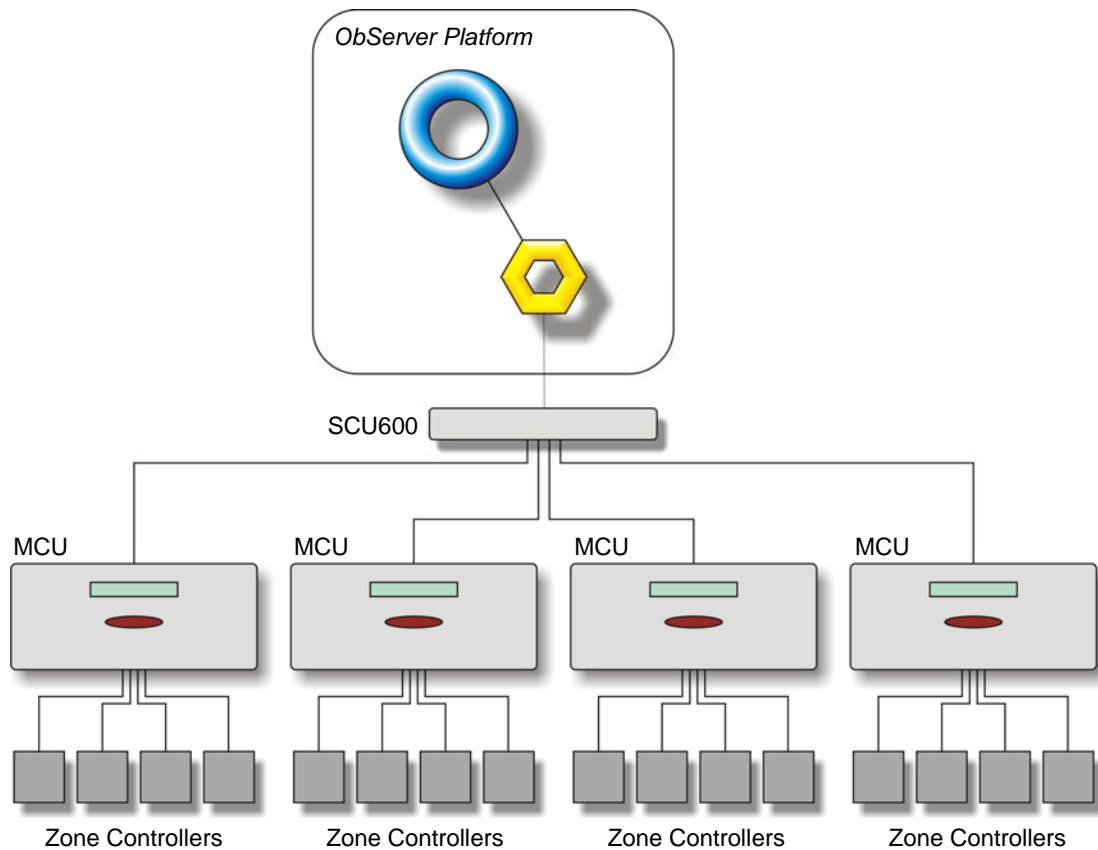


Product Engineering Guide

OSM v20 Opus v10

Introduction

The Opus OSM links an Opus Audio system via an SCU600 to ObServer. The system consists of up to six MCUs (Master Control Units) each of which can have up to four 'Zones' attached.



Supported Range

- Opus Audio System via a SCU600

Notes

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

Engineering

Step 1 – Install OSM

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

Step 2 – Configure Opus System

After installing the Opus system set the 16 dip switch's on the back of the SCU600 marked '*keypad emulation*' to the OFF position.

Step 3 – Connect COM Port to Opus System

Using cable, connect the Opus system to a COM port of the PC, via the SCU600 D-type connector marked RS232. Refer to the section 'Cable' below for details of the cable.

Step 4 – Plug in Opus OSM to ObServer

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

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

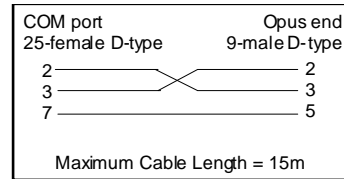
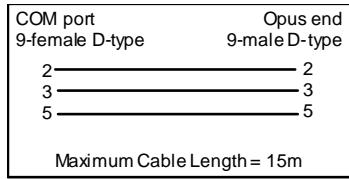
Step 6 – Access Objects within the Opus system

Values from the Opus 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 the COM Port and the Opus SCU600 D-type connector marked RS232 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	Opus System connected to channel c	-	[Opus v10] ^[2]
Mc	Opus Module connected to channel c	-	[OSM v20\Opus 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.