

Memory Map - EIXA6EKR2SRP11/NXEIP6P7P2NPF10MPB1

The memory map below is a structure of data communication between the Fortress hardware configuration EIXA6EKR2SRP11NXETP6P7P2NPF10MPB1 and the logic-based control system. The memory map shows two columns for byte association, one for PROFINET / PROFIsafe (where 'NX' is ND), and one for EtherNet/IP with CIP Safety where 'NX' is NH in the part number.

PROFINET PROFIsafe	EtherNet/IP CIP Safety	Description	Bits							
			0	1	2	3	4	5	6	7
Non-Safe Inputs (17 Bytes)										
Byte 0	Byte 0	Bit is set when the switch is pressed	-	Blue pushbutton	White Pushbutton	Yellow Pushbutton	-	-	-	-
-	Byte 1-4	Reserved	-	-	-	-	-	-	-	-
Gate Monitor Byte 0	Byte 5	Bit is set when the guard is operated (actuator tongue or key)	Head Mon.	-	-	-	-	-	-	-
Solenoid Monitor Byte 0	Byte 6	Bit is set when the gate is unlocked	Sol. Mon.	-	-	-	-	-	-	-
Non-Safe Outputs (7 Bytes)										
Byte 0	Byte 0	Lamp is illuminated when bit is set	Estop Lamp	Blue Lamp	White Lamp	Yellow Lamp	-	-	-	-
-	Byte 1-4	Reserved	-	-	-	-	-	-	-	-
Solenoid Drive Byte 0	Byte 5	The solenoid is energised when the bit is set	Sol Drive	-	-	-	-	-	-	-
Safety Inputs (3 Bytes)										
Byte 0	Byte 0	Bit is reset when the relevant safety signal is broken	Head/ Sol Ch1	Head/ Sol Ch2	-	-	ESTOP Ch1	ESTOP Ch2	-	-
Byte 1	Byte 1	Bit is reset when the relevant safety signal is invalid (latching)	Head/ Sol Ch1 QS	Head/ Sol Ch2 QS	-	-	ESTOP Ch1 QS	ESTOP Ch2 QS	-	-
Byte 2	Byte 2	Reserved	-	-	-	-	-	-	-	-
Safety Outputs (3 Bytes)										
Byte 0	Byte 0	Reserved	-	-	-	-	-	-	-	-
Byte 1	Byte 1	Set this bit to reset the relevant QS bit if an invalid state has been experienced	Head/ Sol QR	-	-	-	ESTOP QR	-	-	-
Byte 2	Byte 2	Reserved	-	-	-	-	-	-	-	-