



IO-Link Data Reference Guide

This document refers to the following IODD file: Banner_Engineering-IC70-16N-K-20241101-IODD1.. The IODD file and support files can be found on www.bannerengineering.com under the download section of the product family page.

Communication Parameters

| Parameter | Value | Parameter | Value |
|-------------------------|-----------|------------------------|-------|
| IO-Link revision | V1.1 | Port class | A |
| Process data in length | 16-bits | SIO mode | Yes |
| Process data out length | 16-bits | Smart sensor profile | No |
| Bit rate | 38400 bps | Block parameterization | Yes |
| Minimum cycle time | 3.3 ms | Data storage | Yes |
| Device ID | 659478 | | |

Process Data In (Device to Master)

| Subindex | Name | Number of Bits | Data Values |
|----------|------------------------|----------------|-----------------------------|
| 1 | Channel 1 Input State | 1 | false=inactive, true=active |
| 2 | Channel 2 Input State | 1 | false=inactive, true=active |
| 3 | Channel 3 Input State | 1 | false=inactive, true=active |
| 4 | Channel 4 Input State | 1 | false=inactive, true=active |
| 5 | Channel 5 Input State | 1 | false=inactive, true=active |
| 6 | Channel 6 Input State | 1 | false=inactive, true=active |
| 7 | Channel 7 Input State | 1 | false=inactive, true=active |
| 8 | Channel 8 Input State | 1 | false=inactive, true=active |
| 9 | Channel 9 Input State | 1 | false=inactive, true=active |
| 10 | Channel 10 Input State | 1 | false=inactive, true=active |
| 11 | Channel 11 Input State | 1 | false=inactive, true=active |
| 12 | Channel 12 Input State | 1 | false=inactive, true=active |
| 13 | Channel 13 Input State | 1 | false=inactive, true=active |
| 14 | Channel 14 Input State | 1 | false=inactive, true=active |
| 15 | Channel 15 Input State | 1 | false=inactive, true=active |
| 16 | Channel 16 Input State | 1 | false=inactive, true=active |

Octet 0

| | | | | | | | | |
|------------|----|----|----|----|----|----|---|---|
| Subindex | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| Bit offset | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 |
| Value | 1 | 1 | 1 | 1 | 1 | 1 | 0 | 1 |

Octet 1

| | | | | | | | | |
|------------|----|----|----|----|----|----|----|---|
| Subindex | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 |
| Bit offset | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| Value | 1 | 1 | 1 | 0 | 1 | 1 | 1 | 0 |

Example based on the listed values

| | | | | | |
|---|-----------------------|----------|----|------------------------|----------|
| 1 | Channel 1 input state | active | 9 | Channel 9 input state | inactive |
| 2 | Channel 2 input state | inactive | 10 | Channel 10 input state | active |

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| | | | | | |
|---|-----------------------|--------|----|------------------------|----------|
| 3 | Channel 3 input state | active | 11 | Channel 11 input state | active |
| 4 | Channel 4 input state | active | 12 | Channel 12 input state | active |
| 5 | Channel 5 input state | active | 13 | Channel 13 input state | inactive |
| 6 | Channel 6 input state | active | 14 | Channel 14 input state | active |
| 7 | Channel 7 input state | active | 15 | Channel 15 input state | active |
| 8 | Channel 8 input state | active | 16 | Channel 16 input state | active |

Process Data Out (Master to Device)

| Subindex | Name | Number of Bits | Data Values |
|----------|-------------------------|----------------|------------------------------------|
| 1 | Channel 1 Output State | 1 | false=Off/InActive, true=On/Active |
| 2 | Channel 2 Output State | 1 | false=Off/InActive, true=On/Active |
| 3 | Channel 3 Output State | 1 | false=Off/InActive, true=On/Active |
| 4 | Channel 4 Output State | 1 | false=Off/InActive, true=On/Active |
| 5 | Channel 5 Output State | 1 | false=Off/InActive, true=On/Active |
| 6 | Channel 6 Output State | 1 | false=Off/InActive, true=On/Active |
| 7 | Channel 7 Output State | 1 | false=Off/InActive, true=On/Active |
| 8 | Channel 8 Output State | 1 | false=Off/InActive, true=On/Active |
| 1 | Channel 9 Output State | 1 | false=Off/InActive, true=On/Active |
| 2 | Channel 10 Output State | 1 | false=Off/InActive, true=On/Active |
| 3 | Channel 11 Output State | 1 | false=Off/InActive, true=On/Active |
| 4 | Channel 12 Output State | 1 | false=Off/InActive, true=On/Active |
| 5 | Channel 13 Output State | 1 | false=Off/InActive, true=On/Active |
| 6 | Channel 14 Output State | 1 | false=Off/InActive, true=On/Active |
| 7 | Channel 15 Output State | 1 | false=Off/InActive, true=On/Active |
| 8 | Channel 16 Output State | 1 | false=Off/InActive, true=On/Active |

Octet 0

| | | | | | | | | |
|------------|----|----|----|----|----|----|---|---|
| Subindex | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| Bit offset | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 |

Octet 1

| | | | | | | | | |
|------------|----|----|----|----|----|----|----|---|
| Subindex | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 |
| Bit offset | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |

Parameters Set Using IO-Link

These parameters can be read from and/or written to an IC70-16N-K IO-Link Hub. Also included is information about whether the variable in question is saved during data storage and whether the variable came from the IO-Link Smart Sensor Profile. Unlike process data in, which is transmitted from the IO-Link device to the IO-Link master cyclically, these parameters are read or written acyclically as needed.

| Index | Subindex | Name | Length | Value Range | Default | Access Rights | Data Storage? |
|-------|----------|--|--------|---|---------|---------------|---------------|
| 0 | 1-16 | Direct Parameter Page 1 (incl. Vendor ID & Device ID) | | | | ro | |
| 1 | 1-16 | Direct Parameters Page 2 | | | | rw | |
| 2 | | System Command | | 130 = Restore Factory Settings 162 = Start discovery 163 = Stop discovery 164 = Reset All Metrics | | wo | |
| 3 | | Data Storage Index (device-specific list of parameters to be stored) | | | | rw | |
| 4-11 | | reserved by IO-Link Specification | | | | | |

