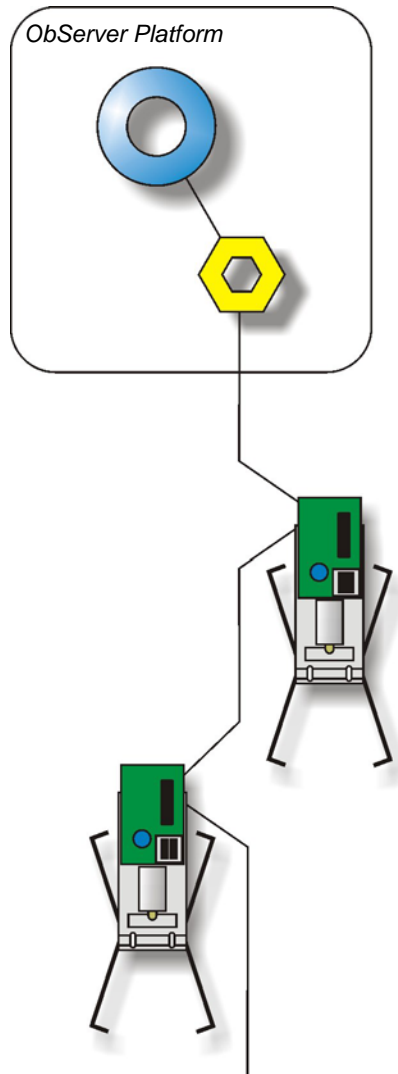


Product Engineering Guide

OSM v20 Titus v10

Introduction

The Titus OSM links Titus Zeon damper controller to ObServer. Up to 16 controllers can be networked together, and accessed using a single Titus OSM. The Titus OSM requires an RS 485 card to be fitted to the PC before a link between the Module and the Titus Zeon damper controller can be created.



Engineering

Step 1 – Install OSM

The Titus 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 Titus System

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

Step 3 – Plug in Titus OSM to ObServer

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

The COM port is configured using objects. Use object engineering software to view and modify the module objects within the OSM.

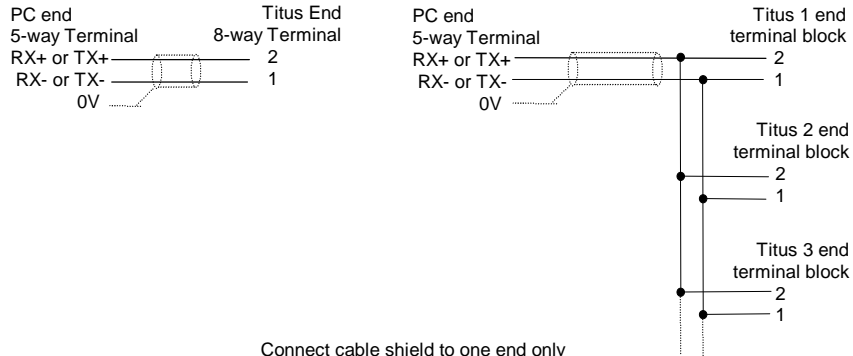
Step 5 – Access Objects within the Titus System

Values from the Titus 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 Titus Zeon damper controller is as follows:



Connect cable shield to one end only
Maximum Cable Lengths = 1000m

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 | Titus System connected to channel c | - | [Titus v10] |
| Mc | Titus Module connected to channel c | - | [OSM v20\Titus v10] |

Notes

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