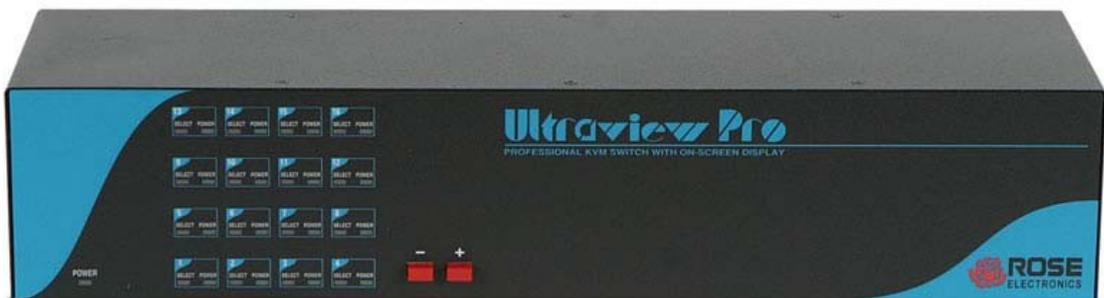


Sun Complementary Products
Keyboard Video Mouse switch
Quick Installation Guide



UKT-KVM-1U08-Z



UKT-KVM-2U16-Z

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1 - What is in the box?

The UKT-KVM-1U08-Z or UKT-KVM-2U16-Z Keyboard Video Mouse switches come complete with:

- Three 5ft Console cables, one of each of:
KVM to VGA Monitor and USB Keyboard and Mouse
KVM to DB13W3 Monitor and Sun Serial Keyboard and Mouse
KVM to VGA Monitor and PS2 Keyboard and Mouse
- Rackmount kit for either 1U or 2U KVM (depending on model purchased)
- Serial (RS232) cable for firmware updates
- Mains cable, Male IEC320 to Female IEC320
- User Manual
- This Guide

2 - What else do I need?

For each server to be connected to the Keyboard Video Mouse switch, one of the following Server cables is needed:

Server Keyboard and Mouse interface	Cable Product code	Description
USB	UKT-KVM-USB-S-Z	5ft DB25 to VGA (male) and USB (male) cable
	UKT-KVM-USB-M-Z	10ft DB25 to VGA (male) and USB (male) cable
	UKT-KVM-USB-L-Z	20ft DB25 to VGA (male) and USB (male) cable
Sun Serial (8 pin)	UKT-KVM-SUN-S-Z	5ft DB25 to DB13W3 (male) and Sun Serial (male) cable
	UKT-KVM-SUN-M-Z	10ft DB25 to DB13W3 (male) and Sun Serial (male) cable
	UKT-KVM-SUN-L-Z	20ft DB25 to DB13W3 (male) and Sun Serial (male) cable
PS2	UKT-KVM-PS2-S-Z	5ft DB25 to VGA (male) and 2x PS2 (male) cable
	UKT-KVM-PS2-M-Z	10ft DB25 to VGA (male) and 2x PS2 (male) cable
	UKT-KVM-PS2-L-Z	20ft DB25 to VGA (male) and 2x PS2 (male) cable

3 - Installing the Keyboard Video Mouse switch into a rack

The Keyboard Video Mouse (KVM) switch can be mounted in a rack using the included rack mount kit.

The rack mount kit includes the following items:

- Two black anodized mounting brackets.
- Four 6-32 x 3/8" countersink head mounting bracket screws.
- Rack mounting screws

To mount your KVM in a rack, attach the two rack mounting brackets to your unit, with the short flange against the unit, using the four mounting bracket screws provided. Secure the mounting brackets to the rack using the appropriate rack mounting screws provided (Fig 1 below).

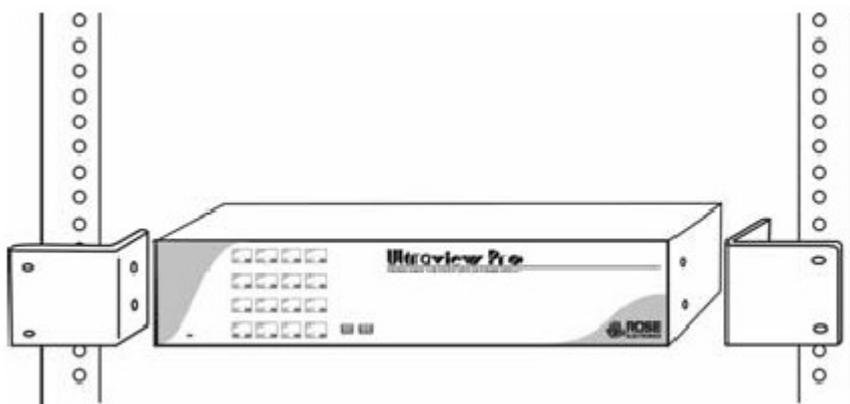


Fig 1

4 - Connecting the Console Monitor, Keyboard and Mouse

With the Keyboard Video Mouse switch and Console Monitor powered off, connect the Monitor, Keyboard and Mouse using the relevant Console cable (see below) to the “KVM-1” port on the rear of the KVM.