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| Index | Subindex | Name | Length | Value Range | Default | Access Rights | Data Storage? |
|-----------|----------|---------------------------------------|---------------------|--|---------|---------------|---------------|
| 12 | | Device Access Locks | | | | | |
| 12 | 1 | Parameter Write Access Lock | | 0 = off, 1 = on | 0 | rw | y |
| 12 | 2 | Data Storage Lock | | 0 = off, 1 = on | 0 | rw | y |
| 12 | 3 | Local Parameterization Lock | | 0 = off, 1 = on | 0 | rw | y |
| 12 | 4 | Local User Interface Lock | | 0 = off, 1 = on | 0 | rw | y |
| 16 | | Vendor Name string | | Banner Engineering Corporation | | ro | |
| 17 | | Vendor Text string | | More Sensors. More Solutions. | | ro | |
| 18 | | Product Name string | | IC70-16N-K | | ro | |
| 19 | | Product ID string | | IC70-16N-K | | ro | |
| 20 | | Product Text string | | | | ro | |
| 21 | | Serial Number | | | | ro | |
| 23 | | Firmware Version | | | | ro | |
| 24 | | App Specific Tag (user-defined) | | | | rw | y |
| 36 | | Device Status | 8-bit integer | 0=Device is OK, 1=Maintenance required, 2=Out of specification, 3=Functional check, 4=Failure, 5..255 Reserved | | ro | |
| 37 | | Detailed Device Status | Array[6] of 3-octet | | | ro | |
| 38-39 | | reserved | | | | | |
| 40 | | Process Data Input | | see Process Data In | | ro | |
| 41 | | Process Data Output | | see Process Data Out | | ro | |
| 42-57 | | unused/reserved | | | | | |
| 69 | | All-Time Run Time | | | | | |
| 69 | 1 | Run counter | 32-bit Uinteger | 0..2147483647 | | ro | y |
| 70 | | Resettable Run Time | | | | | |
| 70 | 1 | Run counter | 32-bit Uinteger | 0..2147483647 | 0 | rw | |
| 78 | | All-Time Run Time Event Time | | | | | |
| 78 | 1 | Event Time | 32-bit Uinteger | 0..2147483647 | 0 | rw | y |
| 79 | | Resettable Run Time Event Time | | | | | |
| 79 | 1 | Event Time | 32-bit Uinteger | 0..2147483647 | 0 | rw | y |
| 80 | | IO Metrics Channels 1 to 8 | | | | | |
| 80 | 1 | Channel 1 Count | 32-bit Uinteger | 0..2147483647 | | ro | |
| 80 | 2 | Channel 1 Count Duration - | 32-bit Uinteger | 0..2147483647, 50µS resolution | | ro | |
| 80 | 3 | Channel 1 Count Events per Minute | 32-bit Uinteger | 1..300000 | | ro | |
| 80 | 4 | Channel 1 CountTotalizer Counter | 32-bit Uinteger | 0..2147483647 | | ro | |
| 80 | 5 | Channel 2 Count | 32-bit Uinteger | 0..2147483647 | | ro | |
| 80 | 6 | Channel 2 Duration | 32-bit Uinteger | 0..2147483647, 50µS resolution | | ro | |
| 80 | 7 | Channel 2 Events per Minute | 32-bit Uinteger | 1..300000 | | ro | |
| 80 | 8 | Channel 2 Totalizer Counter | 32-bit Uinteger | 0..2147483647 | | ro | |
| 80 | 9 | Channel 3 Count | 32-bit Uinteger | 0..2147483647 | | ro | |
| 80 | 10 | Channel 3 Duration | 32-bit Uinteger | 0..2147483647, 50µS resolution | | ro | |
| 80 | 11 | Channel 3 Events per Minute | 32-bit Uinteger | 1..300000 | | ro | |
| 80 | 12 | Channel 3 Totalizer Counter | 32-bit Uinteger | 0..2147483647 | | ro | |
| 80 | 13 | Channel 4 Count | 32-bit Uinteger | 0..2147483647 | | ro | |
| 80 | 14 | Channel 4 Duration | 32-bit Uinteger | 0..2147483647, 50µS resolution | | ro | |
| 80 | 15 | Channel 4 Events per Minute | 32-bit Uinteger | 1..300000 | | ro | |
| 80 | 16 | Channel 4 Totalizer Counter | 32-bit Uinteger | 0..2147483647 | | ro | |
| 80 | 17 | Channel 5 Count | 32-bit Uinteger | 0..2147483647 | | ro | |
| 80 | 18 | Channel 5 Duration | 32-bit Uinteger | 0..2147483647, 50µS resolution | | ro | |

