

MASTER VIEW PRO



USER MANUAL

CS-228

2005-11-29

FCC Information

Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy, and if not installed and used in accordance with the instruction manual, may cause interference to radio communications.

However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- ◆ Reorient or relocate the receiving antenna.
- ◆ Increase the separation between the equipment and receiver.
- ◆ Connect the equipment into an outlet on a circuit different from that which the receiver is connected.
- ◆ Consult the dealer or an experienced radio/television technician for help.

All contents of this package, including products, packing materials and documentation comply with RoHS.



User Notice

All information, documentation, and specifications contained in this manual are subject to change without prior notification by the manufacturer. The manufacturer makes no representations or warranties, either expressed or implied, with respect to the contents hereof and specifically disclaims any warranties as to merchantability or fitness for any particular purpose. Any of the manufacturer's software described in this manual is sold or licensed 'as is'. Should the programs prove defective following their purchase, the buyer (and not the manufacturer, its distributor, or its dealer), assumes the entire cost of all necessary servicing, repair and any incidental or consequential damages resulting from any defect in the software.

The manufacturer of this system is not responsible for any radio and/or TV interference caused by unauthorized modifications to this device. It is the responsibility of the user to correct such interference.

The manufacturer is not responsible for any damage incurred in the operation of this system if the correct operational voltage setting was not selected prior to operation. **PLEASE VERIFY THAT THE VOLTAGE SETTING IS CORRECT BEFORE USE.**

Safety Instructions

General

- ◆ Read all of these instructions. Save them for future reference.
- ◆ Follow all warnings and instructions marked on the device.
- ◆ Do not place the device on any unstable surface (cart, stand, table, etc.). If the device falls, serious damage will result.
- ◆ Do not use the device near water.
- ◆ Do not place the device near, or over, radiators or heat registers.
- ◆ The device cabinet is provided with slots and openings to allow for adequate ventilation. To ensure reliable operation, and to protect against overheating, these openings must never be blocked or covered.
- ◆ The device should never be placed on a soft surface (bed, sofa, rug, etc.) as this will block its ventilation openings. Likewise, the device should not be placed in a built in enclosure unless adequate ventilation has been provided.
- ◆ Never spill liquid of any kind on the device.
- ◆ Unplug the device from the wall outlet before cleaning. Do not use liquid or aerosol cleaners. Use a damp cloth for cleaning.
- ◆ The device should be operated from the type of power source indicated on the marking label. If you are not sure of the type of power available, consult your dealer or local power company.
- ◆ The device is equipped with a 3-wire grounding type plug. This is a safety feature. If you are unable to insert the plug into the outlet, contact your electrician to replace your obsolete outlet. Do not attempt to defeat the purpose of the grounding-type plug. Always follow your local/national wiring codes.
- ◆ Do not allow anything to rest on the power cord or cables. Route the power cord and cables so that they cannot be stepped on or tripped over.
- ◆ If an extension cord is used with this device make sure that the total of the ampere ratings of all products used on this cord does not exceed the extension cord ampere rating. Make sure that the total of all products plugged into the wall outlet does not exceed 15 amperes.

- ◆ To help protect your system from sudden, transient increases and decreases in electrical power, use a surge suppressor, line conditioner, or un-interruptible power supply (UPS).
- ◆ Position system cables and power cables carefully; be sure that nothing rests on any cables.
- ◆ When connecting or disconnecting power to hot-pluggable power supplies, observe the following guidelines:
 - ◆ Install the power supply before connecting the power cable to the power supply.
 - ◆ Unplug the power cable before removing the power supply.
 - ◆ If the system has multiple sources of power, disconnect power from the system by unplugging all power cables from the power supplies.
- ◆ Never push objects of any kind into or through cabinet slots. They may touch dangerous voltage points or short out parts resulting in a risk of fire or electrical shock.
- ◆ Do not attempt to service the device yourself. Refer all servicing to qualified service personnel.
- ◆ If the following conditions occur, unplug the device from the wall outlet and bring it to qualified service personnel for repair.
 - ◆ The power cord or plug has become damaged or frayed.
 - ◆ Liquid has been spilled into the device.
 - ◆ The device has been exposed to rain or water.
 - ◆ The device has been dropped, or the cabinet has been damaged.
 - ◆ The device exhibits a distinct change in performance, indicating a need for service.
 - ◆ The device does not operate normally when the operating instructions are followed.
- ◆ Only adjust those controls that are covered in the operating instructions. Improper adjustment of other controls may result in damage that will require extensive work by a qualified technician to repair.

Rack Mounting

- ◆ Before working on the rack, make sure that the stabilizers are secured to the rack, extended to the floor, and that the full weight of the rack rests on the floor. Install front and side stabilizers on a single rack or front stabilizers for joined multiple racks before working on the rack.
- ◆ Always load the rack from the bottom up, and load the heaviest item in the rack first.
- ◆ Make sure that the rack is level and stable before extending a device from the rack.
- ◆ Use caution when pressing the device rail release latches and sliding a device into or out of a rack; the slide rails can pinch your fingers.
- ◆ After a device is inserted into the rack, carefully extend the rail into a locking position, and then slide the device into the rack.
- ◆ Do not overload the AC supply branch circuit that provides power to the rack. The total rack load should not exceed 80 percent of the branch circuit rating.
- ◆ Ensure that proper airflow is provided to devices in the rack.
- ◆ Do not step on or stand on any device when servicing other devices in a rack.

