

MASTER VIEW PRO

8 Port KVM Switch



USER MANUAL

CS-128A

PACKING LIST

The complete Master View Pro package consists of:

- One CS-128A KVM Switch
- 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.

Please 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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OVERVIEW

The Master View CS-128A 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 CS-128A, you can easily access multiple computers in a cost effective manner.

A single Master View CS-128A can control up to 8 computers. Since CS-128As can be cascaded to three levels, in a full three stage installation up to 73 Master Views can control up to 512 computers - all from a single 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. Because the CS-128A intercepts keyboard input directly, it works on any hardware platform and withall operating systems.

There are three convenient methods to access any computer connected to the system: (1) using the push button port selection switches located on each unit's front panel; (2) entering Hotkey combinations from the keyboard; and (3) selecting from menus provided by the OSD (On Screen Display) feature. A powerful Quick View Scan feature also permits auto scanning and monitoring the activities of all operating computers on the installation one by one.

There is no better way to save time and money than with a Master View CS-128A installation. By allowing a single console to manage all the attached computers, a Master View CS-128A 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.

FEATURES

- ♦ Cascadable To Three Levels - Control Up to 512 computers From a Single Console
- ♦ No Software Required - Computer Selection via Front Panel Switches, Hot Keys, or OSD (On Screen Display)
- ♦ Quick View Scan Feature for Monitoring Selected Computers
- ♦ PS/2 and Serial Mouse Emulation For System Bootstrap
- ♦ Console's PS/2 Mouse Controls All Connected Computers - Even Those With Serial Mice
- ♦ PS/2 Compatible Mouse Support - Microsoft Intellimouse Explorer and Logitech FirstMouse+ Support*
- ♦ SVGA, VGA and Multisync Monitor Support
- ♦ Superior Video Quality; 1920x1440; DDC; DDC2; DDC2B
- ♦ LED Display For Easy Status Monitoring
- ♦ Rack Mountable in 19" System Rack
- ♦ Hot Pluggable - Add or Remove computers for Maintenance Without Powering Down the Switch

- * 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

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.

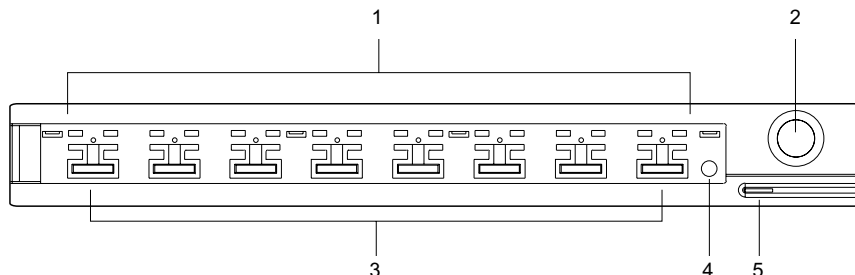
Cables

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-1603A
PS/2 (6 pin mini-DIN) Keyboard and Mouse	2L-1603P
Daisy Chain Master View CS-128A	2L-1603P

INTRODUCTION

Front View



1. Port LEDs

On Line: Lights ORANGE to indicate that the computer attached to the corresponding port is up and running. If the LED is flashing, it indicates that the Port is being used for Cascading to another Master View switch.

Selected: Lights GREEN to indicate the currently selected port. The LED is steady under normal conditions, but flashes when its port is accessed under Auto Scan mode.

2. Auto Scan Button

Pressing this button starts Auto Scan Mode.

3. Port Selection Switches

Press a switch to access the computer attached to the corresponding port.

- Pressing Buttons 1 and 2 simultaneously for 3 seconds performs a Keyboard and Mouse reset.
- Pressing Buttons 7 and 8 simultaneously starts Auto Scan Mode.

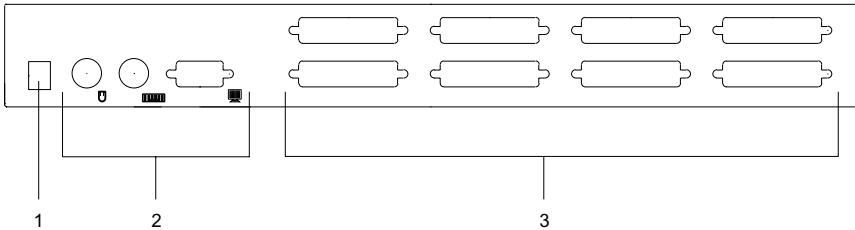
4. Reset

Use a thin object (such as the end of a paper clip, or a ballpoint pen), to briefly press this recessed switch in to initiate a warm reset of the CS-128A. If the switch is kept in for a longer period, a cold reset takes place.

