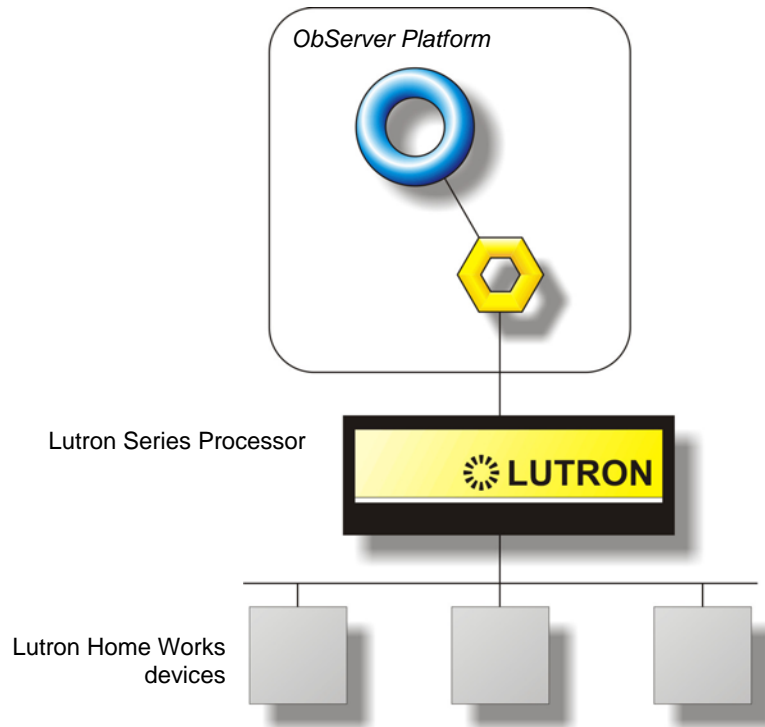


Product Engineering Guide

OSM v20 LutronHW v10

Introduction

The LutronHW OSM links the Lutron Home Works system to ObServer. The Lutron Home Works system manipulates the illuminated of a room by controlling light sand blinds.



Supported Range

- The Lutron Home Works System.

Notes

The LutronHW system does not report alarms to ObServer. If alarms are needed then an AlarmGen will be required.
The LutronHW system does not provide logging to ObServer. If logging is needed then a Data Manager will be required.

Engineering

Step 1 – Install OSM

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

Step 2 – Configure Lutron Home Works System

The Lutron Home Works system requires the configuration of the keypads and dimmer, which need to have address setup within them

Step 3 – Connect COM Port to Lutron Home Works System

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

Step 4 – Plug in LutronHW OSM to ObServer

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

The COM port, device label, baud rate and alarm destination are configured using objects. Use object engineering software to view and modify the module objects within the OSM.

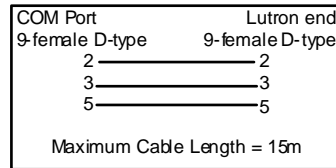
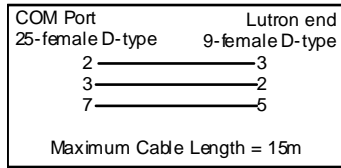
Step 6 – Access Objects within the Lutron Home Works System

Values from the Lutron Home Works 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 RS232 port on the PC is as follows:



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	Type
Sc	LutronHW System connected to channel c	-	[LutronHW v10]
Mc	LutronHW Module connected to channel c	-	[OSM v20\LutronHW v10]

Notes

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