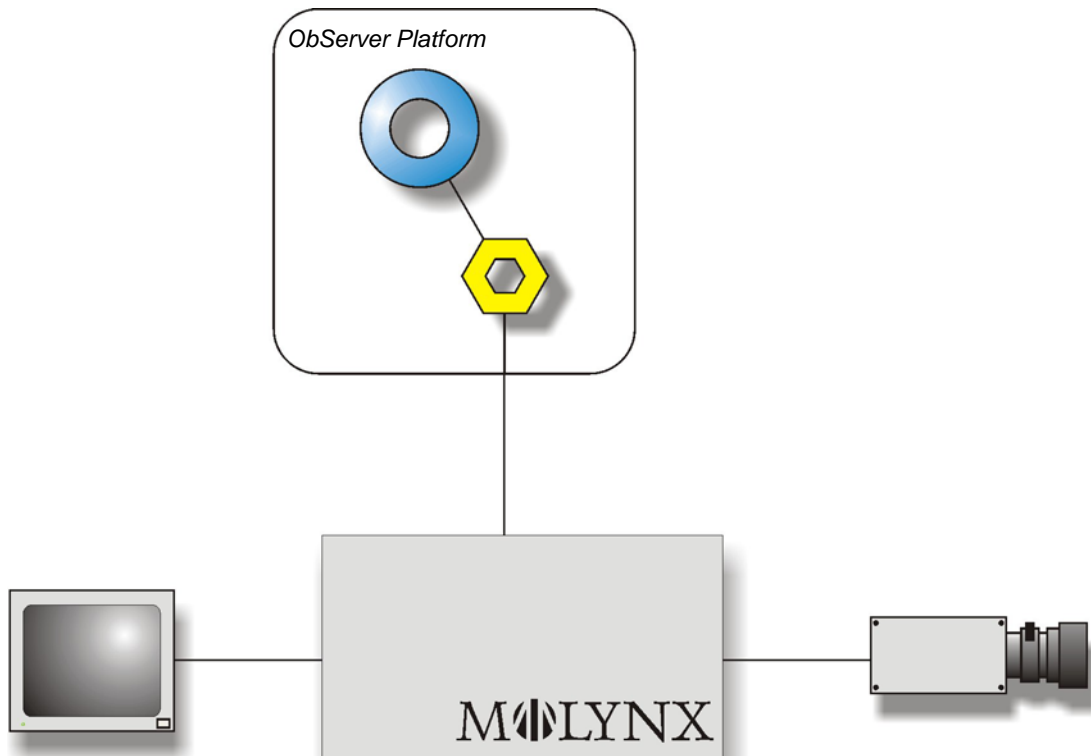# Product Engineering Guide

OSM v20 Molynx v10

Introduction

The Molynx OSM links Molynx CCTV system (using the TTX309/PCCON2 Command Set) to the ObServer.

Engineering

Step 1 – Install OSM

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

Step 2 – Configure Molynx System

Engineering of the Molynx System needs to be completed before making a connection to ObServer.

Step 3 – Connect COM Port to Molynx System

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

Step 4 – Plug in Molynx OSM to ObServer

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

The COM port is are configured using objects. Use object engineering software to view and modify the module objects within the OSM.
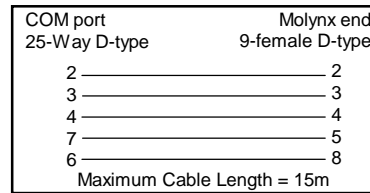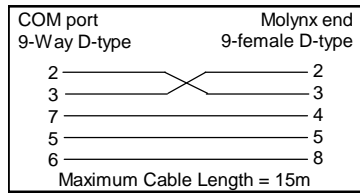
Step 6 – Access Objects within the Molynx System

Values from the Molynx 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 top of the two 9-way D-type connectors on the VisiLynx II serial card marked "PCCON" is as follows:

```
COM port              Molynx end
9-Way D-type          9-female D-type
    2 ─────────╲  ╱───────── 2
    3 ──────────╳──────────── 3
    7 ─────────╱  ╲───────── 4
    5 ───────────────────── 5
    6 ───────────────────── 8
    Maximum Cable Length = 15m
```

```
COM port              Molynx end
25-Way D-type         9-female D-type
    2 ───────────────────── 2
    3 ───────────────────── 3
    4 ───────────────────── 4
    7 ───────────────────── 5
    6 ───────────────────── 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	Type
S*c*	Molynx System connected to channel *c*	-	*[Molynx v10]* [2]
M*c*	Molynx Module connected to channel *c*	-	*[OSM v20\Molynx 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.