5. Sound Opening

System sounds (beeps, etc.), are emitted from this opening.

Rear View:



1. Power Jack

The unit is designed to be non-powered (no external power required). It gets its power from the computers it connects to. Generally speaking, the only time that external power is required is when you daisy chain it, or if operation becomes erratic because the unit isn't obtaining enough power from the computer. If you choose to use external power, the power adapter cable plugs in here.

2. Console Port Section

- ♦ If this is a first station unit, your monitor, keyboard and mouse plug in here.
- ♦ If this is a daisy chained unit, the cables that link back to a port on a higher Master View unit plug in here.

3. CPU Port Section

The cables that link to the computers plug in here.

INSTALLATION

Before you Begin



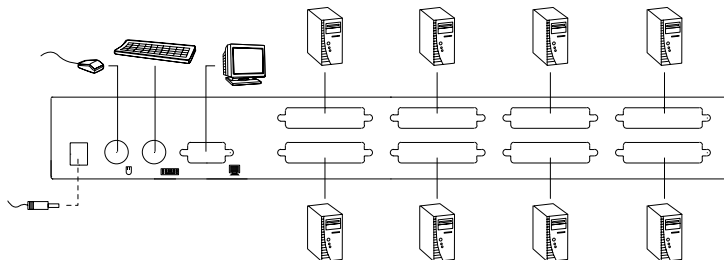
1. Make sure that power to all the devices you will be connecting up have been turned off. You must unplug the power cords of any computers that have the *Keyboard Power On* function. Otherwise, the switch will receive power from the computer.
2. To prevent damage to your installation due to ground potential 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. Computers connect to all of the CS-128A's CPU Ports (1 to 8). To set up a single stage installation do the following:

1. Plug your keyboard, mouse, and monitor into the unit's Console Ports.
2. Use connector cable sets (described in the *Cables* section, p. 3), to connect any available CS-128A CPU Port to the monitor, keyboard and mouse ports of the computers.
3. If you choose to use external power, plug the adapter cable into the Master View's Power Jack, then plug the power adapter into an AC power source.

Under non-powered operation, the unit gets its power from the computers via the keyboard and mouse cables. If a computer, only supplies 3.3V of power for the keyboard and mouse instead of 5V (as in the case of Notebooks, for example), the unit will not receive enough power, and you will need to use the external power adapter.



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4. Turn on the power to the computers.

Note: If you choose to use external power, the CS-128A must be plugged in and receiving power before turning on the power to the computers.

Two Stage Installation

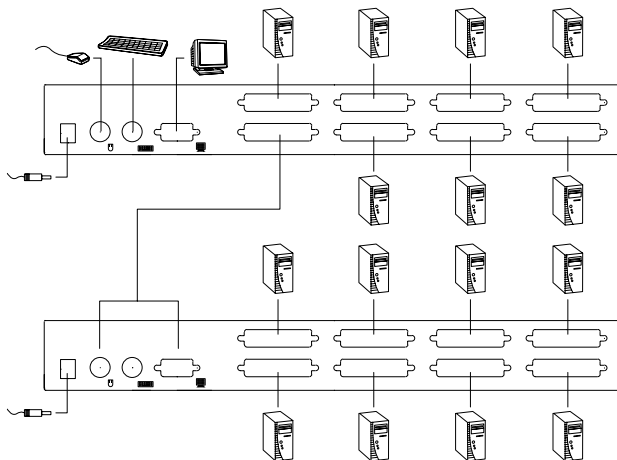
To control even more computers, up to eight additional CS-128A units can be cascaded from the CPU ports of the First Stage unit. The cascaded Master Views are considered Second Stage units. As many as 64 computers can be controlled in a complete two stage installation. A table showing the relation between the number of computers and the number of Master View units needed to control them is provided in the Appendix.

Note: Mixing different Master View models on the same daisy chain can cause problems with Hotkey and OSD port switching. We strongly recommend that you use CS-128As for all the cascaded units.

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 preexisting devices on the installation, have been turned off (unplug the First Stage unit if it is plugged in to an AC source).
2. Use a connector cable set (described in the *Cables* section, p. 3), to connect any available CPU Port on the First Stage unit to the Console Port connectors of the Second Stage unit.
3. Use connector cable sets (described in the *Cables* section, p. 3), to connect any available CPU Port on the Second Stage unit to the monitor, keyboard and mouse ports of the computers you are installing.
4. Repeat steps 1 - 3 for any other Second Stage units you wish to connect.
5. For each Second Stage unit, plug the power adapter cable into the Master View's Power Jack; plug the power adapter into an AC source.
6. Plug in the power adapter for the First Stage Master View unit.
7. Turn on the power to all 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.



