

# Image Table Mapping

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In This Appendix. . . .  
— Image Table Mapping

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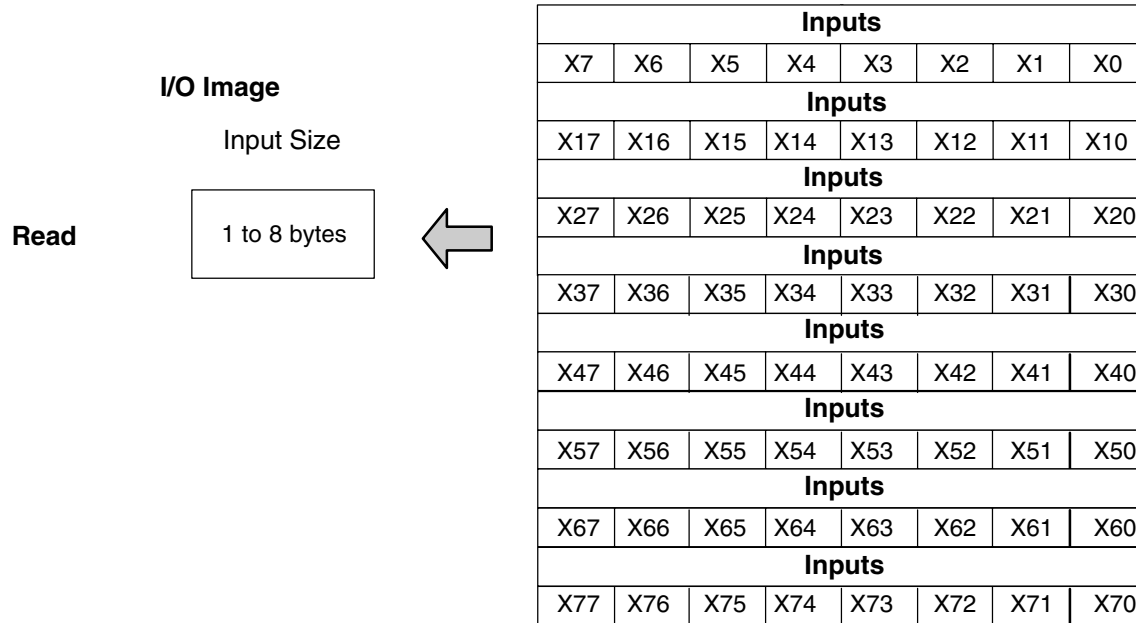
# Image Table Mapping

## Read, Write and Status Byte References

D0-DEVNETS can access data bytes.

