Application-based licenses

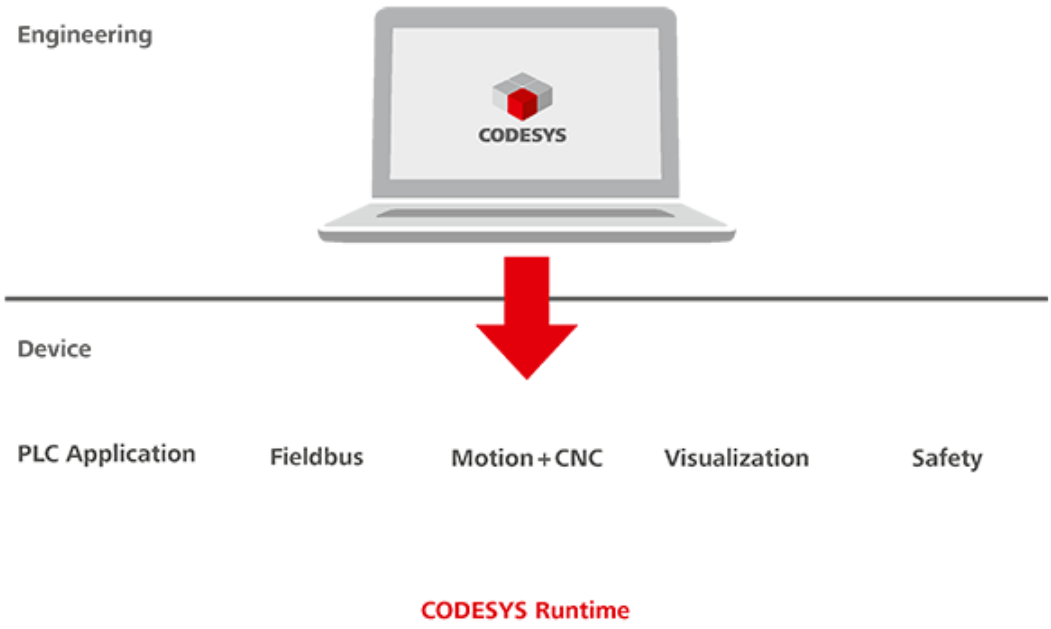
The application-based licenses are valid for all CODESYS Control SL products. They are based on the software function used and no longer on the performance of the device. This means that the licenses can be used on all CODESYS Control SL-capable devices.

Product description

CODESYS Control SL - the CODESYS runtime system

In order to program or configure a device according to IEC 61131-3 with CODESYS, the appropriate software is required: the SoftPLC runtime system CODESYS Control SL.

It turns any embedded or PC-based device into an IEC 61131-3 compliant industrial controller. Furthermore, this runtime system includes important additional functionalities so that the controller can communicate with other devices in the automation environment.



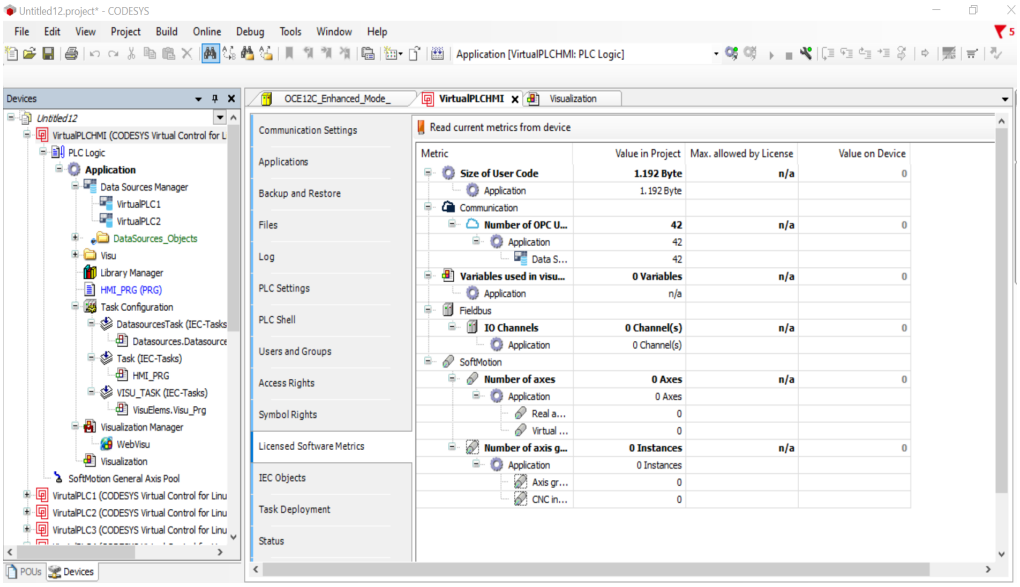
https://de.codesys.com/produkte/codesys-runtime.html

Division into performance classes

The function of a PLC is mainly determined by the software, whereas the hardware is responsible for providing the required resources. Therefore, the application-based licenses are no longer based on the hardware but are defined by the software used in the IEC application.

