

Product Engineering Guide

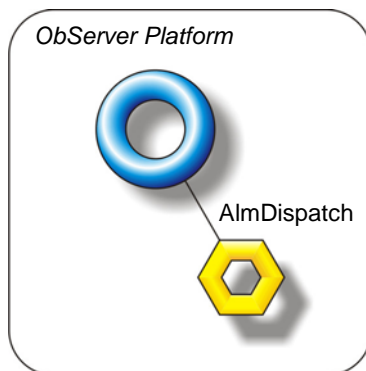
OSM v20 AlarmDispatch v10

Introduction

The OSM v20 AlarmDispatch v10 module, called AarmDispatch OSM in this document, contains security information about 100 users and can buffer up to 400 alarms.

Devices on the system that need security clearance for tokens and passwords communicate with the AlarmDispatch object to request user information about particular tokens and passwords.

Systems that generate alarms may send them to an AlarmDispatch, where they are stored until conditions are fulfilled that allow them to be routed to an alarm destination.



Supported Range

- As the AlarmDispatch OSM is a system enhancement module, there is no associated device for there to be a range of products.

Notes

For each user, AlarmDispatch stores the following information:

- Name
- General Security Level
- Token
- Group Number
- Enable
- Privilege Areas 1..8 Security Level

Other devices, when given a token (from a swipe-card say), requests from the AlarmDispatch the name and/or level for the user with this token. The device can then determine how to act, depending on whether AlarmDispatch recognised the token.

Each user can be enabled or disabled via an object; if disabled, then AlarmDispatch informs devices that the user currently has no privileges.

Each user can be a member of a group, and the group can be enabled or disabled; if disabled, then any user within the group is effectively disabled.

When an alarm arrives at the AlarmDispatch, it is stored within a 400 alarm buffer. Once the buffer is full no more alarms can be stored. They are only sent to the AlarmDispatch's Alarm Object when certain conditions are achieved. The conditions are: if a user-specified number of alarms have been received, or if a user-defined priority alarm has been received, or if a user-defined time is reached, or if a write is made to the Dispatch object.

If the AlarmDispatch's Alarm Object repeatedly fails to accept an alarm, the AlarmDispatch sends a 'destination failed' alarm to another alarm destination object.

Engineering

Step 1 – Install OSM

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

Step 2 – Plug in AlarmDispatch OSM to ObServer

Use object engineering software to locate the ObServer Setup object. Assign the AlarmDispatch 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 3 – Configure AlarmDispatch Module

Use object engineering software to view and modify the module objects within the OSM, including the Alarm Object which is used as the destination for alarm route failures.

Step 4 – Configure the AlarmDispatch System

Use object engineering software to view and modify the route objects within the AlarmDispatch System.

Step 5 – Test the AlarmDispatch

Send alarms to the AlarmDispatch OSM, so that the Module generates alarm messages and sends them to the desired alarm processing module.

Engineering Reference

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

Notes

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