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Keeping the World Flowing for Future Generations


## M series

MCx-xxxAS-1.05 user manual


## MCx-xxxAS-1.05

(12-24 VDC; Modbus Control)

## USER MANUAL

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## MEANING OF SYMBOLS

1
The exclamation point within an equilateral triangle is intended to alert the user to the presence of important operating and maintenance (servicing) instructions in the literature accompanying the product.

The Lightning Flash with arrowhead symbol within an equilateral triangle, is intended to alert the user to the presence of un-insulated "dangerous voltage" within the product enclosure that may be of sufficient magnitude to constitute a risk of shock to persons.

## INSTALLATION

The safety of any system incorporating the equipment is the responsibility of the assembler of the system.

## Environmental Conditions

The M-Series actuator has an IP66 rating but is recommended for indoor use in environments with a relative humidity below $80 \%$. For outdoor use, or for use in higher humidity environments, please consider the equivalent R-Series actuator with its IP68 rating.

The ambient temperature range for the standard M-Series is -20 to $40^{\circ} \mathrm{C}\left(-4\right.$ to $\left.104{ }^{\circ} \mathrm{F}\right)$.
The internal heater option shifts the temperatures to a lower range of -40 to $40^{\circ} \mathrm{C}\left(-40\right.$ to $\left.104^{\circ} \mathrm{F}\right)$.
The standard M-Series has been approved for use at altitudes of up to 2000 m .

## Mounting

In most cases, the actuator must be mounted and supported as shown in the image to the right. The mounting bracket is not supplied by Rotork.

Exceptionally, the actuator may be suspended on the tubing itself but ONLY if the application is vibration free and the tubing is minimum $1 / 4^{\prime \prime}$ dia. stainless.


## Wiring

The actuator comes standard with a Turck 6 position connector and a 20' cable with plug. Cut the cable to the length required and then connect according to the following wire color schematic. Pins indicate the connection of the cables to the terminal block on the PCB board within the actuator. Unless specified by the customer, these are pre-wired at the factory.

Wire color schematic for "Turck 6" cable:

| Pin | Color | DC power supply only |
| :--- | :--- | :--- |
| 6 | White | +24 VDC |
| 5 | Black | Power Gnd |
| 4 | Pink | TD(A) |
| 3 | Grey | TD(B) |
| 2 | Brown | Isolated Input Signal Gnd |
| 1 | Blue | Isolated Input + Signal ( $4-20 \mathrm{~mA})$ |

If you have chosen to exclude the Turck cable from your order, connect the wires to the corresponding pins on the terminal block as indicated in the schematic:


## Power Supply and Draw

The MCx-xxxAS may be connected to voltages ranging within 12-24 VDC. The DC supply to the actuator must be limited by a 4 A fuse or circuit breaker; it is recommended to have this installed near the actuator.

The current draw will range from minimum 100 mA to maximum 3 A while the actuator is active. When not moving, the actuator draws approx. 50 mA .

## Control Signal and Feedback

Locate the correct connection terminals as shown in the picture on p.4, then connect your communication wires to PIN 3 and PIN 4 (grey and pink wires), as shown below.


## Serial Port Connection



## OPERATION

## DIP switches

The DIP switches allow you to change the settings on your actuator. To flip a switch, gently use a small flat-head screwdriver.

See the table below for DIP switch functionality.


In this example DIPs 1, 2, 5 and 12 are on.

| DIP | Function |
| :--- | :--- |
| $\mathbf{1}$ | Baud Rate: Choose the rate at which information is transferred. See p.6. |
| $\mathbf{2 - \mathbf { 3 - 8 }}$ | Actuator Address: See p.7. |
| $\mathbf{9 - 1 \mathbf { 1 2 }}$ | Deactivated |
|  | Direction/Calibration: Toggle while powered to re-calibrate actuator (find valve seat). Also sets <br> direction in which the actuator will open and close. See p.15. |
|  | Example: The RCM model actuator turns clockwise when the signal is decreased with DIP 12 in <br> the OFF position. Putting DIP 12 in the ON position will cause counter-clockwise turning for a <br> decrease in signal. For changes in DIP 12 position to take effect, the power to the actuator must <br> be cycled. |

## Set the communication parameters

## Data bits: 8

Parity: None
Stop bits: 1
Baud Rate: The communication baud rate can be set by using the first two positions of the DIP switch selector. Check the table below for settings.
To change the baud rate, turn off the actuator, change the setting of DIP switches and power it up again.

| DIP 1 | DIP 2 | Baud rate |
| :---: | :---: | :---: |
| OFF | OFF | 2400 bps |
| OFF | ON | 4800 bps |
| ON | OFF | 9600 bps |
| ON | ON | 19200 bps |

Response time: The response time is between 8 ms to 35 ms . This means, after sending a frame, you have to wait at least 35 ms for the answer coming back from the actuator.

