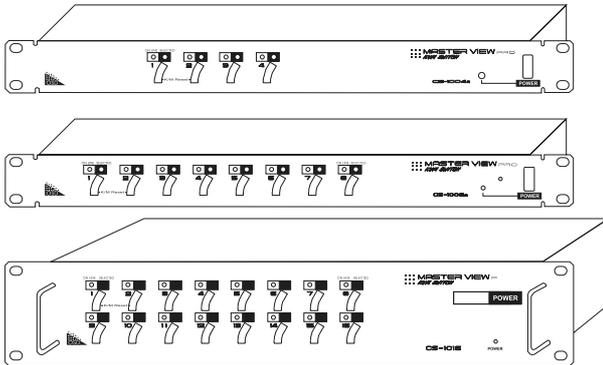


MASTER VIEW KVM SWITCH



USER MANUAL

CS-1004

CS-1008

CS-1016

2001-06-9

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device pursuant to Subpart J of Part 15 of 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 instructions, may cause harmful 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

PACKING LIST

The complete Master View package consists of:

- One Master View KVM Switch (CS-1004, CS-1008, or CS-1016)
- One Power Adapter
- One User Manual

Check to make sure that the unit was not 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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Manual Part No. PAPE-0150-400
Printed in Taiwan 05/2001

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OVERVIEW

The Master View KVM Switch is a control unit that allows access to multiple computers from a single console (keyboard, monitor, and mouse). Before the development of the Master View, the only way to control multiple computer configurations from a single console was through a complex and costly network system. Now, with the Master View, you can easily access multiple computers in a cost effective manner.

Depending on the model a Master View unit can control up to 4, 8, or 16 computers. Up to 31 additional Master Views can be daisy chained (for a total of up to 32 units), which means that up to 128, 256, or 512 computers can all be controlled from a single keyboard-monitor-mouse console.

Setup is fast and easy; plugging cables into their appropriate ports is all that is entailed. There is no software to configure, so there is no need to get involved in complex installation routines or be concerned with incompatibility problems. Since the Master View intercepts keyboard input directly, it works on any hardware platform and with all operating systems.

The Master View provides two convenient methods to access any computer connected to the system: using the port selection switches located on the front panel and using the menu driven OSD (On Screen Display) feature with mouse or keyboard.

A powerful Quick View Scan Mode feature allows you to auto scan and monitor the activities of all operating computers on the installation one by one. Responding to the growing use of multimedia in the workstation space, the Master View has been designed with built in microphone and speaker support - a feature that will be increasingly essential over time. By allowing a single console to manage all the attached computers, the Master View eliminates the expense of purchasing a separate keyboard, monitor, and mouse for each computer as well as saving all the space they would take up. It also eliminates the inconvenience and wasted effort involved in constantly moving around from one computer to another.

FEATURES

- Special ASIC Technology - Enhances Compatibility and Reliability
- Daisy Chain Up To 31 Additional Units - Control Up to 128, 256, or 512 Computers From a Single Console
- No Software Required - Computer Selection via Front Panel Switches or OSD
- Broadcast Function - Used to Install Software on Multiple Computer Systems or Shut Them All Down.
- Quick View Scan Mode for Monitoring Selected computers
- PS/2 and Serial Mouse Emulation Provided For System Bootup
- Console's PS/2 Mouse Controls All Connected Computers - Even Those With Serial Mice
- Support Microsoft Intellimouse Pro, Logitech FirstMouse, MouseMan.
- SVGA, VGA and Multisync Monitor Support
- LED Display For Easy Status Monitoring
- Rack Mountable in 19" System Rack
- Audio Support Built In

HARDWARE REQUIREMENTS

Console

- A VGA, SVGA, or Multisync monitor capable of the highest resolution that you will be using on any computer in the installation.
- A PS/2 style mouse
- A PS/2 style keyboard

PC

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

For optimum signal integrity and to simplify the layout, we strongly recommend that you use the following high quality CS Custom Cable sets:

