

About this manual

ADDERview - Installation and Use

Second edition (December 1998)

Part No. ADD0033/2

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Safety information

- For use in dry, oil free indoor environments only.
- Warning - live parts contained within power adapter.
- No user serviceable parts within power adapter - do not dismantle.
- Plug the power adapter into a socket outlet close to the ADDERview.
- Do not use power adapter if power adapter case becomes damaged, cracked or broken or if you suspect that it is not operating properly.

Warranty

Adder Technology Ltd warrants that this product shall be free from defects in workmanship and materials for a period of one year from the date of original purchase. If the product should fail to operate correctly in normal use during the warranty period, Adder will replace or repair it free of charge. No liability can be accepted for damage due to misuse or circumstances outside Adder's control. Also Adder will not be responsible for any loss, damage or injury arising directly or indirectly from the use of this product. Adder's total liability under the terms of this warranty shall in all circumstances be limited to the replacement value of this product.

If any difficulty is experienced in the installation or use of this product that you are unable to resolve, please contact your supplier.

Radio Frequency Energy

Shielded cables must be used with this equipment to maintain compliance with radio frequency energy emission regulations and ensure a suitably high level of immunity to electromagnetic disturbances.

European EMC directive 89/336/EEC

This equipment has been tested and found to comply with the limits for a class B computing device in accordance with the specifications in the European standard EN55022. These limits are designed to provide reasonable protection against harmful interference. 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 or television reception. However, there is no guarantee that harmful interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment on and off, the user is encouraged to correct the interference with one or more of the following measures: (a) Reorient or relocate the receiving antenna. (b) Increase the separation between the equipment and the receiver. (c) Connect the equipment to an outlet on a circuit different from that to which the receiver is connected. (d) Consult the supplier or an experienced radio / TV technician for help.

FCC Compliance Statement (United States)

This equipment generates, uses, and can radiate radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio communication. It has been tested and found to comply with the limits for a class A computing device in accordance with the specifications in Subpart J of part 15 of FCC rules, which are designed to provide reasonable protection against such interference when the equipment is operated in a commercial environment. Operation of this equipment in a residential area may cause interference, in which case the user at his own expense will be required to take whatever measures may be necessary to correct the interference. Changes or modifications not expressly approved by the manufacturer could void the user's authority to operate the equipment.

Canadian Department of Communications RFI statement

This equipment does not exceed the class A limits for radio noise emissions from digital apparatus set out in the radio interference regulations of the Canadian Department of Communications.

Le présent appareil numérique n'émet pas de bruits radioélectriques dépassant les limites applicables aux appareils numériques de la classe A prescrites dans le règlement sur le brouillage radioélectriques publié par le ministère des Communications du Canada.

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1. Introduction

Thank you for purchasing the ADDERview. Your ADDERview is a high performance keyboard, monitor and mouse sharing device which supports a wide range of PC hardware and software platforms.

1.1 Key features

- Control multiple PCs from a single keyboard, monitor and mouse.
- SmartBoot feature automatically boots all machines during power up.
- Mixed AT/PS2 keyboards and PS2/RS232 mice supported as standard.
- 'Self powered' operation – ADDERview draws its power from the connected PCs.
- Channel switching by front panel key, keyboard hotkey or 3 button / wheel mouse.
- Automatically restores keyboard and mouse states when channel changed.
- Support for Microsoft IntelliMouse and other common wheel mice.
- Mouse restoration functions to enable 'hot plugging' of certain systems.
- Supports high bandwidth monitors at resolutions up to 1600 x 1280.
- Low powered – can be powered from many laptops.
- Supports IBM ThinkPad 'Y' cables.
- Power and activity indication confirm correct operation.
- Standard cable connections make installation easy and inexpensive.
- All ports are active simultaneously – the connected PCs may all be booted at the same time.
- Robust metal case ensures good shielding and video quality.
- Supports keyboard modes 1,2 and 3 and mouse prompt and stream modes for maximum compatibility.

1.2 Package contents

- ADDERview.
- This installation guide.

(A power adapter is not included as standard because it is not needed for most installations. The optional power adapter may be purchased separately)

