MTConnect Specification and Materials

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# Table of Contents

1. **Purpose of This Document** .......................................................... 2

2. **Terminology and Conventions** ......................................................... 3
   2.1 Glossary ....................................................................................... 3
   2.2 Acronyms ...................................................................................... 9
   2.3 MTConnect References ................................................................. 9

3. **MTConnect Assets** ........................................................................ 10
   3.1 Overview ...................................................................................... 10
   3.2 MTConnectAssets ......................................................................... 11
      3.2.1 MTConnectAssets Header ..................................................... 11
          3.2.1.1 Header Attributes .......................................................... 13
      3.2.2 Assets ..................................................................................... 14
      3.2.3 Asset ....................................................................................... 15
          3.2.3.1 Common Asset Attributes .............................................. 15
          3.2.3.2 Common Asset Elements ............................................... 17

4. **MTConnect Assets Architecture** ...................................................... 19
   4.1 Agent Asset Storage ..................................................................... 19
   4.2 Asset Protocol ............................................................................... 20
      4.2.1 Asset by assetId .................................................................... 20
      4.2.2 Asset for a Given Type .......................................................... 21
      4.2.3 Assets Including Removed Assets ......................................... 21
      4.2.4 Assets for a Piece of Equipment ............................................. 22

5. **Extensions to Part 2.0 - Devices Information Model** ...................... 23
   5.1 Data Item Types added for EVENT Category .................................. 23
      5.1.1 ASSET_CHANGED Data Item Type ....................................... 23
      5.1.2 ASSET_REMOVED Data Item Type ....................................... 24

6. **Extensions to Part 3.0 - Streams Information Model** ..................... 25
   6.1 AssetChanged Extension to Events ............................................... 25
      6.1.1 AssetChanged event Attributes .......................................... 26
   6.2 AssetRemoved Extension to Events .............................................. 26
      6.2.1 AssetRemoved Attributes ...................................................... 27

**Appendices** ................................................................................... 28
   A Bibliography ................................................................................... 28
# Table of Figures

<table>
<thead>
<tr>
<th>Figure</th>
<th>Description</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Figure 1: MTConnectAssets Schema</td>
<td>11</td>
<td></td>
</tr>
<tr>
<td>Figure 2: MTConnectAssets Header</td>
<td>12</td>
<td></td>
</tr>
<tr>
<td>Figure 3: Asset Schema</td>
<td>16</td>
<td></td>
</tr>
<tr>
<td>Figure 4: Description Schema</td>
<td>18</td>
<td></td>
</tr>
<tr>
<td>Figure 5: MTConnect Assets storage as First in First Out</td>
<td>19</td>
<td></td>
</tr>
<tr>
<td>Figure 6: MTConnect Assets storage as Key/Value pairs</td>
<td>20</td>
<td></td>
</tr>
<tr>
<td>Figure 7: AssetChanged Schema</td>
<td>25</td>
<td></td>
</tr>
<tr>
<td>Figure 8: AssetRemoved Schema</td>
<td>26</td>
<td></td>
</tr>
</tbody>
</table>
### List of Tables

<table>
<thead>
<tr>
<th>Table 1: MTConnectAssets Header</th>
<th>13</th>
</tr>
</thead>
<tbody>
<tr>
<td>Table 2: MTConnect Assets Element</td>
<td>14</td>
</tr>
<tr>
<td>Table 3: MTConnect Asset Element</td>
<td>15</td>
</tr>
<tr>
<td>Table 4: Attributes for Asset</td>
<td>16</td>
</tr>
<tr>
<td>Table 5: Elements for Asset</td>
<td>18</td>
</tr>
<tr>
<td>Table 6: DataItem Type for EVENT category</td>
<td>23</td>
</tr>
<tr>
<td>Table 7: Attributes for AssetChanged</td>
<td>26</td>
</tr>
<tr>
<td>Table 8: Attributes for AssetRemoved</td>
<td>27</td>
</tr>
</tbody>
</table>
1 Purpose of This Document

This document, *MTConnect Standard: Part 4.0 - Assets Information Model* of the MTConnect Standard, details information that is common to all types of MTConnect Assets. Part 4.0 and its sub-parts of the MTConnect Standard provide semantic models for entities that are used in the manufacturing process, but are not considered to be a piece of equipment. These entities are defined as MTConnect Assets. These Assets may be removed from a piece of equipment without detriment to the function of the equipment and can be associated with other pieces of equipment during their lifecycle. The data associated with these Assets may be retrieved from multiple sources that are each responsible for providing their knowledge of the Asset.
2 Terminology and Conventions

Refer to Section 2 of *MTConnect Standard Part 1.0 - Overview and Fundamentals* for a dictionary of terms, reserved language, and document conventions used in the MTConnect Standard.