## Set the actuator address

With the DIP switch selector, you can set any address between 1 and 63. ( 1 = "On" $0=$ "Off").
To change the address, turn off the actuator, change the setting of DIP switches and power it up again.

| Actuator Address | Dip3 | Dip4 | Dip5 | Dip6 | Dip7 | Dip8 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| reserved | 0 | 0 | 0 | 0 | 0 | 0 |
| 1 | 0 | 0 | 0 | 0 | 0 | 1 |
| 2 | 0 | 0 | 0 | 0 | 1 | 0 |
| 3 | 0 | 0 | 0 | 0 | 1 | 1 |
| 4 | 0 | 0 | 0 | 1 | 0 | 0 |
| 5 | 0 | 0 | 0 | 1 | 0 | 1 |
| 6 | 0 | 0 | 0 | 1 | 1 | 0 |
| 7 | 0 | 0 | 0 | 1 | 1 | 1 |
| 8 | 0 | 0 | 1 | 0 | 0 | 0 |
| 9 | 0 | 0 | 1 | 0 | 0 | 1 |
| 10 | 0 | 0 | 1 | 0 | 1 | 0 |
| 11 | 0 | 0 | 1 | 0 | 1 | 1 |
| 12 | 0 | 0 | 1 | 1 | 0 | 0 |
| 13 | 0 | 0 | 1 | 1 | 0 | 1 |
| 14 | 0 | 0 | 1 | 1 | 1 | 0 |
| 15 | 0 | 0 | 1 | 1 | 1 | 1 |
| 16 | 0 | 1 | 0 | 0 | 0 | 0 |
| 17 | 0 | 1 | 0 | 0 | 0 | 1 |
| 18 | 0 | 1 | 0 | 0 | 1 | 0 |
| 19 | 0 | 1 | 0 | 0 | 1 | 1 |
| 20 | 0 | 1 | 0 | 1 | 0 | 0 |
| 21 | 0 | 1 | 0 | 1 | 0 | 1 |
| 22 | 0 | 1 | 0 | 1 | 1 | 0 |
| 23 | 0 | 1 | 0 | 1 | 1 | 1 |
| 24 | 0 | 1 | 1 | 0 | 0 | 0 |
| 25 | 0 | 1 | 1 | 0 | 0 | 1 |
| 26 | 0 | 1 | 1 | 0 | 1 | 0 |
| 27 | 0 | 1 | 1 | 0 | 1 | 1 |
| 28 | 0 | 1 | 1 | 1 | 0 | 0 |
| 29 | 0 | 1 | 1 | 1 | 0 | 1 |
| 30 | 0 | 1 | 1 | 1 | 1 | 0 |
| 31 | 0 | 1 | 1 | 1 | 1 | 1 |
| 32 | 1 | 0 | 0 | 0 | 0 | 0 |
| 33 | 1 | 0 | 0 | 0 | 0 | 1 |
| 34 | 1 | 0 | 0 | 0 | 1 | 0 |
| 35 | 1 | 0 | 0 | 0 | 1 | 1 |
| 36 | 1 | 0 | 0 | 1 | 0 | 0 |
| 37 | 1 | 0 | 0 | 1 | 0 | 1 |
| 38 | 1 | 0 | 0 | 1 | 1 | 0 |
| 39 | 1 | 0 | 0 | 1 | 1 | 1 |
| 40 | 1 | 0 | 1 | 0 | 0 | 0 |
| 41 | 1 | 0 | 1 | 0 | 0 | 1 |
| 42 | 1 | 0 | 1 | 0 | 1 | 0 |
| 43 | 1 | 0 | 1 | 0 | 1 | 1 |
| 44 | 1 | 0 | 1 | 1 | 0 | 0 |
| 45 | 1 | 0 | 1 | 1 | 0 | 1 |
| 46 | 1 | 0 | 1 | 1 | 1 | 0 |
| 47 | 1 | 0 | 1 | 1 | 1 | 1 |
| 48 | 1 | 1 | 0 | 0 | 0 | 0 |
| 49 | 1 | 1 | 0 | 0 | 0 | 1 |
| 50 | 1 | 1 | 0 | 0 | 1 | 0 |
| 51 | 1 | 1 | 0 | 0 | 1 | 1 |
| 52 | 1 | 1 | 0 | 1 | 0 | 0 |
| 53 | 1 | 1 | 0 | 1 | 0 | 1 |
| 54 | 1 | 1 | 0 | 1 | 1 | 0 |
| 55 | 1 | 1 | 0 | 1 | 1 | 1 |
| 56 | 1 | 1 | 1 | 0 | 0 | 0 |
| 57 | 1 | 1 | 1 | 0 | 0 | 1 |
| 58 | 1 | 1 | 1 | 0 | 1 | 0 |
| 59 | 1 | 1 | 1 | 0 | 1 | 1 |
| 60 | 1 | 1 | 1 | 1 | 0 | 0 |
| 61 | 1 | 1 | 1 | 1 | 0 | 1 |
| 62 | 1 | 1 | 1 | 1 | 1 | 0 |
| 63 | 1 | 1 | 1 | 1 | 1 | 1 |