Package Contents

The complete CS-228 package consists of:

- ◆ 1 CS-228 KVM Switch with Stacking Pads
- ◆ 1 Power Adapter
- ◆ 1 Rack Mounting Kit
- ◆ 1 User Manual

Check to make sure that all the components are present and that nothing got damaged in shipping. If you encounter a problem, contact your dealer.

Read this manual thoroughly and follow the installation and operation procedures carefully to prevent any damage to the unit, and/or any of the devices connected to it.

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About This Manual

This User Manual is provided to help you get the most from your CS-228 system. It covers all aspects of installation, configuration and operation. An overview of the information found in the manual is provided below.

Overview

Chapter 1, Introduction, introduces you to the CS-228 System. Its purpose, features and benefits are presented, and its front and back panel components are described.

Chapter 2, Installation, describes stacking and rack mounting, how to set up a single or multiple stage installation, and the basic operation of the CS-228.

Chapter 3, OSD Operation, provides a complete description of the CS-228's OSD (On Screen Display), and how to work with it.

An Appendix at the end of the manual provides specifications and other technical information regarding the CS-228.

Conventions

This manual uses the following typographical conventions:

- Courier** Indicates text that you should key in.
- [] Indicates keys you should press. For example, [Enter] means to press the **Enter** key. If keys need to be *chorded*, they appear together in the same bracket with a plus sign between them: [Ctrl+Alt].
1. Numbered lists represent procedures with sequential steps.
- ◆ Bullet lists provide information, but do not involve sequential steps.
- Indicates movement through a series. For example, Start → Run means to open the *Start* menu, and then select *Run*.
- ⚠ Indicates critical information.

Chapter 1.

Introduction

Overview

The CS-228 KVM Switch is a control unit that allows two independent keyboard, mouse, and monitor consoles to access eight computers, either independently or on a multi-user shared basis. A CS-228 can control up to 8 computers directly. By cascading it down to a CS-138A, CS-9138, CS-128A, or CS-124A, up to 9 units (the CS-228 plus eight cascaded ones), can control up to 64 computers.

Setup is fast and easy - plugging cables into their appropriate ports is all that is entailed. There are no installation routines or complex software programs to configure. Because the CS-228 intercepts keyboard input directly, it works on most hardware platforms and with most operating systems.

The CS-228 provides a convenient OSD (On Screen Display) function that allows either of the two consoles to access any computer connected to the system by means of an on screen, menu-driven interface. A powerful *Quick View Scan* feature allows auto scanning and monitoring of the activities of all operating computers on the installation one-by-one.

For security, two level password protection (administrator and user), prevents unauthorized access to the computers. Responding to the growing use of audio input/output in the workstation space, the CS-228 has been designed with built in microphone and speaker support, as well.

There is no better way to save time and money than with a CS-228 installation. By allowing all the computers to be managed from two separate consoles, a CS-228 installation: (1) eliminates the expense of having to purchase a separate keyboard, monitor, and mouse for each computer; (2) saves all the space those extra components would take up; (3) saves on energy costs; and (4) eliminates the inconvenience and wasted effort involved in constantly moving around from one computer to another, while allowing a single user to access the computers from several different convenient locations, or for two users to share them.

Features

- ◆ 2 Consoles Control 8 Computers
- ◆ One or Two Users Can Operate Up To 64 Computers (via cascade to CS-138A, CS-9138, CS-128A, or CS-124A) At The Same Time
- ◆ Each Console Has Its Own Access Control
- ◆ Port Selection via OSD (On Screen Display)
- ◆ Auto Expansion of The OSD Port List For Cascaded Installations
- ◆ OSD Automatically Adjusts to Resolution Changes
- ◆ Hot Pluggable - Add or Remove any Computer without Powering Off the Switch
- ◆ Auto Scan Function Provides Easy Monitoring of All Computers
- ◆ Supports 1920 x 1440 Resolution; DDC2 (Display Data Channel 2)
- ◆ PS/2 Compatible Mouse Support: Microsoft Intellimouse Pro, Logitech FirstMouse, FirstMouse+, Support*
- ◆ Audio (Microphone and Speaker) Support
- ◆ Special Design For Easy Stacking

- * 1. PS/2 compatible mouse support is for three button (wheel) mice
- 2. The Logitech Mouse Ware program's *Change Device* procedure does not work on Microsoft NT systems.

Hardware Requirements

Consoles

- ◆ A VGA, SVGA, or Multisync monitor capable of the highest resolution that you will be using on any computer in the installation.

Note: If a monitor switches to a computer using a resolution that is higher than the resolution that the monitor can support, serious damage to the monitor may result.

