

# Product Engineering Guide

## OSM v20 VDesktop v10

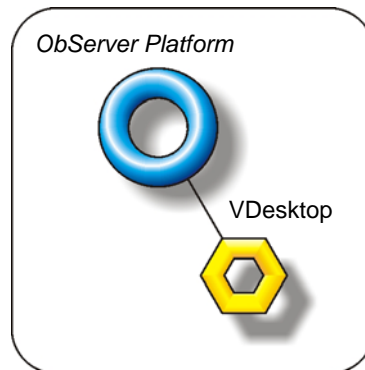
---

### **Introduction**

The VDesktop OSM links an AD Holdings' Video Desktop system running on Windows, to ObServer. AD Holdings' video servers can be accessed, allowing live images to be viewed. The user has control over the camera displayed, display mode and picture resolution.

The VDesktop OSM is configured with its own TCP/IP address, and a list of addresses for the video servers. VDesktop uses Windows Sockets software (provided with the PC's Operating System) to communicate across the high-level network.

The Video Desktop system port must be set to the default value of 3000 (decimal). This is found in the Vdesktop.ini file (RCTelnet=NNNN).



---

## **Engineering**

### **Step 1 – Install OSM**

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

### **Step 2 – Determine TCP/IP Addresses of PCs and Video Servers**

Determine the TCP/IP addresses of your PC and all of the video servers that are needed to be viewed. You may need to speak with the Network Administrator of the high-level network to find these addresses, and also to check that use of port 3000 is acceptable.

### **Step 4 – Plug in VDesktop OSM to ObServer**

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

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

### **Step 6 – Access Objects within the Video Desktop System**

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

---

## 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	VDesktop System connected to channel c	-	[VDesktop v10]
Mc	VDesktop Module connected to channel c	-	[OSM v20\VDesktop v10]

### Notes

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