## Modbus Protocol

Actuator parameters can be set by using the MODBUS (RTU) protocol.
Standard supported function codes:
02 (0x02) Read Discrete Inputs
03 (0x03) Read Holding Registers.
04 (0x04) Read Input Registers.
06 (0x06) Write Single Register.
Function codes: (see p. 15 for examples)
100 (0x64) Re-zero the actuator.
101 (0x65) Close the valve.
102 (0x66) Open the valve.


If you try to use any other function code, the actuator will answer with the exception code $\mathbf{0 x 0 1}$ indicating that the attempted function code is not supported.

Actuator memory map:

| Address (DEC) | Address (HEX) | Offset | Register Name | Type |
| :---: | :---: | :---: | :---: | :---: |
| 0 | 0x0000 | 4001 | MaximumSpeed | Holding registers. READ and WRITE |
| 1 | 0x0001 | 4002 | MaximumPower |  |
| 2 | 0x0002 | 4003 | NumberOfTurns |  |
| 3 | 0x0003 | 4004 | TargetFromRS485Flag |  |
| 4 | 0x0004 | 4005 | InputRangeLow |  |
| 5 | 0x0005 | 4006 | InputRangeHigh |  |
| 6 | 0x0006 | 4007 | OutputRangeLow |  |
| 7 | 0x0007 | 4008 | OutputRangeHigh |  |
| 8 | 0x0008 | 4009 | TargetPosition |  |
| 9 | 0x0009 | 4010 | SignalLostPosition |  |
| 10 | $0 \times 000 \mathrm{~A}$ | 4011 | Reserved |  |
| 11 | $0 \times 000 \mathrm{~B}$ | 4012 | Reserved |  |
| 12 | 0x000C | 4013 | Reserved |  |
| 13 | 0x000D | 4014 | Reserved |  |
| 14 | 0x000E | 4015 | Reserved |  |
| 15 | 0x000F | 4016 | Reserved |  |
| 16 | 0x0010 | 4017 | Reserved |  |
| 17 | 0x0011 | 4018 | Reserved |  |
| 18 | 0x0012 | 4019 | Reserved |  |
| 19 | 0x0013 | 4020 | Reserved |  |
| 20 | 0x0014 | 4021 | CurrentPosition | Input registers. |
| 21 | 0x0015 | 4022 | StatusRegister | READ only |

## IMPORTANT: All the values sent to the actuator are "HEX" values

## Speed and Torgue_Settings

During normal operation, the actuator will try to reach the speed set by "MaximumSpeed". If the torque required to reach this speed exceeds the actuator model's capability, the actuator will automatically slow down. Please refer to the tables in the Speed and Torque Details section for each actuator model's torque capability.

To accommodate different valves and other applications with different torque requirements, the actuator can be set to apply different torque on the valve stem when in the seating mode. Torque during normal operation is always $100 \%$ of the actuator's capability.

