MASTER VIEW KVM SWITCH

USER MANUAL

CS-9134
CS-9138

Packing List

The complete Master View CS-9134 / CS-9138 package consists of:

- 1 CS-9134 or CS-9138 KVM Switch
- 1 Power Adapter
- 1 Rack Mounting Kit
- 1 User Manual
- 1 Quick Start Guide

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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Overview

The Master View CS-9134 and CS-9138 KVM switches are control units that allow 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-9134 / CS-9138, you can easily access multiple computers in a cost effective manner.

A single Master View CS-9134 or CS-9138 can control up to 4 or 8 computers, respectively. Since the switches can be cascaded to three levels, in a full three stage installation up to 21 CS-9134 Master Views can control up to 64 computers and 73 CS-9138 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-9134 / CS-9138 intercepts keyboard input directly, it works on any hardware platform and with all 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-9134 / CS-9138 installation. By allowing a single console to manage all the attached computers, a Master View CS-9134 / CS-9138 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.

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Features

- Cascadable To Three Levels - Control Up to 64 (CS-9134) or 512 (CS-9138) 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 Bootup

- 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; 1920 x 1440; DDC; DDC2; DDC2B

- LED Display For Easy Status Monitoring

- Supports High Quality CS Series Custom Connector Cables

- Hot Pluggable - Add or Remove Computers for Maintenance Without Powering Down the Switch

- Rack Mountable in 19" System Rack

    * 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.

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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

Computers

The following equipment must be installed on each computer:

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

    * See the note under *Cables* in the next section.

Cables

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

Connector Purpose	CS Cable Part Number
AT (5 pin DIN) Keyboard and Serial Mouse	2L-1001P/C (1.8m) *or* 2L-1003P/C (3m)
PS/2 (6 pin mini-DIN) Keyboard and Mouse	
Cascading Master Views	

Note: 1. If your computer uses a standard AT style keyboard socket you will need to purchase a PS/2-to-AT keyboard adapter (Part No. 2A-106, or any standard keyboard adapter).

2. If your computer uses a standard 9 pin serial port for the mouse, you will need to purchase a special PS/2-to-Serial mouse adapter (Part No. 2A-105; a standard mouse adapter will probably not work).

3. Because of the wiring and pin assignments, you cannot use a Serial-to-PS/2 adapter at the end that plugs into the switch. Attempting to use a standard serial extender cable with adapters at both ends will fail.

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Introduction

CS-9134 Front View
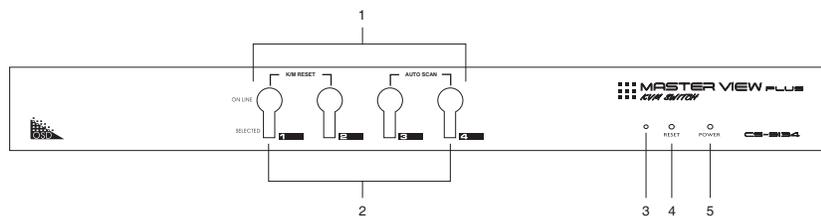
1. **Port Selection Switches**

   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 3 and 4 simultaneously starts Auto Scan Mode.

2. **Port LEDs**

   The Port LEDs are built into the Port Selection Switches. The upper ones are the On Line LEDs; the lower ones are the Selected Port LEDs:

   - An **On Line** LED lights GREEN to indicate that the computer attached to its corresponding port is up and running. If the LED is flashing, it indicates that the Port is being used for cascading to another Master View switch.
   - A **Selected** LED lights ORANGE to indicate that the computer attached to its corresponding port is the one that has the KVM focus. The LED is steady under normal conditions, but flashes when its port is accessed under Auto Scan Mode.

3. **Sound opening**

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

4. **Reset**

   Use a thin object (such as the end of a paper clip, or a ballpoint pen), to press this recessed switch in to initiate a warm reset. If the switch is kept in for longer than three seconds, a cold reset takes place.

5. **Power LED**

   Lights to indicate that the unit is receiving power.

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CS-9138 Front View

1. 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 7 and 8 simultaneously starts Auto Scan Mode.