- ◆ A PS/2 style mouse
- ◆ A PS/2 style keyboard
- ◆ Microphone and Speakers (Optional)

Computers

The following equipment must be installed on each computer:

- ◆ A VGA, SVGA or Multisync card
- ◆ Either a 6-pin mini-DIN (PS/2 style), or DB-9 (standard serial), mouse port.
- ◆ Either a 6-pin mini-DIN (PS/2 style) keyboard port with +5V DC on pin 4 and Ground on pin 3, or a 5-pin DIN (AT style) keyboard port with +5V DC on pin 5 and ground on pin 4

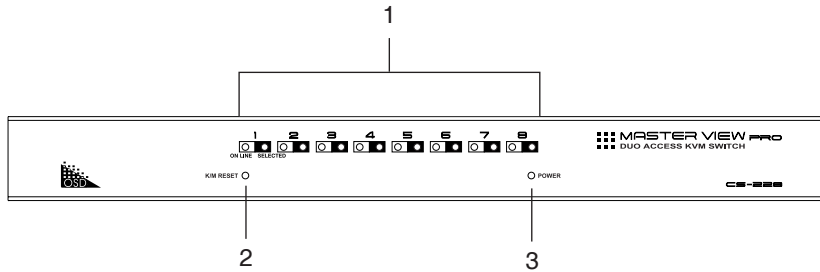
Cables

Use of substandard cables may damage the connected devices or degrade overall performance. For optimum signal integrity and to simplify the layout, we strongly recommend that you use the following high quality CS Custom Cable sets:

Cable Type	Length	Part Number
PS/2 KVM	1.8m	2L-1701P
PS/2 KVM	3m	2L-1703P
PS/2 KVM	5m	2L-1705P
PS/2 KVM	10m	2L-1710P

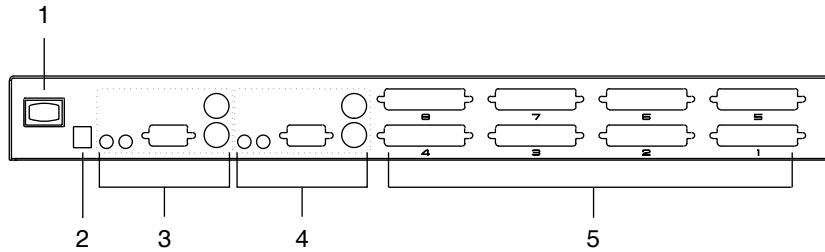
- Note:** 1. If your computer uses a standard AT style keyboard socket you will need to purchase a PS/2-to-AT keyboard adapter in order to plug the cable into the computer's keyboard port.
2. If your computer uses a standard 9 pin serial port for the mouse, you will need to purchase a PS/2-to-Serial mouse adapter in order to plug the cable into the computer's serial port.

Front View



No.	Component	Description
1	Port LEDs	<ul style="list-style-type: none"> An <i>On Line</i> LED lights ORANGE to indicate that the computer attached to its corresponding port is up and running. If the LED is flashing, it indicates that the Port is being used for Cascading to another switch. A <i>Selected</i> LED lights GREEN to indicate that the computer attached to its corresponding port is the one that has the KVM focus.
2	K/M Reset	If the keyboard and mouse get stuck and need to be reset, press this semi-recessed switch in with a thin object, such as a paper clip or a ballpoint pen.
3	Power LED	Lights BLUE to indicate that the unit is turned on and receiving power.

Rear View



No.	Component	Description
1	Power Switch	This is a standard rocker switch that powers the unit On and Off.
2	Power Jack	The power adapter cable plugs in here.
3	Console 2 Section	The microphone, speakers, monitor, keyboard and mouse that belong to Console 2 plug in here.
4	Console 1 Section	The microphone, speakers, monitor, keyboard and mouse that belong to Console 1 plug in here.
5	KVM Port Section	Use CS Custom Cables (as specified in the Cables section on p. 4), to connect any available port to the computers you are installing, or to cascade second stage CS-228 KVM switches.

Chapter 2.

Hardware Setup

Before You Begin



1. Important safety information regarding the placement of this device is provided on p. iv. Please review it before proceeding.
2. Make sure that power to all the devices you will be connecting up have been turned off. You must unplug the power cords of any computers that have the *Keyboard Power On* function.

Stacking and Rack Mounting

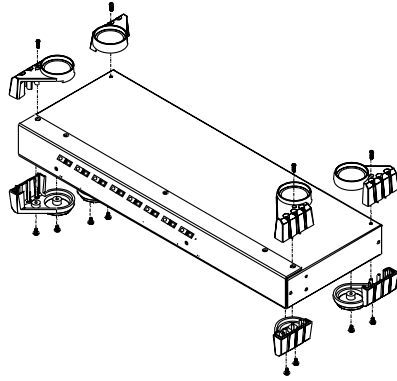
Stacking

1. The unit comes with the stacking brackets already attached. Note that there is a top and bottom half to each bracket. The top half has a convex surface; the bottom half has a concave surface.
2. Line up the four bottom brackets of the top unit with the four top brackets of the bottom unit; then fit the top unit down onto the bottom unit.