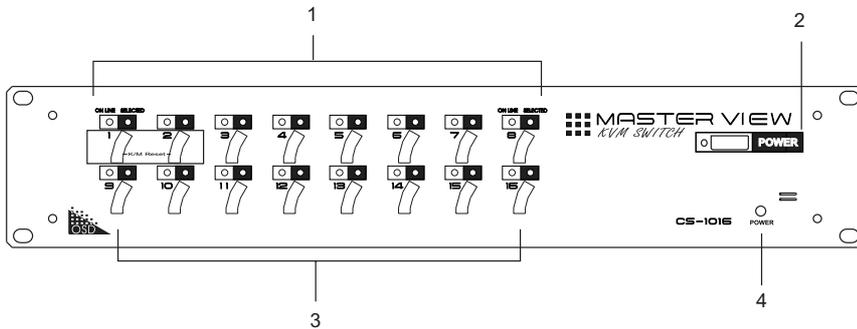
Connector Type	CS Custom Cable
AT (5 pin DIN) Keyboard and Serial Mouse	2L-1701P + Keyboard & Mouse Adapters
PS/2 (6 pin mini-DIN) Keyboard and Mouse	2L-1701P
Daisy Chained Units	2L-1700

Note: The keyboard and the mouse cables have PS/2 style connector at each end:

- If your computer uses a standard AT style keyboard socket and standard 9 pin serial ports, you will need to purchase a PS/2-to-AT keyboard adapter (Part No. 2A-106, or any standard keyboard adapter), and a PS/2-to Serial mouse adapter (Part No. 2A-105; a standard mouse adapter will not work) in order to plug the cable into the computer's keyboard port.
- Because of the wiring and the pin assignments, you cannot use a Serial-to-PS/2 adapter at the end that plugs into the Master View. Therefore attempting to use a standard cable extender with adapters at both ends will fail.

INTRODUCTION

Front View *



1. Port LEDs

OnLine: Lights ORANGE to indicate that the computer attached to the corresponding port is up and running

Selected: Lights GREEN to indicate the currently selected port.

2. Power Switch

3. Port Selection Switches

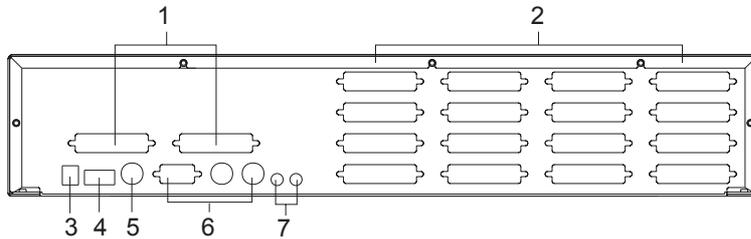
- Press a switch to access the computer attached to the corresponding port.
- Simultaneously pressing Switches 1 and 2 for three seconds performs a Keyboard and Mouse reset.

4. Power LED

Lights ORANGE to indicate that the Master View has been turned On and is receiving power.

* The figure shows a CS-1016 model. The only difference between it and the other models is the number of Port Selection Switches.

Rear View *



1. Daisy Chain Selection

If you daisy chain units, the cables plug in here.

2. CPU Port Section

The cables that link to the computers plug in here.

3. Power Jack

The power adapter cable plugs in here

4. DIP Switch

SW 1 - 5: Sets the Station No. (see the table on page 25 for details)

5. Link

Link is reserved and has no function at this time.

6. Console Port Section

If this is a first station unit, your monitor, keyboard and mouse plug in here.

7. Microphone and Speaker Jacks

Your microphone and speakers plug in here.

* The figure shows a CS-1016 model. The only difference between it and the other models is the number of CPU Ports.

Before you Begin



1. 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. Otherwise, the switch will receive power from the computer.
2. To prevent damage to your equipment due to ground potential difference, make sure that all devices on the installation are properly grounded. Consult your dealer for technical details, if necessary.

Single Station Installation

In a Single Stage installation, there are no additional Master View's daisy chained down from the first unit. To set up a single stage installation do the following:

1. Set Switches 1 - 5 of the Master View's DIP Switch to the ON position to set this unit up as the First Station (see the table on page 25 for Dip Switch Station Setting details).
2. Plug the monitor, keyboard, and mouse into the Console port connectors located on the left rear panel of the Master View unit. Each port is labeled with an appropriate icon to indicate itself.
3. Use connector cable sets (as described in the Hardware Requirements section), to connect the monitor, keyboard and mouse ports of the computers to any available Master View CPU Port, as shown in the diagram below.