2.1 Glossary

CDATA

**General meaning:**

An abbreviation for Character Data.

CDATA is used to describe a value (text or data) published as part of an XML element.

For example, "This is some text" is the CDATA in the XML element:

```xml
<Message ...>This is some text</Message>
```

Appears in the documents in the following form: CDATA

NMTOKEN

The data type for XML identifiers.

Note: The identifier must start with a letter, an underscore "_" or a colon. The next character must be a letter, a number, or one of the following ".", "-", "_", ":". The identifier must not have any spaces or special characters.

Appears in the documents in the following form: NMTOKEN

XML

Stands for eXtensible Markup Language.

XML defines a set of rules for encoding documents that both a human-readable and machine-readable.

XML is the language used for all code examples in the MTConnect Standard.

Refer to http://www.w3.org/XML for more information about XML.

Agent

Refers to an MTConnect Agent.

Software that collects data published from one or more piece(s) of equipment, organizes that data in a structured manner, and responds to requests for data from client
software systems by providing a structured response in the form of a Response Document that is constructed using the semantic data models defined in the Standard.

Appears in the documents in the following form: Agent

**Asset**

item, thing or entity that has potential or actual value to an organization Ref: ISO 55000:2014(en)

Note 1 to entry: Value can be tangible or intangible, financial or non-financial, and includes consideration of risks and liabilities. It can be positive or negative at different stages of the asset life.

Note 2 to entry: Physical assets usually refer to equipment, inventory and properties owned by the organization. Physical assets are the opposite of intangible assets, which are non-physical assets such as leases, brands, digital assets, use rights, licences, intellectual property rights, reputation or agreements.

Note 3 to entry: A grouping of assets referred to as an asset system could also be considered as an asset.

**Child Element**

A portion of a data modeling structure that illustrates the relationship between an element and the higher-level Parent Element within which it is contained.

Appears in the documents in the following form: Child Element

**Component**

General meaning:

A Structural Element that represents a physical or logical part or subpart of a piece of equipment.

Appears in the documents in the following form: Component

Used in Information Models

A data modeling element used to organize the data being retrieved from a piece of equipment.

- When used as an XML container to organize Lower Level Component elements.

Appears in the documents in the following form: Components.
When used as an abstract XML element, Component is replaced in a data model by a type of Component element. Component is also an XML container used to organize Lower Level Component elements, Data Entities, or both. Appears in the documents in the following form: Component.

Current Request

A [Current Request] is a Request to an Agent to produce an MTConnectStreams Response Document containing the Observations Information Model for a snapshot of the latest observations at the moment of the Request or at a given sequence number.

Data Entity

A primary data modeling element that represents all elements that either describe data items that may be reported by an Agent or the data items that contain the actual data published by an Agent. Appears in the documents in the following form: Data Entity.

Devices Information Model

A set of rules and terms that describes the physical and logical configuration for a piece of equipment and the data that may be reported by that equipment. Appears in the documents in the following form: Devices Information Model.

Equipment Metadata

See Metadata.

Information Model

The rules, relationships, and terminology that are used to define how information is structured.

For example, an information model is used to define the structure for each MTConnect Response Document; the definition of each piece of information within those documents and the relationship between pieces of information. Appears in the documents in the following form: Information Model.

Lower Level

A nested element that is below a higher level element.
**Metadata**

Data that provides information about other data.

For example, **Equipment Metadata** defines both the **Structural Elements** that represent the physical and logical parts and sub-parts of each piece of equipment, the relationships between those parts and sub-parts, and the definitions of the **Data Entities** associated with that piece of equipment.

Appears in the documents in the following form: **Metadata** or **Equipment Metadata**.

**MTConnect Agent**

See definition for **Agent**.

**MTConnect Asset**

An **MTConnect Asset** is an **Asset** used by the manufacturing process to perform tasks.