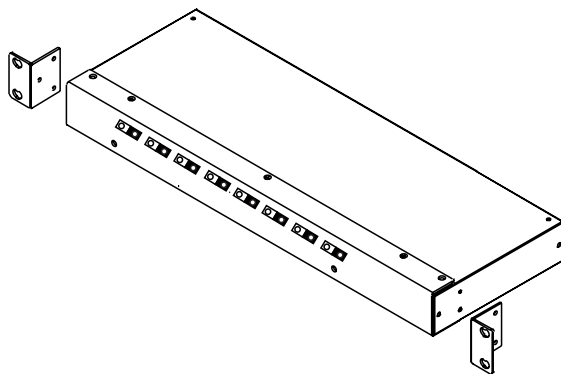
Rack Mounting

To rack mount the unit do the following:

1. First remove the stacking brackets by unscrewing them from the unit, as shown in the diagram below:



2. Screw the mounting brackets into the sides of the unit, as shown in the diagram below



3. Slide the unit into the rack and secure it to the rack.

Single Stage Installation

The most basic installation is a Single Stage installation, in which no additional switches are cascaded down from the first unit. To set up a single stage installation, refer to the diagram on the next page do the following:

1. Plug the monitor, keyboard, and mouse cables for Consoles 1 and 2 into the port connectors located on the rear panel of the CS-228 unit. Each port is labeled with an appropriate icon to indicate itself.
2. Plug the microphone and speaker cables (if you are using them), for Consoles 1 and 2 into the port connectors located on the rear panel of the CS-228 unit. Each port is labeled with an appropriate icon to indicate itself.
3. Use PS/2 KVM cables (as described in the Cables section on p. 4), to connect the monitor, keyboard and mouse ports of the computers to any available CS-228 KVM Port.
4. Plug the power adapter into an AC power source; plug the power adapter cable into the CS-228's Power Jack.
5. Turn on the power to the CS-228.

Note: When you turn the unit on, it undergoes a Power On Self-Test. If there is a problem, the On Line Port LEDs flash repeatedly according to a pattern that indicates what the problem is:

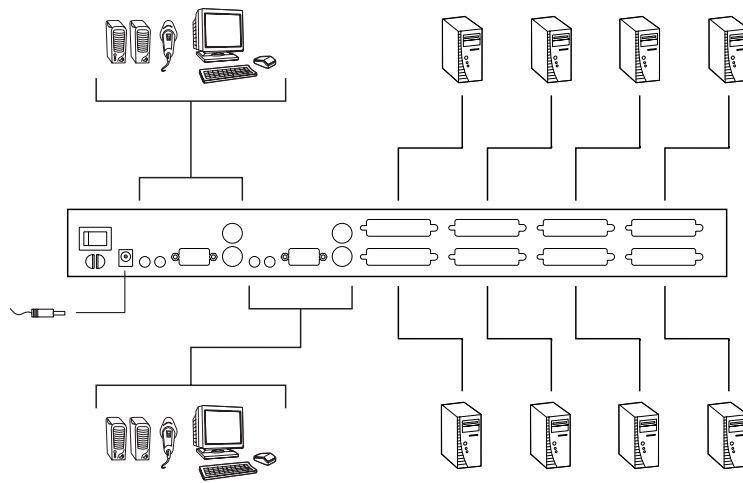
Pattern	Indication
On Line LEDs 1 - 8 Flash Simultaneously	Internal RAM Memory Error
On Line LEDs 1 - 8 Flash One After the Other	External RAM Memory Error
On Line LED pairs 1+2, 3+4, 5+6, and 7+8 Flash One After the Other	ROM Test Error

If any of these problems occur, turn the Switch Off, then turn it on again.

(continues on next page)

6. Plug in the power cords and power on all the computers.

Note: You must turn on the power to the CS-228 before turning on the power to the computers.



Two Stage Installation

To control even more computers, up to eight additional switches can be cascaded from the CPU ports of the CS-228. The cascaded switches that connect back to the First Stage unit (the CS-228), are considered Second Stage units. As many as 64 computers can be controlled in a complete two stage installation. A table showing the relation between the number of computers and the number of switches needed to control them is provided in the Appendix.