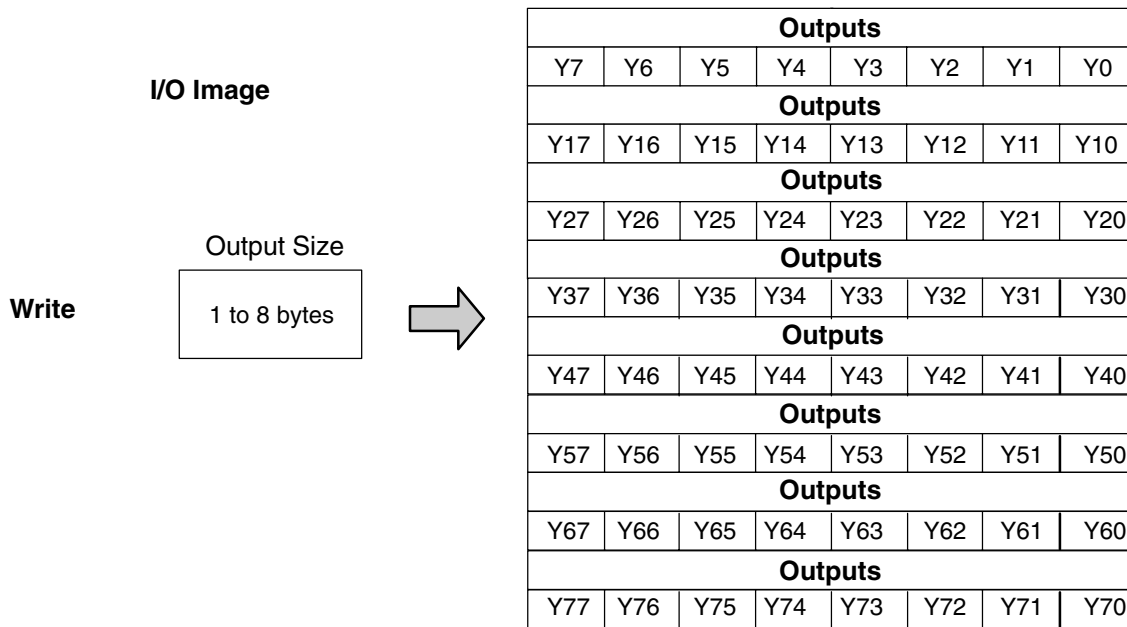
### Discrete Input

#### Discrete Input Point (X,Y,C,S,T,CT,SP) Image Table Mapping



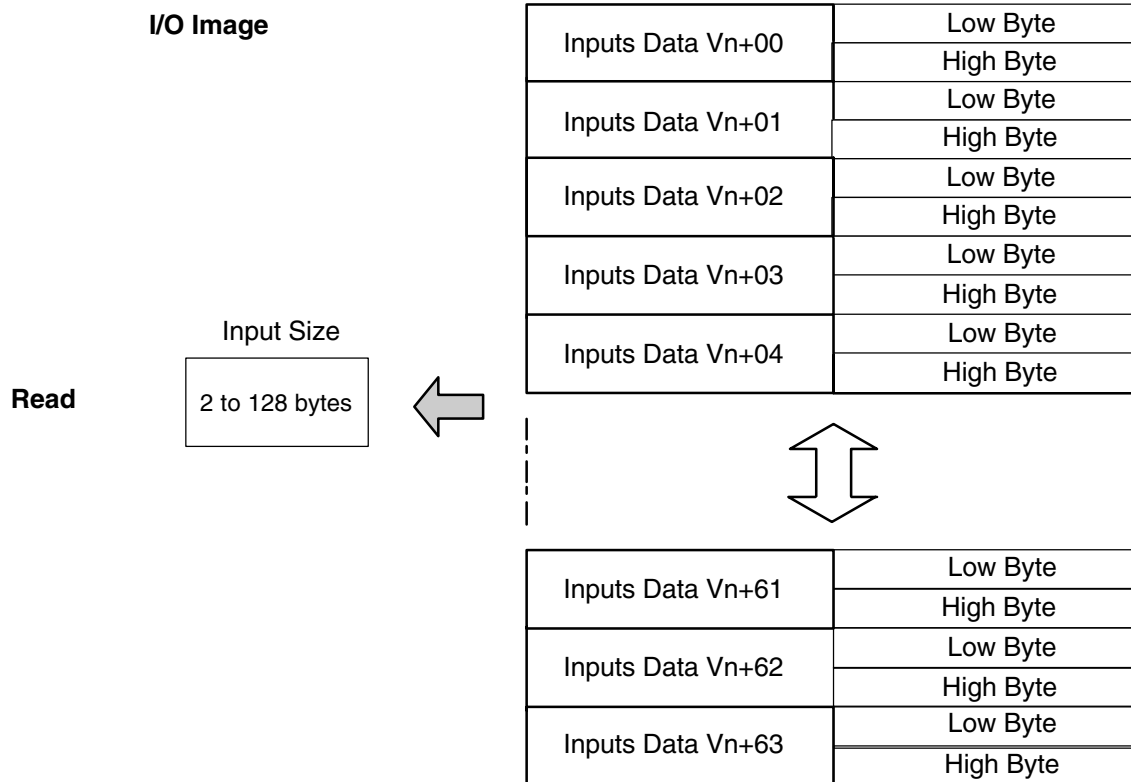
Dec. Bit	07	06	05	04	03	02	01	00	Size
Oct. Bit	07	06	05	04	03	02	01	00	
	X7	X6	X5	X4	X3	X2	X1	X0	Read Byte 1
	X17	X16	X15	X14	X13	X12	X11	X10	Read Byte 2
	X27	X26	X25	X24	X23	X22	X21	X20	Read Byte 3
	X37	X36	X35	X34	X33	X32	X31	X30	Read Byte 4
	X47	X46	X45	X44	X43	X42	X41	X40	Read Byte 5
	X57	X56	X55	X54	X53	X52	X51	X50	Read Byte 6
	X67	X66	X65	X64	X63	X62	X61	X60	Read Byte 7
	X77	X76	X75	X74	X73	X72	X71	X70	Read Byte 8
	Not Supported								Write Byte 1