Three Stage Installation

The procedures for setting up a three stage installation are essentially the same as for a two stage installation. With a three stage setup, as many as 512 computers can be controlled in a complete 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.

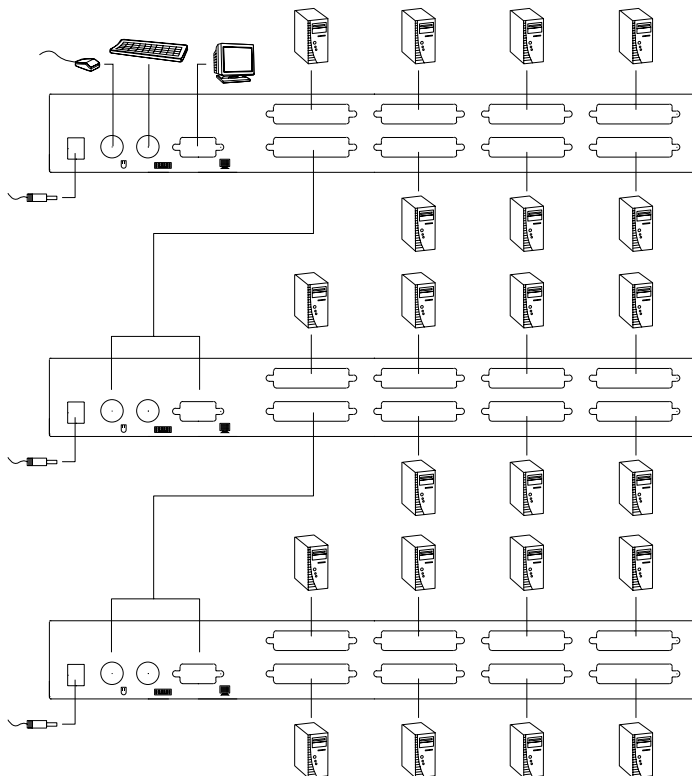
Note: Master View units cannot be cascaded beyond the third level.

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

1. Make sure that power to all the devices you will be connecting up, including all preexisting devices on the installation, have been turned off (unplug the First Stage unit and all Second Stage units).
2. Use a connector cable set (described in the *Cables* section, p. 3), to connect any available CPU Port on the Second Stage unit to the Console Port connectors of the Third Stage unit.
3. Use connector cable sets (described in the *Cables* section, p. 3), to connect any available CPU Port on the Third Stage unit to the monitor, keyboard and mouse ports of the computers you are installing, as shown in the diagram on page 9.

4. Repeat steps 1 - 3 for any other Third Stage units you wish to connect.
5. For each Third Stage unit, plug the power adapter cable into the Master View's Power Jack; plug the power adapter into an AC source.
6. Plug in the power adapters for all the Second Stage Master View units.
7. Plug in the power adapters for the First Stage Master View unit.
8. Turn on the power to all the computers.

Note: The Power On sequence requires that all Third Stage units be powered on first. After they are all on, the Second Stage units must be powered on next. After all the Second Stage units are on, the First Stage unit must be powered on. Only after all the Master Views have been powered on in this sequence, can the computers can be powered on.



Hot Plugging

The Master View CS-128A 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:**

CPU port cables must be plugged back into the *exact same* ports they were removed from.

- ♦ **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:

1. 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.
2. 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 p. 9, and the note under *Powering Off and Restarting* on p. 11.)

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 Off and Restarting

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 it, 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 connected to the powered off Master View that have the *Keyboard Power On* function. Otherwise, it 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 CS-128A 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.

Port Selection

The Master View CS-128A provides three methods to obtain instant access to any computer in your installation: Manual; *Hotkey*; and OSD (On Screen Display).

♦ 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. 15) automatically switches to highlight the computer that you have selected.

- Note:** 1. On a daisy chained installation, you must press the Port Selection switch on the Master View Station that connects directly to the computer you want to access.
2. Simultaneously pressing Port Selection buttons 7 and 8 on the First Stage unit initiates the *Quick View Scan* feature in which all the ports currently selected for Quick View scanning with the OSD's **F4 QV** function (see p. 19) are cycled through. The length of time spent on each port is determined with the *Scan Duration* setting under the OSD's **F6 SET** function (see p. 20).