1.3 Product information

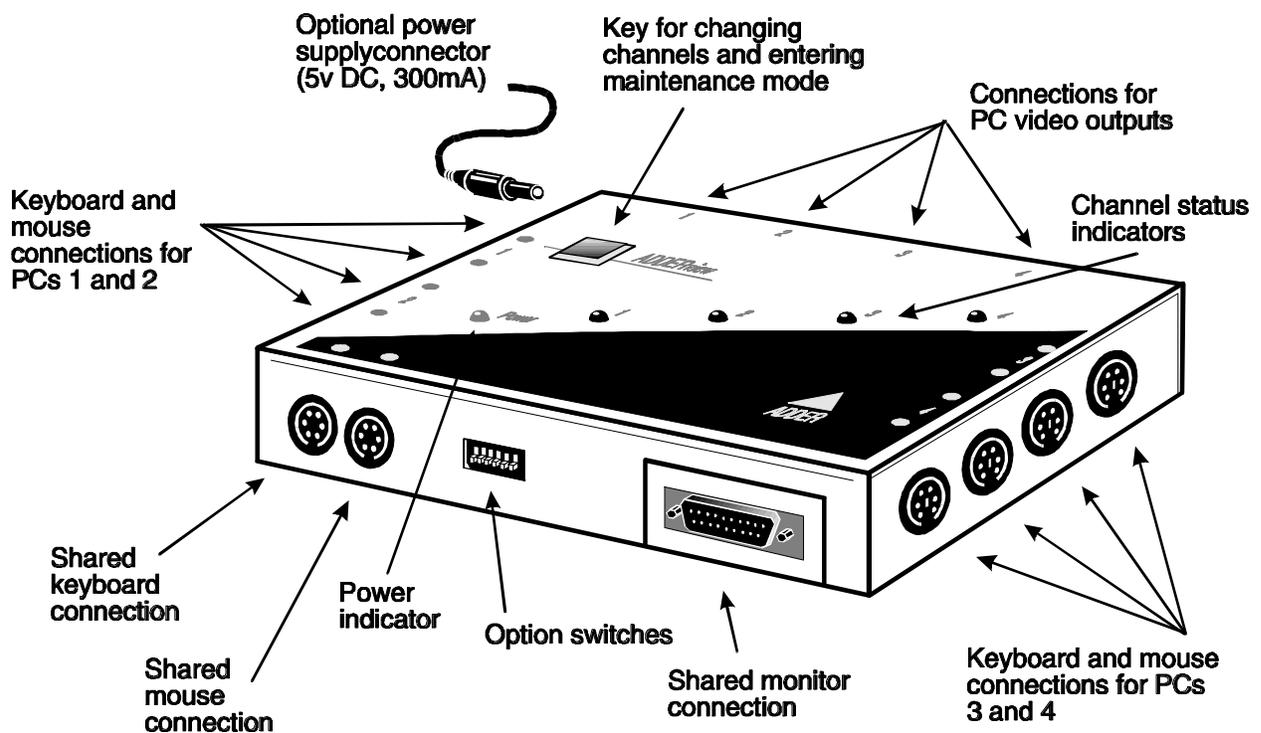


Fig. 1(a). ADDERview (AV4 version supporting 4 PCs)

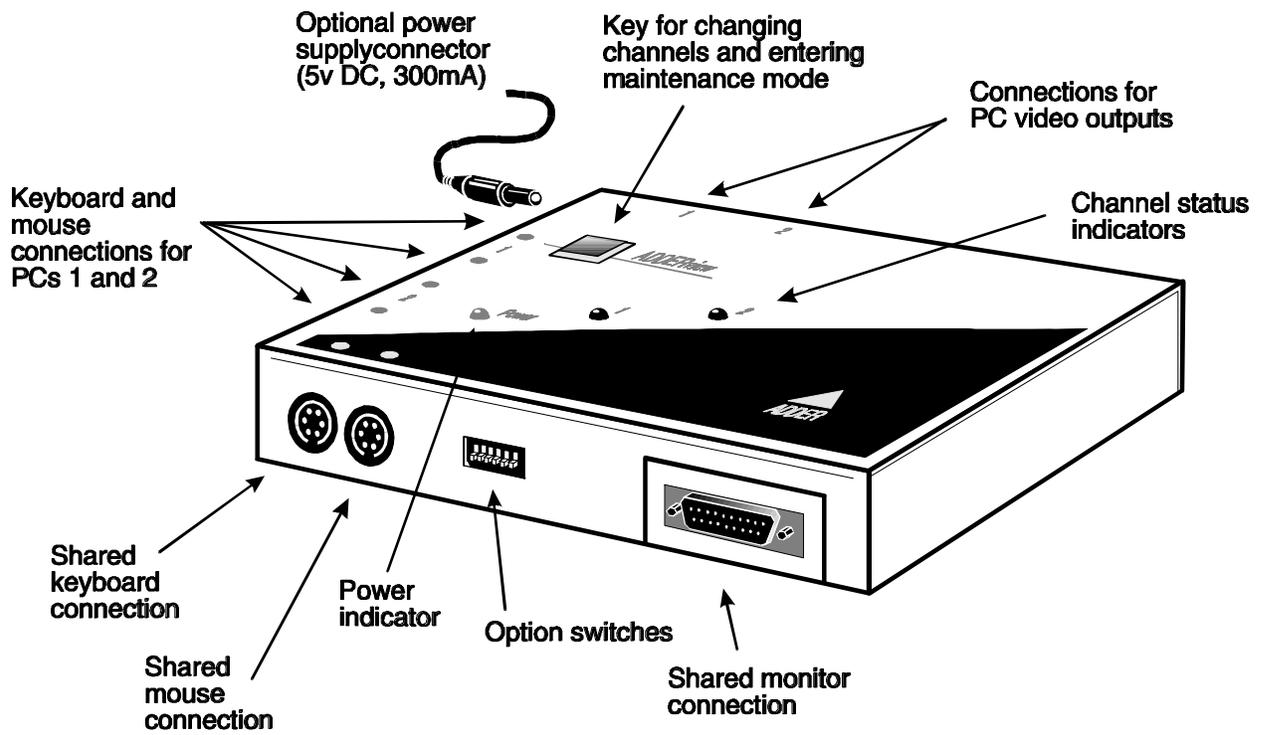


Fig. 1 (b). ADDERview (AV2 version supporting 2 PCs)

2. Installation

2.1 What you will need

- Cables to connect the ADDERview to each of your PC keyboard, video and mouse ports. Cable specifications are given in appendix A. (You do not need to connect a mouse cable if you are not using the mouse).
- A monitor with a standard VGA/SVGA (15 pin) connector that will work when connected directly to each of your PCs. ADDERview supports low and high resolution monitors.
- A standard AT or PS/2 style keyboard. If you are using an AT keyboard with a 5 pin connector you may connect this to the ADDERview using a standard AT to PS/2 keyboard adapter.
- A PS/2 style two or three button Microsoft or Logitech compatible mouse or a Microsoft IntelliMouse compatible mouse. If you wish to use the mouse to switch the ADDERview's channel then you will need a three button mouse or an IntelliMouse.