**Discrete Output Point (X,Y,C,S,T,CT,SP) Image Table Mapping**



Dec. Bit	07	06	05	04	03	02	01	00	Size
Oct. Bit	07	06	05	04	03	02	01	00	Size
	Not Supported								Read Byte 1
	Y7	Y6	Y5	X4	Y3	Y2	Y1	Y0	Write Byte 1
	Y17	Y16	Y15	Y14	Y13	Y12	Y11	Y10	Write Byte 2
	Y27	Y26	Y25	Y24	Y23	Y22	Y21	Y20	Write Byte 3
	Y37	Y36	Y35	Y34	Y33	Y32	Y31	Y30	Write Byte 4
	Y47	Y46	Y45	Y44	Y43	Y42	Y41	Y40	Write Byte 5
	Y57	Y56	Y55	Y54	Y53	Y52	Y51	Y50	Write Byte 6
	Y67	Y66	Y65	Y64	Y63	Y62	Y61	Y60	Write Byte 7
	Y77	Y76	Y75	Y74	Y73	Y72	Y71	Y70	Write Byte 8

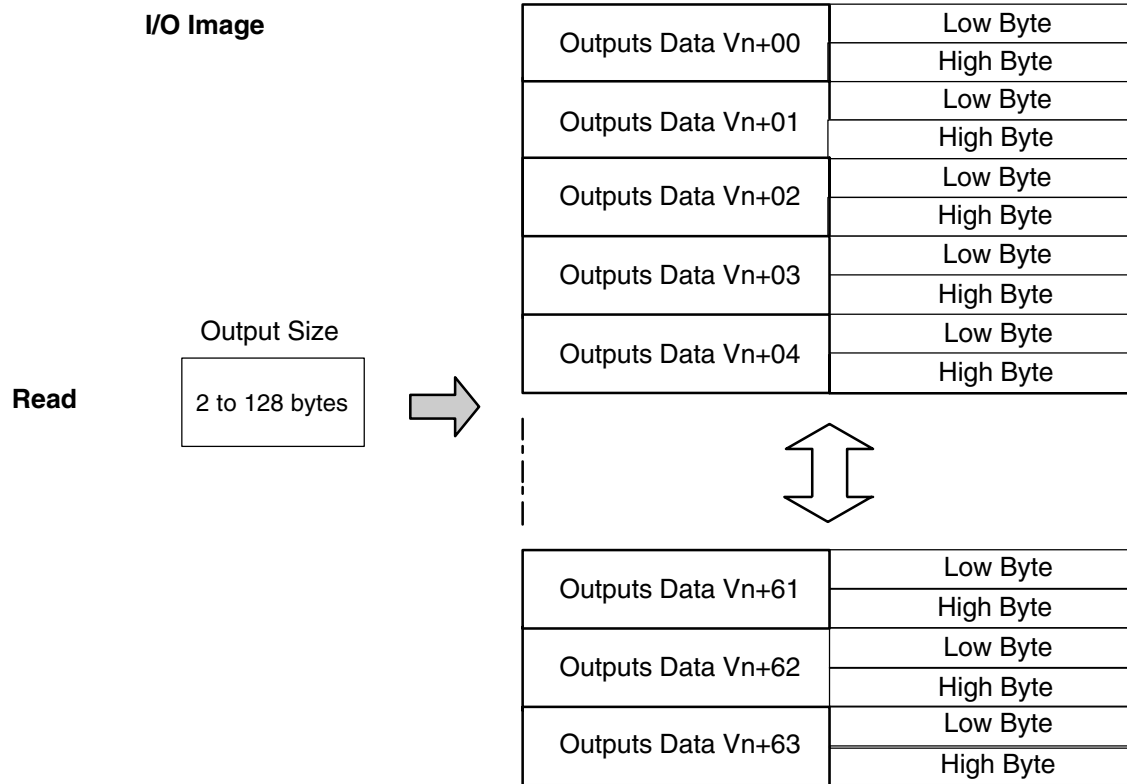
**Register Input (V-memory) Image Table Mapping**



