



A76XX Series_ TCPIP_Application Note

LTE Module

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About Document

Version History

Revision	Date	Chapter	Description
V1.00	2020.6.19		New version
V1.01	2020.8.25	3.2.3 TCP Client Works in Buffer Access Mode	Modify the tittle
	2021.02.03	All	Add support on A7678 Series
V1.02	2021.11.08	Scope	Scope description is updated
V1.03	2022.02.11	3.1.2&3.1.3	Added the method of configuring IPV6
V1.04	2022.05.26	2.1	Modify the title
	2022.05.26	3.2.1,3.3.2,3.3.3, 3.4.1,3.4.2	Modify format and process
	2022.07.20	1.4	Modify process of using TCPIP commands

Scope

Based on module AT command manual, this document will introduce TCPIP application process. Developers could understand and develop application quickly and efficiently based on this document. This document applies to A1803S Series, A1603 Series, A1601 Series and A1802 Series.

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1 Introduction

1.1 Purpose of the document

Based on module AT command manual, this document will introduce TCPIP application process. Developers could understand and develop application quickly and efficiently based on this document.

1.2 Related documents

[1] A76XXSeries_AT Command Manual

1.3 Conventions and abbreviations

In this document, the GSM engines are referred to as following term:

ME (Mobile Equipment);

MS (Mobile Station);

TA (Terminal Adapter);

DCE (Data Communication Equipment) or facsimile DCE (FAX modem, FAX board);

In application, controlling device controls the GSM engine by sending AT Command via its serial interface.

The controlling device at the other end of the serial line is referred to as following term:

TE (Terminal Equipment);

DTE (Data Terminal Equipment) or plainly "the application" which is running on an embedded system;

Other Conventions:

PDP(Packet Data Protocol);

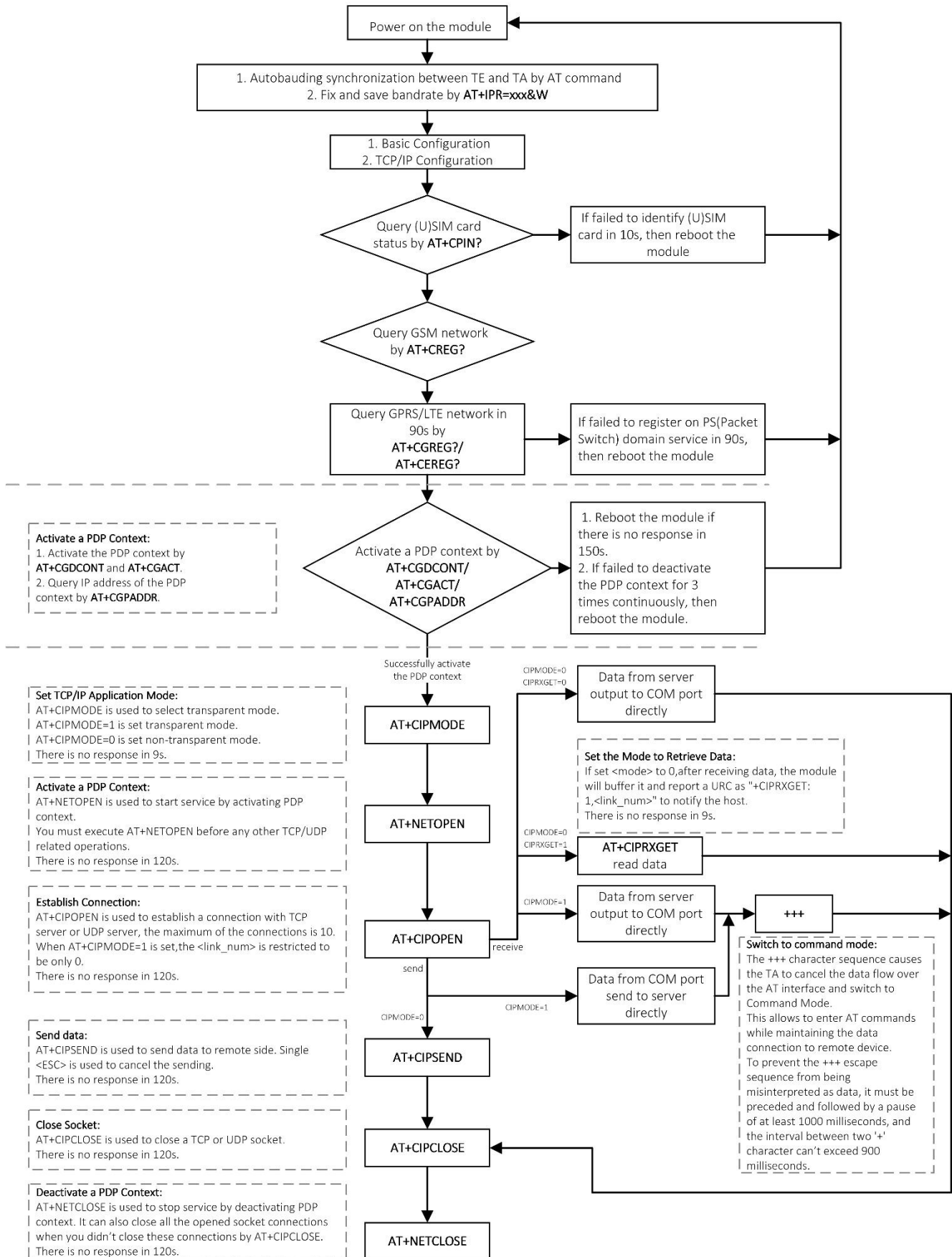
TCP(Terminal Control Protocol);