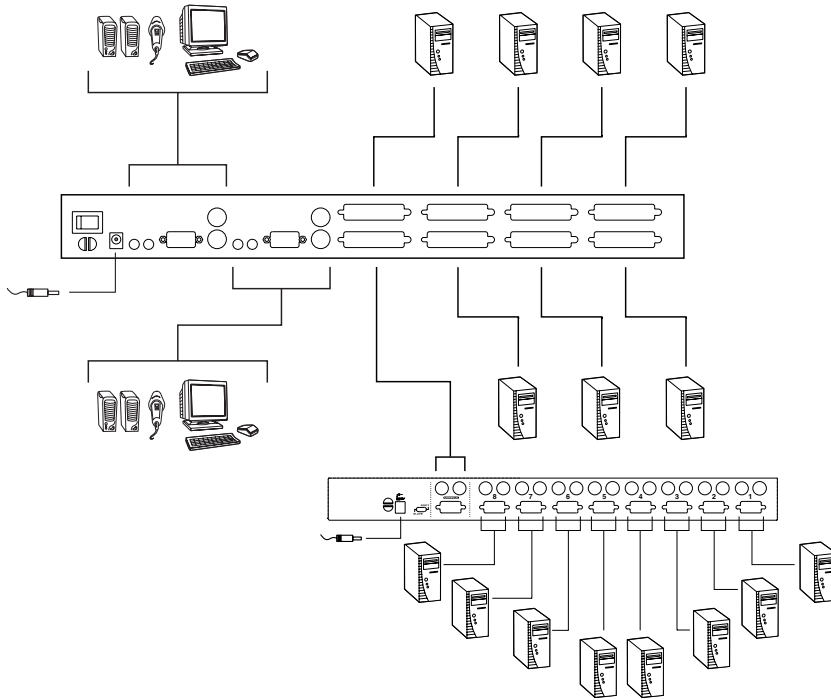
- Note:**
1. Only CS-138A, CS-9138, CS-128A, or CS-124A units can be used with the CS-228;
 2. The CS-228 does not support cascading beyond the second stage.

To set up a two stage installation, refer to the diagram on the next page and do the following:

1. Make sure that power to all the devices you will be connecting up has been turned off (unplug the power cords of any computers that have the *Keyboard Power On* function).
2. Follow steps 1 and 2 under *Single Stage Installation* (see p. 9).
3. Use a PS/2 KVM cable (described in the *Cables* section, p. 4) to connect any available CPU port on the CS-228 to the console port on the Second Stage unit.
Repeat step 3 for any additional switches that you wish to cascade.
4. Use PS/2 KVM cables (described in the *Cables* section, p. 4) to connect any available CPU port(s) on the Second Stage unit(s) to the monitor, keyboard and mouse ports of the computer(s) you are installing.
5. Plug in the power adapter cables for all switches on the installation.
6. Power on the First Stage CS-228.
7. Power on all Second Stage units.
8. Plug in the power cords and power on all the computers.



You must follow the sequence in steps 5 - 8 when powering up.



Basic Operation

Hot Plugging

The CS-228 supports hot plugging - components can be removed and added back into the installation by unplugging their cables from the CPU ports without the need to shut the unit down. In order for hot plugging to work properly, however, these procedures must be followed:

1. When hot plugging cables from the CPU ports the cable must be plugged back into the same port it was removed from.
2. You may unplug the mouse and plug it back in again (to reset the mouse, for example), as long as you use the *same* mouse.

If there is no response to the mouse and/or keyboard after you plug the mouse back in, perform a **K/M Reset**. To do so, insert a thin pointed object into the Reset receptacle on the unit's front panel and gently push.

Powering Off and Restarting

If it becomes necessary to Power Off the CS-228, before restarting it you must do the following:

1. Shut down all the computers on the CS-228 installation (includes those connected to cascaded switches).

Note: You must unplug the power cords of any computers that have the *Keyboard Power On* function. Otherwise, the switches will still receive power from the computers.

2. Wait 10 seconds, and then restart the CS-228.

Note: When the CS-228 comes up it issues a long beep, and the Consoles are automatically logged out. Each Console logout produces a short beep - so you will hear one long and two short beeps.

3. Restart the Second Stage switches.
4. After all the switches are up, power On the computers.

Port Selection

Instant access to any computer on the installation is provided by the menu driven *On Screen Display* (OSD) function. OSD operation is discussed in the next chapter.

Chapter 3.

OSD Operation

OSD Overview

The On Screen Display (OSD) provides a menu driven interface to handle the computer switching procedure. All operations start from the OSD Main Menu. To activate the Main Menu, tap a [Ctrl] key twice.

- Note:**
1. You must tap the same key twice (both left, or both right).
 2. If using the [Ctrl] key conflicts with applications running on the computers, you can change the OSD activation key to the Scroll Lock key (see *OSD Activating Hotkey* under the **F6 Set** function on p. 23), in which case you would press [Scroll Lock] twice.

When you invoke the OSD, a screen similar to the one below appears:

PN	+	QV	PC	NAME	C2
1-5	+	◀	☀	DENNIS	▲
1-6	+				▲
1-7	+				
1-8	+				
2-1	+		☀	ELLEN	
2-2	+				
2-3	+				▼
2-4	+				▼

- ♦ The OSD always starts in *List* view, with the highlight bar at the same position it was in the last time it was closed.
- ♦ The Port Number (PN) for each computer on the installation is shown in the left column of the list. Port numbering details are discussed in the next section.

Port Numbering

The Port Number (PN) for a computer connected to the CS-228 is derived from the KVM Port (1 - 8) on the CS-228's back panel that the computer is connected to. A computer connected to KVM Port 7, for example, would have a PN of **7**.

