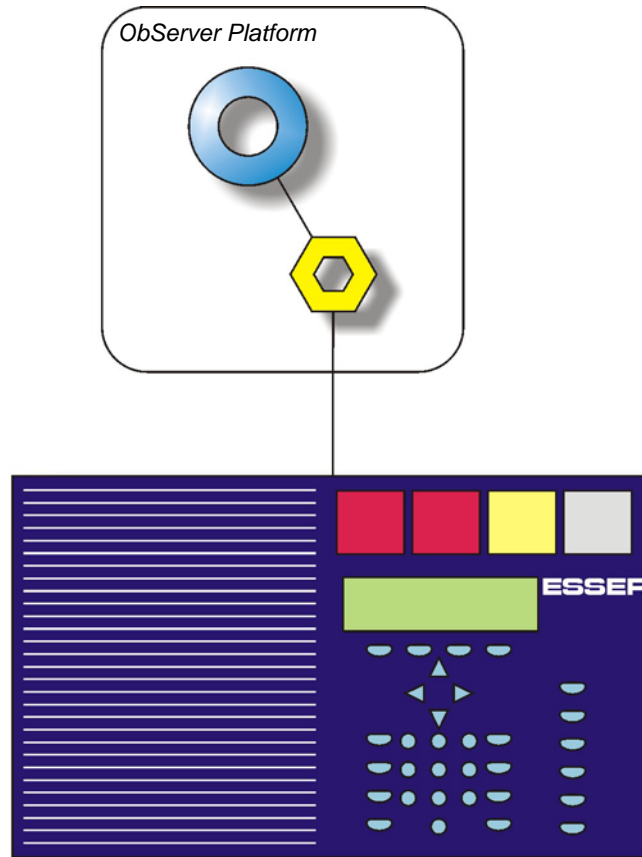


Product Engineering Guide

OSM v20 Esser v10

Introduction

The Esser OSM links Esser System 8000 compatible fire panels to ObServer.



Engineering

Step 1 – Install OSM

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

Step 2 – Configure Esser System 8000 compatible fire panels

Engineering of the Esser System 800 compatible fire panels should be completed before connecting to ObServer.

Step 3 – Connect COM Port to Esser System 8000 compatible fire panels

Using cable, connect the Esser System 8000 compatible fire panels to a COM port of the PC. Refer to the section 'Cable' below for details of the cable.

Step 4 – Plug in Esser OSM to ObServer

Use object engineering software to locate the ObServer Setup object. Assign the Esser 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 5 – Configure Esser OSM

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

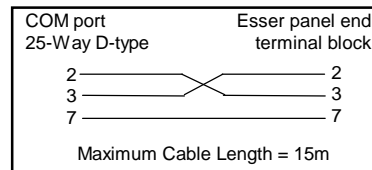
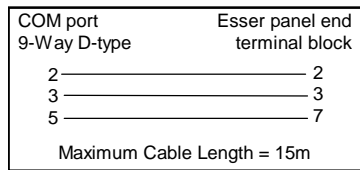
Step 6 – Access Objects within the Esser System 8000 compatible fire panels

Values from the Esser System 8000 compatible fire panels 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 Esser System 8000 compatible fire panels hardware is as follows:



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	Esser System connected to channel <i>c</i>	-	[Esser v10] ^[2]
Mc	Esser Module connected to channel <i>c</i>	-	[OSM v20\Esser v10]

Notes

- [1] The ObServer channel number, *c*, is a number in the range 1...40.
- [2] This object has a variable content and as such requires scanning.