UDP(User Datagram Protocol);

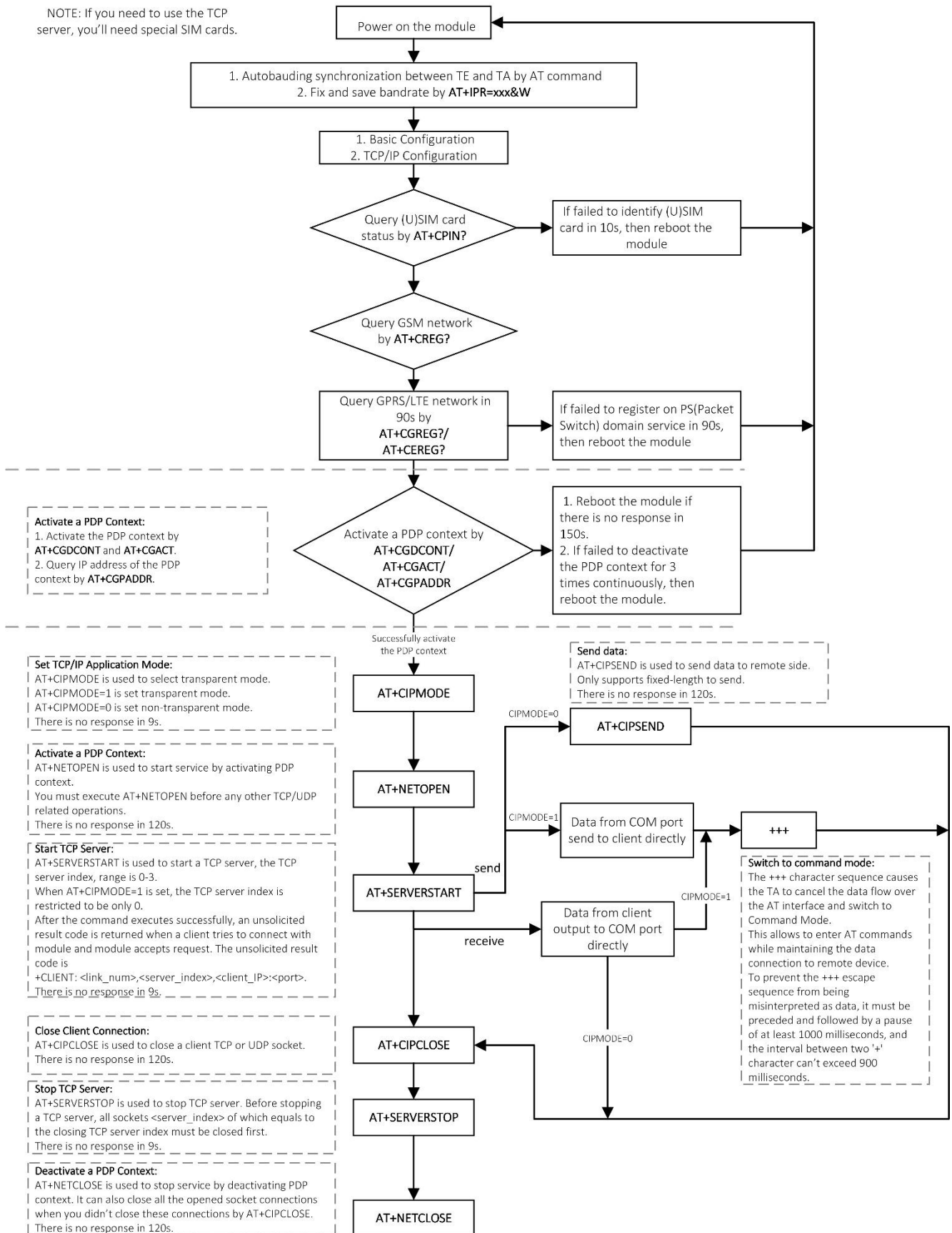
1.4 The process of Using TCPIP AT Commands