(The ADDERview supports 'Internet Mice' that are compatible with the Microsoft IntelliMouse. These are fitted with a wheel or other scroll control and sometimes have additional buttons. Examples are: Microsoft IntelliMouse, Logitech Pilot Mouse+, Logitech MouseMan+, Genius NetMouse and Genius NetMouse Pro.)

- A suitable mouse driver for your PCs. Supported types are:
 - PS/2 or RS232 two button mouse driver (any manufacturer).
 - Microsoft mouse driver (including IntelliMouse).
 - Logitech mouse driver (including two button, three button and wheel mouse)
 - Mouse drivers that use a compatible data format to the Microsoft IntelliMouse. You may need to try these to assess their compatibility.

Use of PS/2 and RS232 style mice with the ADDERview - All of the mouse connections from ADDERview to PCs support either a PS/2 or an RS232 mouse. ADDERview automatically converts from the PS/2 mouse commands to RS232 serial mouse commands. Serial mice types are selected by using an adapter as described in Appendix A. This adapter is the same as is shipped with Microsoft®

auto-sensing mice. The ADDERview will operate without a mouse connected if you do not wish to use one.

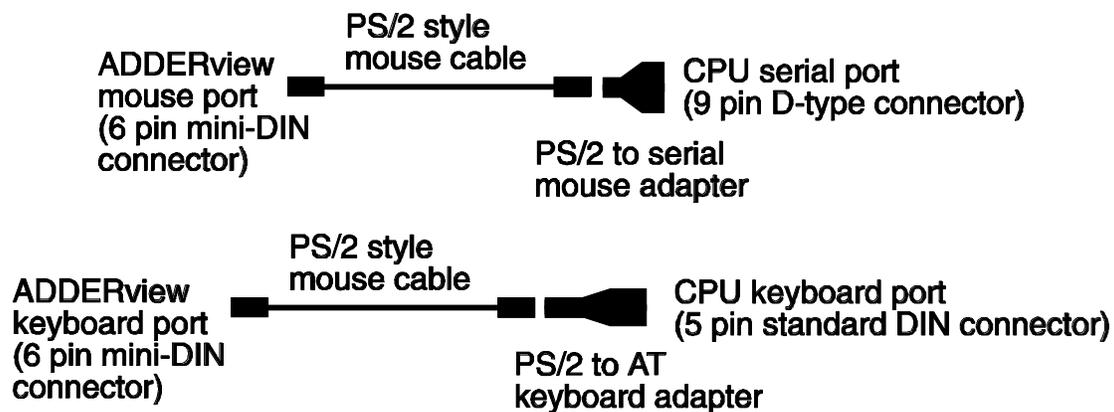
2.2 Mounting the ADDERview

The ADDERview has been designed to be used either on a desktop or mounted close to the computer system boxes which it is serving.

2.3 Connecting your devices

If possible, power down the computers that are to be connected to the ADDERview before connection. Ensure that the optional power adapter is disconnected. If you have to connect the ADDERview to CPUs that are already powered on you may need to use the mouse restoration functions (see section 2.8).

Connect the shared keyboard, PS/2 mouse and monitor to the connectors at the front of the ADDERview (see fig 1). Next connect each computer system unit in turn with the keyboard cable, mouse cable and video cable. Any unused computer connections can be left unconnected. To connect computers with serial mouse connections and AT style keyboard connections use the adapters supplied in the cabling pack as shown below. Alternatively, if you have chosen not to purchase the cable pack, refer to appendix A for cable specifications.



The ADDERview is now ready for use. It will start to operate as soon as one of the connected CPUs is powered on or the optional power adapter is connected. The power light confirms that sufficient power is available to operate the ADDERview.