Note: Ignore the Chain In and Chain Out Ports at this time. They are only used when daisy chaining additional Master View units. Daisy Chaining is described in the next section.

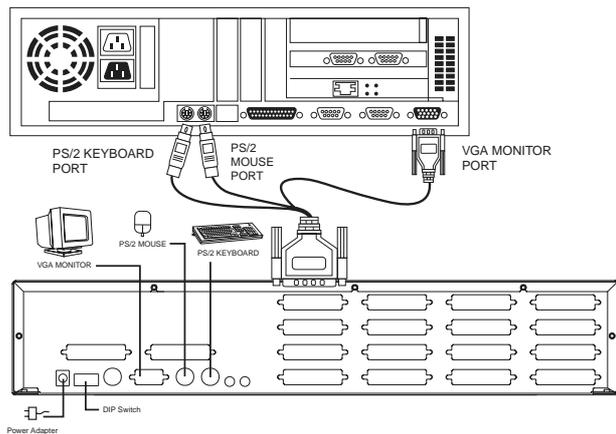
4. Plug the power adapter into an AC source; plug the power adapter cable into the Master View's Power Jack.
5. Turn on the power to the Master View. When you turn the unit On, it undergoes a Power On Self Test. If there is a problem, Port LEDs 1 - 4 flash repeatedly according to a pattern that indicates what the problem is:

Pattern	Indication
LEDs 1 - 4 Flash Simultaneously	Internal RAM Memory Error
LEDs 1 - 4 Flash One After the Other	External RAM Memory Error
LEDs 1 + 2, and LEDs 3 + 4 Alternately Light and Go Off	ROM Test Error

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

1. Turn on the power to the computers.

Note: You must turn on the power to the Master View before turning on the power to the computers.



Daisy Chaining

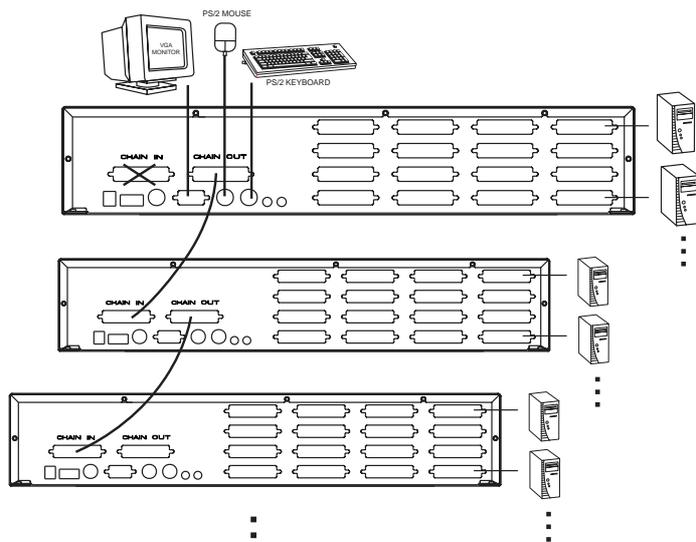
To control even more computers, up to 31 additional Master View units can be daisy chained from the Chain port of the First Stage unit. The daisy chained Master Views that connect back to the First Stage unit are considered Second Stage units. As many as 8 (CS-1004), 16 (CS-1008) or 32 (CS-1016) computers can be controlled in a complete two stage installation. A table showing the relation between the number of computers and the number of Master View units needed to control them is provided in the Appendix on page 24.

To set up a two stage installation, do the following:

1. Make sure that power to all the devices you will be connecting up, including all pre-existing devices on the installation, have been turned off (unplug the First Stage unit if it is plugged in to an AC source).
2. Make sure that DIP Switches 1 - 5 of the First Station Master View are all set to the ON position to set it up as a First Station unit (see the table on p.25 for Dip Switch Station Setting details).
3. Set DIP Switches 1 - 5 of the of the Second (Third, Fourth, etc.), Station Master View according to the table provided on page 25.
4. Daisy Chain cable set 2L-1700 (as described in the Hardware Requirements section), to connect from the Chain Out Port of the parent Master View unit to the Chain In Port of the child Master View unit (First Station Out to Second Station In, Second Station Out to Third Station In, etc.).