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| Index | Subindex | Name | Length | Value Range | Default | Access Rights | Data Storage? |
|-----------|----------|------------------------------------|-----------------|--------------------------------|---------|---------------|---------------|
| 80 | 19 | Channel 5 Events per Minute | 32-bit Uinteger | 1..300000 | | ro | |
| 80 | 20 | Channel 5 Totalizer Counter | 32-bit Uinteger | 0..2147483647 | | ro | |
| 80 | 21 | Channel 6 Count | 32-bit Uinteger | 0..2147483647 | | ro | |
| 80 | 22 | Channel 6 Duration | 32-bit Uinteger | 0..2147483647, 50µS resolution | | ro | |
| 80 | 23 | Channel 6 Events per Minute | 32-bit Uinteger | 1..300000 | | ro | |
| 80 | 24 | Channel 6 Totalizer Counter | 32-bit Uinteger | 0..2147483647 | | ro | |
| 80 | 25 | Channel 7 Count | 32-bit Uinteger | 0..2147483647 | | ro | |
| 80 | 26 | Channel 7 Duration | 32-bit Uinteger | 0..2147483647, 50µS resolution | | ro | |
| 80 | 27 | Channel 7 Events per Minute | 32-bit Uinteger | 1..300000 | | ro | |
| 80 | 28 | Channel 7 Totalizer Counter | 32-bit Uinteger | 0..2147483647 | | ro | |
| 80 | 29 | Channel 8 Count | 32-bit Uinteger | 0..2147483647 | | ro | |
| 80 | 30 | Channel 8 Duration | 32-bit Uinteger | 0..2147483647, 50µS resolution | | ro | |
| 80 | 31 | Channel 8 Events per Minute | 32-bit Uinteger | 1..300000 | | ro | |
| 80 | 32 | Channel 8 Totalizer Counter | 32-bit Uinteger | 0..2147483647 | | ro | |
| 81 | | IO Metrics Channels 9 to 16 | | | | | |
| 81 | 1 | Channel 9 Count | 32-bit Uinteger | 0..2147483647 | | ro | |
| 81 | 2 | Channel 9 Duration - | 32-bit Uinteger | 0..2147483647, 50µS resolution | | ro | |
| 81 | 3 | Channel 9 Events per Minute | 32-bit Uinteger | 1..300000 | | ro | |
| 81 | 4 | Channel 9 Totalizer Counter | 32-bit Uinteger | 0..2147483647 | | ro | |
| 81 | 5 | Channel 10 Count | 32-bit Uinteger | 0..2147483647 | | ro | |
| 81 | 6 | Channel 10 Duration | 32-bit Uinteger | 0..2147483647, 50µS resolution | | ro | |
| 81 | 7 | Channel 10 Events per Minute | 32-bit Uinteger | 1..300000 | | ro | |
| 81 | 8 | Channel 10 Totalizer Counter | 32-bit Uinteger | 0..2147483647 | | ro | |
| 81 | 9 | Channel 11 Count | 32-bit Uinteger | 0..2147483647 | | ro | |
| 81 | 10 | Channel 11 Duration | 32-bit Uinteger | 0..2147483647, 50µS resolution | | ro | |
| 81 | 11 | Channel 11 Events per Minute | 32-bit Uinteger | 1..300000 | | ro | |
| 81 | 12 | Channel 11 Totalizer Counter | 32-bit Uinteger | 0..2147483647 | | ro | |
| 81 | 13 | Channel 12 Count | 32-bit Uinteger | 0..2147483647 | | ro | |
| 81 | 14 | Channel 12 Duration | 32-bit Uinteger | 0..2147483647, 50µS resolution | | ro | |
| 81 | 15 | Channel 12 Events per Minute | 32-bit Uinteger | 1..300000 | | ro | |
| 81 | 16 | Channel 12 Totalizer Counter | 32-bit Uinteger | 0..2147483647 | | ro | |
| 81 | 17 | Channel 13 Count | 32-bit Uinteger | 0..2147483647 | | ro | |
| 81 | 18 | Channel 13 Duration | 32-bit Uinteger | 0..2147483647, 50µS resolution | | ro | |
| 81 | 19 | Channel 13 Events per Minute | 32-bit Uinteger | 1..300000 | | ro | |
| 81 | 20 | Channel 13 Totalizer Counter | 32-bit Uinteger | 0..2147483647 | | ro | |
| 81 | 21 | Channel 14 Count | 32-bit Uinteger | 0..2147483647 | | ro | |
| 81 | 22 | Channel 14 Duration | 32-bit Uinteger | 0..2147483647, 50µS resolution | | ro | |
| 81 | 23 | Channel 14 Events per Minute | 32-bit Uinteger | 1..300000 | | ro | |
| 81 | 24 | Channel 14 Totalizer Counter | 32-bit Uinteger | 0..2147483647 | | ro | |
| 81 | 25 | Channel 15 Count | 32-bit Uinteger | 0..2147483647 | | ro | |
| 81 | 26 | Channel 15 Duration | 32-bit Uinteger | 0..2147483647, 50µS resolution | | ro | |
| 81 | 27 | Channel 15 Events per Minute | 32-bit Uinteger | 1..300000 | | ro | |
| 81 | 28 | Channel 15 Totalizer Counter | 32-bit Uinteger | 0..2147483647 | | ro | |
| 81 | 29 | Channel 16 Count | 32-bit Uinteger | 0..2147483647 | | ro | |
| 81 | 30 | Channel 16 Duration | 32-bit Uinteger | 0..2147483647, 50µS resolution | | ro | |
| 81 | 31 | Channel 16 Events per Minute | 32-bit Uinteger | 1..300000 | | ro | |
| 81 | 32 | Channel 16 Totalizer Counter | 32-bit Uinteger | 0..2147483647 | | ro | |
| 82 | | Selectable Metric Reset | | | | | |
| 82 | 1 | Channel 1 | Boolean | false=Do Not Reset, true=Reset | false | rw | |

