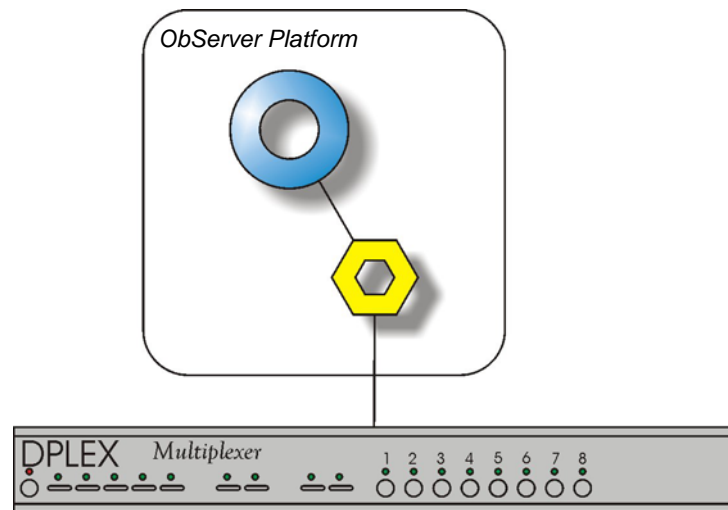


Product Engineering Guide

OSM v20 CptrDplx v10

Introduction

The CptrDplx OSM links the Computer DPLEX Video Multiplexer to the ObServer. The Multiplexer can be controlled from the OSM either directly, or using Views to integrate with detector status to control the main monitor display.



Views

Each of the views is engineered to display one or more images on the DPLEX. The display format and image numbers can be defined, along with a dwell time.

When the view state is 1 it becomes active and is displayed. If several views are active at the same time, a particular view is shown for its dwell time, before the next active view is shown.

This 'view' method allows trigger inputs to be linked from, say, an intruder system to the DPLEX system; so that as an intruder alarm occurs a view showing images from cameras in the area to be displayed automatically.

Engineering

Step 1 – Install OSM

The CptrDplx OSM is installed automatically with all ObSys editions. Refer to the 'ObSys CD sleeve' for details on how to install ObSys.

Step 2 – Connect COM Port to DPLEX Video Multiplexer

Using cable, connect the DPLEX Video Multiplexer to a COM port of the PC. Refer to the section 'Cable' below for details of the cable.

Step 3 – Plug in CptrDplx OSM to ObServer

Use object engineering software to locate the ObServer Setup object. Assign the CptrDplx OSM to an available channel. Refer to '[ObServer v20 Application Engineering Guide](#)'.

Note: After inserting the OSM, your engineering software may need to re-scan the ObServer object in order to view the OSM.

Step 4 – Configure CptrDplx OSM

The COM port, device number is configured using objects. Use object engineering software to view and modify the objects within the OSM.

Synchronising the DPLEX and OSM.

The CptrDplx OSM has to assume that commands it sends are received by the DPLEX, as the DPLEX does not send any confirmation or acknowledgement to any write instruction. It is possible for the DPLEX to become out-of-sync with the Module - if this occurs, the easiest remedy is to restart the OSM. When the Module is restarted it sends the DPLEX to a known state, thereby synchronising both.

Step 5 – Access Objects within the DPLEX Video Multiplexer

Values from the DPLEX Video Multiplexer are made available as objects from ObServer. Any object software that is connected to the ObServer can access these objects.

Engineering Reference

Cable Specification

The cable between COM port and the 25 way D-type connector labelled "Remote" on the DPLEX is as follows:

COM port	DPLEX end
9-female D-type	25-male D-type
3	25
5	13
Maximum Cable Length = 15m	

COM port	DPLEX end
25-female D-type	25-male D-type
2	25
7	13
Maximum Cable Length = 15m	

Objects

When the OSM is loaded the following objects are created within ObServer, use object software to access these objects.

Object ^[1]	Label	R/W	Type
Sc	CptrDplx System connected to channel <i>c</i>	-	[CptrDplx v10]
Mc	CptrDplx Module connected to channel <i>c</i>	-	[OSM v20\ CptrDplx v10]

Notes

[1] The ObServer channel number, *c*, is a number in the range 1...40.