To deal with sticking valves, at the beginning of the first reversing movement after the seating ("zeroing") of the valve, the actuator will apply double the power set by "MaximumPower" (up to $100 \%$ power.)
This "pull out" function is always enabled.
$\left.\begin{array}{|l|l|l|l|l|l|l|l|l|l|}\hline \text { Register name } & \text { Address } & \text { Max } & \text { Min } & \text { Default } & \text { Actuator } & \text { Function } & \begin{array}{l}\text { Register } \\ \text { address }\end{array} & \begin{array}{l}\text { Register } \\ \text { new value }\end{array} & \text { CRC } \\ \hline \text { MaximumSpeed } & 0 \times 0000 & 3 & 0 & \text { N/A } & \text { address } \\ \text { code }\end{array}\right]$

Possible values for the "MaximumSpeed" register are shown in the following table. To see how these values relate to physical speed, see the Speed and Torque Details section.

| Maximum speed value | Speed level |
| :---: | :---: |
| 0 | $16 \%$ |
| 1 | $33 \%$ |
| 2 | $66 \%$ |
| 3 | $100 \%$ |

$\left.\begin{array}{|l|l|l|l|l|l|l|l|l|l|}\hline \text { Register name } & \text { Address } & \text { Max } & \text { Min } & \text { Default } & \text { Actuator } & \begin{array}{l}\text { Function } \\ \text { address }\end{array} & \begin{array}{l}\text { Register } \\ \text { code }\end{array} & \begin{array}{l}\text { Register } \\ \text { address }\end{array} & \text { CRC } \\ \text { new value }\end{array}\right]$

Possible values for the "MaximumPower" register are shown in the following table. To see how these values relate to physical torque values, see the Speed and Torque Details section.

| Maximum power value | Power level |
| :---: | :---: |
| 0 | $16 \%$ |
| 1 | $33 \%$ |
| 2 | $66 \%$ |
| 3 | $100 \%$ |

WARNING: High power settings can supply enough torque to damage your valve.
Please be cautious, especially when using the $100 \%$ power setting.
Note: The $66 \%$ and $100 \%$ power settings have the following particularities:

- Supply voltage needs to be min. 14 VDC for $66 \%$ setting
- Supply voltage needs to be min. 16 VDC for $100 \%$ setting
- When operating above 20 VDC and $66 \%$ power, Duty cycle is reduced to $50 \%-25 \%$ maximum. At these levels, the electronics produce more heat which must be dissipated (depending on environmental temperature)


## Speed and Torgue_Details

MCL-xxxAS Actuators

| Speed: |  |
| :---: | :---: |
| Maximum Speed <br> Address 0x0000 | Time for <br> 1 turn (sec) |
| 0 | 7 |
| 1 | 3 |
| 2 | 2 |
| 3 | 1 |


| Torque: |  |  |  |
| :---: | :---: | :---: | :---: |
| Torque Address $0 \times 0001$ | Seating Torque (in-lbs) |  | Operating torque is 100\% |
|  | 12VDC | 24VDC |  |
| 0 | 6 | 12 |  |
| 1 | 10 | 20 |  |
| 2 | 19 | 38 |  |
| 3 | 24 | 48 |  |

NOTE: If actuator is RCJ-xxxAS, divide torque values by 3 .
To convert in-lbs to Nm , divide by 9 .

MCM-xxxAS Actuators

| Speed: |  |
| :---: | :---: |
| Maximum Speed <br> Address 0x0000 | Time for <br> 1 turn (sec) |
| 0 | 23 |
| 1 | 11 |
| 2 | 7 |
| 3 | 4 |


| rque: |  |  |  |
| :---: | :---: | :---: | :---: |
| Torque Address $0 \times 0001$ | Seating Torque (in-lbs) |  | Operating torque is 100\% |
|  | 12VDC | 24VDC |  |
| 0 | 17 | 35 |  |
| 1 | 30 | 60 |  |
| 2 | 55 | 115 |  |
| 3 | 70 | 145 |  |

NOTE: If actuator is RCK-xxxAS, divide torque values by 3 .
To convert in-lbs to Nm, divide by 9 .

MCH-xxxAS Actuators

| Speed: |  |
| :---: | :---: |
| Maximum Speed <br> Address 0x0000 | Time for <br> 1 turn (sec) |
| 0 | 72 |
| 1 | 45 |
| 2 | 30 |
| 3 | 18 |


| Torque: |  |  |  |
| :---: | :---: | :---: | :---: |
| Torque Address | Seating Torque (in-Ibs) |  | Operating torque is 100\% |
| 0x0001 | 12VDC | 24VDC |  |
| 0 | 60 | 120 |  |
| 1 | 102 | 205 |  |
| 2 | 200 | 400 |  |
| 3 | 248 | 497 |  |
| To convert in-lbs to Nm, | de by 9. |  |  |

