

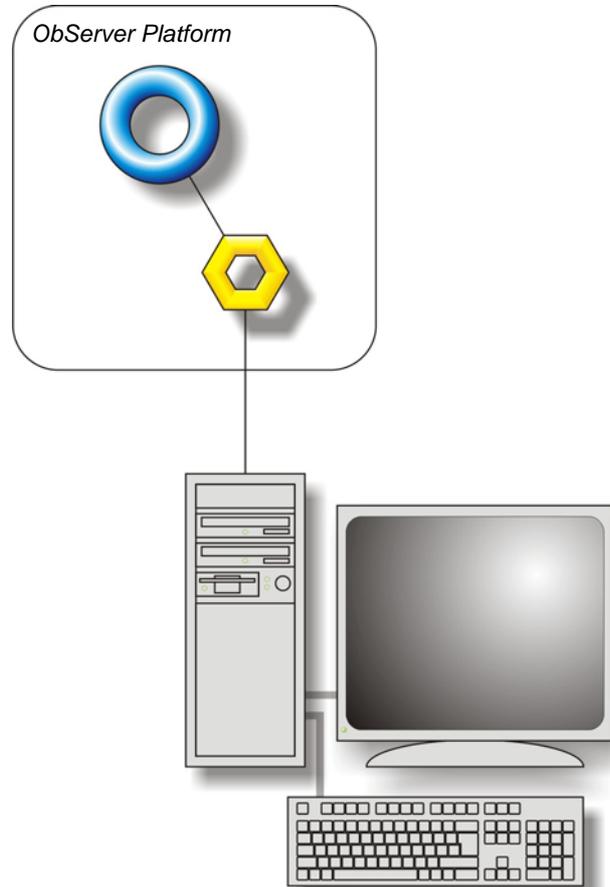
# Product Engineering Guide

OSM v20 Lbrtdcl v10

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## Introduction

The LBRTDCL OSM links Liebert DCLAN BMS Interface to Observer.



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## **Engineering**

### **Step 1 – Install OSM**

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

### **Step 2 – Configure Liebert DCLAN BMS Interface**

Install the Liebert DCLAN BMS Interface as required.

### **Step 3 – Connect COM Port to Liebert DCLAN BMS Interface**

Using cable, connect the Liebert DCLAN BMS Interface to a COM port of the PC. Refer to the section 'Cable' below for details of the cable.

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

Use object engineering software to locate the ObServer Setup object. Assign the LBRTDCL 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 LBRTDCL 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.

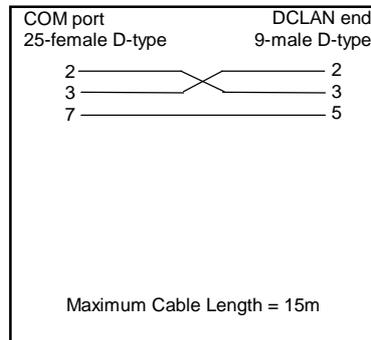
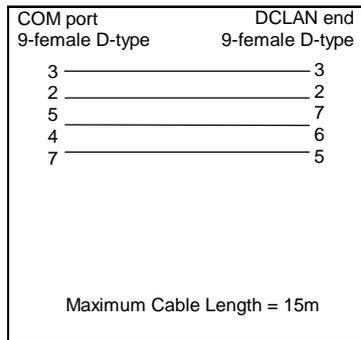
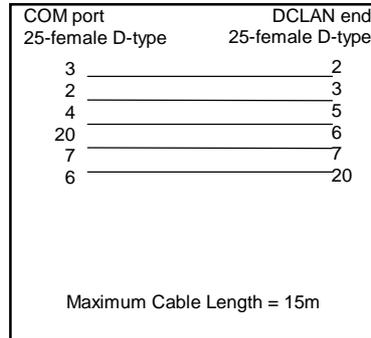
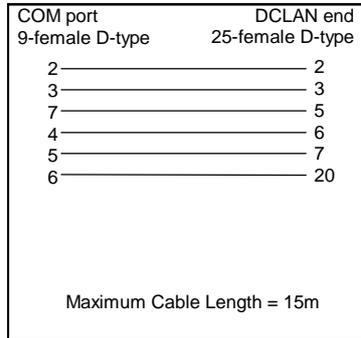
### **Step 6 – Access Objects within the Liebert DCLAN BMS Interface**

Values from the Liebert DCLAN BMS Interface 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 Liebert DCLAN BMS Interface 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	Liebert DCLAN BMS System connected to channel c	-	[LBRTDCL v10] <sup>[2]</sup>
Mc	LBRTDCL Module connected to channel c	-	[OSM v20] LBRTDCL 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.