Note:

The other, unused, Console cables should be retained for use should the Console Monitor, Keyboard and Mouse be changed to a different type in the future.

VGA Monitor and USB Keyboard and mouse



DB13W3 Monitor and Sun Serial Keyboard and mouse



VGA Monitor and individual PS2 Keyboard and mouse



Power on the Monitor

Power on the KVM switch

A boot sequence will be displayed confirming the KVM switch is ready for use. Port 1 on the KVM switch will have the 'select' LED illuminated.

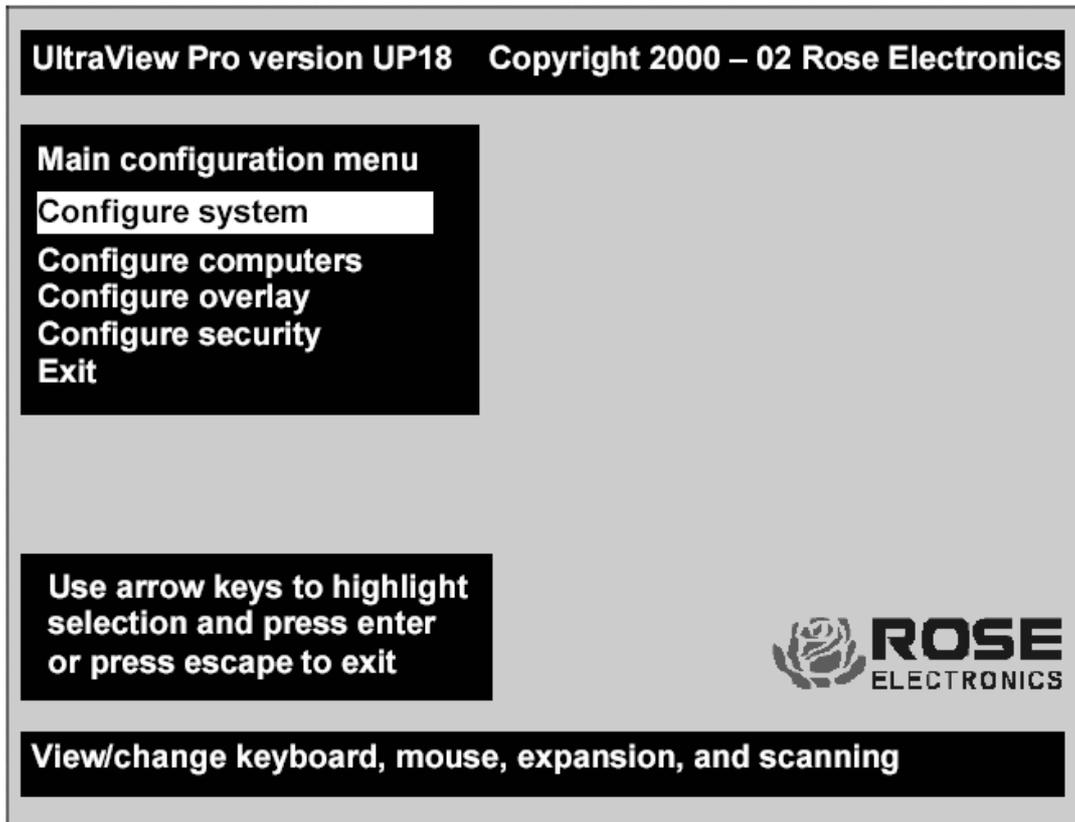
Note:

Some CRT Monitors may not react quickly enough to display the boot sequence and the screen will appear blank. If this happens, note whether the Port 1 LED is lit and press and release the Left Control key (Ctrl) followed, within 2 seconds, by the "F12" function key. The On Screen Display menu should then appear confirming the KVM is active and communicating.

5 - Setting up server ports using the On Screen Display menus

Press and release the left Control (Ctrl) key then, within 2 seconds, the press and release the “F12” function key and the Main Configuration Menu (below) will be displayed.

