Overview

WinPP102 is a test and simulation program for the transmission of integrated totals protocol IEC 60870-5-102. You can monitor the Messages of an existing link or simulate the Master or the substation. Interfacing to the telecontrol equipment is done via the serial interface COM. The program supports two COM interfaces. It is possible to run the program several times simultaneously and thus support several COM interfaces. Do you want to monitor the command and monitoring direction simultaneously, you need two COM ports. For simulation a COM port is sufficient.

For test purposes it can also be used as a "Format 1.2" or as a "Byte" receiver, here you may set the parity, number of data bit and stop bit.

System Requirements: Windows 7, Vista or XP, Pentium, 100 MB RAM, 100 MB Disc, at least 1 COM port, USB port for dongle, VGA or better.

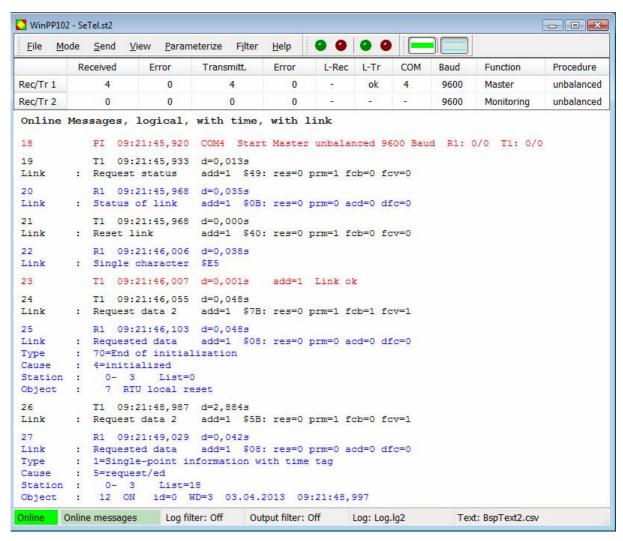


Fig. 1 WinPP102, Online message display

You can configure the following parameters for example:

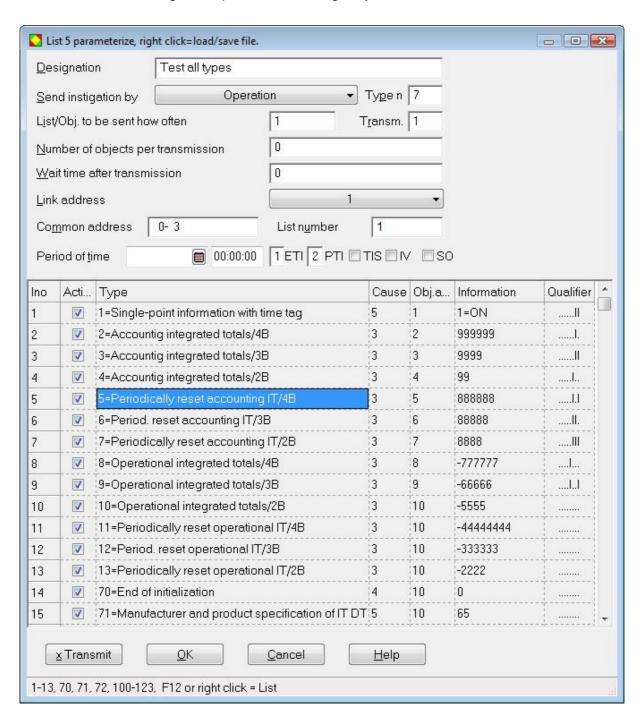
- Ø Program function (monitoring, master, station, byte receiver)
- Ø Length of link address
- Ø Structure of common address
- Ø COM Port, Baud rate
- Ø Use of the single control character E5

Send messages

There are 12 single messages and 12 message lists available. In a list you can parameterize up to 3000 objects. The transmission instigation for the messages and lists takes place via operation or via an event. An event can be: reception of a particular type of message or successful establishment of a link. You can then send messages and message lists.

The parameterized messages and lists can be saved and loaded. For test purposes you can send illogical link and data messages. For examples: send NACK instead of ACK, do not toggle the FCB bit, use private ASDU, send the check character incorrectly, etc.

The transmitted messages are parameterized logically, see below.



The program checks the received messages for transmission errors, link faults and ASDU faults. Faulty messages are marked as such. Every transmitted and received message is allocated a time stamp and is stored in a Log file. The size of the Log file can be parameterized. The messages in the Log file can be output to a printer or stored in a text file. The Log file is organized as a circular buffer. When the file is full then the newest message overwrites the oldest message.

Output filter