Note: You cannot use the Chain In Port of the First Station Master View, since it is the highest level parent.

5. Plug the power adapter into an AC source; plug the power adapter cable into the Master View unit's power jack located on the unit's rear panel.



6. Connect the computers to the ports with the cable sets described in the Cables section on page 4, and power up. When powering up, you must follow these two basic rules:

- a) Turn on the power to a child Master View Station before turning on the power to its parent (i.e., start with the last unit in the chain and work back to the First Station).
- b) Turn on the power to all the Master View Stations before turning on the power to any of the computers.

Note: The Power On sequence requires that all Second Stage units be powered on first. After all the Second Stage units have been powered on, then the First Stage unit must be powered on next. After the Second and First stage units have been powered on, the computers can be powered on.

Hot Plugging

The Master View 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:

- ◆ **Hot Plugging CPU Ports:**

When hot plugging cables from the CPU ports:

- a) The cable must be plugged back into the same port it was removed from.
- b) The mouse cable must be plugged in before the keyboard cable.
- c) After plugging the cable back in, you must perform a **K/M Reset** on the First Stage unit by simultaneously pressing the **Port1 / Port2** button combination for three seconds.

- ◆ **Hot Plugging Console Ports:**

The unit supports hot plugging of the keyboard, monitor, and mouse. When hot plugging the mouse from the Master View's console mouse port:

- a) 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.
- b) If you plug in a different mouse, all the stations and all the computers on the installation must be shut down for 10 seconds, then restarted. (Refer to the note describing the Power On sequence on page 12, if necessary.)

Note: If, after hot plugging (or at any other time), there is no response to mouse and/or keyboard input, simultaneously press and hold Port Select buttons 1 and 2 on the First Stage unit for 3 seconds to perform a Keyboard and Mouse reset.

Powering On / Off and Restarting

◆ Power On

Turn the power to the Master View *before* turning on the power to the computers.

◆ Power Off

If it becomes necessary to Power Off one of the Master View units, before starting it back up you must do the following:

1. Shut down all the computers that are attached to the unit, as well as all the stations and all the computers that are daisy chained down from it (all the child stations and the computers attached to them).

Note: 1. You must unplug the power cords of any computers that have the *Keyboard Power On* function that are connected to the shut down switches. Otherwise, the switches will still receive power from the computers.

2. If the unit is operating under external power, unplug the power adapter cable.
2. Wait 10 seconds, then plug the Master View stations back in, starting with the last station in the chain and working back to the station you originally shut down.
3. After all the Master View's are up, power On the computers, starting with the ones attached to the last station in the chain and working back to the station you originally shut down.

Note: It is not necessary to shut down and restart any of the stations or computers above the station you powered off.

Port Selection

The Master View provides two methods to obtain instant access to any computer in your installation: Manual and OSD.

◆ Manual

Simply press the appropriate *Port Selection Switch* on the Master View's front panel. After you press the switch, the *Selected LED* lights to indicate that the port is currently selected. The OSD (see p.14) automatically switches to highlight the computer that you have selected.

Note: 1. Press the port selection switches and the selected LED lights to indicate that the port is currently selected. The OSD automatically switched to highlight the computer that you have selected.

2. On a daisy chain installation, you must press the port selection switch on the master view station that connects directly to the computer you want to access

◆ OSD

OSD (On Screen Display), provides a menu driven interface to handle the computer switching procedure. OSD operation is discussed in detail beginning on page 14.

OSD Overview

On Screen Display (OSD), provides a menu driven interface to handle the computer switching procedure. Using OSD is a great deal more convenient - especially in large, daisy chained installations where it is difficult to keep track of which port a particular computer is attached to.

All operations start from the OSD Main Menu. To pop up the Main Menu, tap the left Ctrl key **OR** the right Ctrl key twice.