A computer connected to a cascaded CS-228 has a two digit PN. The first digit represents the KVM Port of the CS-228 (the First Stage unit) that the Second Stage CS-228 is cascaded down from; the second digit represents the KVM Port of the Second Stage CS-228 that the computer is connected to.

For example, a computer connected to KVM Port 3 of a CS-228 that is cascaded down from KVM Port 2 of a CS-228, would have a PN of **2-3**.

OSD Main Menu Headings

Heading	Explanation
PN	This column lists the Port Numbers for all the KVM Ports. The simplest method to access a particular computer (assuming you know which port it is attached to), is to double-click it with the mouse; or to use the navigation keys to move the highlight bar to it, and then press [Enter] .
+	Indicates ports that this Console can access.
QV	An <i>arrowhead</i> symbol in this column indicates the Port has been selected for Quick View Scan Mode (see F7 , p. 25).
PC	A <i>sun</i> symbol in this column indicates that the computer connected to this Port is powered On, and is On Line.
NAME	If a port has been given a name (see F2 , p. 19), its name appears in this column.

OSD Navigation

- ◆ To dismiss the menu, and deactivate the OSD, Click the **X** at the upper right corner of the OSD Window; or press [**Esc**].
- ◆ To move up or down through the list one line at a time, Click the Up and Down Triangle symbols (**▲▼**), or use the Up and Down Arrow Keys. If there are more items than appear on the screen, the screen will scroll.
- ◆ To move up or down through the list one screen at a time, Click the Up and Down Arrow symbols (**↑↓**), or use the [Pg Up] and [Pg Dn] keys. If there are more items than appear on the screen, the screen will scroll.
- ◆ To access a port, double-click it (or move the highlight bar to it), and then press [**Enter**].

Note: 1. If you try to access a computer that has been designated as private (see *Private Mode*, p. 24), a message appears to inform you that the *Port is in Private Mode*. In this case, the screen is blank, and the port can neither be viewed nor accessed.

2. If you try to access a computer that is already being accessed by another Console, a message displays to inform you that the *Port is In Use*. The target computer's screen can be viewed, but you cannot give it any input until the Console that already has control stops accessing it.

3. In a cascaded installation, if a computer attached to a Second Stage unit is already being accessed by the other Console, that computer and all the other computers attached to the same Second Stage unit are considered to be in use. None of them can be viewed or accessed from your Console. This is so, because accessing any one computer attached to a Second Stage unit ties up the entire CS-228 Port that their Second Stage unit is cascaded down from. Only after the original Console no longer has access can these computers be controlled from the other Console.

- ◆ After executing any action, you automatically go back to the menu one level above.

OSD Functions

OSD functions are used to configure and control the OSD. For example, you can: rapidly switch to any port; scan selected ports only; limit the list you wish to view; designate a port for Quick View scanning; create or edit a port name; or make OSD setting adjustments.

To access an OSD function:

1. Either click a function key field on the screen, or press a function key on the keyboard.
2. In the submenus that appear, make your choice either by double-clicking it, or moving the highlight bar to it.
3. Press **[Esc]** to activate your choice and return to the previous menu level.

F1 HELP

Help provides a quick guide to OSD operation. To return to the OSD Main Menu, Click the **X** at the upper right corner of the OSD Window; or press **[Esc]**.

F2 EDIT

To help remember which computer is attached to a particular port, every port can be given a name. The Edit function allows the Administrator to create, modify, or delete port names. To Edit a port name:

1. Click the port you want, or use the navigation keys to move the highlight bar to it.
2. Click the F2 field, or Press **[F2]**.
3. Key in the new Port Name, or modify/delete the old one.

The maximum number of characters allowed for the Port Name is 15.

Legal characters include:

- ♦ All alpha characters: a - z; A - Z
- ♦ All numeric characters: 0 - 9
- ♦ +, -, /, :, ,, and Space

Case does not matter; OSD displays the Port Name in all capitals no matter how they were keyed in.

4. When you have finished editing, press **[Enter]** to have the change take effect. To abort the change, press **[Esc]**.

F3 LIST

This function lets you broaden or narrow the scope of which ports the OSD lists. This will be different for each Console, depending on the choices made for that Console. The choices and their meanings are given in the table below:

Choice	Meaning
ALL	Lists the Port Numbers and Names (if names have been specified - see F2 on p. 19), of all the ports on the installation.
QVIEW	Lists only the ports that have been selected for Quick View scanning (see F7 on p. 25).
POWERED ON	Lists only the ports that have their attached computers Powered On.
POWERED ON + QVIEW	Lists only the ports that have been selected for Quick View scanning (see F4 on p. 21), and that have their attached computers Powered On.
QVIEW + NAME	Lists only the ports that have been selected for Quick View scanning (see F7 on p. 25), and have been assigned names (see F2 on p. 19).
NAME	Lists only the ports that have been assigned names (see F2 on p. 19).

Double-click the choice you want, or move the highlight bar to it, and then press **[Enter]**. An icon appears before the choice to indicate that it is the currently selected one.