2.4 Configuring your PCs

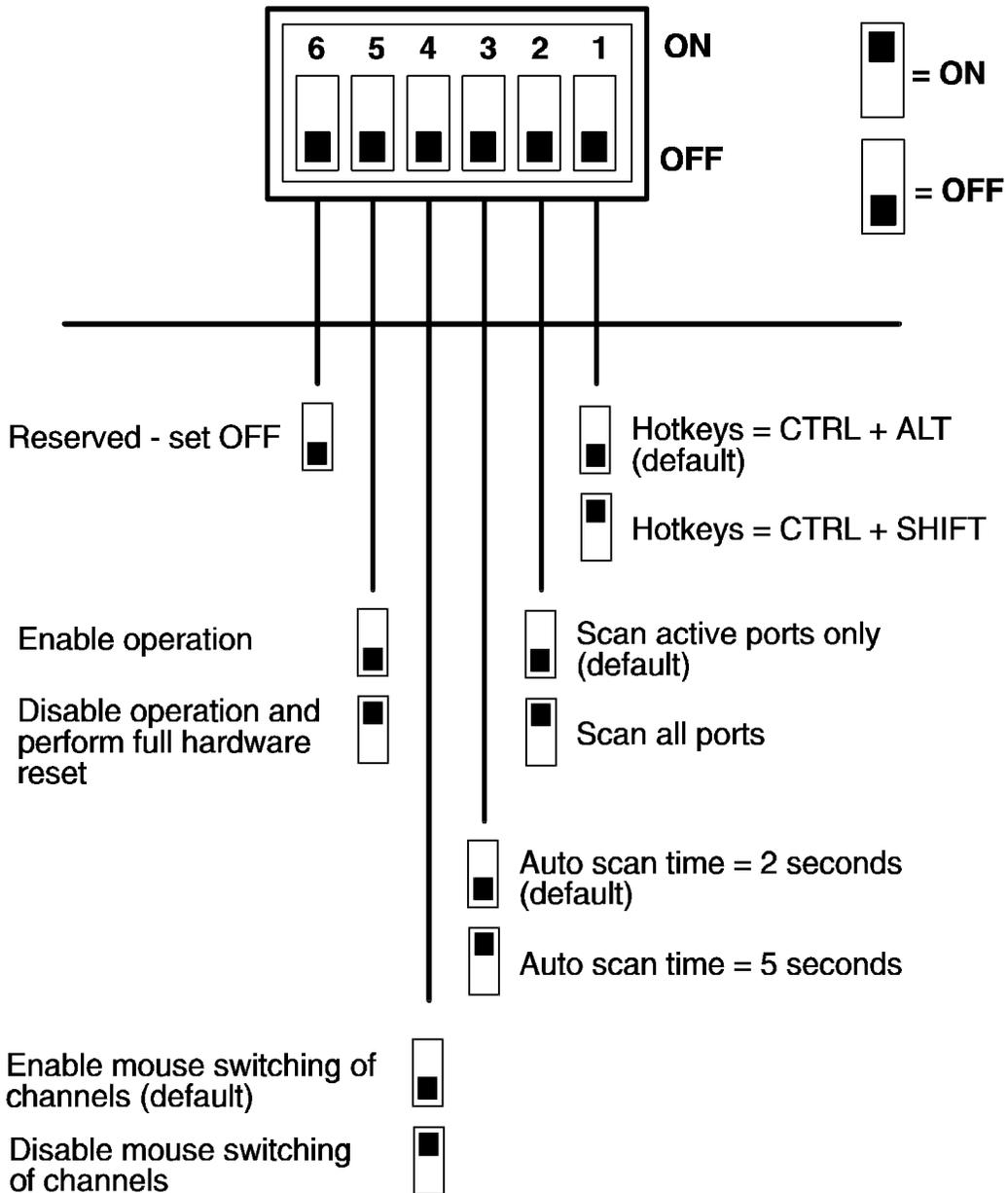
Configure your PC in the same way that you would if your keyboard, mouse and monitor were all connected directly to your PC, but bearing in mind the following points:

- ADDERview emulates Microsoft compatible serial, IntelliMouse and PS/2 mice, so ensure that your PC software is configured for a Microsoft mouse of the correct type. Refer to the list of supported drivers in section 2.1.
- ADDERview supports VGA/SVGA/XGA/XGA2 type monitors, but does not support the automatic detection features available with some 'plug and play' monitors and video cards. If you have this type of video card and monitor, you should select the video mode manually instead of relying upon the automatic detection feature.

2.5 Configuring the ADDERview

The toggle switches on the side of the ADDERview are used to select operating options. The switches are continuously read by the ADDERview and may be changed whilst the unit is powered on. The default setting (all switches OFF) is suitable for most installations. The switches have the following functions.

- 1) Selects the hotkey combination that can be used to switch the ADDERview's channel (see section 3.4)
- 2) Sets the ADDERview to scan all the ports or just the active ports whilst switching between ports using the mouse or the hotkeys+tab key combination. It also selects the ports that are scanned when the ADDERview is auto-scanning.
- 3) Sets the time that each channel will be displayed for during auto-scan. The options are 2 or 5 seconds.
- 4) Selects whether the mouse can be used to switch the ADDERview's channel (see section 3.5). If the mouse is being used to switch the ADDERview then the third button or wheel button will not be available to the application software.
- 5) Option switch 5 is used to reset the ADDERview (see section 3.8). For normal operation set this switch to the OFF position.
- 6) Option switch 6 is reserved and must be set to the OFF position.



NOTE: Many modern monitors are fitted with automatic power save relays and will switch off after a few seconds if connected to an inactive PC. If you are using such a monitor you must not allow the ADDERview to auto-scan all ports. Constant switching on and off of your monitor's relay will eventually damage your monitor.

2.6 Other useful installation information

PC boot up sequence - When your PCs are powered on they communicate with any attached keyboards and mice and setup parameters required by the particular operating system. It is necessary for the ADDERview to be attached and powered on during this sequence so that it can give the required responses and keep track of all the modes and settings requested by each of the connected PCs.

Mouse characteristics - do not unplug a PS/2 mouse connection from a PC whilst the PC is on. Due to the design of PS/2 mice communications the mouse function on the PC will be lost and you will have to re-boot the PC to regain normal operation. Unplugging the mouse from the ADDERview will also cause it to stop operating when it is plugged back in. RS232 mice can usually be unplugged and plugged back in provided that a mouse was connected when the operating system initially booted. The ADDERview is fitted with a PS/2 mouse recovery system which allows you to disconnect and re-connect the shared mouse without powering down the system (although this is generally not advisable) - see section 2.7 for details.

Keyboard and mouse mode switching - The ADDERview keeps a log of the keyboard and mouse mode and resolution settings requested by each of the connected PCs. These settings are automatically restored to the shared keyboard and mouse when the ADDERview channel is switched thus ensuring maximum software compatibility. The keyboard num, caps and scroll lock states are an obvious example of this process.

2.7 Re-enabling a disconnected PS/2 mouse

If you disconnect the shared PS/2 mouse from the ADDERview by accident during operation then the mouse operation will be lost when the mouse is plugged back in. To avoid having to reboot the entire system in this situation the ADDERview is fitted with an automatic mouse recovery system.