2. Port LEDs

The Port LEDs are built into the Port Selection Switches. The upper ones are the On Line LEDs; the lower ones are the Selected Port LEDs:

- An **On Line** LED lights GREEN to indicate that the computer attached to its corresponding port is up and running. If the LED is flashing, it indicates that the Port is being used for cascading to another Master View switch.
- A **Selected** LED lights ORANGE to indicate that the computer attached to its corresponding port is the one that has the KVM focus. The LED is steady under normal conditions, but flashes when its port is accessed under Auto Scan Mode.

3. Sound opening

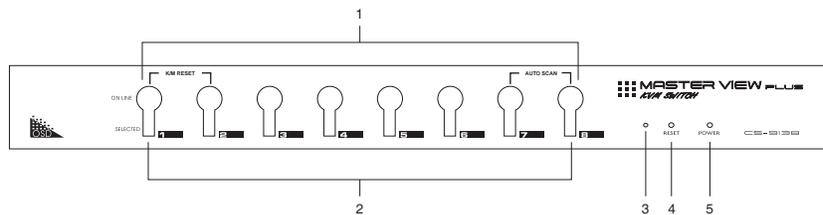System sounds (beeps, etc.) are emitted from this opening.

4. Reset

Use a thin object (such as the end of a paper clip, or a ballpoint pen), to press this recessed switch in to initiate a warm reset. If the switch is kept in for longer than three seconds, a cold reset takes place.

5. Power LED

Lights to indicate that the unit is receiving power.

Rear View
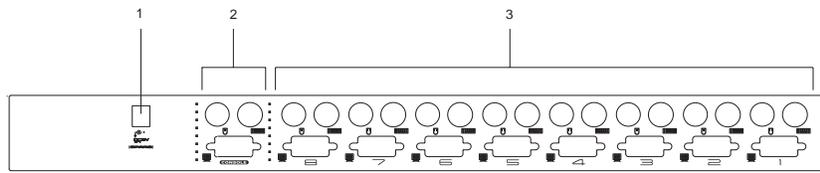
1. **Power Jack**

   The unit is designed to be non-powered (external power is not required - its operating power comes from the computers). In general, the only time that external power is necessary is when you cascade it, or if operation becomes erratic because the unit isn't obtaining enough power from the computer connections. 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.

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Installation

Before you Begin

⚠

1. Make sure that the power to each of the devices you will be connecting up has been turned off. You must unplug the power cords of any computers that have the *Keyboard Power On* function.

2. Make sure that all devices on the installation are properly grounded.

Single Station Installation

In a Single Stage installation, there are no additional Master View's cascaded down from the first unit. 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 KVM cable sets (as described in the *Cables* section on p. 3), to connect any available CS-88A CPU Port to the Keyboard, Video and Mouse ports of the computer you are installing.

3. If you choose to use external power, plug the power adapter cable into the Master View's Power Jack, then plug the adapter into an AC power source.

   Note: The switch is designed for non-powered operation in a single stage installation by taking its power from the computers via the KVM 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.

4. Turn on the power to the computers.

   Note: If you choose to use external power, the Master View unit must be plugged in and receiving power prior to turning on the power to the computers.

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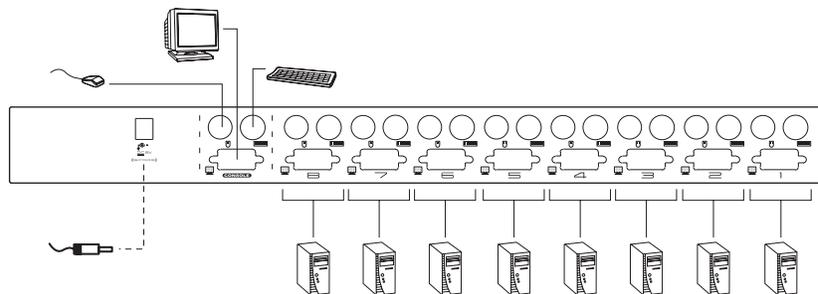
Two Stage Installation

To control even more computers, up to four (CS-9134) or eight (CS-9138) additional Master View units can be cascaded from the CPU ports of the First Stage unit. The cascaded Master Views that connect back to the First Stage unit are considered Second Stage units.

As many as 16 (CS-9134) or 64 (CS-9138) computers can be controlled in a complete two stage installation. Tables showing the relation between the number of computers and the number of Master View units needed to control them are provided in the Appendix.