- Note:**
1. You can access any port on any list by double-clicking it, or using the navigation keys, and then pressing **[Enter]**.
 2. If you select a port that does not have a computer attached to it, or if the attached computer is powered Off, the OSD will still switch to it, and will not show an error. To recover, press the OSD Activation Hotkey.

F4 SCAN

Clicking the F4 field, or pressing [**F4**] initiates *Scan Mode*, in which the OSD cycles through all the ports that have been selected for scanning with the *Scan Mode* setting (see p. 24). When you want to stop at a particular location, press the [**Spacebar**] to stop scanning.

- Note:**
1. If the scanning stops on an empty port, or one where the computer is attached but is powered Off, the monitor screen will be blank and the mouse and keyboard will have no effect. To recover, press the OSD Activation Hotkey.
 2. As the OSD cycles through the selected ports, an **S** appears in front of each accessed computer's Port ID display to indicate that the computer is being accessed under Quick View Scanning.
 3. If a particular port is being accessed by another Console, an **R** appears in front of the Port ID display to indicate that the Port is "View Only." It can be viewed, but cannot be accessed at this time.
 4. If a particular port has been designated as private (see F6 on p. 23), a **P** appears in front of the Port ID display to indicate that the Port is in "Private Mode." The screen is blank, and the port can neither be viewed nor accessed.
 5. If a particular port was accessed by one of the Consoles, but is no longer being accessed, the OSD begins a Timeout countdown (see *Set Access Timeout* p. 22), a **Z** appears in front of the Port ID display to indicate that the Port is Pending (i.e., the original Console that accessed can still reclaim it, but if it doesn't access the Port before the Timeout period ends, it is up for grabs to the first comer).

F5 ADM

F5 allows configuration of the OSD operation of the Console. To change a setting double-click it; or use the up and down arrow keys to move the highlight bar to it, and then press **[Enter]**.

After you select an item, a submenu with further choices for you to select from appears. Double-click the choice you want, or move the highlight bar to it, and then press **[Enter]**. An icon appears before the selected choice so that you know which one it is. The settings are explained in the following table:

Setting	Function
SET ACCESS TIMEOUT	This function is used to set the timeout value to control the release of access rights to a computer. If the original Console doesn't access the computer before the timeout value is reached, the computer becomes available to the other Console. To set the timeout value, key in a number from 1 - 255 seconds, and then press [Enter] . If the number is 0, this function is disabled. The default is 2 seconds.
CLEAR THE NAME LIST	This function is used to undo all Administrator changes and return the setup to the original factory default settings. Note: While this function is in progress, make sure that no other operations are performed on either Console.
RESTORE DEFAULT VALUES	This function is used to undo all Administrator changes and return the setup to the original factory default settings - except for the Names that were assigned to Ports, which are saved.
RELEASE ALL PRIVATE	Releases all Ports that have been set to Private Mode (see <i>Private Mode</i> , p. 24), so that they become accessible to all Consoles.

F6 SET

F6 allows you to configure the OSD settings for the Console you are working at. To change a setting:

1. Double-click it, or move the highlight bar to it, and then press **[Enter]**.
2. Press **[Esc]** to activate it.

After you select an item, a submenu with further choices appears. To make a selection, either double-click it; or move the highlight bar to it, and then press **[Enter]**. An icon appears before the selected choice to indicate which one it is. The settings are explained in the table below:

Setting	Function
OSD ACTIVATING HOTKEY	Selects which Hotkey activates the OSD function: [Ctrl] (the default) or [Scroll Lock] . The Scroll Lock option is provided in case the Ctrl key combination conflicts with programs running on the computers.
CHANNEL DISPLAY MODE	Selects how the Port ID is displayed: the Port Number plus the Name (PN + NAME); the Port Number alone (PN); or the Name alone (NAME).
CHANNEL DISPLAY DURATION	Determines the length of time a Port ID is displayed after a port change has taken place. The choices are: User Defined - which lets you select the amount of time that the Port ID displays for after a port change has taken place (from 1 - 255 sec.); and Display Always On - which displays the Port ID at all times. If you select <i>User Defined</i> , key in the number of seconds, and then press [Enter] . The default is 3 Seconds.
CHANNEL DISPLAY POSITION	Allows you to position where the Port ID appears on the screen. Highlight this item, and then press [Enter] . Use the Mouse or the arrow keys to position the Port ID display, and then double-click or press [Enter] to lock the position and return to the <i>Set</i> submenu.