Decimal Bit	07	06	05	04	03	02	01	00	Size
Octal Bit	07	06	05	04	03	02	01	00	
	Vn + 00 V memory Low byte data								Read Byte 1
	Vn + 00 V memory High byte data								Read Byte 2
	Vn + 01 V memory Low byte data								Read Byte 3
	Vn + 01 V memory High byte data								Read Byte 4
	Vn + 02 V memory Low byte data								Read Byte 5
	Vn + 02 V memory High byte data								Read Byte 6
	Vn + 03 V memory Low byte data								Read Byte 7
	Vn + 03 V memory High byte data								Read Byte 8
	Vn + 04 V memory Low byte data								Read Byte 9
	Vn + 04 V memory High byte data								Read Byte 10
	Vn + 05 V memory Low byte data								Read Byte 11
	Vn + 05 V memory High byte data								Read Byte 12
	Vn + 06 V memory Low byte data								Read Byte 13
	Vn + 06 V memory High byte data								Read Byte 14
	Vn + 07 V memory Low byte data								Read Byte 15
	Vn + 07 V memory High byte data								Read Byte 16

	Vn + 08 V memory Low byte data	Read Byte 17
	Vn + 08 V memory High byte data	Read Byte 18
	Vn + 09 V memory Low byte data	Read Byte 19
	Vn + 09 V memory High byte data	Read Byte 20
	:	:
	:	:
	:	:
	:	:
	Vn + 30 V memory Low byte data	Read Byte 60
	Vn + 30 V memory High byte data	Read Byte 61
	Vn + 31 V memory Low byte data	Read Byte 62
	Vn + 31 V memory High byte data	Read Byte 63
	:	:
	:	:
	:	:
	:	:
	Vn + 60 V memory Low byte data	Read Byte 121
	Vn + 60 V memory High byte data	Read Byte 122
	Vn + 61 V memory Low byte data	Read Byte 123
	Vn + 61 V memory High byte data	Read Byte 124
	Vn + 62 V memory Low byte data	Read Byte 125
	Vn + 62 V memory High byte data	Read Byte 126
	Vn + 63 V memory Low byte data	Read Byte 127
	Vn + 63 V memory High byte data	Read Byte 128
	Not Supported	Write Byte 1