♦ Hotkey Navigation

Hotkey navigation allows you to conveniently access any computer directly from the keyboard, instead of having to manually select it with a Port Selection switch. To select a port with the Hotkey method, do the following:

1. Press [Ctrl]+[Alt]+[Shift] to invoke the hotkey function.
2. Key in the Port ID number (see *Port ID Numbering*, in the next section), then press [Enter].

- Note:** 1. Press the keys in sequence - one key at a time. First [Ctrl], then [Alt], then [Shift].
2. After invoking the hotkey function with the [Ctrl]+[Alt]+[Shift] combination, you must key in the Port ID and press [Enter] within 1 second for each keypress.

♦ OSD

OSD provides a menu driven interface to handle the computer switching procedure. OSD operation is discussed in detail beginning on page 15.

PORT ID NUMBERING

ID Numbering Overview

Each CPU Port on a Master View installation is assigned a unique Port ID. You can directly access any computer on any level of the installation by specifying the Port ID of the CPU Port that the computer is connected to - either with the Hotkey port selection method, or from the OSD.

The Port ID is a one, two, or three digit number that is determined by the Stage Level and CPU Port number of the Master View unit that the computer is connected to. The first digit represents the CPU Port number of the First Stage unit; the second digit represents the CPU Port number of the Second Stage unit; the third digit represents the CPU Port number of the Third Stage unit.

For example, a computer attached to a First Stage unit has a one digit Port ID (from 1 to 8), that corresponds to the CPU Port number that the computer is connected to.

A computer attached to a Second Stage unit has a two digit Port ID. The first digit represents the CPU Port number on the First Stage unit that the Second Stage unit links back to; the second digit represents the CPU Port number on the Second Stage unit that the computer is connected to. Therefore, a Port ID of **23** would refer to a computer that is connected to **CPU Port 3 of the Second Stage unit** that links back to **CPU Port 2 of the First Stage unit**.

Likewise, a computer attached to a Third Stage unit has a three digit Port ID. One with a Port ID of **241** would be connected to **CPU Port 1 of a Third Stage unit**, that links back to **CPU Port 4 of a Second Stage unit**, which, in turn, links back to **CPU Port 2 of the First Stage unit**.

Port Key In Examples

1. To access a computer attached to Port 3 of a Single Stage installation, key in **3** for the Port ID, as follows:

[Ctrl] + [Alt] + [Shift] 3 [Enter]

2. To access a computer attached to Port 3 of a Second Stage unit that is cascaded down from Port 2 of the First Stage unit, keyin **23** for the Port ID, as follows:

[Ctrl] + [Alt] + [Shift] 2 3 [Enter]

Note: You must key in the numbers one at a time.

3. To access a computer attached to Port 1 of a Third Stage unit that is cascaded down from Port 4 of a Second Stage unit, which, in turn, is cascaded down from CPU Port 2 of the First Stage unit, key in **241** for the Port ID, as follows:

[Ctrl] + [Alt] + [Shift] 2 4 1 [Enter]

Hotkey Summary Table

Combination	Action
[Ctrl] + [Ctrl]	Invokes OSD (Default)
[Scroll Lock] + [Scroll Lock]	Invokes OSD (Alternate Method)
[Ctrl]+[Alt]+[Shift] [Port ID] [Enter]	Switches access to the computer that corresponds to the Port ID number (see examples, above).
[Ctrl]+[Alt]+[Shift] [0] [Enter]	Invokes Auto Scan mode.

OSD OPERATION

OSD Overview

OSD (On Screen Display), provides a menu driven interface to handle the computer switching procedure. Although Hotkey switching still works, 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 either Ctrl key twice.

- Note:**
1. The keys must be on the same side (both left, or both right).
 2. You can optionally change the hotkey to the Scroll Lock key (see F6, below), in which case you would press [Scroll Lock] twice.

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

LIST:ALL					
PN	QV	PC	NAME		
2-5	▶	+	ABC	▲	
2-6			XYZ	▲	
2-7					
2-8					
3					
4					
5-1				▼	
5-2				▼	
F1 GOTO	F2 SCAN	F3 LIST	F4 QV	F5 EDIT	F6 SET

OSD always starts in List view, with the highlight bar at the same position it was in the last time it was closed.

The next two sections explain how to navigate using the OSD and Hotkey methods.

OSD Menu Navigation

- [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 on the Up and Down Triangle symbols (▲▼) to move up or down through the list one line at a time.
- Use [Pg Up] and [Pg Dn] or click on 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 Hotkey Navigation

Hotkey navigation can also be used under OSD as follows:

1. From the OSD Main Menu, press [Ctrl]+[Alt]+[Shift].
2. Key in the Port ID for the computer you wish to access (see Port ID Numbering, above), then press [Enter].