Figure illustrates how to use TCP/IP AT commands:

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NOTE: If you need to use the TCP server, you'll need special SIM cards.



1.5 Error Handling

1.5.1 Executing TCP AT Commands Fails

When executing TCPIP AT commands, if ERROR response is received from the module, please check whether the U(SIM) card is inserted and whether it is +CPIN: READY returned when executing AT+CPIN?.

1.5.2 PDP Activation Fails

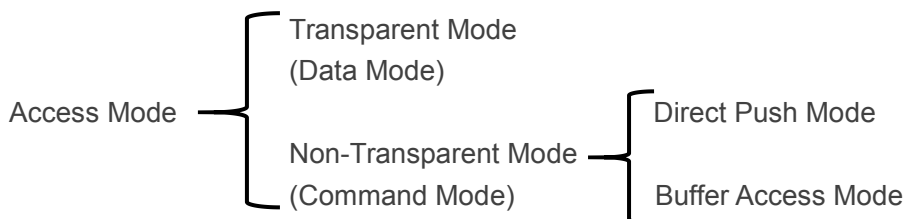
If it is failed to activate a PDP context with AT+NETOPEN command, please make sure the PDP is not activated. You can use AT+NETOPEN? to query it.

If all above configurations are correct, but activating the PDP context by AT+NETOPEN command still fails, please reboot the module to resolve this issue. After rebooting the module, please check the configurations mentioned above for at least.

1.5.3 Error Response of TCPIP Server

If you encounter other errors, please refer to chapter 4 to correct them.

1.5.4 Description of Data Access Mode



The default mode is direct push mode.

1. Direct Push Mode

In direct push mode, user can send data by AT+CIPSEND. The received data will be outputted to COM port

directly byURC as "+RECV FROM:<IP ADDRESS>:<PORT><CR><LF>+IPD(data length)<CR><LF><data>".

2. Buffer Access Mode

AT+CIPRXGET=1 is used to enter into buffer access mode. In buffer access mode, user sends data by AT+CIPSEND. After receiving data, the module will buffer it and report a URC as "+CIPRXGET: 1,<link_num>" to notify the host. Then host can retrieve data by AT+CIPRXGET.

3. Transparent Access Mode

AT+CIPMODE=1 is used to enter into transparent access mode. In transparent mode, the data received from COM port will be sent to internet directly, and the received data from Internet will be output to COM port directly as well. "+++" is used to exit from transparent access mode. When "+++" returns OK, the module will be switched to command mode. In transparent access mode, host cannot execute any AT command. Note: Currently, only one socket is available under transparent mode, either TCP client or TCP server. In transparent mode, the first server (<server_index> = 0) and the first client socket (<link_num> = 0) are used for transparent mode operation. Other servers (<server_index> = 1-3) and other client sockets (<link_num> = 1-9) are still used in command mode.

