

# Product Engineering Guide

## OSM v20 UserData v20

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### **Introduction**

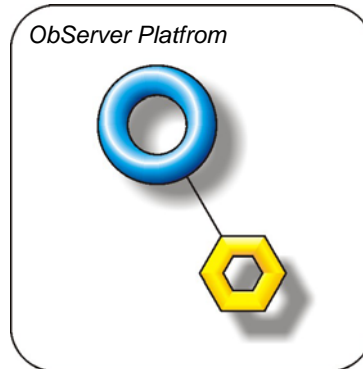
The UserData OSM connects to Observer, and holds information about objects. This information becomes a central store for users to view and adjust values other devices on their system.

There are different devices and applications that can use information within a UserData:

The ObView application, running on a PC elsewhere on the system,

An Html browser, (accessed via the ObHttp OSM)

An SMS text message mobile phone, (accessed via the GSMSMS OSM or Compass Point).



Each UserData holds pages of information; the pages hold information about engineer-defined topics. Topics might include heating, boilers, floor 1, lighting, etc.

Each page holds up to 16 pieces of data: data read periodically from elsewhere; or data to be sent elsewhere. The engineer decides the labels, value-ranges, etc.

The UserData OSM can have up to 60 pages.

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## **Engineering**

### **Step 1 – Install OSM**

The UserData 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 UserData OSM to ObServer**

Use object engineering software to locate the ObServer Setup object. Assign the UserData 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 UserData 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 Objects within the UserData Pages**

Each Object within the UserData Pages is configured to interact with a point on the system. Use object-engineering software to view and modify the objects within pages of the UserData System.

### **Step 5 – Test the UserData Pages**

Using object engineering software, scan the UserData Pages and check to see the correct values are being returned. If the ObHttp or the GSMSMS driver is being used to access the UserData pages, check that they can be used correctly.

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## Engineering Reference

### Objects

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

<b>Object</b> <sup>[1]</sup>	<b>Label</b>	<b>R/W</b>	<b>Type</b>
Sc <sup>[2]</sup>	UserData System connected to channel <i>c</i>	-	UserData
Mc <sup>[2]</sup>	UserData Module connected to channel <i>c</i>	-	<a href="#">[OSM v20\UserData v20]</a>

### 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.