Main configuration menu



From this menu, you can configure the system, configure the connected computers, the appearance or overlay of the displayed menus, and assign unique passwords for accessing the configuration menus and a password for accessing the connected computers.

Note:

For the purposes of this Quick Installation Guide, we will cover the minimum configuration options necessary to get the KVM up and running. For further options, please refer to the supplied User Manual.

Use the cursor control keys to select “Configure System” then press “Enter” and the Configure System Menu will be displayed (next page).

Configure system menu

Configure system	
Keyboard and mouse type	
Keyboard	PC 104/105
Mouse	PS/2
Expansion	
Maximum computers	8
Expansion width	0
Expansion units	16
Scan settings	
Scan time (seconds)	5
Scan mode	Off
Power on scan	Off
Keyboard settings	
Rate	20
Delay	Fast
Sun language	US
Change key mapping from PC keyboard to Sun or Apple computer	

Using the cursor control keys, select “Sun language” and press “Enter”.
The language options (below) will then be displayed.

US	Spanish
US Unix	Swed/Finn
French	SWFrench
Danish	SWGerman
German	UK
Italian	Korean
Neth/Dutch	Taiwan
Norwegian	Japan
Portuguese	FrCanadian

Using the cursor control keys, select “UK” and press “Enter”.

Press the escape key (Esc) to return to the Main Menu.

From the Main Menu select “Configure Computer” and press “Enter” and the Configure Computers Menu will be displayed (next page).

Configure computer menu

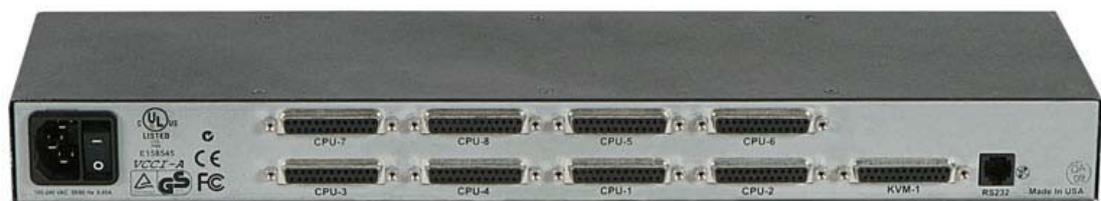
Configure computers

Number	Computer name	Keyboard	Mouse
1	Computer 1	PC2	PS/2
2	Computer 2	PC2	PS/2
3	Computer 3	PC2	PS/2
4	Computer 4	PC2	PS/2
5	Computer 5	PC2	PS/2
6	Computer 6	PC2	PS/2
7	Computer 7	PC2	PS/2
8	Computer 8	PC2	PS/2
9	Computer 9	PC2	PS/2
10	Computer 10	PC2	PS/2
11	Computer 11	PC2	PS/2
12	Computer 12	PC2	PS/2
13	Computer 13	PC2	PS/2
14	Computer 14	PC2	PS/2
15	Computer 15	PC2	PS/2
16	Computer 16	PC2	PS/2

Name of computer up to 16 characters

The Configure computers menu allows you to assign unique names to each computer and change the keyboard and mouse type for each connected computer.

As this point you will have needed to have decided which computers are to be connected to which ports on the back of the KVM.



Note:

The port numbering layout on the rear of the KVM is not intuitive.

Computer name

To change the computer name, select the relevant port number to change and press “Enter” and an input box will be displayed. Enter the new computer name and press “Enter”.

Keyboard

To set a computer’s keyboard, use the cursor control keys to select the keyboard type currently set (PC2) and press “Enter”. A window will appear listing the keyboard types available. Use the cursor control keys to select the correct keyboard type for the computer to be attached to this port and press “Enter”.

The keyboard selections are:

PC1	Not used for Sun servers
PC2	For servers with PS2 Keyboard connection
PC3	Not used for Sun servers
USB-PC	Not used for Sun servers
USB-Sun	For servers with USB keyboard connection
Apple	Not used for Sun servers
Sun	For servers with Sun Legacy (serial Mini-DIN) keyboard connection

Note:

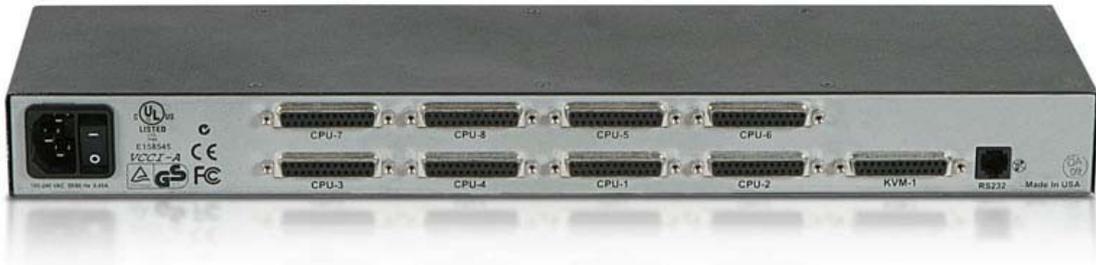
The “Mouse” settings need not be changed. Selecting “Sun” for the keyboard will automatically set the Mouse to “Sun”; other settings remain as “PS2”.