Note 1 to entry: An **MTConnect Asset** relies upon an **MTConnect Device** to provide observations and information about itself and the **MTConnect Device** revises the information to reflect changes to the **MTConnect Asset** during their interaction. Examples of **MTConnect Assets** are Cutting Tools, Part Information, Manufacturing Processes, Fixtures, and Files.

Note 2 to entry: A singular **assetId** uniquely identifies an **MTConnect Asset** throughout its lifecycle and is used to track and relate the **MTConnect Asset** to other **MTConnect Devices** and entities.

Note 3 to entry: **MTConnect Assets** are temporally associated with a device and can be removed from the device without damage or alteration to its primary functions.

**MTConnect Device**

An **MTConnect Device** is a piece of equipment or a manufacturing system that produces observations about itself and/or publishes data using the **MTConnect Information Model**.

**MTConnect Information Model**

See **Information Model**.

**MTConnectDevices Response Document**

A **Response Document** published by an **MTConnect Agent** in response to a **Probe Request**.
MTConnectStreams Response Document


observation

The observed value of a property at a point in time.

Observations Information Model

An [Information Model] that describes the [Streaming Data] reported by a piece of equipment.

Parent Element

An XML element used to organize [Lower Level] child elements that share a common relationship to the [Parent Element].

Appears in the documents in the following form: [Parent Element].

Probe Request

A [Probe Request] is a [Request] to an [Agent] to produce an [MTConnectDevices Response Document] containing the [Devices Information Model].

Request

A communications method where a client software application transmits a message to an [Agent]. That message instructs the [Agent] to respond with specific information.

Appears in the documents in the following form: [Request].

Response Document

An electronic document published by an [MTConnect Agent] in response to a [Probe Request], [Current Request], [Sample Request] or [Asset Request].

Sample Request


semantic data model

A methodology for defining the structure and meaning for data in a specific logical way.

It provides the rules for encoding electronic information such that it can be interpreted by a software system.

Appears in the documents in the following form: [semantic data model].
sequence number

The primary key identifier used to manage and locate a specific piece of Streaming Data in an Agent.

sequence number is a monotonically increasing number within an instance of an Agent.

Appears in the documents in the following form: sequence number.

Streaming Data

The values published by a piece of equipment for the Data Entities defined by the Equipment Metadata.

Appears in the documents in the following form: Streaming Data.

Structural Element

General meaning:

An XML element that organizes information that represents the physical and logical parts and sub-parts of a piece of equipment.

Appears in the documents in the following form: Structural Element.

Used to indicate hierarchy of Components:

When used to describe a primary physical or logical construct within a piece of equipment.

Appears in the documents in the following form: Top Level Structural Element.

When used to indicate a Child Element which provides additional detail describing the physical or logical structure of a Top Level Structural Element.

Appears in the documents in the following form: Lower Level Structural Element.

Top Level

Structural Elements that represent the most significant physical or logical functions of a piece of equipment.

Valid Data Value

One or more acceptable values or constrained values that can be reported for a Data Entity.

Appears in the documents in the following form: Valid Data Value(s).

XML Schema

In the MTConnect Standard, an instantiation of a schema defining a specific document encoded in XML.
2.2 Acronyms

AMT
The Association for Manufacturing Technology

2.3 MTConnect References


3 MTConnect Assets

3.1 Overview

The MTConnect Standard supports a simple distributed storage mechanism that allows applications and equipment to share and exchange complex information models in a similar way to a distributed data store. The Asset Information Model associates each electronic MTConnectAssets document with a unique identifier and allows for some predefined mechanisms to find, create, request, updated, and delete these electronic documents in a way that provides for consistency across multiple pieces of equipment.

The protocol provides a limited mechanism of accessing MTConnect Assets using the following properties: assetId, Asset type (element name of Asset root), and the piece of equipment associated with the Asset. These access strategies will provide the following services and answer the following questions: What Assets are from a particular piece of equipment? What are the Assets of a particular type? What Asset is stored for a given assetId?

