

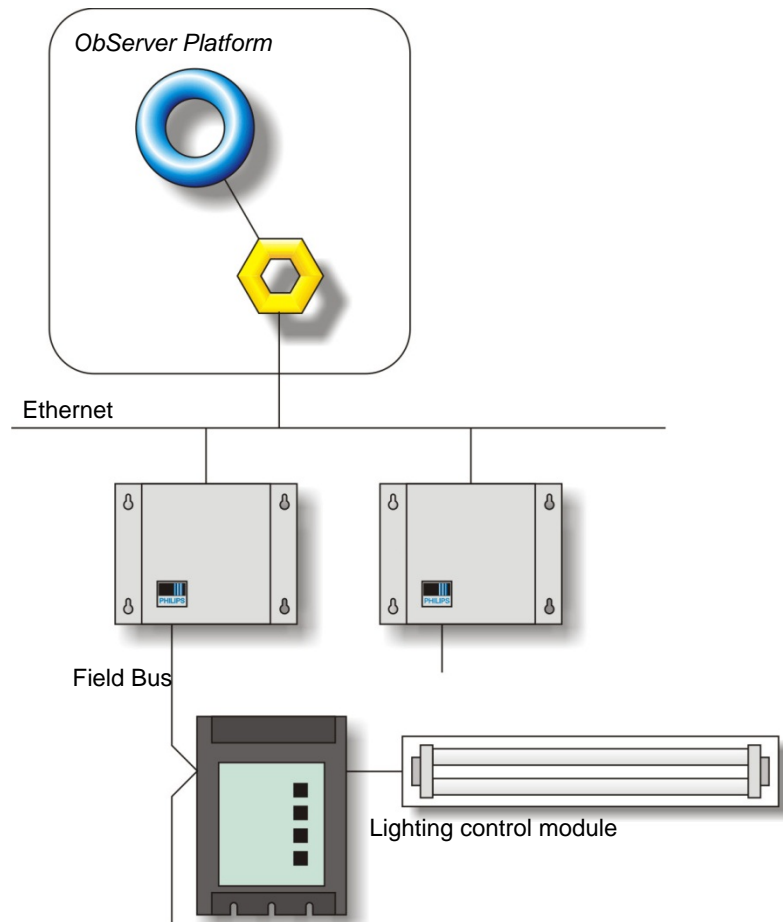
Product Engineering Guide

OSM v20 PhilipsLM v10

Introduction

The PhilipsLM OSM links a Philips ECS LightMaster Lighting System (ECS), to ObServer. This is an Ethernet based system, and the OSM connects directly via the platforms IP port.

The LightMaster system is a modular lighting system where LightMaster Area Controllers are networked together allowing access to Lighting Control Modules, which host the output lighting ports and the input sensors. The lighting ports provide variable lighting levels for luminaires.



Supported Range

- Philips ECS LightMaster 100 system

Alternative Interfaces

This driver is for Ethernet based networks. The LtMaster interface is available for CAN bus based controllers.

Notes

The LightMaster system does not report alarms to ObServer. If alarms are needed then an AlarmGen device will be required.

The LightMaster system does not provide logging facilities to ObServer. If logging of values is needed then a Data Manager will be required.

Engineering

Step 1 – Install OSM

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

Step 2 – Configure LightMaster System

Ensure the networking settings on the LightMaster system are set correctly, and that the device has been assigned an IP address, subnet mask and gateway.

Step 3 – Connect PC to LightMaster System

The computer running ObSys should be connected to the same network as the LightMaster System, or be routed such that it can connect to the Philips LightMaster system. The LightMaster OSM uses UDP at ports 51784 and 51784.

Step 4 – Plug in PhilipsLM OSM to ObServer

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

The Areas IP address, number and alarm destination are configured using objects. Use object engineering software to view and modify the module objects within the OSM.

Step 6 – Access Objects within the LightMaster System

Values from the LightMaster 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	LightMaster System connected to channel c	-	[PhilipsLM v10] ^[2]
Mc	LightMaster Module connected to channel c	-	[OSM v20\PhilipsLM 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.