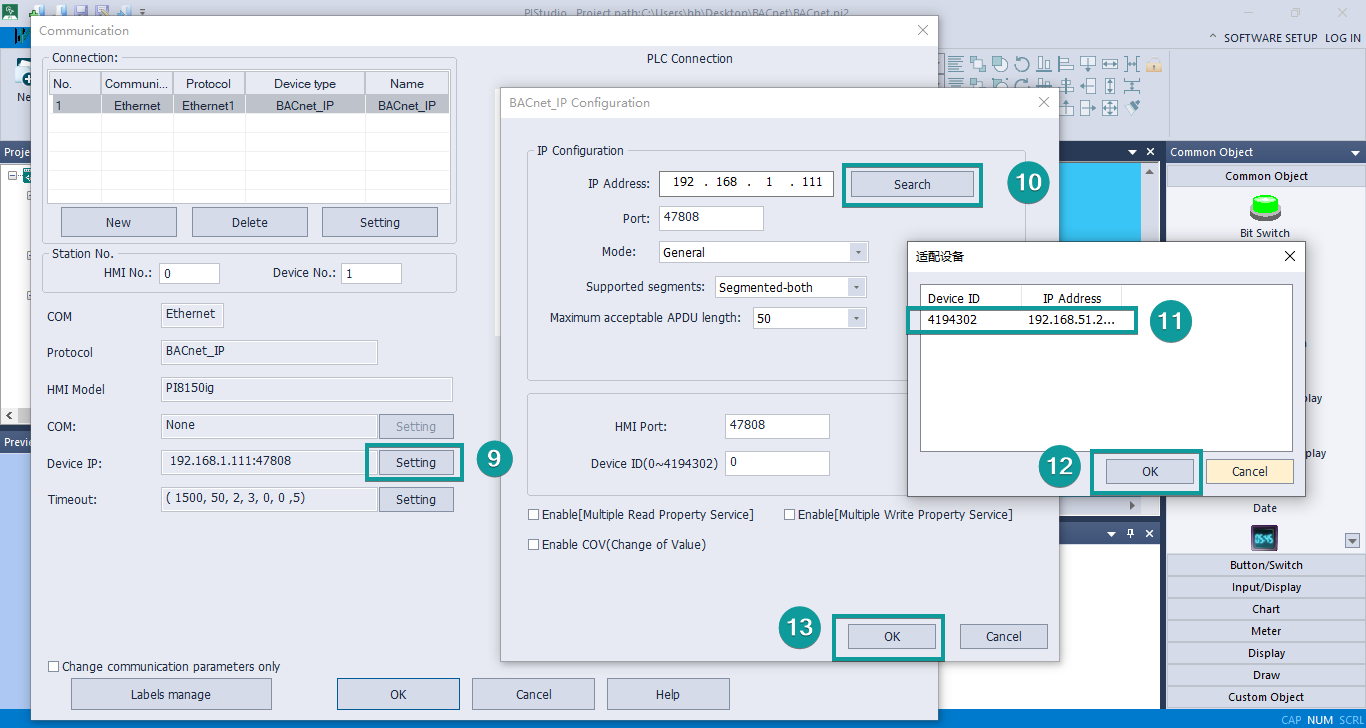
****

Figure 2-3

3.[Labels manage]→[Get Tags From Device]→[Save]→[OK]

