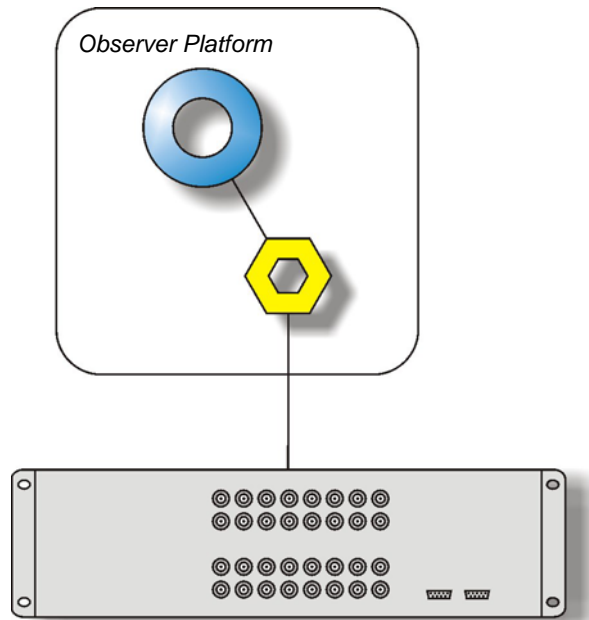# Product Engineering Guide

OSM v20 VcnArora v10

Introduction

The VcnArora OSM links the Vicon AurorA digital video multiplexer to ObServer, and allows control of the multiplexer from ObServer. Using 'Views', the AurorA can be integrated with detector status to control the monitor display.

Engineering

Step 1 – Install OSM

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

Step 2 – Configure Andover System

The digital multiplexer includes two RS232 ports that may be used to connect to the OSM or printer. The serial port should be set to: Host Mode, 9600 baud, No parity, 2 stop (default settings for serial port 2).

Step 3 – Connect Compass Point to the Vicon AurorA digital video multiplexer

Using cable, connect the Vicon AurorA digital video multiplexer to the COM port of the PC. Refer to the section 'Cable' below for details of the cable.

Step 4 – Plug in VcnArora OSM to ObServer

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

The baudrate, device number and alarm polling facilities are configured using objects. Use object engineering software to view and modify the module objects within the OSM.

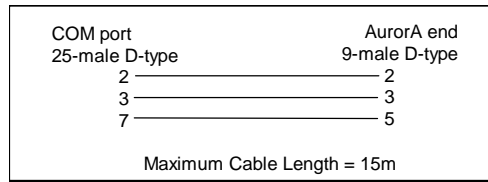### *Step 6 – Access Objects within the Andover System*

Values from the Andover 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 Andover hardware is as follows:

```
COM port                          AurorA end
25-male D-type                    9-male D-type
          2 ─────────────────── 2
          3 ─────────────────── 3
          7 ─────────────────── 5

         Maximum Cable Length = 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
S*c*	VcnArora System connected to channel *c*	-	*[VcnArora v10]*
M*c*	VcnArora Module connected to channel *c*	-	*[OSM v20\VcnArora v10]*

Notes

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