ModBus quantity structure at the ET 200S-1SI

Modbus-Master	chapter / page in the manual "Serial Interface Module ET 200S 1SI"	correct text
FC1 (Read Output Status)	in chapter 3.5.5 / Seite 3-43	**number of bits:** Any value between 1 and **2008** is permitted as the number of bits (number of coils).
FC2 (Read Input Status)	in chapter 3.5.6 / Seite 3-44	**number of bits:** Any value between 1 and **2008** is permitted as the number of bits (number of coils).
FC3 (Read Output Registers)	in chapter 3.5.7 / Seite 3-45	**number of bits:** A maximum of **125** registers (1 register = 2 bytes) can be read.
FC4 (Read Input Registers)	in chapter 3.5.8 / Seite 3-46	**number of bits:** A maximum of **125** registers (1 register = 2 bytes) can be read.
FC15 (Force Multiple Coils)	in chapter 3.5.15 / Seite 3-53	**number of bits:** Any value between 1 and **1744** is permitted as the number of bits (number of coils).
FC16 (Force Multiple Registers)	in chapter 3.5.16 / Seite 3-54	**number of bits:** A maximum of **109** registers (1 register = 2 bytes) can be read.

Modbus-Slave	chapter / page in the manual "Serial Interface Module ET 200S 1SI"	correct text
FC1 (Read Output Status)	in chapter 3.6.6 / Seite 3-65	**number of bits:** Any value between 1 and **1768** is permitted as the number of bits (number of coils).
FC2 (Read Input Status)	in chapter 3.6.7 / Seite 3-67	**number of bits:** Any value between 1 and **1768** is permitted as the number of bits (number of coils).
FC3 (Read Output Registers)	in chapter 3.6.8 / Seite 3-71	**number of bits:** A maximum of **110** registers (1 register = 2 bytes) can be read.
FC4 (Read Input Registers)	in chapter 3.6.9 / Seite 3-74	**number of bits:** A maximum of **110** registers (1 register = 2 bytes) can be read.
FC15 (Force Multiple Coils)	in chapter 3.6.13 / Seite 3-82	**number of bits:** Any value between 1 and **1976** is permitted as the number of bits (number of coils).
FC16 (Force Multiple Registers)	in chapter 3.6.14 / Seite 3-85	**number of bits:** A maximum of **123** registers (1 register = 2 bytes) can be read.