MCF-xxxAS Actuators

| Speed: |  |
| :---: | :---: |
| Maximum Speed <br> Address 0x0000 | Time for <br> 1 turn (sec) |
| 0 | 197 |
| 1 | 99 |
| 2 | 54 |
| 3 | 38 |


| Torque: |  |  |  |
| :---: | :---: | :---: | :---: |
| Torque Address | Seating Torque (in-Ibs) |  | Operating torque is 100\% |
| 0x0001 | 12VDC | 24VDC |  |
| 0 | 115 | 230 |  |
| 1 | 190 | 380 |  |
| 2 | 360 | 720 |  |
| 3 | 457 | 915 |  |
| To convert in-lbs to Nm, | ide by 9. |  |  |

## Writing to All Other Holding Registers

The "NumberOfTurns" register allows the user to set the number of turns the actuator performs in the full signal range.
$\left.\begin{array}{|l|l|l|l|l|l|l|l|l|l|}\hline \text { Register name } & \text { Address } & \text { Max } & \text { Min } & \text { Default } & \begin{array}{l}\text { Actuator } \\ \text { address }\end{array} & \begin{array}{l}\text { Function } \\ \text { code }\end{array} & \begin{array}{l}\text { Register } \\ \text { address }\end{array} & \begin{array}{l}\text { Register } \\ \text { new value }\end{array} & \text { CRC } \\ \hline \text { NumberOfTurns } & \text { 0x0002 } & 100 & 1 & \mathrm{~N} / \mathrm{A}\end{array}\right)$

The "TargetFromRS485Flag" register tells the actuator where to read its target position from. If the flag is set to 1 , the actuator will take the value from a $4-20 \mathrm{~mA}$ input as its target position. If the flag is set to 0 , the actuator will take the value from the "TargetPosition" register as its target position.
Remember: all values sent to actuator are HEX values.

| Register name | Address | Max | Min | Default | Actuator address | Fct. code | Register address | Register new value | CRC |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| TargetFromRS485Flag | 0x0003 | 1 | 0 | N/A |  |  |  |  |  |
| Example: Make actuator number 11 take the target position from the "TargetPosition" register |  |  |  |  | 0x0B | $0 \times 06$ | 0x0003 | 0x0000 | 0x---- |
|  |  |  |  |  | $\begin{aligned} & 1 \\ & \text { byte } \end{aligned}$ | $\begin{aligned} & 1 \\ & \text { byte } \end{aligned}$ | 2 bytes | 2 bytes | 2 bytes |

The "InputRangeLow" register allows the user to set the lower limit of the input signal (i.e. the value of the input signal at which the actuator will move to the fully closed position).

| Register name | Address | Max | Min | Default | Actuator address | Function code | Register address | Register new value | CRC |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| InputRangeLow | 0x0004 | 64900 | 0 | 0 |  |  |  |  |  |
| Example: Set input range low to 4000 in actuator number 12 |  |  |  |  | 0x0C | $0 \times 06$ | $0 \times 0004$ | 0x0FA0 | 0x---- |
|  |  |  |  |  | 1 byte | 1 byte | 2 bytes | 2 bytes | 2bytes |

The "InputRangeHigh" register allows the user to set the upper limit of the input signal (i.e. the value of the input signal at which the actuator will open the valve to the number of turns specified in the "NumberOfTurns" register - fully open).

| Register name | Address | Max | Min | Default | Actuator address | Function code | Register address | Register new value | CRC |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| InputRangeHigh | 0x0005 | 65000 | 100 | 10000 |  |  |  |  |  |
| Example: Set input range high to 65000 in actuator number 23 |  |  |  |  | $0 \times 17$ | $0 \times 06$ | $0 \times 0005$ | 0xFDE8 | 0x |
|  |  |  |  |  | 1 byte | 1 byte | 2 bytes | 2 bytes | 2bytes |

The value stored in the "InputRangeLow" register must always be lower than the value stored in the "InputRangeHigh" register. If you try to write an illogical range, the actuator will answer with exception code $0 \times 03$ indicating that the new value is not valid.
Remember: all values sent to actuator are HEX.