Although these mechanisms are provided, an Agent should not be considered a data store or a system of reference. The Agent is providing an ephemeral storage capability that will temporarily manage the data for applications wishing to communicate and manage data as needed by the various processes. An application cannot rely on an Agent for long term persistence or durability since the Agent is only required to temporarily store the Asset data and may require another system to provide the source data upon initialization. An Agent is always providing the best-known equipment centric view of the data given the limitations of that piece of equipment.
3.2 MTConnectAssets

At the top level of the MTConnectAssets document is a standard header, as stated in MTConnect Standard Part 1.0 - Overview and Fundamentals, and one or more MTConnect Assets. Each Asset is required to have an assetId that serves as a unique identifier of that Asset. assetId allows an application to request the Asset data from an Agent.

In the remaining Part 4.x sub-part documents of MTConnect Assets, various types of Assets will be introduced such as cutting tools and other Asset types.

3.2.1 MTConnectAssets Header

The MTConnectAssets header is where the protocol sequence information MUST be provided. The XML Schema in Figure 2 represents the structure of the MTConnectAssets header showing the attributes defined for MTConnectAssets.

Refer to MTConnect Standard Part 1.0 - Overview and Fundamentals for more information on headers.
Figure 2: MTConnectAssets Header
3.2.1.1 Header Attributes

Table 1 defines the attributes used to provide information for an MTConnectAssets header.

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Description</th>
<th>Occurrence</th>
</tr>
</thead>
<tbody>
<tr>
<td>version</td>
<td>The protocol version number. This is the major and minor version number of the MTConnect Standard being used. For example, if the version number of the Standard used is 10.21.33, the version will be 10.21. Version is a required attribute.</td>
<td>1</td>
</tr>
<tr>
<td>creationTime</td>
<td>The time the response was created. CreationTime is a required attribute.</td>
<td>1</td>
</tr>
<tr>
<td>testIndicator</td>
<td>Optional flag that indicates the system is operating in test mode. This data is only for testing and indicates that the data is simulated. TestIndicator is an optional attribute.</td>
<td>0..1</td>
</tr>
<tr>
<td>instanceId</td>
<td>A number indicating which invocation of the Agent. This is used to differentiate between separate instances of the Agent. This value MUST have a maximum value of $2^{64} - 1$ and MUST be stored in an unsigned 64-bit integer. InstanceId is a required attribute.</td>
<td>1</td>
</tr>
<tr>
<td>sender</td>
<td>The Agent identification information. Sender is a required attribute.</td>
<td>1</td>
</tr>
</tbody>
</table>
Continuation of Table 1

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Description</th>
<th>Occurrence</th>
</tr>
</thead>
<tbody>
<tr>
<td>assetBufferSize</td>
<td>The maximum number of MTConnect Assets that will be retained by the Agent. The assetBufferSize MUST be an unsigned positive integer value with a maximum value of $2^{32} - 1$. assetBufferSize is a required attribute.</td>
<td>1</td>
</tr>
<tr>
<td>assetCount</td>
<td>The total number of MTConnect Assets in an Agent. This MUST be an unsigned positive integer value with a maximum value of $2^{32} - 1$. This value MUST NOT be greater than assetBufferSize. assetCount is a required attribute.</td>
<td>1</td>
</tr>
<tr>
<td>deviceModelChangeTime</td>
<td>A timestamp in 8601 format of the last update of the Device information for any device.</td>
<td>1</td>
</tr>
</tbody>
</table>

**Example 1: MTConnectAssets Header Example**

```xml
<Header creationTime="2010-03-13T07:59:11+00:00" sender="localhost" instanceId="1268463594" assetBufferSize="1024" version="1.1" />
```

3.2.2 Assets

Assets is an XML container used to group information about various MTConnect Asset types. Assets contains one or more Asset XML elements.

**Table 2: MTConnect Assets Element**

<table>
<thead>
<tr>
<th>Element</th>
<th>Description</th>
<th>Occurrence</th>
</tr>
</thead>
<tbody>
<tr>
<td>Assets</td>
<td>An XML container that consists of one or more types of Asset XML elements.</td>
<td>0..1</td>
</tr>
</tbody>
</table>
3.2.3 Asset

An Asset XML element is a container type XML element used to organize information describing an entity that is not a piece of equipment. Asset is an abstract type XML element and will never appear directly in the MTConnect XML document. As an abstract type XML element, Asset will be replaced in the XML document by specific MTConnect Asset type.

