

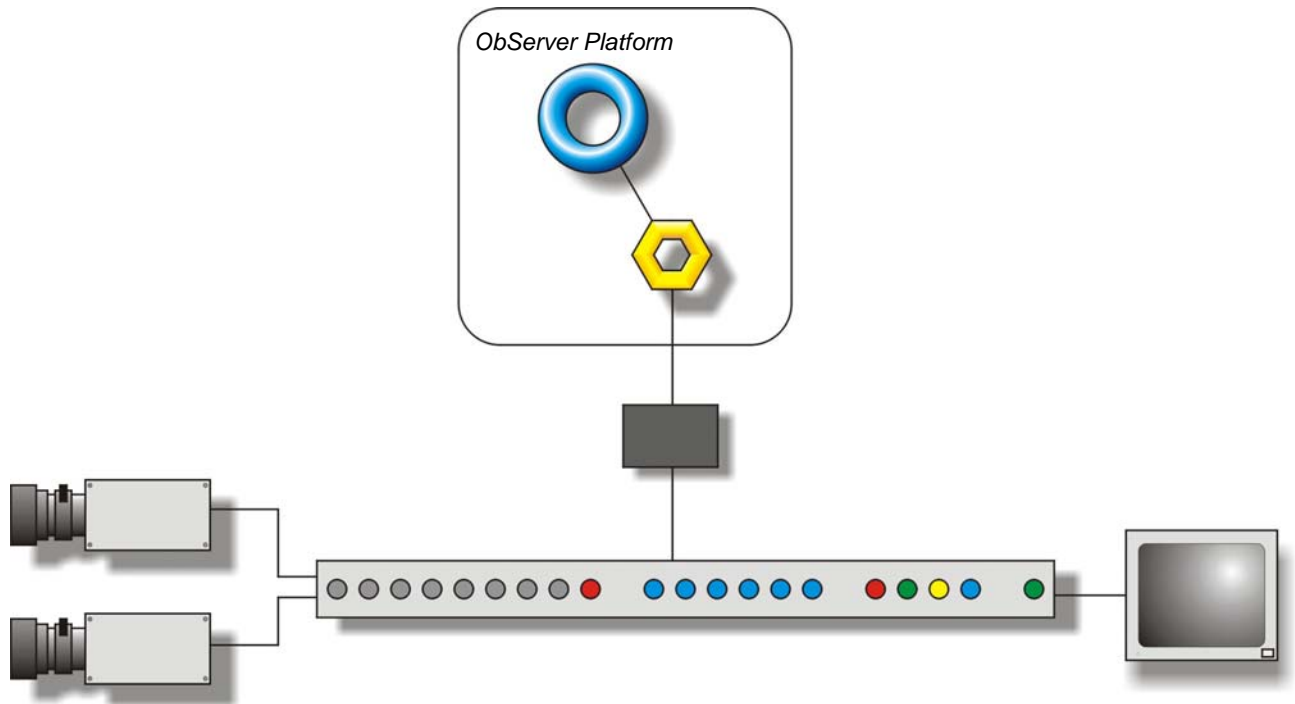
# Product Engineering Guide

## OSM v20 DmSprite v10

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### Introduction

The DmSprite OSM links a Dedicated Micros Sprite family digital multiplexer via a Dedicated Micros DMCC01A C-Bus adapter to ObServer. These include Digital Sprite, Sprite Lite, and Digital4. The DmSprite OSM allows control over camera / PTZ (Pan Tilt Zoom) / high speed domes and video monitors. If available, playback facilities and events can be selected.



### Supported Range

- Dedicated Micros Digital Sprite - combined digital multiplexer and recorder
- Dedicated Micros Sprite Lite - digital multiplexer
- Dedicated Micros Digital4 - digital multiplexer

### Notes

The C-Bus adapter and Sprite system must be re-powered after the OSM has been connected in order to establish communications.

As the functionality varies from model to model, not all objects will be available for certain systems. For example, playback facilities will not be available if the system has no recording abilities.

The DmSprite Compass Point cannot read all values from the multiplexer, so on reset the Point sets all objects to zero (or the zero state).

There is also a terminal object that allows commands to be sent to the system and the last message to be read.

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

The Sprite system does not provide logging facilities to ObServer. If logging of values is needed then a Data Manager will be required.

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## **Engineering**

### **Step 1 – Install OSM**

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

### **Step 2 – Configure Sprite System**

The address of the multiplexer must be established as the OSM uses this information to log on to it. To enter the menu system to find this, press and hold the mode/menu button. A password may be required (contact Dedicated Micros if not known). Press the mode/menu button until the System Options menu is on-screen. The Unit number is the multiplexer address and this number will have to be entered into the OSM (See Step 5).

The C-Bus adapter and Sprite system must be re-powered after the OSM has been connected in order to establish communications.

### **Step 3 – Connect COM Port to Sprite System**

Using cable, connect the C-Bus adapter's 25-way D-type connector to a COM port of the PC. Refer to the section 'Cable' below for details of the cable.

The C-Bus adapter and Sprite system must be re-powered after the OSM has been connected in order to establish communications.

### **Step 4 – Plug in Sprite OSM to ObServer**

Use object engineering software to locate the ObServer Setup object. Assign the DmSprite 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 Sprite OSM**

The COM port, device label, multiplexer address and device number are configured using objects. Use object engineering software to view and modify the module objects within the OSM.

### **Step 6 – Access Objects within the Sprite System**

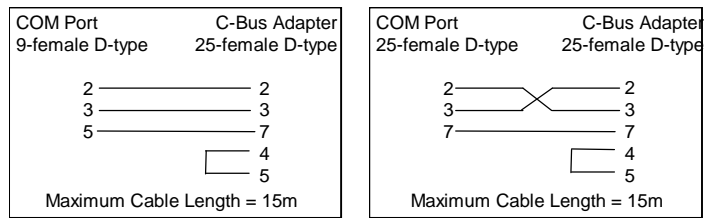
Values from the Sprite system are made available as objects from ObServer. Any object software that is connected to the ObServer can access these objects.

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## Engineering Reference

### Cable Specification

A Dedicated Micros Sprite family system is connected to the Compass Point via a DMCC01A C-Bus adapter. The cable between COM port and the 25-way D-Type connector is as follows:



### Objects

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

Object <sup>[1]</sup>	Label	R/W	Type
Sc	DmSprite System connected to channel <i>c</i>	-	[DmSprite v10]
Mc	DmSprite Module connected to channel <i>c</i>	-	[OSM v20\DmSprite v10]

### Notes

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