Note: Mixing different Master View models on the same installation can cause problems with OSD port switching. We strongly recommend that all cascaded units be the same model as the First Stage unit.

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.

2. Use a KVM 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 KVM cable sets (described in the *Cables* section, p. 3), to connect any available CPU port on the Second Stage unit to the Keyboard, Video, and Mouse ports of the computers you are installing.

4. Plug the power adapter cable into the Master View's Power Jack, then plug the adapter into an AC power source.

5. Repeat these steps for any other Second Stage units you wish to connect.

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, 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.

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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 64 (CS-9134) or 512 (CS-9138) computers can be controlled in a complete installation.
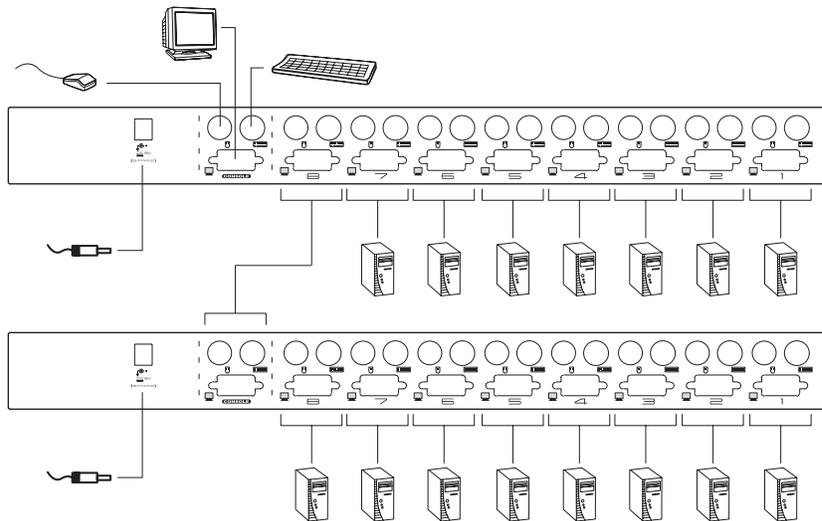
A table showing the relation between the number of computers and the number of Master View units needed to control them is provided in the Appendix.

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.

2. Use a KVM 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 KVM cable sets (described in the *Cables* section, p. 3), to connect any available CPU port on the Third Stage unit to the Keyboard, Video, and Mouse ports of the computers you are installing, as shown in the diagram on page 10.

4. Plug the power adapter cable into the Master View's Power Jack, then plug the adapter into an AC power source.

5. Repeat these steps for any other Third Stage units you wish to connect.

6. Plug in the power adapters for all the Second Stage Master View units.

7. Plug in the power adapter 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 be powered on.

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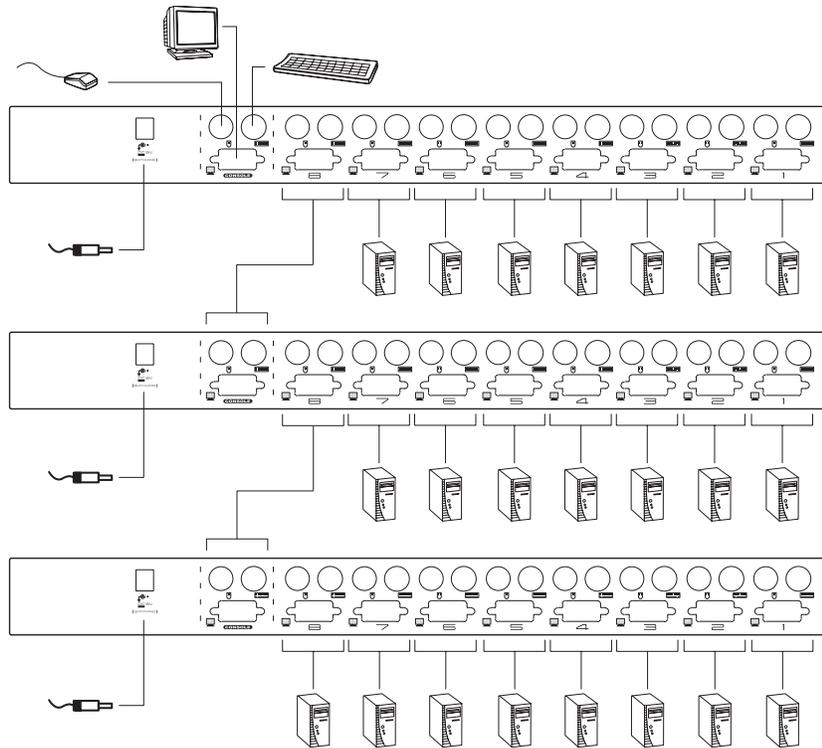
Operation