Table 3: MTConnect Asset Element

<table>
<thead>
<tr>
<th>Element</th>
<th>Description</th>
<th>Occurrence</th>
</tr>
</thead>
<tbody>
<tr>
<td>Asset</td>
<td>An abstract XML element. Replaced in the XML document by types of Asset elements representing entities that are not pieces of equipment. There can be multiple types of Asset XML elements in the document.</td>
<td>1..*</td>
</tr>
</tbody>
</table>

There are various types of entities or Asset types. Each type of Asset is described in sub-parts of MTConnect Standard: Part 4.0 - Assets Information Model. These sub-parts are designated by a Part 4.x document number.

For all MTConnect Asset types there are some common attributes and elements that apply to all of them. The following defines these common attributes and elements.

3.2.3.1 Common Asset Attributes

The XML Schema in Figure 3 represents the structure of Asset showing the attributes defined for Asset.
Table 4 defines the attributes that are used to provide information for the `Asset` element.

### Table 4: Attributes for Asset

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Description</th>
<th>Occurrence</th>
</tr>
</thead>
<tbody>
<tr>
<td>assetId</td>
<td>The unique identifier for the <code>MTConnect Asset</code>. The identifier <strong>MUST</strong> be unique with respect to all other <code>Assets</code> in an MTConnect installation. The identifier <strong>SHOULD</strong> be globally unique with respect to all other <code>Assets</code>. <code>assetId</code> is a required attribute.</td>
<td>1</td>
</tr>
<tr>
<td>timestamp</td>
<td>The time this <code>MTConnect Asset</code> was last modified. Always given in UTC. The <code>timestamp</code> <strong>MUST</strong> be provided in UTC (Universal Time Coordinate, also known as GMT). This is the time the <code>Asset</code> data was last modified.</td>
<td>1</td>
</tr>
</tbody>
</table>
Continuation of Table 4

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Description</th>
<th>Occurrence</th>
</tr>
</thead>
<tbody>
<tr>
<td>deviceUuid</td>
<td>The piece of equipments UUID that supplied this data. This is an optional element references to the UUID attribute given in the Device element. This can be any series of numbers and letters as defined by the XML type NMTOKEN.</td>
<td>0..1</td>
</tr>
<tr>
<td>removed</td>
<td>This is an optional attribute that is an indicator that the MTConnect Asset has been removed from the piece of equipment. If the Asset is marked as removed, it will not be visible to the client application unless the=true parameter is provided in the URL. If this attribute is not present it MUST be assumed to be false. The value is an xsi:boolean type and MUST be true or false.</td>
<td>0..1</td>
</tr>
</tbody>
</table>

All MTConnect Assets MUST have a unique value for assetId and it SHOULD be globally unique, such as a RFC 4122 UUID.

The following attributes MUST be provided and are common to all MTConnect Asset types: the assetId attribute providing the unique identifier for the Asset, and the timestamp providing the time the Asset was inserted or updated. A removed flag that if true indicates the Asset has been removed (deleted) from the equipment is optional, however the Asset will still be available if requested directly or a request is made that includes removed Assets.

An MTConnectAssets document contains information pertaining to something that is not a direct component of the piece of equipment and can be relocated to another piece of equipment or location during its lifecycle. The Asset will contain data that will be changed as a unit, meaning that at any given point in time the latest version of the complete state for this Asset will be provided.

Each piece of equipment or location may have a different view of this Asset and it is the responsibility of an application to collect and determine the aggregate information and keep a historical record if required. An Agent will allow any application or other equipment to request this information. The piece of equipment MUST supply the latest and most accurate information regarding a given Asset.

3.2.3.2 Common Asset Elements
The element Description is the only element common to all Asset types.

The XML Schema in Figure 4 represents the structure of Description.

Figure 4: Description Schema

Table 5 defines the elements that are used to provide information for Asset.

Table 5: Elements for Asset

<table>
<thead>
<tr>
<th>Elements</th>
<th>Description</th>
<th>Occurrence</th>
</tr>
</thead>
<tbody>
<tr>
<td>Description</td>
<td>An optional element that can contain any descriptive content. This can contain configuration information and manufacturer specific details. This element is defined to contain mixed content and XML elements can be added to extend the descriptive semantics of MTConnect Standard.</td>
<td>0..1</td>
</tr>
</tbody>
</table>
4 MTConnect Assets Architecture

4.1 Agent Asset Storage

The Agent stores MTConnect Assets in a similar fashion as the Agent data storage described in MTConnect Standard Part 1.0 - Overview and Fundamentals. The storage of information is contained in the asset buffer. The Agent provides a limited number of Assets that can be stored at one time and uses the same method of pushing out the oldest Asset when the asset buffer is full. The asset buffer size for the Asset storage is maintained separately from the Sample, Event, and Condition storage.

