

# Product Engineering Guide

## OSM v20 SkiData v10

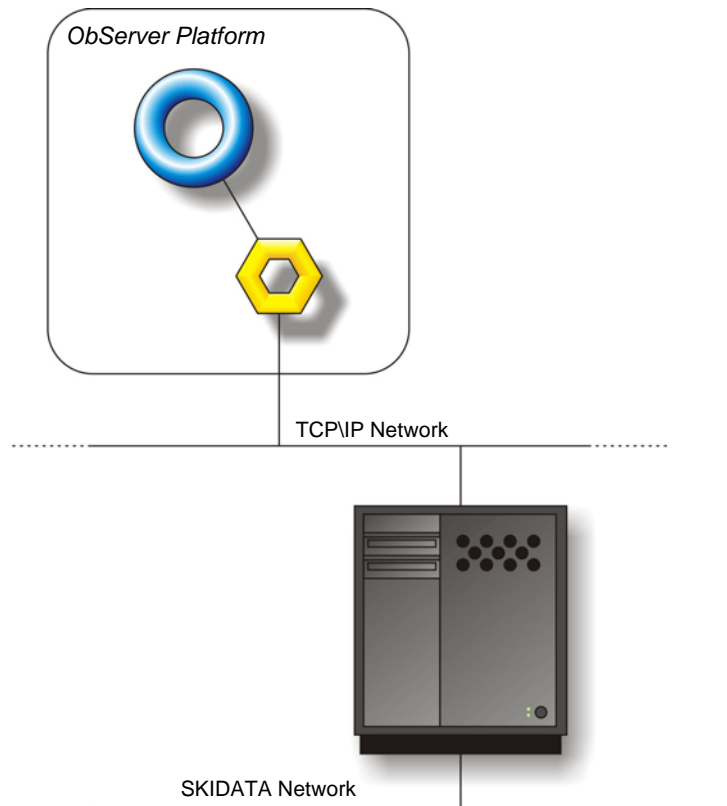
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### Introduction

The SkiData OSM interface communicates with the APT SkiData car access control equipment, connecting to the TCP/IP Hostcom interface of the APT SkiData parking logic software. The SkiData OSM communicates with a site, potentially comprising of several car parks each with several devices (pay-on-foot machines, entry/exit columns, sign, door reader, etc.) and counting areas/categories.

The SkiData OSM can:

- Automatically scan the SkiData system to discover car parks, devices, counting areas and categories
- Read the status of individual devices
- Control individual devices (e.g. open/close/lock barrier)
- Globally control all devices within a car park (e.g. fire mode, lock all, etc.)
- Read and adjust occupancy values for parking areas and categories
- Control traffic signals
- Route alarm message events from a device (e.g. barrier impact)



### Supported System

The SkiData OSM supports the Hostcom interface of the APT SkiData. Version 18.00.02 or later is required.

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## **Engineering**

### **Step 1 – Install OSM**

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

### **Step 2 – Configure APT SkiData System**

Enable and configure the Host Communication module of the APT SkiData parking system software.

The following parameters are recommended:

- Enable Host connection
- Protocol type: Standard II
- Process type: Entire facility
- Enable Permanent connection
- Disable Logon required
- IP address of host: leave blank
- Transfer data: enable all options
- Timeouts: use default settings

### **Step 3 – Connect Ethernet Port to the SkiData LAN**

The SkiData OSM connects to the APT SkiData software using a TCP/IP connection. Check the SkiData server is reachable from the location of where the OSM is installed.

### **Step 4 – Plug in the SkiData OSM to ObServer**

Use object-engineering software, such as ObView, to locate the ObServer Setup object. Assign the SkiData 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 the SkiData interface within the OSM**

Configure the APT SkiData server IP address and facility number. The facility number is usually a six digit number (the first few digits indicating a county code, e.g. UK facility numbers begin 55).

A system label, alarm destination and alarm filter options may also be configured. Use object-engineering software to view and modify the objects within the OSM.

The connection state object will indicate once the OSM has established a TCP/IP network connection with the SkiData server.

### **Step 6 – Access Objects within the SkiData System**

Values from the SkiData system are made available as objects from ObServer. Any object software that is connected to the ObServer can access these objects.

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## Engineering Reference

### Objects

When the OSM is loaded the following objects are created within ObServer, use object software to access these objects.

<b>Object<sup>[1]</sup></b>	<b>Label</b>	<b>R/W</b>	<b>Type</b>
Sc	SkiData System connected to channel <i>c</i>	-	[SkiData v10] <sup>[2]</sup>
Mc	SkiData Module connected to channel <i>c</i>	-	[OSM v20\SkiData 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.

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## Notes

### Revision History

<b>Version</b>	<b>Build Date</b>	<b>Details</b>
1.0	03/01/2008	Driver released.