# **Product Engineering Guide**

OSM v20 DMDVST v10

## Introduction

The DMDVST OSM links a Dedicated Micros DVST video transmission system via a DVST200 receiver to ObServer.

This OSM is not compatible with the DVST100 as it does not use MCI control.

Remote sites can be dialled up, enabling telemetry control of the cameras. The OSM is also capable of storing telephone numbers and passwords for up to 10 sites (or 'links').





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# Engineering

#### Step 1 – Install OSM

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

#### Step 2 – Configure DVST200 System

The DVST200 must be put into MCI control. To do so, enter setup mode on the keyboard by pressing the 'SETUP' key. At the CMD> prompt enter 'AUX=MCI' and then the 'ENTER' key (AUX2). The equals sign is generated by pressing <ALT> (AUX1) and then the 'U' (Camera 11). At the CMD> prompt enter 'QUIT' and then the 'ENTER' key (AUX2). This will store the changes made.

Note: if the ISDN line/s are connected to the DVST after power-on, then the DVST must be powered down for 10 seconds before it will recognise them.

### Step 3 – Connect COM Port to DVST200 System

Using cable, connect the 9-way D-type connector labelled 'AUX 3' to a COM port of the PC. Refer to the section 'Cable' below for details of the cable.

#### Step 4 – Plug in DMDVST OSM to ObServer

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

The COM port, baudrate, byte format, device label, link information, 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 DVST200 System

Values from the DVST200 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**

A DVST200 is connected to ObServer via the 9-way D-type connector labelled 'AUX 3'. The cable between COM port and the DVST200 system is as follows:



#### **Objects**

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

Laber		R/W	Туре
Sc DVST20	00 System connected to channel c	-	[DMDVST v10]
Mc DVST20	00 Module connected to channel c	-	[OSM v20\DMDVST v10]

#### Notes

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

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