Figure 5: MTConnect Assets storage as First in First Out

MTConnect Assets also behave like a key/value in memory database. In the case of the Asset, the key is the assetId and the value is the XML document describing the Asset. The key can be any string of letters, punctuation or digits and represent the domain specific coding scheme for their assets. Each Asset type will have a recommended way to construct a unique assetId, for example, a cutting tool SHOULD be identified by the tool ID and serial number as a composed synthetic identifier.
As in Figure 6, each of the Assets is referred to by their key. The key is independent of the order in the asset buffer storage.

4.2 Asset Protocol

MTConnect Standard provides methods to retrieve an MTConnect Asset or a set of Assets given various criteria. These criteria are as follows: The assetId, the Asset type as defined by the name of the Asset's topmost element, and the originating piece of equipment.

The URL format is similar to the probe and sample structure. Reference each assetId directly to request an MTConnect Asset by assetId.

4.2.1 Asset by assetId

Example 2: Asset by assetId Example

1  url: http://example.com/asset/e39d23ba-ef2d-
2  11e6-b12c15028cfe91a82ef
Example 2 returns the MTConnectAssets document for Asset e39d23ba-ef2d-11e6-b12c-28cfe91a82ef

Request multiple Assets by each assetId:

Example 3: Assets by assetId Example

Example 3 returns the MTConnectAssets document for Assets e39d23ba-ef2d-11e6-b12c-28cfe91a82ef and e46d5256-ef2d-11e6-96aa-28cfe91a82ef.

Request for all the Assets in the Agent:

Example 4: Get all Assets Example

Example 4 returns all available MTConnect Assets in the Agent. The Agent MAY return a limited set if there are too many Asset records. The Assets MUST be added to the beginning with the most recently modified Asset.

4.2.2 Asset for a Given Type

Example 5: Asset for a Given Type Example

Example 5 returns all available CuttingTool Assets from the Agent of the type CuttingTool. The Agent MAY return a limited set if there are too many Asset records. The Assets MUST be added to the beginning with the most recently modified assets.

Request for all Assets of a given type in the Agent up to a maximum count:

Example 6: Asset for a Given Type with Maximum count Example

Example 6 returns all available CuttingTool Assets from the Agent. The Agent MUST return up to 1000 Assets beginning with the most recently modified Assets if they exist.

4.2.3 Assets Including Removed Assets

Example 7: Assets Including Removed Assets Example

Example 7 returns all available CuttingTool Assets from the Agent. The Agent MUST return up to 1000 Assets beginning with the most recently modified Assets if they exist.
Example 7 returns all available CuttingTool Assets from the Agent. With the removed flag, Assets that have been removed but are included in the result set.

4.2.4 Assets for a Piece of Equipment

If no assetId is provided with a general Assets request, it would be as shown in Example 8:

Example 8: Assets For a Piece of Equipment Example

```
1 url: http://example.com/Mill123/assets
```

All MTConnect Assets will be provided for that piece of equipment (Device) up to the Agent’s maximum count or as specified with the count parameter. These Assets will be returned starting from the newest to oldest list.

Any of the previous constraints can also be applied to the request, for example, to get all the CuttingTool instances for a given piece of equipment:

Example 9: Assets For a Piece of Equipment For a Given Type Example

```
1 url: http://example.com/Mill123/asset/
2 ?type=CuttingTool&count=100
```

The request in Example 9 will get the newest 100 Cutting Tool Instance Assets from the Agent for Mill123. Similarly:

Example 10: Assets For a Piece of Equipment For a Given Type Example 2

```
1 url: http://example.com/Mill123/asset/
2 ?type=CuttingToolArchetype
```

Example 10 will provide all Cutting Tool Archetype Assets with the deviceUuid of Mill123.
5 Extensions to Part 2.0 - Devices Information Model

This document will add the following data item types to support change notification when an MTConnect Asset is added or updated. The data item MUST be placed in the DataItems container associated with Device. The Device MUST be the piece of equipment that is supplying the asset data.