Once you have set up the Computer Name and Keyboard setting for all of the attached computers, press the escape (Esc) key to get back to the Main Menu.

When back at the Main Menu, select “Exit” and press “Enter”. You will then be asked whether you would like to save the changes made, select “Yes” and press “Enter”. The Main menu will disappear from your screen.

Power off the KVM ready to connect the servers.

6 - Connecting to the servers



UKT-KVM-1U08-Z Rear Panel

Connect each computer to the KVM using the appropriate server cable (see below).

UKT-KVM-USB-x-Z (x = length: S=5foot, M=10foot, L=20foot)



UKT-KVM-SUN-x-Z (x = length: S=5foot, M=10foot, L=20foot)



UKT-KVM-PS2-x-Z (x = length: S=5foot, M=10foot, L=20foot)



Power on the KVM.

Power on the servers and the “power” LED on the front panel of the KVM corresponding to each attached port should illuminate.

The Keyboard Video Mouse switch is now ready for use.

7 - Using the Keyboard Video Mouse switch

There are three ways in which a server can be selected for access from the KVM:

1. By pressing the “+” or “-” button on the front panel to move to the desired port.
2. By selecting the server from the On Screen Display menu.
Press and release the Left Control (Ctrl) key then press and release the Escape (Esc) key within 2 seconds.
A menu of the Servers will be displayed on the Console.
Using the cursor control keys, highlight the server to be accessed and press the “Enter” key to select it.
3. Using “Hot-Keys” to directly select the server.
Press and release the left Control (Ctrl) key and within 2 seconds press the number key corresponding to the port number the server is connected to.

In all cases the Console Monitor, Keyboard and Mouse will now be connected to the server and you will be able to carry out any operation that a directly connected Monitor, Keyboard and Mouse would.

The correct screen resolution and keyboard mapping will have been applied to the Console, no presetting of the server is necessary.

8 – Cascading switches

The number of servers administered from the one Monitor, Keyboard and Mouse Console can be expanded to a maximum of 256 by cascading KVMs.

Each port of the first or Master KVM can support a Slave KVM through a cascade cable. This effectively connects up to 8 or 16 servers – depending on Slave KVM connected - to the one port on the Master KVM. All of the Master KVM's ports may be used in this way, yielding a maximum of 256 servers controlled by the one Monitor, Keyboard and Mouse Console using 16 port KVMs.

UKT-KVM-CAS-x-Z (x = length: S=5foot, M=10foot, L=20foot)



Further lengths of up to 100ft are available by request, contact cp-uk@sun.com

To connect a Slave KVM to the Master KVM, the above cable connects to the first available CPU port of the Master KVM and to the “KVM-1” port of the Slave KVM.

The Master KVM will need changes made to the set up, please refer to the accompanying User Manual for the details.

9 - Important notes when Cascading

Port numbering convention:

The Slave ports are always counted first. That is, in a configuration where an 8 port Master has a 16 port Slave connected to both its CPU port 1 and port 2, the port numbering convention in the On Screen Display menus and for accessing the ports is as follows:

Ports 1 to 16 CPU ports 1 to 16 of the Slave KVM connected to CPU port 1 of the Master KVM

Ports 17 to 32 CPU ports 1 to 16 of the Slave KVM connected to CPU port 2 of the Master KVM.

Ports 33 to 38 CPU ports 3 to 8 of the Master KVM

Accessing beyond port 16 in the menus

When accessing either the Server's menu (Ctrl + Esc) or the Configuration menu (Ctrl + F12) you will only see Ports 1 to 16 displayed. To get beyond Port 16, use the page down (PgDn) key, this will display ports 17 to 32. To get beyond this, use the page down (PgDn) key again, this will display ports 33 to 48 and so on. To go back a level use the page up (PgUp) key

Configuring ports in a Cascaded environment

Each port with a server connected will need to be configured as described earlier in this document to ensure the correct keyboard and country-code settings are applied when the servers are accessed.

To configure ports beyond port 16, use the page down (PgDn) and page up (PgUp) keys as described above.