4. Switch Between Data Mode and Command Mode

(1) Data mode -> Command mode

Software switching: escape sequence +++. Please take care, this is a complete command, do not separate each character. And the time delay before and after this sequence should be more than 1000 milliseconds, the interval of each character should not be more than 900 milliseconds.

Hardware switching: DTR pin could be used to trigger data mode and command mode. Command AT&D1 should be configured before application.

(2) Command Mode -> Data Mode

ATO is used to enter into transparent access mode from command mode. If it enters into transparent access mode successfully, CONNECT<text> will be returned.

2 AT Commands for TCPIP

2.1 Overview of AT Commands for TCP/IP

Command	Description
AT+NETOPEN	Start Socket Service
AT+NETCLOSE	Stop Socket Service
AT+CIOPEN	Establish Connection in Multi-Socket Mode
AT+CIPSEND	Send data through TCP or UDP Connection
AT+CIPRXGET	Set the Mode to Retrieve Data
AT+CIPCLOSE	Close TCP or UDP Socket
AT+IPADDR	Inquire Socket PDP address
AT+CIPHEAD	Add an IP Header When Receiving Data
AT+CIPSRIP	Show Remote IP Address and Port
AT+CIPMODE	Set TCP/IP Application Mode
AT+CIPSENDMODE	Set Sending Mode
AT+CIPTIMEOUT	Set TCP/IP Timeout Value
AT+CIPCCFG	Configure Parameters of Socket
AT+SERVERSTART	Startup TCP Server
AT+SERVERSTOP	Stop TCP Server
AT+CIPACK	Query TCP Connection Data Transmitting Status
AT+CDNSGIP	Query the IP Address of Given Domain Name
AT+CSOCKSETPN	Set active PDP context's profile
AT+CTCPKA	Configure TCP heartbeat
AT+CDNSCFG	Configure Domain Name Server
AT+CSOC	Set some features of the data service

3 TCPIP Examples

3.1 Configure and Activate context

3.1.1 Network Environment

TCP/IP application is based on GPRS network. Please make sure that GPRS network is available before TCP/IP setup.

AT+CSQ

+CSQ: 23,0

OK

AT+CREG?

+CREG: 0,1

OK

AT+CGREG?

+CGREG: 0,1

OK

3.1.2 Configure Context

If based on ipv4

AT+CGDCONT=1,"IP","CMNET"

OK

If based on ipv6

AT+CGDCONT=1,"IPV6","CMNET"

OK

//The CGDCONT IP_TYPE is set to IPV6 instead of IP

3.1.3 Activate context

If based on ipv4

AT+NETOPEN

OK

+NETOPEN: 0

AT+IPADDR

+IPADDR: 10.148.0.17

OK

If based on ipv6

AT+CSOCKSETPN=1,6

//See ATC 15.2.18 to set the IP_TYPE to IPV6

OK

AT+NETOPEN

OK

+NETOPEN: 0

AT+IPADDR

+IPADDR: 2409:8960:1e64:94d8:1:0:3b3b:7118

//The queried IP address is an ipv6 address

OK

Other commands are used in the same way based on IPV4 or IPV6.

3.1.4 Deactivate Context

AT+NETCLOSE

OK

+NETCLOSE: 0

AT+IPADDR

+IP ERROR: Network not opened

ERROR

3.2 TCP Client

3.2.1 TCP Client Works in Direct Push Mode

//Set up TCP Client Connection

AT+NETOPEN

OK

+NETOPEN: 0

AT+CIOPEN=1,"TCP","117.131.85.139",5253

OK

// set up a TCP connection, <link_num> is 1.
Before using AT+CIOPEN, host should activate
PDP Context with AT+NETOPEN first.