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| Index | Subindex | Name | Length | Value Range | Default | Access Rights | Data Storage? |
|-----------|----------|--------------------------------|-----------------|---|---------|---------------|---------------|
| 82 | 2 | Channel 2 | Boolean | false=Do Not Reset, true=Reset | false | rw | |
| 82 | 3 | Channel 3 | Boolean | false=Do Not Reset, true=Reset | false | rw | |
| 82 | 4 | Channel 4 | Boolean | false=Do Not Reset, true=Reset | false | rw | |
| 82 | 5 | Channel 5 | Boolean | false=Do Not Reset, true=Reset | false | rw | |
| 82 | 6 | Channel 6 | Boolean | false=Do Not Reset, true=Reset | false | rw | |
| 82 | 7 | Channel 7 | Boolean | false=Do Not Reset, true=Reset | false | rw | |
| 82 | 8 | Channel 8 | Boolean | false=Do Not Reset, true=Reset | false | rw | |
| 82 | 9 | Channel 9 | Boolean | false=Do Not Reset, true=Reset | false | rw | |
| 82 | 10 | Channel 10 | Boolean | false=Do Not Reset, true=Reset | false | rw | |
| 82 | 11 | Channel 11 | Boolean | false=Do Not Reset, true=Reset | false | rw | |
| 82 | 12 | Channel 12 | Boolean | false=Do Not Reset, true=Reset | false | rw | |
| 82 | 13 | Channel 13 | Boolean | false=Do Not Reset, true=Reset | false | rw | |
| 82 | 14 | Channel 14 | Boolean | false=Do Not Reset, true=Reset | false | rw | |
| 82 | 15 | Channel 15 | Boolean | false=Do Not Reset, true=Reset | false | rw | |
| 82 | 16 | Channel 16 | Boolean | false=Do Not Reset, true=Reset | false | rw | |
| 82 | 17 | Channel 1 Reset Count | 32-bit Uinteger | 0..2147483647 | 0 | rw | |
| 82 | 18 | Channel 1 Reset Count | 32-bit Uinteger | 0..2147483647 | 0 | rw | |
| 82 | 19 | Channel 3 Reset Count | 32-bit Uinteger | 0..2147483647 | 0 | rw | |
| 82 | 20 | Channel 4 Reset Count | 32-bit Uinteger | 0..2147483647 | 0 | rw | |
| 82 | 21 | Channel 5 Reset Count | 32-bit Uinteger | 0..2147483647 | 0 | rw | |
| 82 | 22 | Channel 6 Reset Count | 32-bit Uinteger | 0..2147483647 | 0 | rw | |
| 82 | 23 | Channel 7 Reset Count | 32-bit Uinteger | 0..2147483647 | 0 | rw | |
| 82 | 24 | Channel 8 Reset Count | 32-bit Uinteger | 0..2147483647 | 0 | rw | |
| 82 | 25 | Channel 9 Reset Count | 32-bit Uinteger | 0..2147483647 | 0 | rw | |
| 82 | 26 | Channel 10 Reset Count | 32-bit Uinteger | 0..2147483647 | 0 | rw | |
| 82 | 27 | Channel 11 Reset Count | 32-bit Uinteger | 0..2147483647 | 0 | rw | |
| 82 | 28 | Channel 12 Reset Count | 32-bit Uinteger | 0..2147483647 | 0 | rw | |
| 82 | 29 | Channel 13 Reset Count | 32-bit Uinteger | 0..2147483647 | 0 | rw | |
| 82 | 30 | Channel 14 Reset Count | 32-bit Uinteger | 0..2147483647 | 0 | rw | |
| 82 | 31 | Channel 15 Reset Count | 32-bit Uinteger | 0..2147483647 | 0 | rw | |
| 82 | 32 | Channel 16 Reset Count | 32-bit Uinteger | 0..2147483647 | 0 | rw | |
| 87 | | Channel 1 Configuration | | | | | |
| 87 | 1 | IO Selection | 8-bit Uinteger | 0=NPN Input, 2=NPN Output with Pull Up | 2 | rw | y |
| 87 | 2 | Delay Mode | 8-bit Uinteger | 0 = Disabled, 1 = On Off Delay, 2 = On One-shot, 3 = Off One-shot, 4 = On Pulse-stretcher, 5 = Off Pulse-stretcher, 6 = Totalizer, 7 = Retriggerable On One-shot, 8 = Retriggerable Off One-Shot | 0 | rw | y |
| 87 | 3 | Delay Timer 1 | 32-bit Uinteger | 0..2147483647 [Channel On Delay, One-shot, Pulse-stretcher time(ms) or Totalizer Count] | 0 | rw | y |
| 87 | 4 | Delay Timer 2 | 32-bit Uinteger | 0..2147483647 (Channel Off Delay or Totalizer time)ms | 0 | rw | y |
| 87 | 5 | Mirroring Enable | 8-bit Uinteger | 0=Disabled, 1=Enabled | 0 | rw | y |
| 87 | 6 | Mirroring Channel Selection | 8-bit Uinteger | 0=Channel 1, 1=Channel 2, 2=Channel 3, 3=Channel 4, 4=Channel 5, 5=Channel 6, 6=Channel 7, 7=Channel 8, 8=Channel 9, 9=Channel 10, 10=Channel 11, 11=Channel 12, 12=Channel 13, 13=Channel 14, 14=Channel 15, 15=Channel 16 | 0 | rw | y |
| 87 | 7 | Mirroring Inversion | 8-bit Uinteger | 0=Not Inverted, 1=Inverted | 0 | rw | y |
| 88 | | Channel 2 Configuration | | | | | |
| 88 | 1 | IO Selection | 8-bit Uinteger | 0=NPN Input, 2=NPN Output with Pull Up | 2 | rw | y |
| 88 | 2 | Delay Mode | 8-bit Uinteger | 0 = Disabled, 1 = On Off Delay, 2 = On One-shot, 3 = Off One-shot, 4 = On Pulse-stretcher, 5 = Off Pulse-stretcher, 6 = Totalizer, 7 = Retriggerable On One-shot, 8 = Retriggerable Off One-Shot | 0 | rw | y |