For this purpose, all applications are divided into different performance classes based on suitable characteristics which in turn cover the requirements of certain use cases. The boundaries of a class are derived from the use cases.

The size-related metrics are displayed in a special dialog:



Criteria for functional controllers

Criterion	Description
Code size	The code size is a decisive criterion when it comes to evaluating the used functionality. The larger and more complex the logic, the higher the performance class required. The following applies: • The size of the generated binary code is measured. As this is system-dependent it can differ from system to system. • Implicitly generated code from CODESYS is not counted. • Code from CODESYS libraries (e.g. motion and visualizations) is not included either. Please note: The code size to be licensed is displayed in the “License Metrics” dialog. The code size that is displayed after the compile operation contains all the executable code and is not a criterion for licensing.
Number of input and output channels	The I/O channels with basic type, e.g. a digital input or a meta data channel, are counted. Structured channels are broken down to their basic types. Only channels which are used are included in the count. Attention: By using the function “Update all I/O channels” every I/O channel becomes a used channel and is then also counted for licensing.
Number of fieldbus instances	Each performance class also includes a defined number of fieldbuses. Within the fieldbuses there are two fieldbus groups: • the fieldbuses Modbus/TCP, Modbus/RTU and CANopen • the Ethernet-based fieldbuses EtherCAT (ECAT), Profinet (PN) and Ethernet/IP (EIP) Please note: Each group contains the master and the slave implementation of the fieldbus. All fieldbuses not mentioned can be purchased additionally.
Reloadable C code	ANSI-C code can be compiled with the “Extension SL Package” and the toolchain matching the system and loaded into the runtime system using a CODESYS library.
Multi core in the application	With the CODESYS Multi core feature, a user can firmly assign IEC tasks to specific cores in order to optimize the real-time behavior. Without the Multi core feature in CODESYS, systems with multiple tasks can also be operated, only the function of firmly assigned IEC tasks is then not available.
DataSource Manager	The DataSource Manager enables the simple exchange of variables between two CODESYS IEC applications. CODESYS offers three communication protocols: • proprietary symbolic access • applicative monitoring • OPC UA (limited to the number of OPC UA tags included in the license)

Number of Visu Tags	Number of variables used in the CODESYS visualization.
Number of OPC UA Tags	Number of tags in the symbol configurations. The basic types of the tags are counted. Structures are broken down to tags with basic type. Arrays with basic types are counted completely. Arrays with structures are counted like one single structure. The tags are valid for OPC UA Server and OPC UA Client.
Number of motion axes	Number of axes, physical and virtual are counted and licensed separately (with 4 licensed axes, 4 physical and 4 virtual axes can be used).
Number of multi axis interpolators	Number of robotic axis groups and CNC interpolators.

Development, test, commissioning and trial operation

Development and test license

A controller can be equipped with a time-limited development and test license. This license is not functionally restricted and can be used for the following use cases:

- Developing an application without having to restart it after the trial time has expired.
- Testing of an application for a longer period of time than the trial time.
- Emergency license in case an installation exceeds a limit due to an update.

Development and test licenses will be available soon!

Trial Operation

A controller without a license runs for 2 hours in trial mode. After that, the runtime system is terminated and must be restarted. Functionally, trial operation is not restricted. Unlicensed functions have a shorter trial runtime (e.g. fieldbuses typically run for 30 minutes).

License check

If an application-based license is available on the controller, all criteria are checked against the limit specified in the license. If a criterion exceeds the defined limit, a download of the application or the loading of the boot application is prevented. The system does not switch to trial mode.

This prevents live applications from falling back into a time-limited trial mode.

Update licenses

Each performance class (Runtime, Visualization, OPC UA, Motion, Safety) offers update licenses that allow switching from a smaller license to any higher license. A change from a larger license to a smaller license is not supported.

Restriction with other store products

Application-based licenses can be combined with other store products, unless explicitly excluded. The I/O channels of additionally purchased fieldbuses are taken into account in the I/O channels license metric and are also counted.

Performance classes Runtime

The following performance classes are available for the individual Control SL products.