- Note:**
1. The keys must be on the same side (both left or both right).
 2. Do not use any other multiple key combinations or mix the left and right Ctrl keys. For example; tapping left Ctrl key + right Ctrl key at the same time causes the Ctrl key to always be locked on.
 3. You can optionally change the hotkey to the Scroll Lock key (see *OSD Activating Hotkey* under the *F6 Set* function on page 19), in which case you would press [Scroll Lock] twice.

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

SN - PN	QV	PC	NAME
01 - 14	▲	●	DENNIS
01 - 15	▲		
01 - 16	▲	●	JOSH
02 - 01		●	HUGO
02 - 02	▲		
02 - 03	▲		TOM
02 - 04		●	JIMMY
02 - 05	▲		RJ

- 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 and navigation using the *OSD* method are discussed in the following section.

Port Numbering

Each computer on a Master View installation has a two part Port Number (PN). The first part (in front of the dash) represents the Master View Station number; the second part (after the dash) represents the port number on the Master View that the computer is attached to. For example, a computer attached to port 11 of a fifth stage Master View would have a port number of 05-11.

OSD Navigation

- To dismiss the current OSD menu and return to the previous menu **either** click on the **[X]** located at the top righthand corner of the OSD menu (p.14), or click with the right mouse button. If you are at the highest menu level, this deactivates OSD.
- [Esc] cancels the current selection, or dismisses the current menu and moves back to the menu one level above. If you are at the highest menu level, it deactivates OSD.
- Use the Up and Down Arrow Keys or click the Up and Down Triangle symbols (s t) to move up or down through the list one line at a time.
- Use [Pg Up] and [Pg Dn] or click the Up and Down Arrow symbols (↑↓) to move up or down through the list one screen at a time.
- To activate a port, move the Highlight Bar to it then press [Enter].
- After executing any action, you automatically go back to the menu one level above.

OSD Main Menu Headings

Heading	Explanation
SN-PN	This column lists the Port ID numbers (Station Number - Port Number) for all the CPU ports on the installation. The simplest method to access a particular computer is move the Highlight Bar to it, then press [Enter].
QV	If a port has been selected for Quick View scanning (see F2 and F4, below), an arrowhead displays in this column to indicate so.
PC	Lists all the computers that are Powered On and are On Line.
NAME	If a port has been given a name (see F5, below), its name appears in this column.

The Function Keys

Pressing a Function Key brings up a submenu that is 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.

◆ F1 GOTO:

GoTo allows you to switch directly to a port by either of the following two methods:

- a) Move the Highlight Bar to the port you want then press [Enter].
- b) Key in the *Port ID* or *Name*, then press [Enter].

Note: GOTO has a special feature that narrows the list of available choices as you type the name. For example, if the first letter you type is *a*, the list only displays those ports whose names begin with *a*. If the next letter you type is *b*, the list is further narrowed down to only those ports whose names begin with **ab**, etc.

To return to the OSD Main Menu without making a choice, press [Esc].

◆ **F2 SCAN:**

Pressing [F2] initiates *Quick View Scanning*, in which the OSD cycles through all the ports that are currently selected in the *List* view (see **F3**, below), and displays each one for the amount of time set with the *Scan Duration* setting under the **F6 SET** function (see p. 19). 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, key in the Hotkey sequence (see *OSD Hotkey Navigation*, p.16), for any Port ID that has an active computer attached.
 2. As each computer is accessed and the OSD cycles through the selected ports, an **S** appears in front of the Port ID display to indicate that it is being accessed under *Quick View Scan Mode*.

◆ **F3 LIST:**

This function lets you broaden or narrow the scope of which ports the OSD lists. The submenu choices and their meanings are given in the table below:

Choice	Meaning
ALL	Lists the Port ID numbers and Names (if names have been specified - see F5), of all the ports on the installation.
QVIEW	Lists only the ports that have been selected for Quick View scanning (see F4, below).
QVIEW + POWERED ON	Lists only the ports that have been selected for Quick View scanning (see F4, below), and that have their attached computers Powered On.
QVIEW + NAME	Lists only the ports that have been selected for Quick View scanning (see F4, below), and have been assigned names (see F5, below).
NAME	Lists only the ports that have been assigned names (see F5, below).
POWERED ON	Lists only the ports that have their attached computers Powered On.