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| Index | Subindex | Name | Length | Value Range | Default | Access Rights | Data Storage? |
|-----------|----------|--------------------------------|-----------------|---|---------|---------------|---------------|
| 88 | 3 | Delay Timer 1 | 32-bit Uinteger | 0..2147483647 [Channel On Delay, One-shot, Pulse-stretcher time(ms) or Totalizer Count] | 0 | rw | y |
| 88 | 4 | Delay Timer 2 | 32-bit Uinteger | 0..2147483647 (Channel Off Delay or Totalizer time)ms | 0 | rw | y |
| 88 | 5 | Mirroring Enable | 8-bit Uinteger | 0=Disabled, 1=Enabled | 0 | rw | y |
| 88 | 6 | Mirroring Channel Selection | 8-bit Uinteger | 0=Channel 1, 1=Channel 2, 2=Channel 3, 3=Channel 4, 4=Channel 5, 5=Channel 6, 6=Channel 7, 7=Channel 8, 8=Channel 9, 9=Channel 10, 10=Channel 11, 11=Channel 12, 12=Channel 13, 13=Channel 14, 14=Channel 15, 15=Channel 16 | 0 | rw | y |
| 88 | 7 | Mirroring Inversion | 8-bit Uinteger | 0=Not Inverted, 1=Inverted | 0 | rw | y |
| 89 | | Channel 3 Configuration | | | | | |
| 89 | 1 | IO Selection | 8-bit Uinteger | 0=NPN Input, 2=NPN Output with Pull Up | 2 | rw | y |
| 89 | 2 | Delay Mode | 8-bit Uinteger | 0 = Disabled, 1 = On Off Delay, 2 = On One-shot, 3 = Off One-shot, 4 = On Pulse-stretcher, 5 = Off Pulse-stretcher, 6 = Totalizer, 7 = Retriggerable On One-shot, 8 = Retriggerable Off One-Shot | 0 | rw | y |
| 89 | 3 | Delay Timer 1 | 32-bit Uinteger | 0..2147483647 [Channel On Delay, One-shot, Pulse-stretcher time(ms) or Totalizer Count] | 0 | rw | y |
| 89 | 4 | Delay Timer 2 | 32-bit Uinteger | 0..2147483647 (Channel Off Delay or Totalizer time)ms | 0 | rw | y |
| 89 | 5 | Mirroring Enable | 8-bit Uinteger | 0=Disabled, 1=Enabled | 0 | rw | y |
| 89 | 6 | Mirroring Channel Selection | 8-bit Uinteger | 0=Channel 1, 1=Channel 2, 2=Channel 3, 3=Channel 4, 4=Channel 5, 5=Channel 6, 6=Channel 7, 7=Channel 8, 8=Channel 9, 9=Channel 10, 10=Channel 11, 11=Channel 12, 12=Channel 13, 13=Channel 14, 14=Channel 15, 15=Channel 16 | 0 | rw | y |
| 89 | 7 | Mirroring Inversion | 8-bit Uinteger | 0=Not Inverted, 1=Inverted | 0 | rw | y |
| 90 | | Channel 4 Configuration | | | | | |
| 90 | 1 | IO Selection | 8-bit Uinteger | 0=NPN Input, 2=NPN Output with Pull Up | 2 | rw | y |
| 90 | 2 | Delay Mode | 8-bit Uinteger | 0 = Disabled, 1 = On Off Delay, 2 = On One-shot, 3 = Off One-shot, 4 = On Pulse-stretcher, 5 = Off Pulse-stretcher, 6 = Totalizer, 7 = Retriggerable On One-shot, 8 = Retriggerable Off One-Shot | 0 | rw | y |
| 90 | 3 | Delay Timer 1 | 32-bit Uinteger | 0..2147483647 [Channel On Delay, One-shot, Pulse-stretcher time(ms) or Totalizer Count] | 0 | rw | y |
| 90 | 4 | Delay Timer 2 | 32-bit Uinteger | 0..2147483647 (Channel Off Delay or Totalizer time)ms | 0 | rw | y |
| 90 | 5 | Mirroring Enable | 8-bit Uinteger | 0=Disabled, 1=Enabled | 0 | rw | y |
| 90 | 6 | Mirroring Channel Selection | 8-bit Uinteger | 0=Channel 1, 1=Channel 2, 2=Channel 3, 3=Channel 4, 4=Channel 5, 5=Channel 6, 6=Channel 7, 7=Channel 8, 8=Channel 9, 9=Channel 10, 10=Channel 11, 11=Channel 12, 12=Channel 13, 13=Channel 14, 14=Channel 15, 15=Channel 16 | 0 | rw | y |
| 90 | 7 | Mirroring Inversion | 8-bit Uinteger | 0=Not Inverted, 1=Inverted | 0 | rw | y |
| 91 | | Channel 5 Configuration | | | | | |
| 91 | 1 | IO Selection | 8-bit Uinteger | 0=NPN Input, 2=NPN Output with Pull Up | 2 | rw | y |
| 91 | 2 | Delay Mode | 8-bit Uinteger | 0 = Disabled, 1 = On Off Delay, 2 = On One-shot, 3 = Off One-shot, 4 = On Pulse-stretcher, 5 = Off Pulse-stretcher, 6 = Totalizer, 7 = Retriggerable On One-shot, 8 = Retriggerable Off One-Shot | 0 | rw | y |
| 91 | 3 | Delay Timer 1 | 32-bit Uinteger | 0..2147483647 [Channel On Delay, One-shot, Pulse-stretcher time(ms) or Totalizer Count] | 0 | rw | y |
| 91 | 4 | Delay Timer 2 | 32-bit Uinteger | 0..2147483647 (Channel Off Delay or Totalizer time)ms | 0 | rw | y |
| 91 | 5 | Mirroring Enable | 8-bit Uinteger | 0=Disabled, 1=Enabled | 0 | rw | y |
| 91 | 6 | Mirroring Channel Selection | 8-bit Uinteger | 0=Channel 1, 1=Channel 2, 2=Channel 3, 3=Channel 4, 4=Channel 5, 5=Channel 6, 6=Channel 7, 7=Channel 8, 8=Channel 9, 9=Channel 10, 10=Channel 11, 11=Channel 12, 12=Channel 13, 13=Channel 14, 14=Channel 15, 15=Channel 16 | 0 | rw | y |
| 91 | 7 | Mirroring Inversion | 8-bit Uinteger | 0=Not Inverted, 1=Inverted | 0 | rw | y |
| 92 | | Channel 6 Configuration | | | | | |
| 92 | 1 | IO Selection | 8-bit Uinteger | 0=NPN Input, 2=NPN Output with Pull Up | 2 | rw | y |