Performance class Runtime	Performance class	
Basic S	*Code size*	512 kB
	Number of input and output channels	64
	Additional functions	• local I/Os • Visu S • OPC UA S • DataSource Manager
Basic M	*Code size*	1024 kB (1 MB)
	Number of input and output channels	128
	Additional functions	• local I/Os • Visu S • OPC UA S • DataSource Manager • 2 CANopen/Modbus instances
Basic L	*Code size*	3072 kB (3 MB)
	Number of input and output channels	256
	Additional functions	• local I/Os • Visu S • OPC UA S • DataSource Manager • 2 CANopen/Modbus instances
Standard S	*Code size*	3072 kB (3 MB)
	Number of input and output channels	512
	Additional functions	• local I/Os • Visu S • OPC UA S • DataSource Manager • 4 CANopen/Modbus instances • 1 ECAT/PN/EIP instance • Dynamic C-Code

Standard M	*Code size*	5120 kB (5 MB)
	Number of input and output channels	1024
	Additional functions	• local I/Os • Visu S • OPC UA S • DataSource Manager • 4 CANopen/Modbus instances • 1 ECAT/PN/EIP instance • Dynamic C Code
Standard L	*Code size*	6144 kB (6 MB)
	Number of input and output channels	2048
	Additional functions	• local I/Os • Visu S • OPC UA S • DataSource Manager • 4 CANopen/Modbus instances • 2 ECAT/PN/EIP-instances • Dynamic C Code • Multi core (up to four Cores)
Performance M	*Code size*	8192 kB (8 MB)
	Number of input and output channels	4096
	Additional functions	• local I/Os • Visu S • OPC UA S • DataSource Manager • 4 CANopen/Modbus instances • 2 ECAT/PN/EIP instances • Dynamic C Code • Multi core (up to four cores)
Performance L	*Code size*	10240 kB (8 MB)
	Number of input and output channels	8192
	Additional functions	• local I/Os • Visu S • OPC UA S • DataSource Manager

	• 4 CANopen/Modbus instances • 4 ECAT/PN/EIP-instances • Dynamic C Code • Multi core (up to four cores)

Performance class Visualization

The following visualization performance classes are available for the Control SL products.

Performance class Visualization	Features	
Visu S	*Number Tags*	128
	Additional functions	• Web visualization • Target visualization
Visu M	*Number Tags*	2048
	Additional functions	• Web visualization • Target visualization
Visu L	*Number Tags*	4096
	Additional functions	• Web visualization • Target visualization
Visu XL	*Number Tags*	8192
	Additional functions	• Web visualization • Target visualization
Visu XXL	*Number Tags*	unlimited
	Additional functions	• Web visualization • Target visualization

Please note

The number of Visu Tags refers to all tags used in a web or target visualization.

Please note

There is no stand-alone HMI product. It is replaced by a runtime system plus a Visu XL license.

Performance classes OPC UA server und client

The following performance classes are available for the Control SL products. The licenses always include server and client.

Performance class OPC UA	Features	
OPC UA S	*Number Tags*	512
	Additional functions	• Method calls • Information models
OPC UA M	*Number Tags*	4096
	Additional functions	• Method calls • Information models
OPC UA XXL	*Number Tags*	unlimited
	Additional functions	• Method calls • Information models

Performance classes Soft Motion

The following performance classes are available for the Control SL products.

Performance class Soft Motion	Features	
SoftMotion Axes (4)	*Number of axes*	4
	Additional functions	• PLCopen Motion FBs
SoftMotion Axes (8)	*Number of axes*	8
	Additional functions	• PLCopen Motion FBs
SoftMotion Axes (16)	*Number of axes*	16
	Additional functions	• PLCopen Motion FBs
SoftMotion Axes (32)	*Number of axes*	32
	Additional functions	• PLCopen Motion FBs
SoftMotion Axes (48)	*Number of axes*	48
	Additional functions	• PLCopen Motion FBs
SoftMotion Axes (64)	*Number of axes*	64
	Additional functions	• PLCopen Motion FBs
SoftMotion Axis Groups/CNC (1)	*Number of multi axis interpolators*	1
	Additional functions	• Soft Motion Basic included • PLCopen Motion FBs
SoftMotion Axis Groups/CNC (2)	*Number of multi axis interpolators*	2
	Additional functions	• Soft Motion Basic included • PLCopen Motion FBs
SoftMotion Axis Groups/CNC (3)	*Number of multi axis interpolators*	3
	Additional functions	• Soft Motion Basic included • PLCopen Motion FBs
SoftMotion Axis Groups/CNC (4)	*Number of multi axis interpolators*	4
	Additional functions	• Soft Motion Basic included • PLCopen Motion FBs
SoftMotion Axis Groups/CNC (5)	*Number of multi axis interpolators*	5
	Additional functions	

