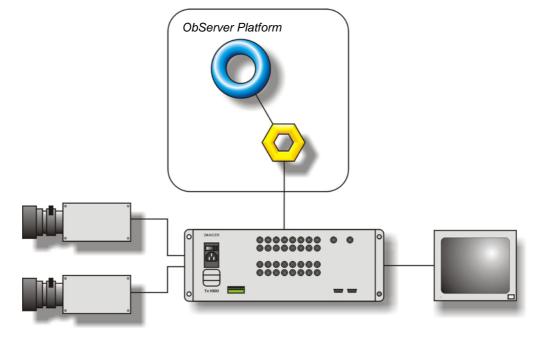
Product Engineering Guide

OSM v20 BBV1000 v10

Introduction

The BBV1000 OSM links Building Block Video's Tx1000 telemetry transmitter to ObServer. Up to 16 cameras (including PTZ type) can be connected on the matrix, and sequences can be created from these inputs for both of the monitors.



Supported Range

- ZMX+/BD/10 Up to 10 camera inputs and 10 alarm inputs Duplex multiplexer.
- ZMX+/BT/16 Up to 16 camera inputs and 16 alarm inputs Triplex multiplexer.
- ZMX+/CD/16 Up to 16 camera inputs and 16 alarm inputs Duplex multiplexer.
- ZMX+/CT/10 Up to 10 camera inputs and 10 alarm inputs Triplex multiplexer.

Notes

There is also a keypad emulation object that allows key-presses to be sent to the system.

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



Engineering

Step 1 – Install OSM

The BBV1000 OSM is installed automatically with all ObSys editions. Refer to the 'ObSys CD sleeve' for details on how to install ObSys.

Step 2 – Configure BBV System

The BBV system does not require configuring.

Step 3 – Connect COM Port to BBV System

Using cable, connect the BBV system to a COM port of the PC. Refer to the section 'Cable' below for details of the cable.

Step 4 – Plug in BBV1000 OSM to ObServer

Use object engineering software to locate the ObServer Setup object. Assign the BBV1000 OSM to an available channel. Refer to <u>'ObServer v20 Application Engineering Guide'.</u>

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 BBV1000 OSM

The COM port, alarm polling facilities, 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 BBV System

Values from the BBV 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 COM port and the 9-way D-type port, marked KEYPAD 1 on the Tx1000 is as follows:

| COM Port | Tx1000 end | | |
|----------------------------|-----------------|--|--|
| 25-female D-type | 9-female D-type | | |
| 2 | 2 | | |
| 3 | 3 | | |
| 7 | 5 | | |
| Maximum Cable Length = 15m | | | |

| COM Port 9-female D-type | Tx1000 end |
|-----------------------------|-----------------|
| 9-female D-type | 9-female D-type |
| 2 | 3 |
| 3 | 2 |
| 5 | 5 |
| Maximum Cable | e Length = 15m |

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 | Туре |
|-----------------------|---------------------------------------|-----|------------------------------|
| Sc | BBV System connected to channel c | - | [BBV1000 v10] ^[2] |
| Mc | BBV1000 Module connected to channel c | - | [OSM v20\BBV1000 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.

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