To make a choice move the Highlight Bar to the choice you want, 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 using the Navigation Keys 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.

◆ **F4 QV:**

QV lets you broaden or narrow selected ports that you want to include for automatic scanning under the QV Quick View Scanning function (see F2, above). [F4] is a toggle. To select/deselect a port, move the highlight bar to it, then press [F4].

When a port has been selected, via mouse or keys, an arrowhead displays in the QV column to indicate so. When a port is deselected, the arrowhead disappears.

◆ **F5 EDIT:**

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

- a) Move the highlight bar to the port you want to edit. (You can use the F3 List function to broaden or narrow the port selection list).

- b) Press [F5].

- c) 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.

- d) When you have finished editing, press [Enter] to have the change take effect. To abort the change, press [Esc].

◆ **F6 SET:**

Pressing [F6] brings up the OSD configuration menu. To change a setting:

- a) Move the highlight bar to the choice you want, then press [Enter].
- b) On the submenu that appears, move the highlight bar to the choice you want and press [Enter].

An icon of a pointing finger indicates which choice is the currently selected one. An explanation of the choices is given in the table below:

Setting	Function
PORT 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).
PORT DISPLAY DURATION	Determines how long a Port ID displays on the monitor after a port change has taken place: 3 Seconds ; or Always On .
PORT DISPLAY POSITION	Allows you to position where the Port ID appears on the screen. Use the Arrow Keys, Pg Up, Pg Dn, 5 (on the numeric keypad with Num Lock off) or the Mouse to position the Port ID display, then press [Enter] to lock the position and return to the <i>Set</i> submenu.
SCAN DURATION	Determines how long the display dwells on each port as it cycles through the selected ports in Quick View Scan Mode. The options are: 3, 5, 10, 15, 20, 30, 40, and 60 seconds.
PASSWORD	<p>This function is used to set passwords:</p> <ol style="list-style-type: none"> 1. Move the highlight bar to User or Administrator, then press [Enter]. You are presented with a screen that allows you to key in your password. The password may be up to 8 characters long, and can consist of any combination of letters and numbers (A - Z, 0 - 9). 2. Key in the new password, then press [Enter]. You are asked to key the password in again, in order to confirm that it is correct. 3. Key in the new password again, then press [Enter]. If the two entries match, the new password is accepted. If the entries do not match, you must start again from the beginning. To modify or delete a previous password, use the backspace key to erase individual letters or numbers. <p>Allows you to set a password in order to control access to: Clearing the Name List; Restoring Default Values; and Locking/Unlocking the Console. See the <i>OSD Security Features</i> section, below, for password setting details.</p>



Setting	Function
OSD ACTIVATING HOTKEY	Selects which Hotkey activates the OSD function: [Ctrl] or [Scroll Lock] [Scroll Lock] . The default is the Ctrl key combination, but this may conflict with programs running on the computers, in which case, the Scroll Lock option should be used.
LOCK CONSOLE (TOGGLE)	Locks / Unlocks the Console. When the Console is locked, only the current monitor screen displays. Attempts to input information from the console have no effect; attempts to switch to a different port, either from the Console or by pressing the manual switches, have no effect either. The only way to regain access to the computers is by Unlocking the Console. If a password has been set, you must provide the password in order to Lock / Unlock the Console. If no password has been set, pressing [Enter] will Lock / Unlock the Console.

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Setting	Function
CLEAR NAME LIST*	<p>Clears all Port Names from the Name List. You are asked to confirm before the procedure goes on. Key in Y, then press [Enter] to confirm. While the names are being cleared, a message appears on the display to indicate so. After the names have been cleared, another message appears to indicate that the procedure is completed successfully.</p> <p>Note: While this function is in process, make sure that no other operations are performed on any of the other consoles</p>
RESTORE DEFAULT VALUES*	<p>Clears all settings from memory, and returns the unit to the factory default settings (see p.23). You are asked to confirm before the procedure goes on. Key in Y, then press [Enter] to confirm. While the settings are being cleared, a message appears on the display to indicate so. After the settings have been cleared, another message appears to indicate that the procedure completed successfully.</p>

* If a password has been set, this setting requires you to supply it in order to gain access. See the *OSD Security* section, below, for details.