(continues on next page)

Setting	Function
SCAN MODE	Selects which Ports are available for scanning. There are six choices: ALL - All the Ports which have been set Accessible (see F5 on p. 22); QVIEW - Only those Ports which have been set Accessible (see F5 on p. 22) and have been selected for Quick View Scanning (see F7 on p. 25); POWERED ON - Only those Ports which have been set Accessible (see F5 on p. 22) and are Powered On; POWERED ON + QVIEW - Only those Ports which have been set Accessible (see F5 on p. 22) and have been selected for Quick View Scanning (see F7 on p. 25) and are Powered On; QVIEW + NAME - Only those Ports which have been set Accessible (see F5 on p. 22) and have been selected for Quick View Scanning (see F7 on p. 25) and have been named (see F2 on p. 19); NAME - Only those Ports which have been set Accessible (see F5 on p. 22) and have been named (see F2 on p. 19).
SCAN DURATION	Determines how long the display dwells on each port when it cycles through the selected ports in <i>Quick View Scan Mode</i> . Key in a value from 1 - 255 seconds, and then press [Enter] . The default is 3 seconds.
PRIVATE MODE	The [Enter] key is a toggle that enables/disables Private Mode for the currently selected port. When Private Mode is enabled, the other Console cannot access the port, and its monitor shows a blank screen with a P symbol displayed in front of the Port ID to indicate Private Mode. When you have finished making your selections, press [Esc] to return to the OSD Main Menu.
RESTORE DEFAULT VALUES	This function is used to undo all User changes and return the setup to the original factory default settings - except for the Names that were assigned to Ports, which are retained.
MOUSE BUTTON SETUP	This function allows you to set the mouse for right or left handed operation. Use [Enter] to toggle between the two choices.

F7 QV

You can broaden or narrow the number of ports that get automatically scanned by selecting only the ones you want with the QV (Quick View Scan) function. [F7] is a toggle that selects or deselects the currently highlighted port for the Quick View Scanning function (see F4 on p. 21). To select/deselect a port for Quick View Scanning:

1. Double-click the port you want, or use the navigation keys to move the highlight bar to it.
2. Press [F7].

When a port has been selected for Quick View Scanning, an arrowhead displays in the QV column to indicate so. When a port is deselected, the arrowhead disappears.

Notes:

Appendix

Computer Connection Tables

KVM Switches	Type	Computers
1	CS-228	1 - 8
2	CS-128A / CS-138A / CS-9138	8 - 15
3	CS-128A / CS-138A / CS-9138	15 - 22
4	CS-128A / CS-138A / CS-9138	22 - 29
5	CS-128A / CS-138A / CS-9138	29 - 36
6	CS-128A / CS-138A / CS-9138	36 - 43
7	CS-128A / CS-138A / CS-9138	43 - 50
8	CS-128A / CS-138A / CS-9138	50 - 57
9	CS-128A / CS-138A / CS-9138	57 - 64

KVM Switches	Type	Computers
1	CS-228	1 - 8
2	CS-124A	8 - 11
3	CS-124A	11 - 14
4	CS-124A	14 - 17
5	CS-124A	17 - 20
6	CS-124A	20 - 23
7	CS-124A	23 - 26
8	CS-124A	26 - 29
9	CS-124A	29 - 32

Specifications

Function		Specification
Computer Connections	Direct	8
	Max	64 (via Cascade)
Port Selection		OSD (On Screen Display)
LEDs	Power	1 (Blue)
	On Line Port	8 (Orange)
	Selected Port	8 (Green)
Console Connectors	Keyboard	2 x 6 pin mini-DIN female
	Mouse	2 x 6 pin mini-DIN female
	Video	2 x HDB-15 female
	Audio	2 x 3.5mm Mini Stereo Jacks (Microphone) 2 x 3.5mm Mini Stereo Jacks (Speakers)
Computer Port Connectors		8 x 25 pin D Type female
On Screen Display (OSD)		PC Names; ID Numbers; Port Status
Scan Interval (OSD Select)		User Specified: 1 - 255 secs.
Emulation	Keyboard	PS/2 and PC/AT
	Mouse	PS/2 and Serial
Video		1920 x 1440; DDC2
Power Consumption		DC 9V 7.2W (max.)
Operating Temperature		5 - 40° C
Storage Temperature		-20 - 60° C
Humidity		0 - 80% RH, Non-condensing
Housing		Metal
Weight		2.7 kg
Dimensions (L x W x H)		45 x 17 x 6.7 cm (19" 1U)

OSD Factory Default Settings

The factory default settings are as follows:

Setting	Default
MULTI-USER MODE	Enabled
ACCESS TIMEOUT	2 Seconds
OSD HOTKEY	[Ctrl] [Ctrl]
DISPLAY MODE	The Port Number plus the Port Name
DISPLAY DURATION	3 Seconds
SCAN DURATION	3 Seconds

Troubleshooting

Symptom	Possible Cause	Action
Keyboard and/or Mouse not responding.	The connection from the selected port to the target computer has been broken, or the computer is turned OFF.	Check the Online LED for the selected port. If it is not lit: 1. Check to see that the computer is powered ON. 2. Check the cables to make sure they are all properly connected.
	Keyboard/Mouse need to be reset.	1. Unplug the keyboard and/or Mouse connector from the Console Keyboard and/or Mouse Ports, then plug it/them back in. 2. Use a thin object (such as the end of a paper clip, or a ballpoint pen), to depress the K/M Reset Switch (located on the front panel).

Limited Warranty

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