+CIOPEN: 1,0

//Send Data To Server

AT+CIPSEND=1,5

// send data with fixed length

>HELLO

OK

+CIPSEND: 1,5,5

//Receive Data From Server

RECV FROM:117.131.85.139:5253

// data from server directly output to COM

+IPD16

data from server

//Close TCP Connection

AT+CIPCLOSE=1

OK

+CIPCLOSE: 1,0

3.2.2 TCP Client Works in Buffer Access Mode

//Set up TCP Client Connection

AT+NETOPEN

OK

+NETOPEN: 0

AT+CIPRXGET=1

// buffer access mode, get data by AT+CIPRXGET

OK

AT+CIOPEN=1,"TCP","117.131.85.139",5253

OK

+CIOPEN: 1,0

//Send Data to Server

AT+CIPSEND=1,5

// send data with fixed length

>hello

OK

+CIPSEND: 1,5,5

//Receive Data from Server

+CIPRXGET: 1,1

// URC to notify host of data from server

AT+CIPRXGET=4,1

// query the length of data in the buffer of socket with

+CIPRXGET: 4,1,16

// <link_num>=1

OK

AT+CIPRXGET=2,1,5

// get data in ASCII form

+CIPRXGET: 2,1,5,11

// read 5 bytes data and left 11 bytes

Data1

OK

AT+CIPRXGET=3,1,5

// get data in hex form

+CIPRXGET: 3,1,5,6

66726F6D20

OK

AT+CIPRXGET=4,1

// read the length of unread data in buffer

+CIPRXGET: 4,1,6

OK

AT+CIPRXGET=2,2

// the connection identified by link_num=2 has not been established

+IP ERROR: No data

ERROR

AT+CIPRXGET=2,1

+CIPRXGET: 2,1,6,0

server

OK

AT+CIPRXGET=4,1

+CIPRXGET: 4,1,0

// all the data in buffer has been read, the rest_len is 0.

OK

//Close TCP Connection

AT+CIPCLOSE=1

OK

+CIPCLOSE: 1,0

3.2.3 TCP Client Works in Transparent Access Mode

//Set up TCP Client Connection

AT+CIPMODE=1

// Enter into transparent mode by at+cipmode=1

OK

AT+NETOPEN

OK

+NETOPEN: 0

AT+CIPOEPN=0,"TCP","117.131.85.139",5253

// only <link_num>=0 is allowed to operate with transparent mode.

CONNECT 115200

//Send Data to Server

All data got from com port will be sent to internet directly

//Receive Data From Server

DATA FROM SERVERDATA FROM SERVER

OK

//all the received data from server will be output to com port directly

//sequence of +++ to quit transparent mode

AT+CIOPEN?

+CIOPEN: 0,"TCP","117.131.85.139",5253,-1

+CIOPEN: 1

+CIOPEN: 2

+CIOPEN: 3

+CIOPEN: 4

+CIOPEN: 5
+CIOPEN: 6
+CIOPEN: 7
+CIOPEN: 8
+CIOPEN: 9

OK

ATO

//ATO to enter transparent mode again

CONNECT 115200

HELLO CLIENT

OK

//Close TCP Connection

AT+CIPCLOSE=0

OK

CLOSED

+CIPCLOSE: 0,0

3.3 UDP Client

3.3.1 UDP Client Works in Direct Push Mode

//Set up UDP Client Connection

AT+NETOPEN

OK

+NETOPEN: 0

AT+CIOPEN=1,"UDP",,,5000

+CIOPEN: 1,0

OK

// when set a UDP connection, the remote IP address and port is not necessary, but the local port must be specified.

//Send data to Server

AT+CIPSEND=1,"117.131.85.139",5254

// for UDP connection, when sending data, user

```
>HELLOSERVER
OK  <CTRL+Z>

+CIPSEND: 1,11,11
AT+CIPSEND=1,5,"117.131.85.139",5254
>HELLO
OK

+CIPSEND: 1,5,5
```

must specify the remote IP address and port
//send data with changeable length, <CTRL+Z> to end

//send data with fixed length

```
//Receive Data From Server
RECV FROM:117.131.85.139:5254
+IPD14
HELLO CLIENT
```

//data from server output to COM port directly

```
//Close UDP Connection
AT+CIPCLOSE=1
+CIPCLOSE: 1,0

OK
```

3.3.2 UDP Client Works in Buffer Access Mode

```
//Set up UDP Client Connection
AT+NETOPEN
OK

+NETOPEN: 0
AT+CIPRXGET=1
OK
AT+CIOPEN=1,"UDP",,,5000
+CIOOPEN: 1,0

OK
```