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- ◆ **F7 BRDCST (Broadcast Mode):**

Broadcast Mode is used to perform the same operation on all active computers at the same time. This function is particularly useful for installing/updating software, or shutting the entire installation down. To invoke Broadcast Mode, activate the OSD (if it is not already active) and do the following:

1. Press [F7]

A Broadcast symbol appears in front of the Port ID (if the Port ID is currently displayed on the screen), to indicate that Broadcast Mode is in effect.

2. Input the commands or procedures you wish to broadcast to the installation in the same way you would if you were carrying them out on the single computer that you are working at. Whatever operation you carry out on the current computer, simultaneously occurs on all the computers on the installation.

3. To exit Broadcast Mode, activate the OSD and press [F7] again.

When Broadcast Mode is no longer in effect, the Broadcast symbol no longer displays in front of the Port ID.

Note: You cannot use the mouse while the Broadcasting mode is in effect.

F8/F9 PRV ON / NXT ON (Previous/Next Switching)

Previous/Next switching enables you to quickly switch from the currently active computer to the next or previous available computer in the installation.

- ◆ Press [F8] to switch from the currently active computer to the **Previous** available computer on the installation.
- ◆ Press [F9] to switch from the currently active computer to the **Next** computer on the installation.

Factory Default Settings

The factory default settings are as follows:

Setting	Default
Display Duration	3 Seconds
Display Mode	The Station Number plus the Port Number
Scan Duration	3 Seconds

OSD Security

In order to prevent unauthorized access to the computers, the OSD provides a password security feature. If a password has been set, the OSD will request that the user specify it before allowing entry. To set a password:

1. Press [F6] to bring up the setup configuration menu.
2. Move the highlight bar to *Password*, then press [Enter].
3. Key in the new password, then press [Enter].
The password may be up to 8 characters long, and can consist of any combination of letters and numbers (A - Z, 0 - 9).
4. Key in the new password again, in order to confirm that it is correct, then press [Enter].

If the two entries match, the new password is accepted and the screen displays the following message:

```
SET PASSWORD OK
```

If the entries do not match, the screen displays the message:

```
PASSWORD NOT MATCH
```

in which case you must start again from the beginning.

Note: To modify or delete a previous password, access the Password function as in Steps 1 and 2, then use the backspace or delete key to erase the individual letters or numbers.

APPENDIX

Master View - Computer Connection Table

The following table indicates the relationship between the number of Master View Units and the number of computers that they control:

MVs	Computers	MVs	Computers	MVs	Computers	MVs	Computers
1	8	20	134 - 141	39	267 - 274	58	400 - 407
2	8-15	21	141 - 148	40	274 - 281	59	407 - 414
3	15 - 22	22	148 - 155	41	281 - 288	60	414 - 421
4	22 - 29	23	155 - 162	42	288 - 295	61	421 - 428
5	29 - 36	24	162 - 169	43	295 - 302	62	428 - 435
6	36 - 43	25	169 - 176	44	302 - 309	63	435 - 442
7	43 - 50	26	176 - 183	45	309 - 316	64	442 - 449
8	50 - 57	27	183 - 190	46	316 - 323	65	449 - 456
9	57 - 64	28	190 - 197	47	323 - 330	66	456 - 463
10	64 - 71	29	197 - 204	48	330 - 337	67	463 - 470
11	71 - 78	30	204 - 211	49	337 - 344	68	470 - 477
12	78 - 85	31	211 - 218	50	344 - 351	69	477 - 484
13	85 - 92	32	218 - 225	51	351 - 358	70	484 - 491
14	92 - 99	33	225 - 232	52	358 - 365	71	491 - 498
15	99 - 106	34	232 - 239	53	365 - 372	72	498 - 505
16	106 - 113	35	239 - 246	54	372 - 379	73	505 - 512
17	113 - 120	36	246 - 253	55	379 - 386		
18	120 - 127	37	253 - 260	56	386 - 393		
19	127 - 134	38	260 - 267	57	393 - 400		