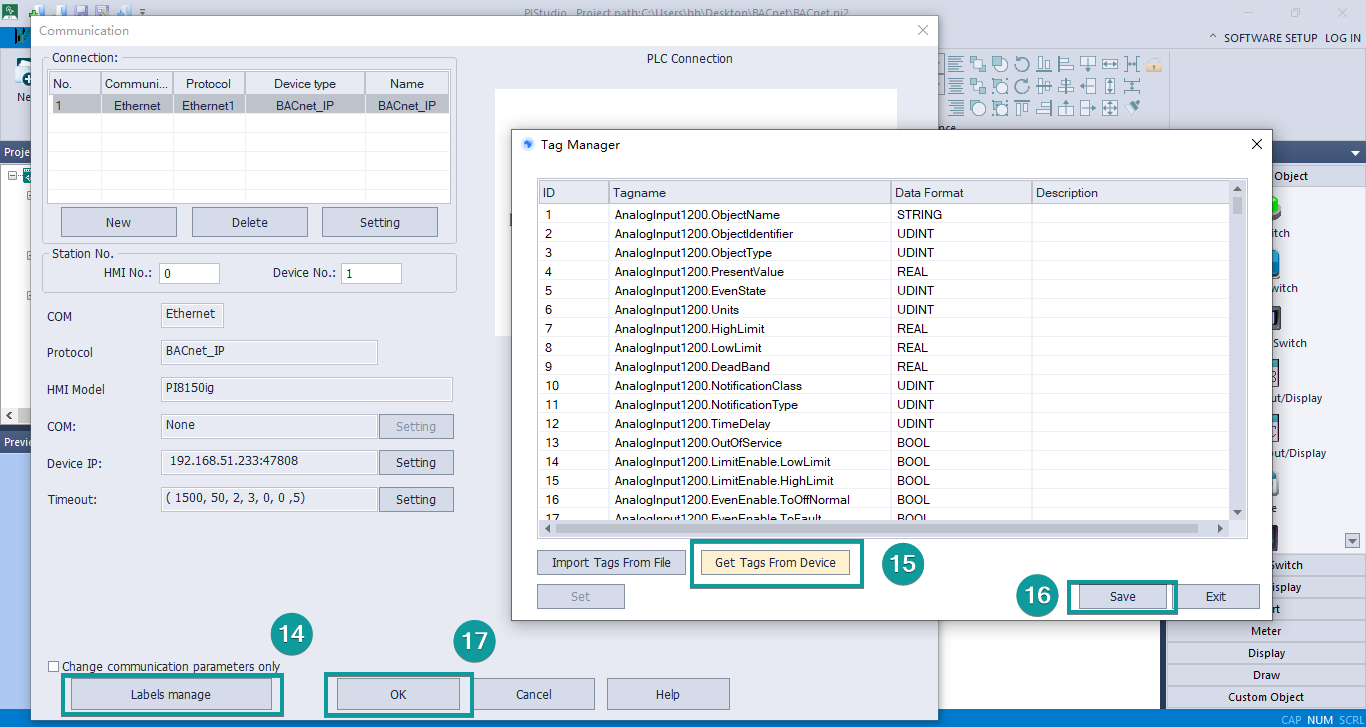
****

Figure 2-4

**3.1 Supported object types**

|  |  |  |
| --- | --- | --- |
| **Name** | **Property** | **Data Format** |
| AnalogInput | ObjectName | STRING |
| Objectldentifier | UDINT |
| ObjectType |
| EvenState |
| Units |
| NotificationClass |
| NotificationType |
| TimeDelay |
| PresentValue | REAL |
| HighLimit |
| LowLimit |
| DeadBand |
| OutOfService | BOOL |
| LimitEnable.LowLimit |
| LimitEnable.HighLimit |
| EvenEnable.ToOffNormal |
| EvenEnable.ToFault |
| EvenEnable.ToNormal |
| AckedTransitions.ToOfNormal |
| AckedTransitions.ToFault |
| AckedTransitions.ToNormal |
| AnalogOutput | ObjectName | STRING |
| Objectldentifier | UDINT |
| ObjectType |
| EvenState |
| Units |
| NotificationClass |
| NotificationType |
| TimeDelay |
| PresentValue | REAL |
| PriorityArray |
| HighLimit |
| LowLimit |
| DeadBand |
| RelinquishDefault |
| OutOfService | BOOL |
| PriorityReset |
| LimitEnable.LowLimit |
| LimitEnable.HighLimit |
| EvenEnable.ToOffNormal |
| EvenEnable.ToFault |
| EvenEnable.ToNormal |
| AckedTransitions.ToOfNormal |
| AckedTransitions.ToFault |
| AckedTransitions.ToNormal |
| AnalogValue | ObjectName | STRING |
| Objectldentifier | UDINT |
| ObjectType |
| EvenState |
| Units |
| NotificationClass |
| NotificationType |
| TimeDelay |
| PresentValue | REAL |
| PriorityArray |
| HighLimit |
| LowLimit |
| DeadBand |
| RelinquishDefault |
| OutOfService | BOOL |
| PriorityReset |
| LimitEnable.LowLimit |
| LimitEnable.HighLimit |
| EvenEnable.ToOffNormal |
| EvenEnable.ToFault |
| EvenEnable.ToNormal |
| AckedTransitions.ToOfNormal |
| AckedTransitions.ToFault |
| AckedTransitions.ToNormal |
| BinaryInput | ObjectName | STRING |
| Objectldentifier | UDINT |
| ObjectType |
| EvenState |
| NotificationClass |
| NotificationType |
| TimeDelay |
| PresentValue | BOOL |
| OutOfService |
| AlarmValue |
| EvenEnable.ToOffNormal |
| EvenEnable.ToFault |
| EvenEnable.ToNormal |
| AckedTransitions.ToOfNormal |
| AckedTransitions.ToFault |
| AckedTransitions.ToNormal |
| BinaryOutput | ObjectName | STRING |
| Objectldentifier | UDINT |
| ObjectType |
| EvenState |
| NotificationClass |
| NotificationType |
| TimeDelay |
| PresentValue | BOOL |
| OutOfService |
| PriorityReset |
| PriorityArray |
| Polarity |
| AlarmValue |
| RelinquishDefault |
| EvenEnable.ToOffNormal |
| EvenEnable.ToFault |
| EvenEnable.ToNormal |
| AckedTransitions.ToOfNormal |
| AckedTransitions.ToFault |
| AckedTransitions.ToNormal |
| BinaryValue | ObjectName | String |
| Objectldentifier | UDINT |
| ObjectType |
| EvenState |
| NotificationClass |
| NotificationType |
| TimeDelay |
| PresentValue | BOOL |
| OutOfService |
| PriorityReset |
| PriorityArray |
| Polarity |
| AlarmValue |
| RelinquishDefault |
| EvenEnable.ToOffNormal |
| EvenEnable.ToFault |
| EvenEnable.ToNormal |
| AckedTransitions.ToOfNormal |
| AckedTransitions.ToFault |
| AckedTransitions.ToNormal |
| MultistateInput | ObjectName | STRING |
| Objectldentifier | UDINT |
| ObjectType |
| PresentValue |
| EvenState |
| NumberOfState |
| OutOfService | BOOL |
| AckedTransitions.ToOfNormal |
| AckedTransitions.ToFault |
| AckedTransitions.ToNormal |
| MultistateOutput | ObjectName | STRING |
| Objectldentifier | UDINT |
| ObjectType |
| PresentValue |
| EvenState |
| NumberOfState |
| PriorityArray |
| RelinquishDefault |
| OutOfService | BOOL |
| PriorityReset |
| AckedTransitions.ToOfNormal |
| AckedTransitions.ToFault |
| AckedTransitions.ToNormal |
| MultistateValue | ObjectName | STRING |
| Objectldentifier | UDINT |
| ObjectType |
| PresentValue |
| EvenState |
| NumberOfState |
| PriorityArray |
| RelinquishDefault |
| PriorityReset | BOOL |
| AckedTransitions.ToOfNormal |
| AckedTransitions.ToFault |
| AckedTransitions.ToNormal |