		• Soft Motion Basic included • PLCopen Motion FBs
SoftMotion Axis Groups/CNC (6)	*Number of multi axis interpolators*	6
	Additional functions	• Soft Motion Basic included • PLCopen Motion FBs

Licensing

Licensing is always done with a CODESYS single license. Licensing via the “3s.dat” is not possible. Since modern control devices are able to execute several runtime system kernels independently of each other on a device thanks to container technology, the single license always refers to a CODESYS runtime system execution kernel. Thus, if the runtime system is executed multiple times on a device, each execution core requires its own license.

Single Device License



General information

Supplier:

CODESYS GmbH
Memminger Strasse 151
87439 Kempten
Germany

Support:

Technical support is not included with this product. To receive technical support, please purchase a CODESYS Support Ticket.

https://support.codesys.com

Item:

Application Based Licences for CODESYS Control SL

Item number:

2302000047 for **CODESYS Control Basic S**
2302000048 for **CODESYS Control Basic M**
2302000049 for **CODESYS Control Basic L**
2302000050 for **CODESYS Control Standard S**
2302000051 for **CODESYS Control Standard M**
2302000052 for **CODESYS Control Standard L**
2302000053 for **CODESYS Control Performance M**
2302000054 for **CODESYS Control Performance L**

2304000011 for **CODESYS Visu M**
2304000012 for **CODESYS Visu L**
2304000013 for **CODESYS Visu XL**
2304000014 for **CODESYS Visu XXL**

2302000057 for **CODESYS OPC UA M**
2302000055 for **CODESYS OPC UA XXL**

2305000009 for **CODESYS Control SoftMotion Axes (4)**
2305000010 for **CODESYS Control SoftMotion Axes (8)**
2305000011 for **CODESYS Control SoftMotion Axes (16)**
2305000012 for **CODESYS Control SoftMotion Axes (32)**
2305000013 for **CODESYS Control SoftMotion Axes (48)**
2305000014 for **CODESYS Control SoftMotion Axes (64)**
2305000015 for **CODESYS Control SoftMotion Axis Groups/CNC (1)**
2305000016 for **CODESYS Control SoftMotion Axis Groups/CNC (2)**
2305000017 for **CODESYS Control SoftMotion Axis Groups/CNC (3)**
2305000018 for **CODESYS Control SoftMotion Axis Groups/CNC (4)**

2305000019 for **CODESYS Control SoftMotion Axis Groups/CNC (5)**
2305000020 for **CODESYS Control SoftMotion Axis Groups/CNC (6)**

Sales/Source of supply:

CODESYS Store
https://store.codesys.com

Included in delivery:

License key for CODESYS Control SL products

System requirements and restrictions

Programming System	CODESYS Development System Version 3.5.19.10 or higher
Runtime System	V3.5.19.10 or higher (built in V4.9.0.0 of Control SL)
Supported Platforms / Devices	• CODESYS Control Win SL • CODESYS Control for emPC-AiMX6 SL • CODESYS Control RTE SL • CODESYS Control for BeagleBone SL • CODESYS Control for emPC-AiMX6 MC SL • CODESYS Control for IOT2000 SL • CODESYS Control for Linux ARM SL • CODESYS Control for Linux MC SL • CODESYS Control for Linux SL • CODESYS Control for PFC100 SL • CODESYS Control for PFC200 SL • CODESYS Control for PLCnext MC SL • CODESYS Control for PLCnext SL • CODESYS Control for Raspberry Pi MC SL • CODESYS Control for Raspberry Pi SL • CODESYS Control for WAGO Touch Panels 600 SL
Additional Requirements	-
Restrictions	DataSource Manager is not supported on Linux-based systems.
Licensing	 Single device license: The license can be used on the target device/PLC on which the CODESYS runtime system is installed. Licenses are activated on a software-based license container (soft container), which is permanently connected to the controller. Alternatively, the license can be stored on a CODESYS Key (USB dongle). By replugging the CODESYS Key, the license can be used on any other controller. Note: In demo mode, the software runs for two hours without a license. After that, a manual restart is required.
Required Accessories	CODESYS Key Version 3-xxxxxx (version 2-xxxxxx is not supported)

Note: Technical specifications are subject to change. Errors and omissions excepted. The content of the current online version of this document applies.

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