With the PS/2 mouse disconnected, change the channel using the keypad or keyboard hotkeys. The ADDERview detects that the mouse has been disconnected and triggers the automatic recovery system. Plug in the PS/2 mouse and the ADDERview will re-initialise it. You may also re-enable a disconnected PS/2 mouse by using the keyboard and mouse reset function (see section 3.7). This function powers down and resets the shared keyboard and mouse whilst the rest of the ADDERview operates normally.

2.8 Hot plugging the ADDERview into running systems and re-enabling disconnected CPU PS/2 mouse connections

It is advisable to switch off the systems that are going to be connected to the ADDERview before installation. However if this is not possible then most systems can be hot plugged by using the ADDERview's mouse restoration functions. The keyboard connection will normally restore itself automatically.

On many PCs, mouse movement will be lost if the PS/2 mouse is unplugged and plugged back in whilst the PC is running. Mouse movement can then only be restored by rebooting the PC. This is because the mouse drivers only setup and enable the mouse when the PC is initially booted.

If you have switched off or reset your ADDERview or you are attempting to 'hot plug' it into a system that is already running, you may be able to restore lost mouse movement using the ADDERview's mouse restoration functions.

Mouse restoration functions should be used with care as unpredictable results may occur if the wrong mouse type is selected. If in doubt restore the mouse by powering down the PC normally.

Standard PS/2 mouse data uses a different data format to IntelliMouse data and so two reset functions are provided on the ADDERview. The type of data format expected by the PC depends upon the driver and the type of mouse that was connected when the driver was booted. The following table may be used as a guide. Note that the mouse reset functions predict the likely mouse resolution settings but may not restore the speed or sensitivity of the mouse exactly as they were when the PC originally booted.

Type of mouse / system Connected at bootup	Driver type	Likely expected data format	Suggested restoration
PS/2	PS/2 only	PS/2	PS/2
PS/2	IntelliMouse	PS/2	PS/2
IntelliMouse / ADDERview	PS/2 only	PS/2	PS/2
IntelliMouse / ADDERview	IntelliMouse	IntelliMouse	IntelliMouse

To restore lost mouse movement on a CPU connected to the ADDERview:

- 1) Select the CPU that has lost its mouse movement
- 2) Press the key on the front of the ADDERview for 5 seconds until lights 1 and 2 are displayed together. The ADDERview is now in maintenance mode.
- 3) To restore a PS/2 mouse connection press

1

Or, to restore an IntelliMouse connection press

2

- 4) Test the mouse movement by slowly moving the mouse a short distance. In most cases the mouse should now work and no further action will be necessary
- 5) If the mouse darts uncontrollably around the screen then there are two possible reasons.

Firstly the CPU may be expecting a different mouse data packet format. A PS/2 mouse sends a 3 data character report and an IntelliMouse sends a 4 data character report. If you are in doubt then try setting the other data format (see step 3).

Secondly, the data packet format may be correct but the ADDERview and the CPU may not be correctly synchronised. In other words the ADDERview may be sending the first data character whilst the CPU is expecting the second data character. Most PC mouse drivers will automatically re-synchronise themselves if no mouse data has been received and so this is not normally a problem. However some mouse drivers do not automatically re-synchronise. The ADDERview is fitted with a re-synchronisation function that allows the synchronisation between the ADDERview and the CPU to be altered by 1 data character. Using this function the synchronisation between the ADDERview and the CPU can be matched.

To attempt to re-synchronise the mouse press the key on the front of the ADDERview for 5 seconds until lights 1 and 2 are displayed together. The ADDERview is now in maintenance mode.

Now press **4** on the keyboard. Test the mouse function and repeat this procedure up to 3 times until correct mouse operation is restored.

3. Using the ADDERview

This section explains the general operation of the ADDERview. We recommend that you read this section before starting to use the product.

3.1 Power indicator

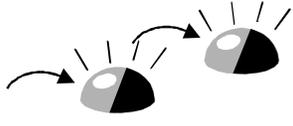
The ADDERview draws its power from the attached CPUs via the keyboard cables. The green power light confirms that there is sufficient power available. If the power light flashes or is off continuously then there is not sufficient power available.

3.2 Front panel key

The front panel key is used to select which channel is currently connected to the shared keyboard, mouse and monitor. It is also used to enter configuration mode (see section 2.5). Pressing the key during normal operation will cause the next channel to be selected. For the 2 port ADDERview this cycles around ports 1 and 2. For the 4 port ADDERview this cycles around ports 1, 2, 3 and 4.

3.3 Channel lights

The channel lights indicate the currently selected channel. The currently illuminated channel light will flash to indicate keyboard and mouse activity. In auto-scan mode the lights alternate between showing the currently selected port and indicating that the ADDERview is in auto-scan mode by flashing all the lights. Channel lights 1 and 2 are illuminated together when the ADDERview is in maintenance mode.

DISPLAY SHOWS	MEANING (when power indicator is on)
 All channel indicators off.	Channel '0' selected. Video disabled.
 Channel indicator on continuously.	Channel is selected. There is no keyboard or mouse data activity.
 Channel indicator flashes.	Channel is selected. Data is being received from the keyboard or mouse.
 Channel indicators 1 and 2 illuminated together.	ADDERview is in maintenance mode.
 Channel indicators illuminate in sequence before showing the selected channel.	ADDERview is in auto-scan mode.

