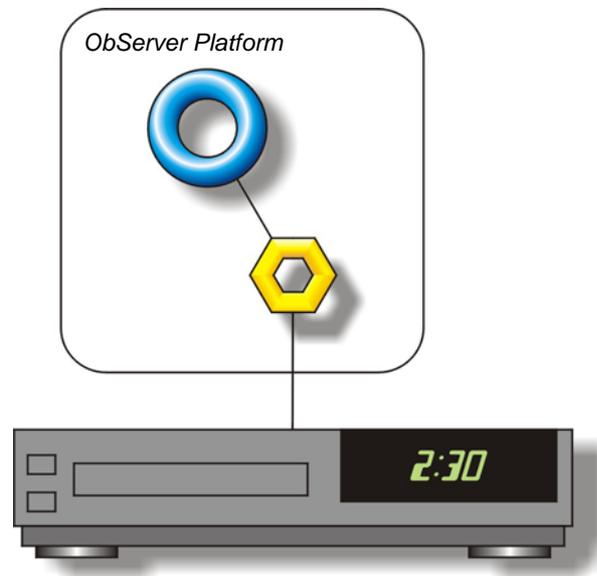


Product Engineering Guide

OSM v20 Asts964 v10

Introduction

The Asts964 OSM links the Asutsa TLVCR964 Video Cassette Recorder to ObServer. The unit is a time-lapse VCR suitable for the security industry, allowing different recording speeds and frame recording rates. Time-lapse VCRs record and play tapes more slowly by recording fewer images. This reduces the number of cassettes and subsequently storage space required for a site.



Supported Range

- Asutsa TLVCR964 Video Cassette Recorder - The VCR can be remotely accessed for play and record functions as well as all editing features and event triggering.

Notes

Event triggering - enabling/disabling recording - is achieved by taking a digital state from another system (for example a PIR sensor on a ZIP module) and using it to trigger the recording mechanism of the VCR. The record period and time lapse can be configured for individual triggers.

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

Engineering

Step 1 – Install OSM

The Asts964 OSM is installed automatically with all ObSys editions. Refer to the 'ObSys CD sleeve' for details on how to install ObSys.

Step 2 – Configure Asutsa System

The Asutsa VCR baud rate is switch-selectable. The actual switches are inside the VCR - refer to the Asutsa VCR documentation for location and setup.

Step 3 – Connect COM Port to Asutsa System

Using cable, connect the Asutsa video recorder to a COM port of the PC. Refer to the section 'Cable' below for details of the cable.

Step 4 – Plug in Asts964 OSM to ObServer

Use object engineering software to locate the ObServer Setup object. Assign the Asts964 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 Asts964 OSM

The COM port, baudrate, and alarm destination are configured using objects. Use object engineering software to view and modify the module objects within the OSM.

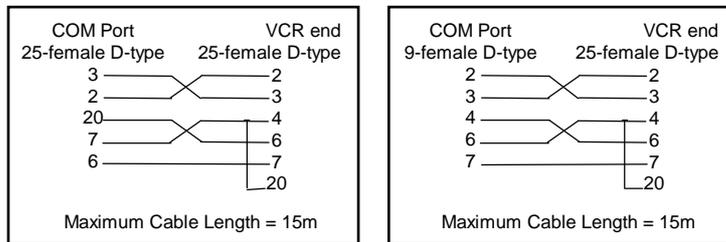
Step 6 – Access Objects within the Asutsa System

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

Engineering Reference

Cable Specification

The cable between COM port and the Asutsa system 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	Asts964 System connected to channel c	-	[Asts964 v10]
Mc	Asts964 Module connected to channel c	-	[OSM v20\Asts964 v10]

Notes

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