

1 Description

The OPC UA driver allows the FieldServer to transfer data to and from devices over Ethernet using the OPC UA protocol. The OPC UA driver uses TCP by connecting to an OPC UA server with OPC TCP or HTTPS. If using HTTPS, users can upload their private key.

The default port is 26543 and is configurable.

The driver was developed from the OPC Unified Architecture protocol specification from the OPC Foundation. The specification can be found at the [OPC Foundation's webpage for OPC UA](#).

The FieldServer can emulate both a client and a server. When configured as a client, the OPC UA driver will connect to the configured OPC UA servers and attempt to read the requested data points. This data is stored on the FieldServer, and can be viewed or mapped to other protocols. When configured as a server, the OPC UA driver creates a connectable endpoint for OPC UA clients and creates the OPC objects and attributes to make protocol data available to OPC UA clients.

NOTE: The OPC UA doesn't support security certificates at this time.

 **WARNING!**

This document is not a replacement for the device's startup guide. Read the startup guide before using this device, including all Warnings and Cautions.

Failure to follow this warning can result in serious personal injury or death.

1.1 Connection Facts

FieldServer Mode	Nodes	Comments
Client	*	The client mode can connect to multiple OPC UA servers as a client to read multiple data points. The limiting factor is the point count of the FieldServer device.
Server	1	The server mode supports setting up one OPC UA resource endpoint, but multiple OPC UA clients can connect to it to read data.

2 Formal Driver Type

Client or Server

3 Compatibility

FieldServer Model	Compatible	FieldServer Model	Compatible
ProtoCessor	No	QuickServer FS-QS-10xx	No
ProtoCarrier	No	QuickServer FS-QS-12xx	No
ProtoNode	Yes	QuickServer FS-QS-20xx	Yes
ProtoAir	Yes	QuickServer FS-QS-22xx	Yes
BACnet IoT Gateway	No	QuickServer FS-QS-3x10-F	Yes
Modbus IoT Gateway	Yes		

4 Connection Information

Connection Type: Ethernet

Ethernet Speeds Supported: 10Base-T, 100Base-T

5 Devices Tested

Device	Tested (Factory, Site)
OPC Foundation Reference Client / Server	Factory

6 Communication Functions

6.1 Data Types Supported

Data Type	Comments
Null	A two-state logical value (true or false).
Boolean	An integer value between -128 and 127.
SByte	An integer value between 0 and 255.
Byte	An integer value between -32 768 and 32 767.
Int16	An integer value between 0 and 65 535.
UInt16	An integer value between -2 147 483 648 and 2 147 483 647.
Int32	An integer value between 0 and 4 294 967 295.
UInt32	An integer value between -9 223 372 036 854 775 808 and 9 223 372 036 854 775 807.
Int64	An integer value between 0 and 18 446 744 073 709 551 615.
UInt64	A two-state logical value (true or false).
Float	32 bit IEEE floating point.
Double	An IEEE double precision (64 bit) floating point value.
String	A text value encoded as a UTF-8 character string.

6.2 OPC Attribute Types Supported

NodeId	EventNotifier
NodeClass	Value
BrowseName	DataType
DisplayName	ValueRank
Description	ArrayDimensions
WriteMask	AccessLevel
UserWriteMask	UserAccessLevel
IsAbstract	MinimumSamplingInterval
Symmetric	Historizing
InverseName	Executable
ContainsNoLoops	

6.3 Functionality Supported

Client	<ul style="list-style-type: none">• Connect (using OPC TCP or https)• Create Session (with or without username and password)• Read
Server	<ul style="list-style-type: none">• Read• Write