3.4 Keyboard hotkey control

ADDERview can be conveniently controlled by selecting a channel, or auto-scan mode from the keyboard. All of the hotkey control commands are invoked by holding down the two hotkeys and then pressing a command key. By default, the two hotkeys are 'CTRL' and 'ALT', although other combinations can be selected using the option switches. Once the hotkey command has been activated you will need to release the hotkeys and the command key before a new hotkey command is accepted by the ADDERview. HOTKEYS + TAB is an exception and this allows you to 'tab through' the ports by holding down the hotkeys and repeatedly pressing TAB.

The hotkey command are summarised below (note that the numbers on the numeric keypad do not form part of a valid hotkey) :

- 'HOTKEYS' and '1' - selects channel 1
- 'HOTKEYS' and '2' - selects channel 2
- 'HOTKEYS' and '3' - selects channel 3
- 'HOTKEYS' and '4' - selects channel 4

'HOTKEYS' and 'TAB' - selects the next active channel if the ADDERview has been set to scan active ports (see section 2.5, option switch 2). Selects the next numbered channel in sequence if the ADDERview is set to scan all ports.

'HOTKEYS' and 'A' - selects auto-scan mode where each channel is displayed in turn for a selected time. The ADDERview can be set to scan all ports or just the active ports. The video from each CPU is displayed for 2 or 5 seconds according to the option switch settings (see section 2.5). To cancel auto-scan mode simply select any fixed channel either by using the hotkeys or the ADDERview's button.

'HOTKEYS' and '0' - Disables the ADDERview's shared video and switches all the channel lights off. The video can be re-enabled by selecting a channel.

Examples of common hotkey sequences (assuming CTRL + ALT hotkey option):

To select channel 2:

press **b a 2** release **2 b a**

To 'tab through' channels:

press **b a v** release **v** press **v**

release **v** press **v** release **v b a**

3.5 Mouse control

The channels can conveniently be changed on ADDERview by using a three button mouse. In order to switch to the next channel simply hold down the central mouse button (the wheel mouse button on an IntelliMouse) and click on the left hand mouse button. The channel will then change. If the ADDERview has been set to scan active ports then the next active channel will be selected. If it has been set to scan all ports then the next numerical channel in sequence will be selected

Mouse switching may be enabled or disabled using the option switches (see section 2.5). When mouse switching is disabled the third button or wheel button state is 'passed through' the ADDERview and seen by the application software.

3.6 Maintenance mode options and functions

A number of useful functions are provided via the ADDERview's maintenance mode. The ADDERview continues to provide full emulation on all ports whilst within maintenance mode to avoid errors occurring on the attached CPUs. The maintenance mode functions provided are:

- 1) Restore CPU PS/2 mouse connection.
- 2) Restore CPU IntelliMouse mouse connection.
- 3) Query the ADDERview firmware version.
- 4) Synchronise a CPU PS/2 mouse connection
- 5) Reset the shared keyboard and mouse.

To enter maintenance mode

Hold down the front panel key for 5 seconds until the lights on channels 1 and 2 are illuminated together.

Whilst within maintenance mode

Press keys **1 2 3** or **4** on the main keyboard (not the numeric keypad) or the key on the front of the ADDERview as follows:

- Press key **1** on the keyboard to reset the PS/2 mouse connection on the port that was selected when maintenance mode was entered (this port's video is displayed on the monitor). After pressing the key the ADDERview will automatically return to normal operation mode. (see section 2.8 for information on using this function)
- Press key **2** on the keyboard to reset the IntelliMouse mouse connection on the port that was selected when maintenance mode was entered (this port's video is displayed on the monitor). After pressing the key the ADDERview will automatically return to normal operation mode. (see section 2.8 for information on using this function)

- Press key **3** on the keyboard to cause the ADDERview to report its version number to the port that was selected when maintenance mode was entered (this port's video is displayed on the monitor). The CPU attached to this port must be running a text editor or word processor that is ready to accept keyboard input. After pressing the key the ADDERview will automatically return to normal operation mode.
- Press key **4** on the keyboard to attempt to synchronise the mouse connection on the port that was selected when maintenance mode was entered (this port's video is displayed on the monitor). After pressing the key the ADDERview will automatically return to normal operation mode. (see section 2.8 for information on using this function)
- Press the ADDERview's front panel key to cause the shared keyboard and mouse to be reset. The reset function removes the power to the keyboard and mouse for a few seconds and then re-powers them. The front panel power light will go off to indicated that the power has been removed. Once the keyboard and mouse have been reset the ADDERview will automatically return to normal operation. The other functions of the ADDERview that deal with the CPU connections are fully maintained during this process.

3.7 Resetting the shared keyboard and mouse

The ADDERview is fitted with a keyboard and mouse reset function. This function powers down the devices for a couple of seconds and resets them. The rest of the ADDERview continues to work normally and the connections to the CPUs are unaffected. This function is useful if the mouse has become disconnected or is to be changed for another type. It is also useful if there is an error that has caused the keyboard or mouse to operate incorrectly.

To reset the shared keyboard and mouse, enter maintenance mode (see section 3.6). Whilst within maintenance mode press the front panel key. The power light will go off for a few seconds and then come on again when the keyboard and mouse have been reset. The ADDERview will then be operating normally.

3.8 Resetting the ADDERview

The ADDERview is fitted with a hardware reset function that does not require the power to be disconnected. The reset function is accessed using option switch 5 (see section 2.5). This option switch is connected to the microprocessor within the ADDERview. When switch 5 is in the ON position the ADDERview's processor will halt all operations.

