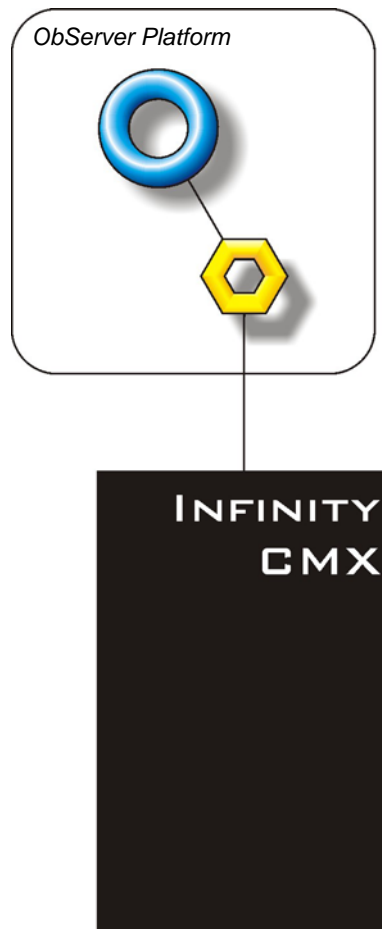


Product Engineering Guide

OSM v20 AndCLI v11

Introduction

The AndCLI OSM links an Andover Controls Infinity controller, using the optional Command Line Interface (CLI), to ObServer. An Andover controller contains a set of engineer-defined variables, and executes one or more control programs. A Command Line Interface (CLI) is required for the OSM to access the controller.



Supported Range

- Continuum Building Management System - Once connected to a controller fitted with a CLI, access to any controller on the BMS is possible.
- Infinity Building Management System - Once connected to a controller fitted with a CLI (such as MX, CX etc), access to any controller on the Infinet is possible.

Notes

An Andover controller does not have a fixed list of variables within it, and it cannot be scanned to determine the list of objects – the Object Database of a particular Andover controller must therefore be generated manually.

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

The Andover system does not provide logging facilities to ObServer. If logging of values is needed then a LogMax device will be required.

Engineering

Step 1 – Install OSM

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

Step 2 – Connect COM Port to Andover System

Using cable, connect the Andover Infinity UserPort (with CLI enabled) to a COM port of the PC. Refer to the section 'Cable' below for details of the cable.

Step 3 – Plug in AndCLI OSM to ObServer

Use object engineering software to locate the ObServer Setup object. Assign the AndCLI 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 4 – Configure AndCLI OSM

The COM port, logon name, logon password, device label, and other controller labels are configured using objects. Use object engineering software to view and modify the module objects within the OSM.

Step 5 – Define Objects within the Andover System

ObSys cannot scan the Infinity for a list of objects, so this must be engineered manually. Use Object Database editing software (ObEdit application) to define the list of values available from the Infinity controller.

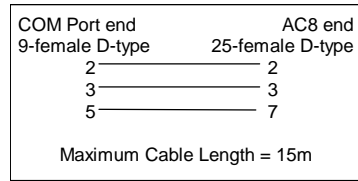
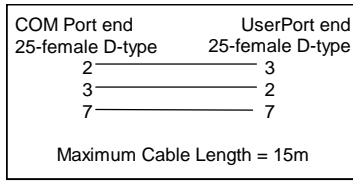
Step 6 – Access Objects within the Andover System

Values from the Andover system 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 the COM port and the Andover Infinity 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	AndCLI System connected to channel <i>c</i>	-	[AndCLI v11]
Mc	AndCLI Module connected to channel <i>c</i>	-	[OSM v20\AndCLI v11]

Notes

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