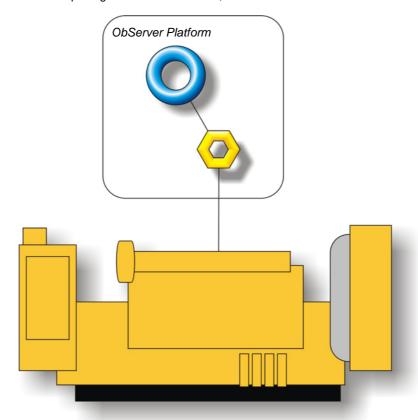
Product Engineering Guide

OSM v20 CATM5X v10

Introduction

The CATM5X OSM links a Caterpillar generator to ObServer, via the Customer Communication Module (CCM).



Engineering

Step 1 - Install OSM

The CATM5X OSM is installed automatically with all ObSys editions. Refer to the 'ObSys CD sleeve' for details on how to install ObSys.

Step 2 - Configure CATM5X CCM

The CATM5X requires the baud rate to be configured; the baud rate in the OSM is required to match this.

Step 3 – Connect COM Port to CATM5X CCM

Using cable, connect the CATM5X to a COM port of the PC. Refer to the section 'Cable' below for details of the cable.

Step 4 - Plug in CATM5X OSM to ObServer

Use object engineering software to locate the ObServer Setup object. Assign the CATM5X 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 CATM5X OSM

The baud rate (which should match baud rate of the CCM), COM port, and alarm object are configured using objects. Use object engineering software to view and modify the objects within the OSM.

Step 6 – Access Objects within the CATM5X CCM

Values from the CCM 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 CATM5X CCCM 25-way D-type is as follows:

COM Port	CCM 25-Way		
9-Way D-type	male D-type		
2 ———	2		
3 ———	3		
5 ———	 7		
1 ——	20		
4 ———	 8		
Maximum Cable 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	CATM5X CCM connected to channel c	-	[CATM5X v10] ^[2]
Mc	CATM5X Module connected to channel c	-	[OSM v20\ CATM5X 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.