Register number and name tagging for dynamic data

The register numbers shown here are used for data and name tagging required for dynamic data display in your custom web pages.

Modbus registers - use this information if your i.CanDoIt server has Modbus registers as its primary data element.

Integer registers: 1-999

Floating point registers: 1001-1999

Note that floating point values (IEEE-754) in Modbus are represented by two consecutive registers. When reading Modbus via Modbus protocol, you need to read two registers to get the complete value. When referencing registers in HTML, you only need to reference one register, but it must be the first register, and will always be an odd number. Therefore, for example, the first three available floating point values are found at reg1001, reg1003, and reg1005 as would be referenced in User HTML.

BACnet registers - use this information if your i.CanDoIt server has BACnet objects as its primary data element.

BACnet registers are calculated to provide object time and object number encoded into a single number that can be referenced in User HTML as reg1001, etc. The first Analog Input would be reference as reg1, the first Analog Output would be referenced as reg1001, the first Binary Input would be referenced as reg3001, the first Multi-state Value would be referenced as reg19001, etc.

Register numbers for BACnet CGI access: Register = (object_type x 1000) + object_number	
Object types:	
analog-input	0
analog-output	1
analog-value	2
binary-input	3
binary-output	4
binary-value	5
multi-state-input	13
multi-state-output	14
multi-state-value	19
Registers that return floating point values:	
Analog Input	0001-0999

Analog Output	1001-1999
Analog Value	2001-2999
Registers that return integer values:	
Binary Input	3001-3999
Binary Output	4001-4999
Binary Value	5001-5999
Multistate Input	13001-13999
Multistate Output	14001-14999
Multistate Value	19001-19999

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