Hot Plugging

The Master View CS-9134 / CS-9138 supports hot plugging. Components can be removed and added back into the installation by unplugging and replugging their cables from their respective ports without the need to shut the switch down. For hot plugging to work properly, the following procedures must be observed:

◆ **Hot Plugging CPU Ports:**

When hot plugging cables from the CPU ports:

1. The cable must be plugged back into the *same port* it was removed from.

2. The mouse cable must be plugged in before the keyboard cable.

3. After plugging the cable back in, you must perform a **KVM Reset** on the First Stage unit (by pressing the Reset switch In).

◆ **Hot Plugging Console Ports:**

The unit supports hot plugging of the keyboard, monitor, and mouse. When hot plugging the mouse from the 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 back to the note describing the Power On sequence on p. 10, if necessary.)

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

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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 the unit. If there are Master View stations cascaded down from it, all the cascaded stations and the computers attached to them must be shut down, as well.

   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 stations back in, starting with the lowest stations 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 lowest stations in the chain and working back to the station you originally shut down.

Toggling the buzzer

The buzzer can be toggled on and off with a hotkey combination as follows:

1. Press [Ctrl]+[Shift]+[Alt] to invoke the hotkey function.

2. Press [B], then press [Enter].

   Note: You must press [B] and [Enter] withing 1 second.

The default is for the buzzer to be On.

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Port Selection

The Master View CS-9134 / CS-9138 provides three methods to obtain instant access to any computer in your installation: Manual, *Hotkey*, 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 has the KVM focus. The OSD (see p. 16) automatically switches to highlight the computer that you have selected.

Note: 1. On a cascaded 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 3 and 4 (CS-9134) or 7 and 8 (CS-9138) on the First Stage unit initiates the *Auto Scan* feature, in which all the ports currently selected for *Quick View* scanning with the OSD's **F4 QV** function (see p. 21), are cycled through. The length of time spent on each port is determined OSD's **F6 SET** function (see p. 22).

◆ **Hotkey**

Hotkeys allow you to conveniently provide KVM focus to a particular computer from the keyboard, instead of having to manually select it by pressing a Port Selection switch. To select a port with the Hotkey method, do the following:

1. Press [Ctrl]+[Shift]+[Alt] to invoke the hotkey function.

2. Key in the Port ID number (see Port ID Numbering on p. 14), then press [Enter].

   Note: 1. Press the keys in sequence - one key at a time. First [Ctrl], then [Shift], then [Alt].

   2. After invoking the hotkey function with the [Ctrl]+[Shift]+[Alt] combination, you must key in the Port ID and press [Enter] within 1 second for each keypress.

◆ **OSD**

OSD (On Screen Display), provides a menu driven interface to handle the computer switching procedure to provide instant access to any computer on the installation. OSD operation is discussed in detail beginning on p. 16.

Port ID Numbering

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 with the OSD.

The Port ID is a one, two, or three digit number. It is determined by the Stage Level and CPU Port number of the Master View unit that a 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.

- A computer attached to a First Stage unit has a one digit Port ID (from 1 to 4 for the CS-9134; from 1 to 8 for the CS-9138), 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.

  For example, a Port ID of **2 3** refers to a computer that is connected to CPU Port 3 of a 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. A Port ID of **2 4 1** refers to a computer that is 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.

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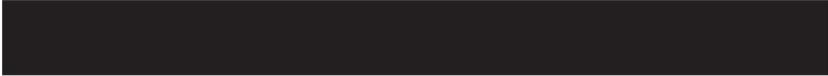
Port Key In Examples

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

   ```
   [Ctrl]+[Shift]+[Alt] 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, key in **2 3** for the Port ID, as follows:

   ```
   [Ctrl]+[Shift]+[Alt] 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 port 2 of the First Stage unit, key in **2 4 1** for the Port ID, as follows:

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

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OSD

OSD Overview

The On Screen Display (OSD) provides a menu driven interface to handle all computer control and switching procedures. Although Hotkey switching still works, using OSD is a great deal more convenient - especially in large, cascaded 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 *OSD Activating Hotkey*, p. 22), in which case you would tap **[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      F2          F3      F4      F5      F6
GOTO    SCAN        LIST    QV      EDIT    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 OSD Hotkey methods.