**Register Output (V-memory) Image Table Mapping**

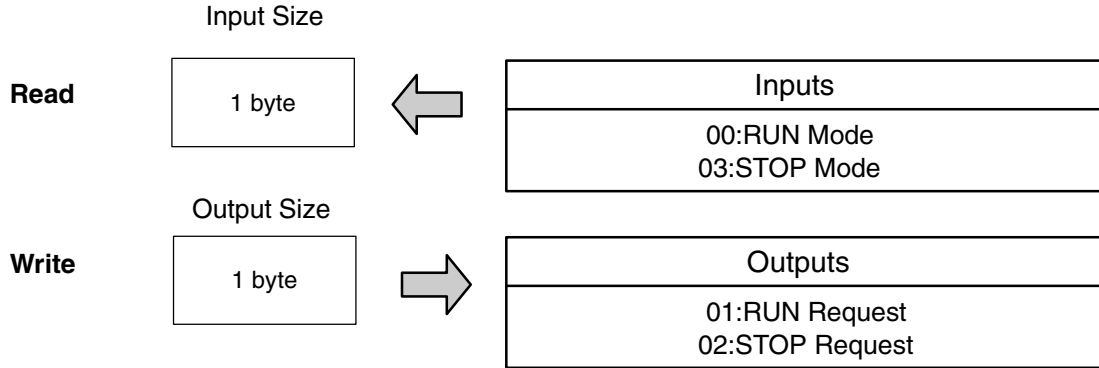


Decimal Bit	07	06	05	04	03	02	01	00	Size
Octal Bit	07	06	05	04	03	02	01	00	
	Not Supported								Read Byte 1
	Vn + 00 V memory Low byte data								Write Byte 1
	Vn + 00 V memory High byte data								Write Byte 2
	Vn + 01 V memory Low byte data								Write Byte 3
	Vn + 01 V memory High byte data								Write Byte 4
	Vn + 02 V memory Low byte data								Write Byte 5
	Vn + 02 V memory High byte data								Write Byte 6
	Vn + 03 V memory Low byte data								Write Byte 7
	Vn + 03 V memory High byte data								Write Byte 8
	Vn + 04 V memory Low byte data								Write Byte 9
	Vn + 04 V memory High byte data								Write Byte 10
	Vn + 05 V memory Low byte data								Write Byte 11
	Vn + 05 V memory High byte data								Write Byte 12
	Vn + 06 V memory Low byte data								Write Byte 13
	Vn + 06 V memory High byte data								Write Byte 14

	Vn + 07 V memory Low byte data	Write Byte 15
	Vn + 07 V memory High byte data	Write Byte 16
	Vn + 08 V memory Low byte data	Write Byte 17
	Vn + 08 V memory High byte data	Write Byte 18
	Vn + 09 V memory Low byte data	Write Byte 19
	Vn + 09 V memory High byte data	Write Byte 20
	:	:
	:	:
	:	:
	:	:
	Vn + 30 V memory Low byte data	Write Byte 61
	Vn + 30 V memory High byte data	Write Byte 62
	Vn + 31 V memory Low byte data	Write Byte 63
	Vn + 31 V memory High byte data	Write Byte 64
	:	:
	:	:
	:	:
	:	:
	Vn + 60 V memory Low byte data	Write Byte 121
	Vn + 60 V memory High byte data	Write Byte 122
	Vn + 61 V memory Low byte data	Write Byte 123
	Vn + 61 V memory High byte data	Write Byte 124
	Vn + 62 V memory Low byte data	Write Byte 125
	Vn + 62 V memory High byte data	Write Byte 126
	Vn + 63 V memory Low byte data	Write Byte 127
	Vn + 63 V memory High byte data	Write Byte 128

## PLC Mode Image Table Mapping

### I/O Image



Dec. Bit	07	06	05	04	03	02	01	00	Size
Oct. Bit	07	06	05	04	03	02	01	00	
RUN Request	0	0	0	0	0	0	0	1	Read Byte 1
STOP Request	0	0	0	0	0	0	1	0	
STOP RUN	0	0	0	0	0	0	0	0	Write Byte 1

### Adapter Input/Output Status Word

Polling format that the DO-DEVNETS (slave) transmits to a master.

Address	Bytes	Data	Comment
+ 0	1	I/O Status	Bit 0: Not used Bit 1: Not used Bit 2: Not used Bit 3: Node Error (Node number has changed) ON: Error/OFF: Normal Bit 4: IDLE (Output is IDLE) ON: Idle/OFF: Normal Bit 7: OUTPUT Status ON: Enable/OFF: Disable
+ 1	1	PLC Mode	00: Mode = STOP 03: Mode = RUN

Polling format that a master transmits to a DO-DEVNETS (slave).

Address	Bytes	Data	Comment
+ 0	1	No Code	No request
		C3h	Enable OUTPUT
		3Ch	Disable OUTPUT
+ 1	1	PLC Mode	01: RUN request 02: STOP request