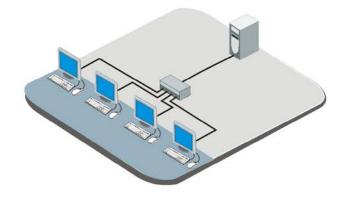
MultiStation

Quick Start Guide





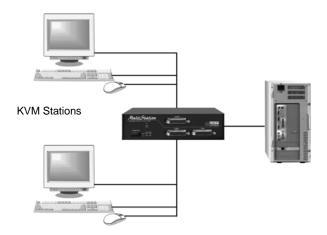


MultiStation Single unit Installation

The following installation procedure features the ML-2U model. The installation for the ML-4U model follows the same basic procedure. Please see the Installation and operations manual for installation of the MLK-2U model.

It is recommended that power to all monitors, the computer, and to MultiStation be off until all connections have been made.

The below illustration shows the basic cable connections for MultiStation and the installation steps to properly connect the cables, computer, and KVM stations.



- Connect the KVM stations (2) to the KVM, DB25F connectors using the appropriate KVM adapter cables. (4 KVM stations to the ML-4U model)
- 2. Connect a computer to MultiStation using the appropriate CPU adapter cable. Connect the keyboard, monitor, and mouse computer ports to the corresponding connectors on the CPU adapter cable. Connect the DB25M connector to the CPU DB25F connector on MultiStation.
- 3. With all cabling in place, power on:
 - a. All monitors
 - b. The MultiStation
 - c. Boot the computer last

Please refer to the Installation and Operations manual for the installation procedure for an expanded system.

Operating Instructions

With all cabling in place and power applied to all equipment, the video monitors connected to the KVM ports should display the video from connected computer.

Each KVM station can access the computer and perform all functions but not simultaneously. The active KVM station maintains keyboard and mouse control until there is a 2 second inactivity from the KVM station. After 2 seconds, the other KVM station(s) can gain control and perform keyboard and mouse functions on a first serve basis.

The inactivity timeout of 2 seconds can be changed by a simple keyboard command issued from KVM station #1. Press and release the left control key. Then within 2 seconds, press the H key. Enter the new inactivity timeout value (1 to 255 seconds) and press enter. A value of 255 is an infinite timeout value and control will not be released until the timeout value is changed to a value between 1 and 254. To save this change, press and release the left control key. Then within 2 seconds, press the K key to save the new timeout value. If the value is not saved, the timeout value will revert back to 2 seconds when power is removed from MultiStation.

Dip switch settings

Each KVM station can be enabled or disabled using the front panel dip switches.



Up = KVM enabled Down = KVM disabled

Example shows KVM 1 enabled, all others disabled

Models

Position	ML-2U	ML-4U	MLK-2U
8	KVM 1	KVM 1	Local Unit
7	KVM 2	KVM 2	Remote Unit
6	No effect	KVM 3	No effect
5	No effect	KVM 4	No effect
1 – 4	No effect	No effect	No effect

Default settings

Setting	Default Value	
Keyboard timeout	2 seconds	
Caps/Numlock/Scroll	Numlock On	
Keyboard Mode	2	
Screen Blank Time Interval	0 (Off)	
Typematic Rate	48 (rate=10.0char/sec, delay=500 ms)	
Mouse Translation	0 (PS/2 in to PS/2 out, serial in to serial out)	

Keyboard commands

Note: Use only the numeric keys above the keyboard for entering values. Values entered using the keypad will not work. Do not use the shift key.

Command	Key Sequence	Description
Reset	[Ctrl] R	Resets PS/2 mouse on currently
		selected port
ROM Version	[Ctrl] I	Identifies ROM version
Keep	[Ctrl] K	Save custom settings
Null	[Ctrl]	Re-sync PS/2 mouse
Enable	[Ctrl] E	Enable keyboard, mouse, and monitor at other stations
Disable	[Ctrl] D	Disable keyboard, mouse, and monitor at other stations
Freeze	[Ctrl] F	Disable keyboard and mouse at other stations
Keyboard Mode*	[Ctrl] Mx (enter) x=1,2,or 3	Sets keyboard mode
Typematic Rate*	[Ctrl] A xxx	See table 7 in manual for xxx values
RS232 Mouse Type*	[Ctrl] Qx (enter) x=0, 1, or 2	PS/2 ← ➤ serial mouse translation. 0 = same as computer 1 = PS/2 computer 2 = serial computer
Keyboard timeout*	[Ctrl] Hxxx (enter) xxx=1-255	KVM Inactivity time before another KVM station can gain access
Screen Blanking*	[Ctrl] Vxxx (enter)	Time when video turns off when no activity is present. Any key turns video back on

^{*} Follow this command with the Keep command to save the new value