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| Index | Subindex | Name | Length | Value Range | Default | Access Rights | Data Storage? |
|-----------|----------|--------------------------------|-----------------|---|---------|---------------|---------------|
| 92 | 2 | Delay Mode | 8-bit Uinteger | 0 = Disabled, 1 = On Off Delay, 2 = On One-shot, 3 = Off One-shot, 4 = On Pulse-stretcher, 5 = Off Pulse-stretcher, 6 = Totalizer, 7 = Retriggerable On One-shot, 8 = Retriggerable Off One-Shot | 0 | rw | y |
| 92 | 3 | Delay Timer 1 | 32-bit Uinteger | 0..2147483647 [Channel On Delay, One-shot, Pulse-stretcher time(ms) or Totalizer Count] | 0 | rw | y |
| 92 | 4 | Delay Timer 2 | 32-bit Uinteger | 0..2147483647 (Channel Off Delay or Totalizer time)ms | 0 | rw | y |
| 92 | 5 | Mirroring Enable | 8-bit Uinteger | 0=Disabled, 1=Enabled | 0 | rw | y |
| 92 | 6 | Mirroring Channel Selection | 8-bit Uinteger | 0=Channel 1, 1=Channel 2, 2=Channel 3, 3=Channel 4, 4=Channel 5, 5=Channel 6, 6=Channel 7, 7=Channel 8, 8=Channel 9, 9=Channel 10, 10=Channel 11, 11=Channel 12, 12=Channel 13, 13=Channel 14, 14=Channel 15, 15=Channel 16 | 0 | rw | y |
| 92 | 7 | Mirroring Inversion | 8-bit Uinteger | 0=Not Inverted, 1=Inverted | 0 | rw | y |
| 93 | | Channel 7 Configuration | | | | | |
| 93 | 1 | IO Selection | 8-bit Uinteger | 0=NPN Input, 2=NPN Output with Pull Up | 2 | rw | y |
| 93 | 2 | Delay Mode | 8-bit Uinteger | 0 = Disabled, 1 = On Off Delay, 2 = On One-shot, 3 = Off One-shot, 4 = On Pulse-stretcher, 5 = Off Pulse-stretcher, 6 = Totalizer, 7 = Retriggerable On One-shot, 8 = Retriggerable Off One-Shot | 0 | rw | y |
| 93 | 3 | Delay Timer 1 | 32-bit Uinteger | 0..2147483647 [Channel On Delay, One-shot, Pulse-stretcher time(ms) or Totalizer Count] | 0 | rw | y |
| 93 | 4 | Delay Timer 2 | 32-bit Uinteger | 0..2147483647 (Channel Off Delay or Totalizer time)ms | 0 | rw | y |
| 93 | 5 | Mirroring Enable | 8-bit Uinteger | 0=Disabled, 1=Enabled | 0 | rw | y |
| 93 | 6 | Mirroring Channel Selection | 8-bit Uinteger | 0=Channel 1, 1=Channel 2, 2=Channel 3, 3=Channel 4, 4=Channel 5, 5=Channel 6, 6=Channel 7, 7=Channel 8, 8=Channel 9, 9=Channel 10, 10=Channel 11, 11=Channel 12, 12=Channel 13, 13=Channel 14, 14=Channel 15, 15=Channel 16 | 0 | rw | y |
| 93 | 7 | Mirroring Inversion | 8-bit Uinteger | 0=Not Inverted, 1=Inverted | 0 | rw | y |
| 94 | | Channel 8 Configuration | | | | | |
| 94 | 1 | IO Selection | 8-bit Uinteger | 0=NPN Input, 2=NPN Output with Pull Up | 2 | rw | y |
| 94 | 2 | Delay Mode | 8-bit Uinteger | 0 = Disabled, 1 = On Off Delay, 2 = On One-shot, 3 = Off One-shot, 4 = On Pulse-stretcher, 5 = Off Pulse-stretcher, 6 = Totalizer, 7 = Retriggerable On One-shot, 8 = Retriggerable Off One-Shot | 0 | rw | y |
| 94 | 3 | Delay Timer 1 | 32-bit Uinteger | 0..2147483647 [Channel On Delay, One-shot, Pulse-stretcher time(ms) or Totalizer Count] | 0 | rw | y |
| 94 | 4 | Delay Timer 2 | 32-bit Uinteger | 0..2147483647 (Channel Off Delay or Totalizer time)ms | 0 | rw | y |
| 94 | 5 | Mirroring Enable | 8-bit Uinteger | 0=Disabled, 1=Enabled | 0 | rw | y |
| 94 | 6 | Mirroring Channel Selection | 8-bit Uinteger | 0=Channel 1, 1=Channel 2, 2=Channel 3, 3=Channel 4, 4=Channel 5, 5=Channel 6, 6=Channel 7, 7=Channel 8, 8=Channel 9, 9=Channel 10, 10=Channel 11, 11=Channel 12, 12=Channel 13, 13=Channel 14, 14=Channel 15, 15=Channel 16 | 0 | rw | y |
| 94 | 7 | Mirroring Inversion | 8-bit Uinteger | 0=Not Inverted, 1=Inverted | 0 | rw | y |
| 95 | | Channel 9 Configuration | | | | | |
| 95 | 1 | IO Selection | 8-bit Uinteger | 0=NPN Input, 2=NPN Output with Pull Up | 2 | rw | y |
| 95 | 2 | Delay Mode | 8-bit Uinteger | 0 = Disabled, 1 = On Off Delay, 2 = On One-shot, 3 = Off One-shot, 4 = On Pulse-stretcher, 5 = Off Pulse-stretcher, 6 = Totalizer, 7 = Retriggerable On One-shot, 8 = Retriggerable Off One-Shot | 0 | rw | y |
| 95 | 3 | Delay Timer 1 | 32-bit Uinteger | 0..2147483647 [Channel On Delay, One-shot, Pulse-stretcher time(ms) or Totalizer Count] | 0 | rw | y |
| 95 | 4 | Delay Timer 2 | 32-bit Uinteger | 0..2147483647 (Channel Off Delay or Totalizer time)ms | 0 | rw | y |
| 95 | 5 | Mirroring Enable | 8-bit Uinteger | 0=Disabled, 1=Enabled | 0 | rw | y |
| 95 | 6 | Mirroring Channel Selection | 8-bit Uinteger | 0=Channel 1, 1=Channel 2, 2=Channel 3, 3=Channel 4, 4=Channel 5, 5=Channel 6, 6=Channel 7, 7=Channel 8, 8=Channel 9, 9=Channel 10, 10=Channel 11, 11=Channel 12, 12=Channel 13, 13=Channel 14, 14=Channel 15, 15=Channel 16 | 0 | rw | y |