To perform a complete reset of the ADDERview, move switch 5 from the OFF position to the ON position and then back to the OFF position. This action is equivalent to disconnecting all the power from the ADDERview and then powering it on again as it performs a complete microprocessor hardware reset.

3.9 Querying the ADDERview's firmware version

For technical support purposes it is sometimes useful to know the firmware version of the ADDERview. The ADDERview can report its firmware version using a maintenance mode function.

To find the firmware version of your ADDERview, switch to a CPU that is showing the DOS prompt or is running a text editor or word processor package. It doesn't matter what package this is provided that the characters typed in at the keyboard are displayed on the screen. Enter maintenance mode and type 3 at the keyboard (see section 3.6 for more details). The version number will be reported on the CPU screen as three numbers. For example, if the ADDERview reports 118 then the firmware version is 1.18.

3.10 Cascading ADDERviews

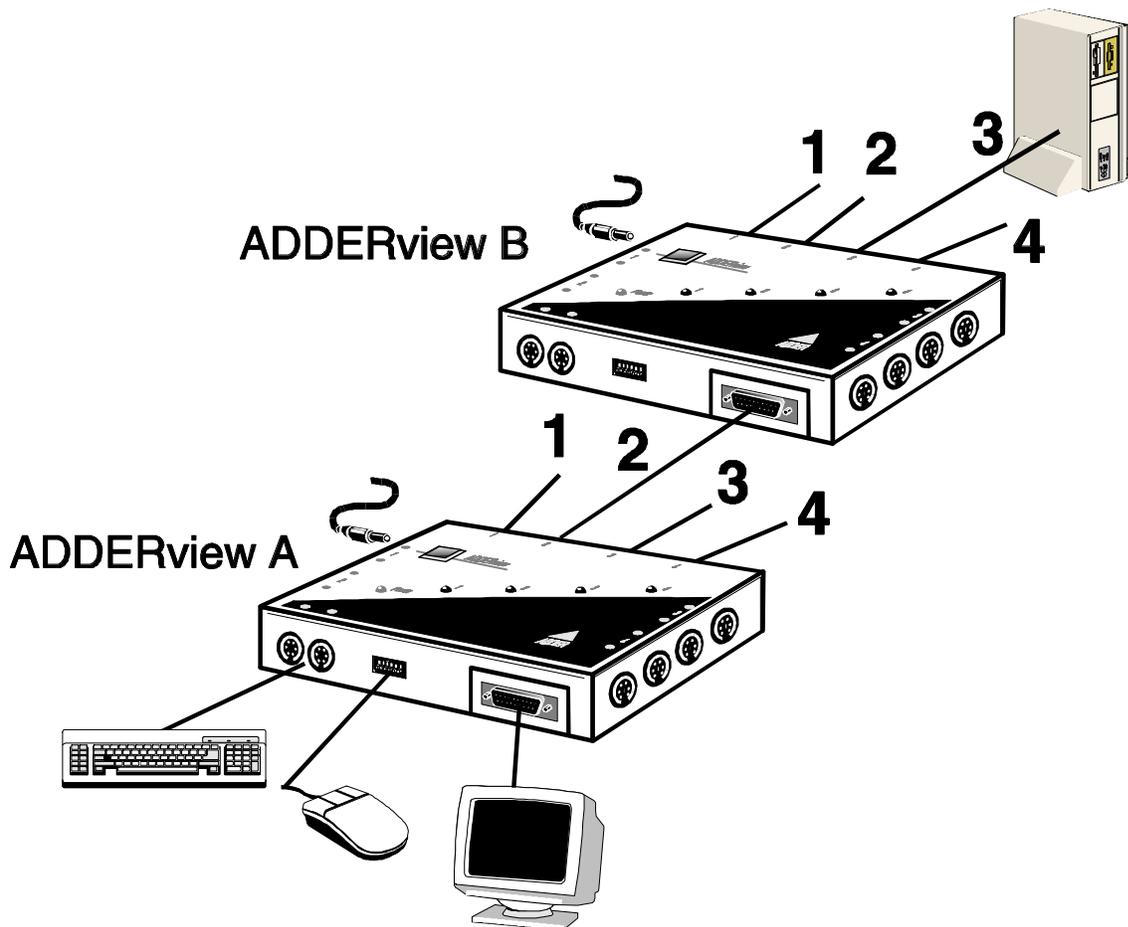
Any number of ADDERview switches can be connected together to expand the total number of connected computers. When ADDERview units are cascaded an external power adapter should be connected each of the ADDERview units. This avoids trying to draw power for multiple ADDERviews from a connected CPU. The channels on the cascaded ADDERview units can be selected using an extension of the HOTKEY control function.

For example, consider a situation where two ADDERview 4 port units are connected together as shown below. To connect to the computer attached to port 3 on

ADDERview B the user would hold down the hotkey keys then press '2' followed by '3', whilst keeping the hotkey keys pressed. This will have the effect of connecting to port '3' of the ADDERview which is connected into port '2' of the first ADDERview unit A.

For example to connect to port 3 on the ADDERview cascaded off port 2 of your first ADDERview use:

press **b a 2** release **2**
press **3** release **3 b a**



A typical cascade of two ADDERview 4 port units

Appendix A.

Cable and connector specifications

IMPORTANT NOTE

The maximum cable lengths supported vary widely between devices and cables. It may be possible to use cables that are longer than those specified below with certain PCs and peripherals but this cannot be guaranteed. If you experience problems try using shorter cables.