The console now controls the computer that you have selected, and the OSD automatically closes.

When you use this method, note the following:

- Although access switches to the port you just specified, the highlight bar on the OSD screen doesn't move.
- You must press [Ctrl], [Alt], [Shift] one after the other - not all at the same time.
- After pressing the [Ctrl]+[Alt]+[Shift] combination, you must key in the Port ID and press [Enter] within 1 second for each keypress.
- The keys must be pressed and released one key at a time.
- Number keys must be pressed from the regular keyboard; not from the numeric keypad.
- If you submit an incorrect Port ID, an error message displays, and you are returned to the OSD Main Menu.

OSD Main Menu Headings

Heading	Explanation
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 methods:

1. Move the Highlight Bar to the port you want then press [Enter].
2. 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 specified with the *Set Scan Duration* setting under the **F6 SET** function (see p. 20). 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, 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, below), of all the ports on the installation.
QVIEW	Lists only the ports that have been selected for Quick View scanning (see F4, below).
POWERED ON + QVIEW	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.



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 select the ports you want to include for automatic scanning under the *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 is selected, 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:

1. Move the highlight bar to the port you want to edit.
2. Press [F5].
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].

♦ **F6 Set:**

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

1. Move the highlight bar to the choice you want, then press [Enter].
2. On the submenu that appears next, 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
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 how long a Port ID displays on the monitor after a port change has taken place: 3 Seconds ; or Always On .
CHANNEL DISPLAY POSITION	Allows you to position where the Port ID appears on the screen. Use the Arrow Keys, Pg Up, Pg Dn, Home, End, and 5 (on the numeric keypad with Num Lock off), to position the Port ID display, then press [Enter] to lock the position and return to the Set 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.
OSD ACTIVATING HOTKEY	Selects which Hotkey activates the OSD function: [Ctrl] or [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.

Setting	Function
SET PASSWORD	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.
CLEAR THE NAME LIST*	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 completed successfully.
RESTORE DEFAULT VALUES*	Clears all settings from memory, and returns the unit to the factory defaults. 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.
LOCK CONSOLE*	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.

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

Factory Default Settings

The factory default settings are as follows:

Setting	Default
Display Duration	Always On
Display Mode	The Port Number plus the Port Name
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 Set 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 Step 1, above, 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		

Troubleshooting

Symptom	Possible Cause	Action
Erratic behavior.	Unit not receiving enough power under self-powered operation.	Use the Power Adapter that was supplied with the unit to provide external power.
Pressing Hot Keys gets no response.	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. Manually press one of the Select switches to connect to a computer that is powered ON. 2. Check the cables to make sure they are all properly connected.
	Improper keyboard reset.	1. Reset the keyboard (and mouse) by simultaneously pressing Buttons 1 and 2 on the First Stage unit for 3 seconds. 2. Unplug the keyboard connector from the Console Keyboard Port, then plug it back in.
	Improper Master View reset.	Turn off all Master View units and wait five seconds before turning them back on. Note: You must unplug the power cords of any computers that have the Keyboard 'Power On' function, otherwise the switch will still receive power from the computers.
	Incorrectly keying in the Port ID.	After invoking the hotkey function with the [Ctrl+Alt+Shift] combination, be sure to key in the Port ID and press [Enter] within 1 second for each key.
Mouse not responding.	Improper mouse reset.	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.

Specifications

Function		Specification
Computer Connections	Direct	8
	Max	512 (via Daisy Chain)
Port Selection		Front Panel Switches Hot Keys On Screen Display
LEDs	On Line Port	8 (Orange)
	Selected Port	8 (Green)
Console Connectors	Keyboard	1 x 6 pin mini-DIN female
	Mouse	1 x 6 pin mini-DIN female
	Video	1 x HDB-15 female (std. VGA/SVGA)
Computer Port Connectors		8 x 25 pin D Type female
Scan Interval (OSD Select)		3, 5, 10, 15, 20, 30, 40, 60 secs.
Power Consumption		DC 9V; 1.08W (max.)
Operating Temperature		5 ~ 40o C
Storage Temperature		-20 ~ 60o C
Humidity		0 ~ 80% RH
Housing		Metal / Plastic
Weight		2850 g
Dimensions (L x W x H)		366 x 250 x 45 mm



Federal Communications Commission Statement

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Limited Warranty

IN NO EVENT SHALL THE DIRECT VENDOR'S LIABILITY EXCEED THE PRICE PAID FOR THE PRODUCT FROM THE DIRECT, INDIRECT, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM THE USE OF THE PRODUCT, DISK OR ITS DOCUMENTATION.

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