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OSD 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.

- To move up or down through the list one line at a time, Click the Up and Down Triangle symbols (▲▼), or use the Up and Down Arrow Keys. If there are more items than appear on the screen, the screen will scroll.

- To move up or down through the list one screen at a time, Click the Up and Down Arrow symbols ($\nearrow$ $\searrow$), or use the [Pg Up] and [Pg Dn] keys. If there are more items than appear on the screen, the screen will scroll.

- 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]+[Shift]+[Alt].

2. Key in the Port ID for the computer you wish to access (see Port ID Numbering, p. 14), 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], [Shift], [Alt] one after the other - not all at the same time.

- After pressing the [Ctrl]+[Shift]+[Alt] 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.

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OSD Main Screen 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 selected for Quick View scanning (see F2 and F4, below), an arrowhead symbol displays in this column to indicate so.
PC	The computers that are powered on and are On Line have a Plus sign (+) in this column to indicate so.
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:

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 narrows down even further to only those ports whose names begin with ab, etc.

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

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◆ **F2 SCAN:**

Pressing [F2] initiates *Quick View Scanning*, in which the OSD cycles through all the ports that are currently selected for this with the *QV* feature (see **F4 QV**, below). It stays on each port for the amount of time set with the *Scan Duration* setting under the **F6 SET** function (see p. 22). When you want to stop at a particular location, press the [Spacebar] to stop scanning. 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 system is attached but is powered Off, the monitor screen will be blank, and the mouse and keyboard will have no effect. After the *Scan Duration* time is up, the Scan function will move on to the next port.

2. As each system is accessed, an S appears in front of the Port ID display to indicate that it is being accessed under *Quick Scan Mode*.

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◆ **F3 LIST:**

This function lets you broaden or narrow the scope of which ports the OSD lists. On the submenu that appears, an icon of a pointing finger indicates the currently selected choice. To change a setting, move the highlight bar to the choice you want, then press [Enter]. An explanation of the settings is 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 systems Powered On.

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 system is powered Off, the OSD will still switch to it, and will not show an error.

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◆ **F4 QV:**

QV lets you select which 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 has been 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; the 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].

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◆ **F6 SET:**

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

1. Move the highlight bar to the choice you want (an icon of a pointing finger indicates which choice is the currently selected one), then press [Enter].

2. On the submenu that appears, move the highlight bar to the choice you want and press [Enter].

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 Auto 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] [Ctrl]** or **[Scroll Lock] [Scroll Lock]**. The default is the Ctrl key combination, but this may conflict with programs running on the systems, in which case, the Scroll Lock option should be used.

(Table continues on next page)

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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 *OSD Security Features* 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 default settings (see p. 24). 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 systems 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 gain access. See the *OSD Security* section, below, for details.

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OSD 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 systems, 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 Steps 1 and 2, then use the backspace or delete key to erase the individual letters or numbers.

Appendix

Computer Connection Tables

The following tables indicate the relationship between the number of Master View Units and the number of systems that they control:

◆ **CS-9138:**

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		

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◆ **CS-9134:**

MVs	Computers	MVs	Computers	MVs	Computers	MVs	Computers
1	4	7	19 - 22	13	37 - 40	19	55 - 58
2	4 - 7	8	22 - 25	14	40 - 43	20	58 - 61
3	7 - 10	9	25 - 28	15	43 - 46	21	61 - 64
4	10 - 13	10	28 - 31	16	46 - 49		
5	13 - 16	11	31 - 34	17	49 - 52		
6	16 - 19	12	34 - 37	18	52 - 55		

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
Pressing the Hotkeys 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. See Powering Off and Restarting, p. 12, for details.
	Incorrectly keying in the Port ID.	After invoking the Hotkey function with the [Numlock /] combination, be sure to key in the Port ID and press [Enter] within one second for each key.
Mouse is 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.

