

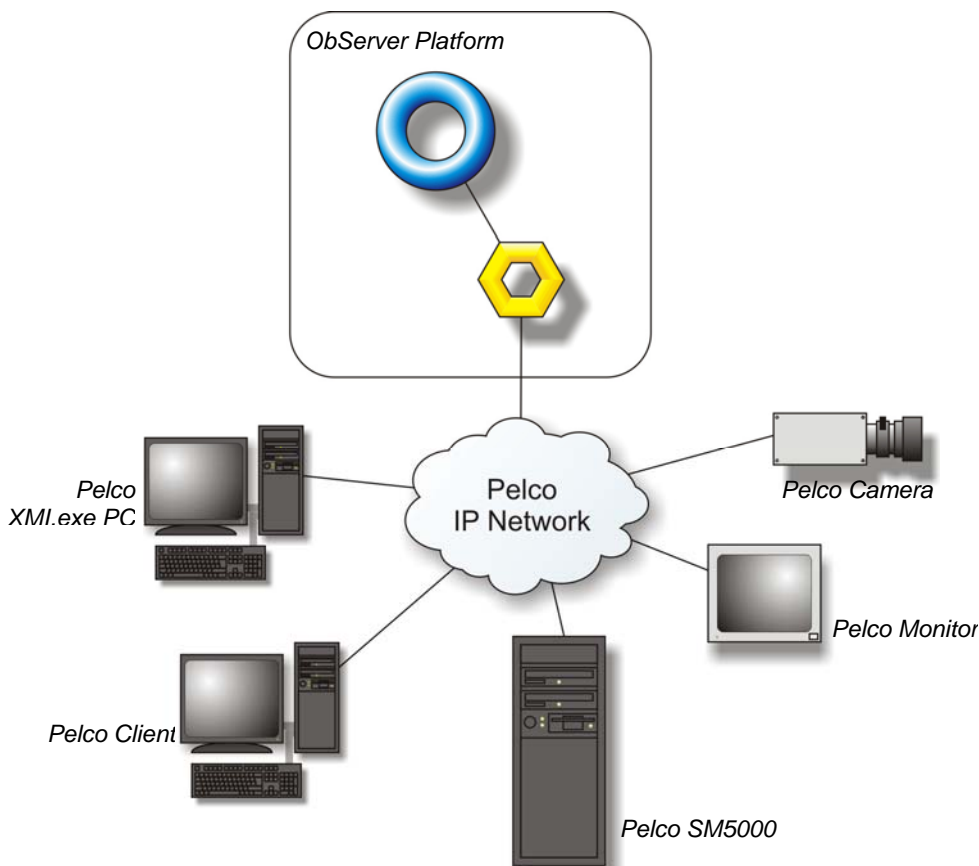
Product Engineering Guide

OSM v20 PelcoXPortal v10

Introduction

The PelcoXPortal OSM links a network of Pelco's Endura System Cameras and monitors to ObServer. Up to 32 monitor and 512 cameras can be accessed from the OSM.

The Endura system consists of a SM500 Series System Manager, and 'Clients' running the Pelco XPortal Multi-Connection Interface (XMI) application.



Supported Range

- Pelco's IP based Endura System.

Notes

The PelcoXPortal system does not provide logging facilities to ObServer. If logging of values is needed then a Data Manager application will be required. Also the PelcoXPortal interface allows the selection of cameras and monitors only.

Engineering

Step 1 – Install OSM

The PelcoXPortal 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 PelcoXPortal OSM to ObServer

Use object engineering software to locate the ObServer Setup object. Assign the PelcoXPortal 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 PelcoXPortal OSM

The User ID, Coded Password, Endura System and Endura IP Address are configured using objects. The labels for the cameras and monitors need to be configured so they match the Pelco Endura system.

Use object engineering software to view and modify the module objects within the OSM.

Step 4 – Access Objects within the PelcoXPortal System

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

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