The "OutputRangeLow" register allows the user to set the lower limit of the feedback signal (i.e. the value of the feedback signal when the actuator is in the fully closed position).

| Register name | Address | Max | Min | Default | Actuator address | Fct. code | Register address | Register new value | CRC |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| OutputRangeLow | 0x0006 | 64900 | 0 | 0 |  |  |  |  |  |
| Example: Set input range low to 4000 in actuator number 12 |  |  |  |  | 0x0C | 0x06 | $0 \times 0006$ | 0x0FA0 | 0x- |
|  |  |  |  |  | 1 byte | 1 byte | 2 bytes | 2 bytes | 2bytes |

The "OutputRangeHigh" register allows the user to set the upper limit of the feedback signal (i.e. the value of the feedback signal when the actuator is opened to the number of turns specified in the "NumberOfTurns" register - fully open).

| Register name | Address | Max | Min | Default | Actuator address | Fct. code | Register address | Register new value | CRC |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| OutputRangeHigh | $0 \times 0007$ | 65000 | 100 | 10000 |  |  |  |  |  |
| Example: Set input range high to 65000 in actuator number 23 |  |  |  |  | $0 \times 17$ | 0x06 | 0x0007 | 0xFDE8 | 0x |
|  |  |  |  |  | 1 byte | 1 byte | 2 bytes | 2 bytes | 2bytes |

The value stored in the "OutputRangeLow" register must always be lower than the value stored in the "OutputRangeHigh" register. If you try to write an illogical range, the actuator will answer with exception code $0 \times 03$ indicating that the new value is not valid. Remember: all values sent to actuator are HEX.

The "TargetPosition" is the input signal, which tells the actuator where to position the valve.

| Register name | Address | Max | Min | Default | Actuator address | Fct. code | Register address | Register new value | CRC |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| TargetPosition | 0x0008 | Input Range Low | Input Range High | N/A |  |  |  |  |  |
| Example: Set the target position to 3000 in actuator number 18 |  |  |  |  | 0x12 | 0x06 | 0x0008 | 0x0BB8 | 0x---- |
|  |  |  |  |  | 1 byte | 1byte | 2 bytes | 2 bytes | 2bytes |

If the value in "TargetPosition" is the same as the value in "InputRangeLow" the actuator will re-zero, finding the valve seat and closing the valve completely. This enables a new fully closed position to be established based on normal wear of the valve seat.
If the value in "TargetPosition" is the same as the value in "InputRangeHigh" the valve will be opened to the maximum number of turns, as set by the "NumberOfTurns" register.

## Example:

The actuator parameters are set to (decimal representation for simplicity):
NumberOfTurns = 10
InputRangeLow $=500$
InputRangeHigh $=2500$

- To close the valve, the "TargetPosition" register has to be set to 500 .
- To open the valve 5 turns, the TargetPosition" register has to be set to 1500.


To have the actuator use "TargetPosition" as its target position, "TargetFromRS485Flag" must be 0 .
The value stored in the "TargetPosition" register must always be lower or equal to
"OutputRangeHigh" and greater or equal to "OutputRangeLow". If you try to write a value out of the range, the actuator will answer with exception code $0 x 03$ indicating that the new value is not valid.

## Signal Loss

The "SignalLostPosition" register can be used (optional) to set the position of the actuator upon signal loss. Signal loss can only occur when controlling the actuator with $4-20 \mathrm{~mA}$ (or 1-5 V ) input signals, i.e. when "TargetFromRS485Flag" is set to 1 . The signal is considered lost when it falls below 2.80 mA (or 0.700 V ).

| Register name | Address | Max | Min | Default | Actuator address | Fct. code | Register address | Register new value | CRC |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| SignalLost Position | 0x0009 | Input Range Low | Input <br> Range <br> High | 0xFFFFF |  |  |  |  |  |
| Example: Set the signal lost position to 3000 in actuator number 19 |  |  |  |  | $0 \times 13$ | 0x06 | 0x0009 | 0x0BB8 | 0x---- |
|  |  |  |  |  | 1 byte | 1byte | 2 bytes | 2 bytes | 2bytes |

1. For actuators that are not connected to a UPS (Uninterruptible Power Supply), the loss of signal will be simultaneous with power loss. Consequently, the actuator will not be able to move anywhere. In the shutdown process, the actual position is automatically saved to the internal EEPROM. [This saving of the position only happens for min. 18 VDC supplies] When power is restored, the actuator will "know" where it's at and will simply start to follow the signal as received.


IF YOU HAVE TO turn the actuator manually when its power is turned off, it will lose its position, and it will need to be re-zeroed (as described in the Calibration section)
2. For actuators that are connected to a UPS the actuator will move to the position defined by the value in the "SignalLostPosition" register.

The default value is 0xFFFF (DEC: 65535). The actuator will ignore the lost signal, and simply remain in its current position.
If the value is between "InputRangeLow" and "InputRangeHigh", the actuator will move to the value in SignalLostPosition when the signal is lost

## Reading the Input Registers

The physical meaning of the value in the "CurrentPosition" register depends on the values in the "OutputRangeLow" and "OutputRangeHigh" registers, as well as the "NumberofTurns" register.