// buffer access mode, get data by AT+CIPRXGET

// when set a UDP connection, the remote IP address and port is not necessary, but the local port must be specified.

```
//Send Data to Server
AT+CIPSEND=1,"117.131.85.139",5254
>HELLOSERVER
OK  <CTRL+Z>

+CIPSEND: 1,11,11
```

// for UDP connection, when sending data, user must specify the remote IP address and port
//send data with changeable length, <CTRL+Z> to end

AT+CIPSEND=1,5,"117.131.85.139",5254

//send data with fixed length

>HELLO

OK

+CIPSEND: 1,5,5

//Receive Data From Server

+CIPRXGET: 1,1

// URC to notify host of data from server

AT+CIPRXGET=4,1

// query the length of data in the buffer of socket
with <link_num>=1

+CIPRXGET: 4,1,16

OK

AT+CIPRXGET=2,1,5

// get data in ASCII form

+CIPRXGET: 2,1,5,11

data

OK

AT+CIPRXGET=3,1,5

// get data in hex form

+CIPRXGET: 3,1,5,6

66726F6D20

OK

AT+CIPRXGET=4,1

// read the length of unread data in buffer

+CIPRXGET: 4,1,6

OK

AT+CIPRXGET=2,2

// the connection identified by link_num=2 has not
been established

+IP ERROR: No data

ERROR

AT+CIPRXGET=2,1

+CIPRXGET: 2,1,6,0

server

OK

AT+CIPRXGET=4,1

// all the data in buffer has been read, the rest_len
is 0.

+CIPRXGET: 4,1,0

OK

//Close UDP Connection

AT+CIPCLOSE=1

+CIPCLOSE: 1,0

OK

3.3.3 UDP Client Works in Transparent Access Mode

//Set up UDP Client Connection

AT+CIPMODE=1

OK

AT+NETOPEN

OK

+NETOPEN: 0

AT+CIOPEN=0,"UDP","117.131.85.139",5254,5000 //only <link_num>=0 is allowed to operate with transparent mode.

CONNECT 115200

//Send Data to Server

All data got from com port will be sent to internet directly

//Receive Data From Server

HELLO CLIENT

///data

HELLO CLIENT

from server output to COM port directly

OK

// sequence of +++ to quit transparent mode

AT+CIOPEN?

+CIOPEN: 0,"UDP","117.131.85.139",5254,-1

+CIOPEN: 1

+CIOPEN: 2

+CIOPEN: 3

+CIOPEN: 4

+CIOPEN: 5

+CIOPEN: 6

+CIOPEN: 7

+CIOPEN: 8

+CIOPEN: 9

OK

//Close UDP Connection

AT+CIPCLOSE=0

+CIPCLOSE: 0,0

OK

3.4 TCP Server

3.4.1 Transparent Mode

```
AT+CIPMODE=1
OK
AT+NETOPEN
OK

+NETOPEN: 0
AT+SERVERSTART=8080,0           //only <server_index>=0 is allowed to operate with
OK                               transparent mode.
+CLIENT: 0,0,192.168.108.5:57202 //only <link_num> 0 can be used for transparent
CONNECT 115200                  mode operation.

OK                               // sequence of +++ to quit data mode
AT+CIPCLOSE=0                   // close client connection
OK

CLOSED

+CIPCLOSE: 0,0
AT+SERVERSTOP=0                 // close server socket
+SERVERSTOP: 0,0

OK
```

3.4.2 Non-Transparent Mode

```
AT+NETOPEN
OK

+NETOPEN: 0
AT+SERVERSTART=8080,0           //only <server_index>=0 is allowed to operate with
OK                               transparent mode.
AT+SERVERSTART=9090,1
OK
AT+SERVERSTART=7070,2
OK
AT+SERVERSTART=6060,3
OK
+CLIENT: 0,0,192.168.108.5:57202 //If a socket is accepted, the following URC will be
```

AT+CIOPEN?