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| Index | Subindex | Name | Length | Value Range | Default | Access Rights | Data Storage? |
|-----------|----------|---------------------------------|-----------------|---|---------|---------------|---------------|
| 95 | 7 | Mirroring Inversion | 8-bit Uinteger | 0=Not Inverted, 1=Inverted | 0 | rw | y |
| 96 | | Channel 10 Configuration | | | | | |
| 96 | 1 | IO Selection | 8-bit Uinteger | 0=NPN Input, 2=NPN Output with Pull Up | 2 | rw | y |
| 96 | 2 | Delay Mode | 8-bit Uinteger | 0 = Disabled, 1 = On Off Delay, 2 = On One-shot, 3 = Off One-shot, 4 = On Pulse-stretcher, 5 = Off Pulse-stretcher, 6 = Totalizer, 7 = Retriggerable On One-shot, 8 = Retriggerable Off One-Shot | 0 | rw | y |
| 96 | 3 | Delay Timer 1 | 32-bit Uinteger | 0..2147483647 [Channel On Delay, One-shot, Pulse-stretcher time(ms) or Totalizer Count] | 0 | rw | y |
| 96 | 4 | Delay Timer 2 | 32-bit Uinteger | 0..2147483647 (Channel Off Delay or Totalizer time)ms | 0 | rw | y |
| 96 | 5 | Mirroring Enable | 8-bit Uinteger | 0=Disabled, 1=Enabled | 0 | rw | y |
| 96 | 6 | Mirroring Channel Selection | 8-bit Uinteger | 0=Channel 1, 1=Channel 2, 2=Channel 3, 3=Channel 4, 4=Channel 5, 5=Channel 6, 6=Channel 7, 7=Channel 8, 8=Channel 9, 9=Channel 10, 10=Channel 11, 11=Channel 12, 12=Channel 13, 13=Channel 14, 14=Channel 15, 15=Channel 16 | 0 | rw | y |
| 96 | 7 | Mirroring Inversion | 8-bit Uinteger | 0=Not Inverted, 1=Inverted | 0 | rw | y |
| 97 | | Channel 11 Configuration | | | | | |
| 97 | 1 | IO Selection | 8-bit Uinteger | 0=NPN Input, 2=NPN Output with Pull Up | 2 | rw | y |
| 97 | 2 | Delay Mode | 8-bit Uinteger | 0 = Disabled, 1 = On Off Delay, 2 = On One-shot, 3 = Off One-shot, 4 = On Pulse-stretcher, 5 = Off Pulse-stretcher, 6 = Totalizer, 7 = Retriggerable On One-shot, 8 = Retriggerable Off One-Shot | 0 | rw | y |
| 97 | 3 | Delay Timer 1 | 32-bit Uinteger | 0..2147483647 [Channel On Delay, One-shot, Pulse-stretcher time(ms) or Totalizer Count] | 0 | rw | y |
| 97 | 4 | Delay Timer 2 | 32-bit Uinteger | 0..2147483647 (Channel Off Delay or Totalizer time)ms | 0 | rw | y |
| 97 | 5 | Mirroring Enable | 8-bit Uinteger | 0=Disabled, 1=Enabled | 0 | rw | y |
| 97 | 6 | Mirroring Channel Selection | 8-bit Uinteger | 0=Channel 1, 1=Channel 2, 2=Channel 3, 3=Channel 4, 4=Channel 5, 5=Channel 6, 6=Channel 7, 7=Channel 8, 8=Channel 9, 9=Channel 10, 10=Channel 11, 11=Channel 12, 12=Channel 13, 13=Channel 14, 14=Channel 15, 15=Channel 16 | 0 | rw | y |
| 97 | 7 | Mirroring Inversion | 8-bit Uinteger | 0=Not Inverted, 1=Inverted | 0 | rw | y |
| 98 | | Channel 12 Configuration | | | | | |
| 98 | 1 | IO Selection | 8-bit Uinteger | 0=NPN Input, 2=NPN Output with Pull Up | 2 | rw | y |
| 98 | 2 | Delay Mode | 8-bit Uinteger | 0 = Disabled, 1 = On Off Delay, 2 = On One-shot, 3 = Off One-shot, 4 = On Pulse-stretcher, 5 = Off Pulse-stretcher, 6 = Totalizer, 7 = Retriggerable On One-shot, 8 = Retriggerable Off One-Shot | 0 | rw | y |
| 98 | 3 | Delay Timer 1 | 32-bit Uinteger | 0..2147483647 [Channel On Delay, One-shot, Pulse-stretcher time(ms) or Totalizer Count] | 0 | rw | y |
| 98 | 4 | Delay Timer 2 | 32-bit Uinteger | 0..2147483647 (Channel Off Delay or Totalizer time)ms | 0 | rw | y |
| 98 | 5 | Mirroring Enable | 8-bit Uinteger | 0=Disabled, 1=Enabled | 0 | rw | y |
| 98 | 6 | Mirroring Channel Selection | 8-bit Uinteger | 0=Channel 1, 1=Channel 2, 2=Channel 3, 3=Channel 4, 4=Channel 5, 5=Channel 6, 6=Channel 7, 7=Channel 8, 8=Channel 9, 9=Channel 10, 10=Channel 11, 11=Channel 12, 12=Channel 13, 13=Channel 14, 14=Channel 15, 15=Channel 16 | 0 | rw | y |
| 98 | 7 | Mirroring Inversion | 8-bit Uinteger | 0=Not Inverted, 1=Inverted | 0 | rw | y |
| 99 | | Channel 13 Configuration | | | | | |
| 99 | 1 | IO Selection | 8-bit Uinteger | 0=NPN Input, 2=NPN Output with Pull Up | 2 | rw | y |
| 99 | 2 | Delay Mode | 8-bit Uinteger | 0 = Disabled, 1 = On Off Delay, 2 = On One-shot, 3 = Off One-shot, 4 = On Pulse-stretcher, 5 = Off Pulse-stretcher, 6 = Totalizer, 7 = Retriggerable On One-shot, 8 = Retriggerable Off One-Shot | 0 | rw | y |
| 99 | 3 | Delay Timer 1 | 32-bit Uinteger | 0..2147483647 [Channel On Delay, One-shot, Pulse-stretcher time(ms) or Totalizer Count] | 0 | rw | y |
| 99 | 4 | Delay Timer 2 | 32-bit Uinteger | 0..2147483647 (Channel Off Delay or Totalizer time)ms | 0 | rw | y |
| 99 | 5 | Mirroring Enable | 8-bit Uinteger | 0=Disabled, 1=Enabled | 0 | rw | y |