## Example:

The actuator parameters are set to (decimal representation for simplicity):
NumberOfTurns $=10$
OutputRangeLow $=500$
OutputRangeHigh $=2500$

- If "CurrentPosition" equals to 500, that means the valve is closed
- If "CurrentPosition" equals to 1500 , that means the valve is 5 turns opened

To read the value from the "CurrentPosition" register:
$\left.\begin{array}{|l|l|l|l|l|l|l|l|l|l|}\hline \text { Register name } & \text { Address } & \text { Max } & \text { Min } & \text { Default } & \begin{array}{l}\text { Actuator } \\ \text { address }\end{array} & \begin{array}{l}\text { Function } \\ \text { code }\end{array} & \begin{array}{l}\text { Register } \\ \text { address }\end{array} & \begin{array}{l}\text { Qty of } \\ \text { registers }\end{array} & \text { CRC } \\ \hline \text { CurrentPosition } & \mathbf{0 x 0 0 1 4} & \mathrm{N} / \mathrm{A} & \mathrm{N} / \mathrm{A} & \mathrm{N} / \mathrm{A}\end{array}\right)$

The meaning of the value in the "StatusRegister" is described below. Only Bits 0-4 are associated with a physical meaning.

| Bit 0 | Bit 1 | Bit 2 | Bit 3 | Bit 4 | Bits 5 to 15 |
| :--- | :--- | :--- | :--- | :--- | :--- |
| Discrete input 1 | Discrete input 2 | Discrete input 3 | Discrete input 4 | Discrete input 5 | Discrete input 6 to 16 |
| Opened | Closed | Stalled opening | Stalled closed | Signal lost | Reserved |
| This bit will be <br> '1' if the actuator <br> is in the <br> completely open <br> position. | This bit will be <br> '1' if the actuator <br> is in the <br> completely <br> closed position. | This bit will be <br> ' 1 ' if the actuator <br> gets stalled <br> while moving in <br> the opening <br> direction. | This bit will be <br> ' 1 ' if the actuator <br> gets stalled <br> while moving in <br> the closing <br> direction. | This bit will be <br> '1' if the input <br> signal falls <br> below 2.80 mA <br> or 0.700 V. | - |

To read the value from the "StatusRegister" register:

| Register name | Address | Max | Min | Default | Actuator address | Function code | Register address | Qty of registers | CRC |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| StatusRegister | $0 \times 0015$ | N/A | N/A | N/A |  |  |  |  |  |
| Example: Read the status register in actuator number 32 |  |  |  |  | 0x20 | $0 \times 04$ | $0 \times 0015$ | $0 \times 0001$ | 0x-- |
|  |  |  |  |  | 1 byte | 1 byte | 2 bytes | 2 bytes | 2 bytes |

Alternatively, the Bits in "StatusRegister" can be read independently by using function code 2. In the PDU, Discrete Inputs are addressed starting at zero. Therefore, Discrete Inputs numbered 1-5 are addressed as 04.

## Example 1

To read all discrete inputs in actuator number 33, the master needs to send:

| Actuator <br> address | Function <br> code | Input <br> address | Qty of <br> inputs | CRC |
| :---: | :---: | :---: | :---: | :---: |
| $0 \times 21$ | $0 \times 02$ | $0 \times 0000$ | $0 \times 0005$ | $0 \times---$ |
| 1 byte | 1 byte | 2 bytes | 2 bytes | 2 bytes |

## Example 2

To read the discrete inputs 1 and 2 (opened and closed) in actuator number 33, the master needs to send:

| Actuator <br> address | Function <br> code | Input <br> address | Qty of <br> inputs | CRC |
| :---: | :---: | :---: | :---: | :---: |
| $0 \times 21$ | $0 \times 02$ | $0 \times 0000$ | $0 \times 0002$ | $0 \times----$ |
| 1 byte | 1 byte | 2 bytes | 2 bytes | 2 bytes |

## Example 3

To read the discrete input 4 (stalled closed) in actuator number 33, the master needs to send:

| Actuator <br> address | Function <br> code | Input <br> address | Qty of <br> inputs | CRC |
| :---: | :---: | :---: | :---: | :---: |
| $0 \times 21$ | $0 \times 02$ | $0 \times 0003$ | $0 \times 0001$ | $0 \times----$ |
| 1 byte | 1 byte | 2 bytes | 2 bytes | 2 bytes |

