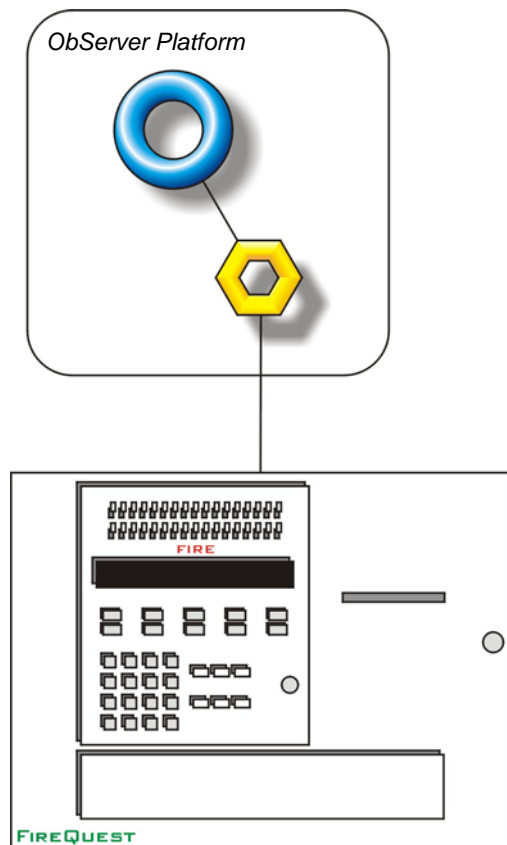


Product Engineering Guide

OSM v20 PSS v10

Introduction

The PSS OSM links the PSS FireQuest fire detection system to ObServer. Alarm states can be monitored for each device, loop, or zone, as well as for the panel as a whole. The panel can be reset and have its sounders set to silence/evacuate.



Supported Range

- PSS FireQuest – Up to 2 loops each with 128 detectors, plus 30 Zones.
- PSS FireQuest 24 – Up to 4 loops each with 128 detectors, plus 24 Zones.
- PSS FireQuest Plus – Up to 16 loops each with 128 detectors, plus 128 Zones.

Notes

The PSS system can report alarms to ObServer.

Engineering

Step 1 – Install OSM

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

Step 2 – Connect COM Port to PSS System

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

Step 3 – Plug in PSS OSM to ObServer

Use object engineering software to locate the ObServer Setup object. Assign the Pss 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 4 – Configure PSS OSM

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

Step 5 – Access Objects within the Pss System

Values from the Pss 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 Pss Phono to 9-way D-type comms cable is as follows:

COM port	Pss Comms Cable	COM port	Pss Comms Cable
25-female D-type	9-male D-type	9-female D-type	9-male D-type
2	3	2	2
3	2	3	3
7	5	5	5
Maximum Cable Lengths = 15m		Maximum Cable Lengths = 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
Sc	PSS FireQuest system connected to channel c	-	[Pss v10]
Mc	PSS FireQuest Module connected to channel c	-	[OSM v20\Pss v10]

Notes

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