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| Index | Subindex | Name | Length | Value Range | Default | Access Rights | Data Storage? |
|------------|----------|---------------------------------|-----------------|---|---------|---------------|---------------|
| 99 | 6 | Mirroring Channel Selection | 8-bit Uinteger | 0=Channel 1, 1=Channel 2, 2=Channel 3, 3=Channel 4, 4=Channel 5, 5=Channel 6, 6=Channel 7, 7=Channel 8, 8=Channel 9, 9=Channel 10, 10=Channel 11, 11=Channel 12, 12=Channel 13, 13=Channel 14, 14=Channel 15, 15=Channel 16 | 0 | rw | y |
| 99 | 7 | Mirroring Inversion | 8-bit Uinteger | 0=Not Inverted, 1=Inverted | 0 | rw | y |
| 100 | | Channel 14 Configuration | | | | | |
| 100 | 1 | IO Selection | 8-bit Uinteger | 0=NPN Input, 2=NPN Output with Pull Up | 2 | rw | y |
| 100 | 2 | Delay Mode | 8-bit Uinteger | 0 = Disabled, 1 = On Off Delay, 2 = On One-shot, 3 = Off One-shot, 4 = On Pulse-stretcher, 5 = Off Pulse-stretcher, 6 = Totalizer, 7 = Retriggerable On One-shot, 8 = Retriggerable Off One-Shot | 0 | rw | y |
| 100 | 3 | Delay Timer 1 | 32-bit Uinteger | 0..2147483647 [Channel On Delay, One-shot, Pulse-stretcher time(ms) or Totalizer Count] | 0 | rw | y |
| 100 | 4 | Delay Timer 2 | 32-bit Uinteger | 0..2147483647 (Channel Off Delay or Totalizer time)ms | 0 | rw | y |
| 100 | 5 | Mirroring Enable | 8-bit Uinteger | 0=Disabled, 1=Enabled | 0 | rw | y |
| 100 | 6 | Mirroring Channel Selection | 8-bit Uinteger | 0=Channel 1, 1=Channel 2, 2=Channel 3, 3=Channel 4, 4=Channel 5, 5=Channel 6, 6=Channel 7, 7=Channel 8, 8=Channel 9, 9=Channel 10, 10=Channel 11, 11=Channel 12, 12=Channel 13, 13=Channel 14, 14=Channel 15, 15=Channel 16 | 0 | rw | y |
| 100 | 7 | Mirroring Inversion | 8-bit Uinteger | 0=Not Inverted, 1=Inverted | 0 | rw | y |
| 101 | | Channel 15 Configuration | | | | | |
| 101 | 1 | IO Selection | 8-bit Uinteger | 0=NPN Input, 2=NPN Output with Pull Up | 2 | rw | y |
| 101 | 2 | Delay Mode | 8-bit Uinteger | 0 = Disabled, 1 = On Off Delay, 2 = On One-shot, 3 = Off One-shot, 4 = On Pulse-stretcher, 5 = Off Pulse-stretcher, 6 = Totalizer, 7 = Retriggerable On One-shot, 8 = Retriggerable Off One-Shot | 0 | rw | y |
| 101 | 3 | Delay Timer 1 | 32-bit Uinteger | 0..2147483647 [Channel On Delay, One-shot, Pulse-stretcher time(ms) or Totalizer Count] | 0 | rw | y |
| 101 | 4 | Delay Timer 2 | 32-bit Uinteger | 0..2147483647 (Channel Off Delay or Totalizer time)ms | 0 | rw | y |
| 101 | 5 | Mirroring Enable | 8-bit Uinteger | 0=Disabled, 1=Enabled | 0 | rw | y |
| 101 | 6 | Mirroring Channel Selection | 8-bit Uinteger | 0=Channel 1, 1=Channel 2, 2=Channel 3, 3=Channel 4, 4=Channel 5, 5=Channel 6, 6=Channel 7, 7=Channel 8, 8=Channel 9, 9=Channel 10, 10=Channel 11, 11=Channel 12, 12=Channel 13, 13=Channel 14, 14=Channel 15, 15=Channel 16 | 0 | rw | y |
| 101 | 7 | Mirroring Inversion | 8-bit Uinteger | 0=Not Inverted, 1=Inverted | 0 | rw | y |
| 102 | | Channel 16 Configuration | | | | | |
| 102 | 1 | IO Selection | 8-bit Uinteger | 0=NPN Input, 2=NPN Output with Pull Up | 2 | rw | y |
| 102 | 2 | Delay Mode | 8-bit Uinteger | 0 = Disabled, 1 = On Off Delay, 2 = On One-shot, 3 = Off One-shot, 4 = On Pulse-stretcher, 5 = Off Pulse-stretcher, 6 = Totalizer, 7 = Retriggerable On One-shot, 8 = Retriggerable Off One-Shot | 0 | rw | y |
| 102 | 3 | Delay Timer 1 | 32-bit Uinteger | 0..2147483647 [Channel On Delay, One-shot, Pulse-stretcher time(ms) or Totalizer Count] | 0 | rw | y |
| 102 | 4 | Delay Timer 2 | 32-bit Uinteger | 0..2147483647 (Channel Off Delay or Totalizer time)ms | 0 | rw | y |
| 102 | 5 | Mirroring Enable | 8-bit Uinteger | 0=Disabled, 1=Enabled | 0 | rw | y |
| 102 | 6 | Mirroring Channel Selection | 8-bit Uinteger | 0=Channel 1, 1=Channel 2, 2=Channel 3, 3=Channel 4, 4=Channel 5, 5=Channel 6, 6=Channel 7, 7=Channel 8, 8=Channel 9, 9=Channel 10, 10=Channel 11, 11=Channel 12, 12=Channel 13, 13=Channel 14, 14=Channel 15, 15=Channel 16 | 0 | rw | y |
| 102 | 7 | Mirroring Inversion | 8-bit Uinteger | 0=Not Inverted, 1=Inverted | 0 | rw | y |

IO-Link Events

Events are acyclic transmissions from the IO-Link device to the IO-Link master. Events can be error messages and/or warning or maintenance data.

| Code | Type | Name | Description |
|----------------|---------|---------------------------|---|
| 25376 (0x6320) | Error | Parameter error | Check datasheet and values |
| 36000 (0x8CA0) | Warning | All-time Run Time Event | Event indicating the corresponding configured running time has elapsed. |
| 36001 (0x8CA1) | Warning | Resettable Run Time Event | Event indicating the corresponding configured running time has elapsed. |

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