Station Numbering Table

The first Master View (the one that the console connects to), is considered the First Station; the Master View that daisy chains to it is considered the Second Station; the Master View daisy chained to the Second Station is considered the Third Station, etc. Switches 1 - 5 of the DIP Switch located on the Master View's rear panel are used to set the Station Number of each daisy chained unit, as indicated in the table below;

(0 = On; 1 = Off):

Station	SW1	SW2	SW3	SW4	SW5	Station	SW1	SW2	SW3	SW4	SW5
1	ON	ON	ON	ON	ON	17	ON	ON	ON	ON	OFF
2	OFF	ON	ON	ON	ON	18	OFF	ON	ON	ON	OFF
3	ON	OFF	ON	ON	ON	19	OFF	OFF	ON	ON	OFF
4	OFF	OFF	ON	ON	ON	20	OFF	OFF	ON	ON	OFF
5	ON	ON	OFF	ON	ON	21	ON	ON	OFF	ON	OFF
6	OFF	ON	OFF	ON	ON	22	OFF	ON	OFF	ON	OFF
7	ON	OFF	OFF	ON	ON	23	ON	OFF	OFF	ON	OFF
8	OFF	OFF	OFF	ON	ON	24	OFF	OFF	OFF	ON	OFF
9	ON	ON	ON	OFF	OFF	25	ON	ON	ON	OFF	OFF
10	OFF	ON	ON	OFF	ON	26	OFF	ON	ON	OFF	OFF
11	ON	OFF	ON	OFF	ON	27	ON	OFF	ON	OFF	OFF
12	OFF	OFF	ON	OFF	ON	28	OFF	OFF	ON	OFF	OFF
13	ON	ON	OFF	OFF	ON	29	ON	ON	OFF	OFF	OFF
14	OFF	ON	OFF	OFF	ON	30	OFF	ON	OFF	OFF	OFF
15	ON	OFF	OFF	OFF	ON	31	ON	OFF	OFF	OFF	OFF
16	OFF	OFF	OFF	OFF	ON	32	OFF	OFF	OFF	OFF	OFF

Troubleshooting

Symptom	Possible Cause	Action
Mouse not responding.	Improper mouse reset.	<ol style="list-style-type: none">1. Reset the mouse (and keyboard) by simultaneously pressing Buttons 1 and 2 on the First Stage unit for 3 seconds.2. Unplug the mouse connector from the Console Mouse Port, then plug it back in.
Port LEDs 1-4 flash repeatedly	Power On Self Test problem	See the information on p.8 of this manual

Specifications

Function		CS-1004	CS-1008	CS-1016
Computer Connections	Direct	4	8	16
	Max. (Daisy Chain)	128	256	512
Max Master View Stations		32		
Port Selection		Front Panel Switches, Hot Keys, OSD		
LEDs	Power(Orange)	1	1	1
	On Line (Orange)	4	8	16
	Selected (Green)	4	8	16
Console Connectors	Keyboard	1 x 6 pin mini-DIN female		
	Mouse	1 x 6 pin mini-DIN female		
	Video	1 x 15 pin HDB female		
	Microphone Jack	1		
	Speaker Jack	1		
Power Consumption (max.)		DC 9V; 4.5W	DC 9V; 6.4W	DC 9V; 8.6W
Switches	DIP	6 segments 2P		
	Power	On / Off Switch		
	Port Selection	4	8	16
Scan Interval (OSD Select)		3, 5, 10, 15, 20, 30, 40, 60 secs.		
CPU Port Connectors		4 x 25 pin D-Type female	8 x 25 pin D-Type female	16 x 25 pin D-Type female
Chain Port Connectors		1 x 25 pin D-Type female / 1x 25 pin D-Type male		
Resolution		1920 x 1440 DDC2		
Operating Temperature		5 - 40° C		
Storage Temperature		-20 - 60° C		
Humidity		0 - 80% RH		
Housing		Metal		
Weight		2650g	2850g	3750 g
Dimensions (L x W x H) mm		483 x 154 x 44.5 (1U)		483x154x89(2U)



Limited Warranty

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