5.1 Data Item Types added for EVENT Category

<table>
<thead>
<tr>
<th>DataItem Type SubType</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ASSET_CHANGED</td>
<td>The event generated when an asset is added or changed. AssetChanged MUST be discrete and the value of the DataItem's discrete attribute MUST be true.</td>
</tr>
<tr>
<td>ASSET_REMOVED</td>
<td>The value of the CDATA for the event MUST be the assetId of the asset that has been removed. The asset will still be visible if requested with the includeRemoved parameter as described in the protocol section. When assets are removed they are not moved to the beginning of the most recently modified list.</td>
</tr>
</tbody>
</table>

5.1.1 ASSET_CHANGED Data Item Type

When an MTConnect Asset is added or modified, an AssetChanged event MUST be published to inform an application that new asset data is available. The application can request the new asset data from the piece of equipment at that time. Every time the asset data is modified an AssetChanged event will be published. Since the asset data is a complete electronic document, the system will publish a single AssetChanged event for the entire set of changes.

The asset data MUST remain constant until the AssetChanged event is published. Once it is published the data MUST change to reflect the new content at that instant. The timestamp of the asset will reflect the time the last change was made to the asset data.
When an MTConnect Asset has been removed from an Agent or marked as removed, an AssetRemoved event MUST be generated in a similar way to the AssetChanged event. The CDATA of the AssetRemoved event MUST contain the assetId that was just removed.

Every time an MTConnect Asset is modified or added it will be moved to the beginning of the asset buffer and become the newest Asset. As the asset buffer fills up, the oldest Asset will be pushed out and its information will be removed. The MTConnect Standard does not specify the maximum size of the asset buffer, and if the implementation desires, permanent storage MAY be used to store the Assets. A value of 4,294,967,296 or $2^{32}$ can be given to indicate unlimited storage.

There is no requirement for persistent Asset storage. If the Agent fails, all existing MTConnect Assets MAY be lost. It is the responsibility of the implementation to restore the lost Asset data and it is the responsibility of the application to persist the Asset data. The Agent MAY make no guarantees about availability of Asset data after the Agent stops.
6 Extensions to Part 3.0 - Streams Information Model

The associated modifications MUST be added to MTConnect Standard: Part 3.0 - Streams Information Model to add the following event to the Events in the streams.

6.1 AssetChanged Extension to Events

Figure 7: AssetChanged Schema

AssetChanged: An MTConnect Asset has been added or modified. The CDATA for the AssetChanged element MUST be the assetId of the Asset that has been modified.
### 6.1.1 AssetChanged event Attributes

**Table 7: Attributes for AssetChanged**

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Description</th>
<th>Occurrence</th>
</tr>
</thead>
<tbody>
<tr>
<td>assetType</td>
<td>The type of asset changed.</td>
<td>1</td>
</tr>
<tr>
<td></td>
<td>assetType is a required attribute.</td>
<td></td>
</tr>
<tr>
<td></td>
<td><strong>Valid Data Values</strong></td>
<td></td>
</tr>
<tr>
<td></td>
<td>CuttingTool</td>
<td></td>
</tr>
<tr>
<td></td>
<td>File</td>
<td></td>
</tr>
</tbody>
</table>

### 6.2 AssetRemoved Extension to Events

**Figure 8: AssetRemoved Schema**

AssetRemoved: An *MTConnect Asset* has been removed. The **CDATA** for the As-
setRemoved element **MUST** be the assetId of the Asset that has been removed.

### 6.2.1 AssetRemoved Attributes

**Table 8: Attributes for AssetRemoved**

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Description</th>
<th>Occurrence</th>
</tr>
</thead>
<tbody>
<tr>
<td>assetType</td>
<td>The type of asset that was removed. assetType is a required attribute.</td>
<td>1</td>
</tr>
<tr>
<td></td>
<td><strong>Valid Data Values</strong></td>
<td></td>
</tr>
<tr>
<td></td>
<td>CuttingTool</td>
<td></td>
</tr>
<tr>
<td></td>
<td>File</td>
<td></td>
</tr>
</tbody>
</table>

The MTConnect Asset will still be available if requested if the removed=true argument is supplied. The assetId is provide as the CDATA value and can be used to request the Asset data from the Agent.
Appendices

A Bibliography