+CIOPEN: 0,"TCP","192.168.108.5",57202,1

+CIOPEN: 1

+CIOPEN: 2

+CIOPEN: 3

+CIOPEN: 4

+CIOPEN: 5

+CIOPEN: 6

+CIOPEN: 7

+CIOPEN: 8

+CIOPEN: 9

OK

AT+CIPSEND=0,5

>HELLO

OK

+CIPSEND: 0,5,5

AT+SERVERSTOP=0

+SERVERSTOP: 0,0

OK

AT+SERVERSTOP=1

+SERVERSTOP: 1,0

OK

AT+SERVERSTOP=2

+SERVERSTOP: 2,0

OK

AT+SERVERSTOP=3

+SERVERSTOP: 3,0

OK

AT+NETCLOSE

OK

+NETCLOSE: 0

reported:

//User can use AT+CIOPEN? to check the accepted socket

//last parameter of 1 indicates this is an accepted socket, this server index is 1

// only supports fixed-length to send

// if unspecified, it will close 0 channel

3.4.3 Query Connection Status

AT+CIOPEN=1,"TCP","117.131.85.139",5253

OK

+CIPOPEN: 1,0

AT+CIPOPEN?

// query the current state of all sockets

+CIPOPEN: 0

+CIPOPEN: 1,"TCP","117.131.85.139",5253,-1

+CIPOPEN: 2

+CIPOPEN: 3

+CIPOPEN: 4

+CIPOPEN: 5

+CIPOPEN: 6

+CIPOPEN: 7

+CIPOPEN: 8

+CIPOPEN: 9

OK

AT+CIPCLOSE?

+CIPCLOSE: 0,1,0,0,0,0,0,0,0

OK

AT+CIPCLOSE=1

OK

+CIPCLOSE: 1,0

AT+CIPCLOSE?

+CIPCLOSE: 0,0,0,0,0,0,0,0,0

OK

4 Appendix

4.1 Summary of Error Codes

When you use these commands : AT+CIPACK AT+CIPRXGET, If something goes wrong, they maybe reported as +IP ERROR: <err_info>.

The fourth parameter <errMode> of AT+CIPCCFG (TODO) is used to determine how <err_info> is displayed.

If <errMode> is set to 0, the <err_info> is displayed with numeric value.

If <errMode> is set to 1, the <err_info> is displayed with string value.

The default is displayed with string value.

The following list is the description of the <err_info>.

Numeric Value	String Value
0	Connection time out
1	Bind port failed
2	Port overflow
3	Create socket failed
4	Network is already opened
5	Network is already closed
6	No clients connected
7	No active client
8	Network not opened
9	Client index overflow
10	Connection is already created
11	Connection is not created
12	Invalid parameter
13	Operation not supported
14	DNS query failed
15	TCP busy
16	Net close failed for socket opened
17	Sending time out
18	Sending failure for network error
19	Open failure for network error

20	Server is already listening
21	Operation failed
22	No data

When you use these commands : AT+NETOPEN, AT+NETCLOSE, AT+CIOPEN, AT+CIPSEND, AT+CIPCLOSE, AT+SERVERSTART, AT+SERVERSTOP ,If something goes wrong, they will report the wrong number

The following list is the description of the <err>.

<err>	Description of <err>
0	operation succeeded
1	Network failure
2	Network not opened
3	Wrong parameter
4	Operation not supported
5	Failed to create socket
6	Failed to bind socket
7	TCP server is already listening
8	Busy
9	Sockets opened
10	Timeout
11	DNS parse failed for AT+CIOPEN
12	Unknown error

4.2 Unsolicited Result Codes

Information	Description
+CIP EVENT: NETWORK CLOSED UNEXPECTEDLY	Network is closed for network error(Out of service, etc). When this event happens, user's application needs to check and close all opened sockets, and then uses AT+NETCLOSE to release the network library if AT+NETOPEN? shows the network library is still opened.

+IPCLOSE: <client_index>,<close_reason>	Socket is closed passively. <client_index> is the link number. <close_reason>: 0 - Closed by local, active 1 - Closed by remote, passive 2 - Closed for sending timeout or DTR off
+CLIENT: < link_num>,<server_index>,<client_IP>:<port>	TCP server accepted a new socket client, the index is<link_num>, the TCP server index is <server_index>. The peer IP address is <client_IP>, the peer port is <port>.

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