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Stacking and Rack Mounting

◆ **Stacking**

CS-9134 / CS-9138 switches can be stacked one on top of the other using the stacking brackets that come already attached to the unit. Line up the four bottom brackets of the top unit with the four top brackets of the bottom unit; then fit the top unit down onto the bottom unit.
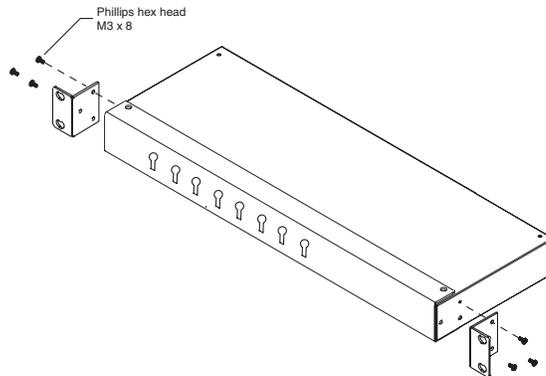
2005-12-21
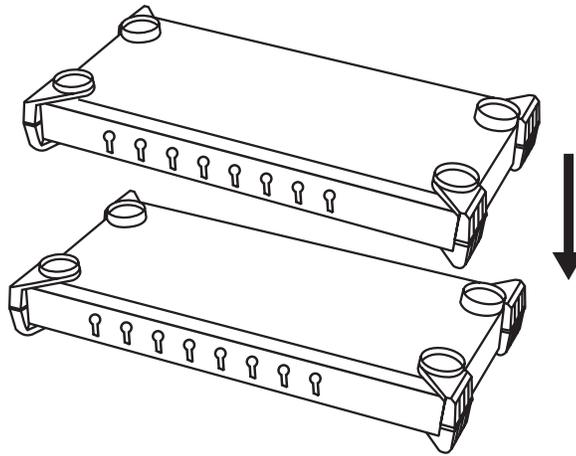
◆ **Rack Mounting**

To rack mount the unit do the following:

1. First remove the stacking brackets by unscrewing them from the unit, as shown in the diagram below:
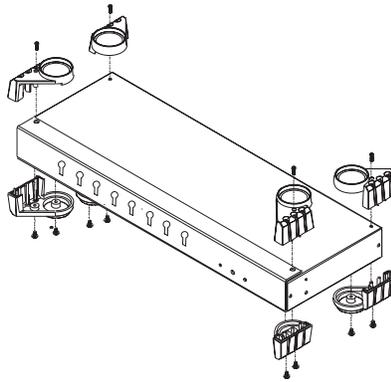
2. Next screw the mounting brackets into the sides of the unit, as shown in the diagram below:

Phillips hex head
M3 x 8

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

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Specifications

Function		CS-9134	CS-9138
Computer Connections	Direct	4	8
	Max	64 (via Cascade)	512 (via Cascade)
Port Selection		Front Panel Switches; Hotkeys; OSD	
LEDs	Power	1 (Blue)	
	On Line	4 (Green)	8 (Green)
	Selected	4 (Orange)	8 (Orange)
Console Connectors	Keyboard	1 x 6 pin mini DIN female	
	Mouse	1 x 6 pin mini DIN female	
	Video	1 x HDB -15 female	
CPU Connectors	Keyboard	4 x 6 pin mini DIN female	8 x 6 pin mini DIN female
	Mouse	4 x 6 pin mini DIN female	8 x 6 pin mini DIN female
	Video	4 x HDB -15 male	8 x HDB -15 male
Resolution		1920 x 1440; DDC; DDC2; DDC2B	
Scan Interval		3, 5, 10, 15, 20, 30, 40, 60 secs.	
Power Consumption		DC9V; 1.62W (max.)	DC9V; 1.98W (max.)
Operating Temperature		5 - 40° C	
Storage Temperature		-20 - 60° C	
Humidity		0 - 80% RH	
Housing		Metal	
Weight		2.5 Kg	2.85 Kg
Dimensions (L x W x H)		48.3 x 15.0 x 4.45cm (19" 1U)	

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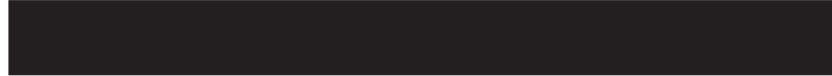
Limited Warranty

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