A1. Keyboard, monitor and mouse to ADDERview

Cable specification:

All of the shared devices plug directly into the relevant ports at the front of the ADDERview. If you use an AT style keyboard you will need an AT (5 pin DIN female) to PS/2 (6 pin mini-DIN male) converter. Keyboard, monitor and mouse extension cables should be no longer than 2 metres.

A2. ADDERview to PCs 1 to 4

Cable specifications:

Video - 15 pin high density male D connector to 15 pin high density male D connector wired as a standard VGA PC to monitor cable. There are two types commonly available. The best type cables which will give excellent quality are constructed with coaxial cable cores. Cheaper 'data' cables are often used, but can degrade video quality if used over longer distances. Avoid using 'data' cables longer than 2 metres unless the video quality is not important. Good quality coaxial video cables may be run at distances up to 10 metres with little loss of video quality.

Keyboard and PS/2 mice - 6 pin mini-DIN male connector to 6 pin mini-DIN male connector with all lines connected straight through (1-1,2-2 etc.). If the PC has a 5-pin DIN AT style keyboard connector you will need a PS/2 to AT keyboard adapter 6-pin mini-DIN female to 5-pin DIN male (readily available). Cables should be no longer than 3 metres for operation without the optional power supply. If the optional power supply is used then cables may be up to 10 metres long.

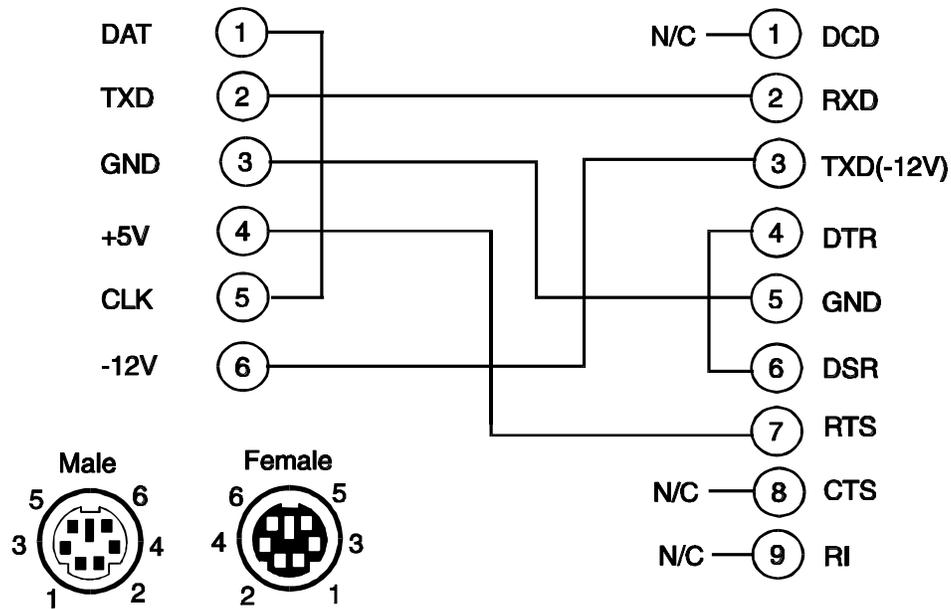
RS232 serial mice - these require a special converter to connect the RS232 lines present on the ADDERview mouse ports to the RS232 port on a PC. The wiring is identical to that used by Microsoft for their autosensing mouse adapter and is shown below:

6 pin mini-DIN female

9 pin D female

takes cable from ADDERview

plugs into PC serial port



Cables should be no longer than 10 metres.

Appendix B. Problem Solving

Problem:

Poor video quality with smearing fuzziness or ripple.

Action:

Use screened coaxial video cables to connect your devices to the ADDERview.

Problem:

Mouse does not move cursor on screen

Action:

Ensure that your software is configured to accept a Microsoft compatible mouse of the type that you have connected (PS/2, IntelliMouse or RS232).

Problem:

Keyboard does not function of functions intermittently. Num lock light does not always come on when the num lock key is pressed.

Action:

Some older keyboards were designed for use with specific computers and are not truly AT or PS/2 compatible. These are not common but if you experience problems try another keyboard.

Problem:

Mouse consistently fails to boot when using a Compaq integrated keyboard / mouse model MX11800 with the ADDERview, Windows NT 4.0 and a PS/2 connection to some types of PCs.

Action:

There are three possible solutions to this problem: 1) Use a different mouse. 2) Connect the ADDERview mouse connection to a serial port on the NT 4.0 unit rather than the PS/2 port. 3) Select channel 0 or a port that is not connected to an NT 4.0 box whilst NT is booting. Use the system normally once the logon screen appears.

Problem:

Mouse causes channel to change.

Action:

Some cheaper mice are not fully compatible with the ADDERview and can lose data causing the channel to be changed (if mouse switching of channels is enabled). If you experience this problem then change the mouse and use a Microsoft, Logitech, IBM, Compaq or Hewlett-Packard type. Ensure that you are using a Microsoft compatible mouse driver on your PC. Some other manufacturers' drivers may switch the mouse to use a proprietary mouse data format not supported by the ADDERview. If you have unplugged and re-connected a mouse to the ADDERview then ensure that you reset it using the mouse reset function (see sections 2.7, 3.7).

Problem:

Mouse jumps around the screen after disconnecting the mouse cable or powering down the ADDERview.

Action:

If you have disconnected and re-connected a CPU mouse cable or you have reset the ADDERview then the mouse data format may be out of synchronisation with that required by the PC (PS/2 or Intellimouse). Try the mouse restoration functions or re-power the CPU.

Notes