## Using_Function Codes

| Register name | Address | Max | Min | Default | Actuator | Function | CRC |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| cold | Ox0064 | N/A | N/A | N/A | address |  |  |
| N $/$ code |  |  |  |  |  |  |  |


| Register name | Address | Max | Min | Default | Actuator address | Function code | CRC |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| N/A | 0x0065 | N/A | N/A | N/A |  |  |  |
| Example: Close the valve on actuator number 1 |  |  |  |  | $0 \times 01$ | $0 \times 65$ | 0x--- |
|  |  |  |  |  | 1 byte | 1 byte | 2 bytes |


| Register name | Address | Max | Min | Default | Actuator address | Function code | CRC |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| N/A | 0x0066 | N/A | N/A | N/A |  |  |  |
| Example: Open the valve on actuator number 1 |  |  |  |  | $0 \times 01$ | 0x66 | 0x---- |
|  |  |  |  |  | 1 byte | 1 byte | 2 bytes |

## Calibration

If the actuator is being controlled via $4-20 \mathrm{~mA}$ (resp. 1-5 V ) input, i.e. the "TargetFromRS485Flag" register contains value 1, the actuator will re-zero when the input signal is between 2.80 and 4.16 mA (resp. 0.700 and 1.04 V ). It will turn clockwise until the actuator has reached the fully closed position of the valve.

If the actuator is being controlled via Modbus protocol, i.e. "TargetFromRS485Flag" register contains value 0 , the actuator will re-zero when the value in the "TargetPosition" register is the same as the value in the "InputRangeLow" register.

If the valve is removed for any reason, the calibration routine must be initiated on the actuator manually after re-mounting the valve. This is done by toggling DIP 12 (switch position, then back to the original position) while the actuator is powered. Alternatively, use command code $0 \times 64$ (refer also to the Modbus Protocol section). The valve will close very slowly, finding the seat and preventing any damage.

If you need to re-zero in the opposite direction (i.e.: for pressure regulators, which typically go to the "top" fully open position at 4 mA ) change the setting of DIP 12 and cycle power.


WARNING: It is VERY important that you put DIP 12 back to its original setting. Failing to do so will make the actuator turn in the opposite direction next time you power it up.

## Troubleshooting

Upon noticing a problem, your first step should almost always be to recalibrate the actuator by toggling DIP 12 , or using command code $0 \times 64$, while the actuator is powered. This alone can solve basic problems. See the Calibration section above for more details.

## If the actuator does not move, try following these steps:

1) Re-calibrate the actuator. This will move the actuator regardless of what signal it is receiving.
2) A sticking valve may be the problem. Remove the valve from the actuator, and re-test the actuator.
3) Remove power. Re-check the wiring and the power/signal apparatus. Power actuator and re-calibrate.

If the problem persists, please call Rotork for technical support.

Any parts found to be defective should be examined and/or replaced by Rotork.

## ACTUATOR DIMENSIONS

## MCJ, MCL \& MCM -xxxAS models


(0) $\square$

## MCH-xxxAS models



## MCF-xxxAS models


(0) $\square$

## PART NUMBER BREAKDOWN

Full Part Number: $\quad$| $\mathbf{M}$ | $\mathbf{C}$ | $-\square \cdot \square$ | - |  | $\mathbf{A S}$ |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- |



## LABEL BREAKDOWN

Firmware Version
AF-1.05
AB-1.05
AS-1.05 $\left\{\begin{array}{l}\text { MM = Multiturn } \\ \text { MML = Multiturn Low Torque } \\ \text { MMUL = Multiturn Extra Low Torque } \\ \text { QM = Quarter turn } \\ \text { QM97 = Quarter turn } 97^{\circ}\end{array}\right.$

DT-2.01
DC-2.01
M-Dx V2.34

Actuator Supply Voltage
12-24 VDC @ 3.0 A or
110-240 VAC @ 1.5 A

Actuator Series M-Series or R-Series

## rotork <br> HANBAY

www.hanbayinc.com

(336) 6593400

POWER OFF UNIT BEFORE REMOVING COVER
NC, 27103 Made in USA S/N: 19103201-01

## Circuit Board Version

Ax-8.09
Dx-10.41
Px-10.3

Ax-8.09 User Manual:
AB-1.05MM


Actuator Part Number
Refer to part number breakdown for available options.

## QR Code

Scan this QR code for a direct link to the user manual for your unit!

## Actuator Serial Number

This serial number is unique for each individual unit and is directly tied to your order/invoice number.

