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Find the *Star Tech Industries 1UCABCONS* at our website: *Click HERE*

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Cabinet Console

1UCABCONS
1UCABCONS17
1UCABCONS19



*actual product may vary from photo

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Manual Revision: 02/10/2011

FCC Compliance Statement

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

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Introduction

Thank you for purchasing a StarTech.com 1U Cabinet Console. This console offers the ultimate in computer management, especially for applications where space is at a premium.

The console drawer can be pulled out from the rack for operation, on sliding rails that latch in the extended position; when not in use, the Active Matrix TFT display can be folded down, locked, and secured while pushed in. With different rear bracket & extension kits, the console can be mounted on rack cabinets of various depths.

Features

- **1UCABCONS**: Flip-open 15" TFT LCD panel supports 1024 x 768 @60/70/75

  1UCABCONS17: Flip-open 17" TFT LCD panel supports 1280 x 1024 @60/70/75

  1UCABCONS19: Flip-open 19" TFT LCD panel supports 1280 x 1024 @60/70/75
- Standard 19" 1U rack drawer
- Modular design
- Full 105 key, low-profile, sturdy keyboard built-in
- Standard connectors for PC connection
- Supports replaceable keyboard, mouse and module selection
- Locking mechanism locks the drawer when pulled out, pushed in or folded down
- For rack cabinets with depth from 20" (50cm) and up (with appropriate rear bracket and extension kit)
- Quick and easy installation
- Optional KVM switches available

System Requirements

The following are required to install the console:

- 1U Cabinet Console - assembled "LCD panel + keyboard + mouse pad" drawer
- Rear bracket & extension kit - This kit contains two pieces of rear brackets and two extensions. Make sure you have the correct kit to fit the depth of your cabinet.

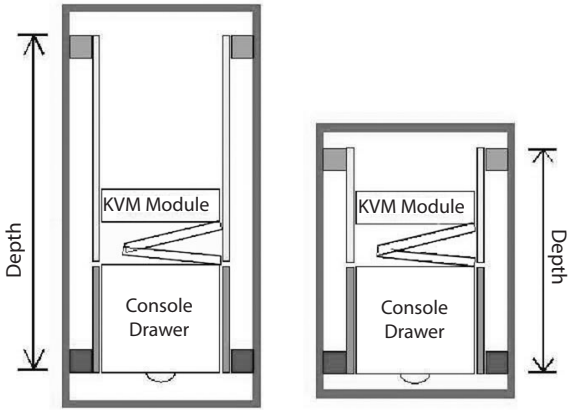
  Note: the following length is measured between front and rear poles, inside the rack cabinet not the outside depth of a rack

Front pole to rear pole distance (Depth)	1UCABCONS		1UCABCONS17		1UCABCONS19	
	cm	inch	cm	inch	cm	inch
Minimum	59	23.2	59	23.2	59	23.2
Maximum	96	37.8	96	37.8	123	48.4

Front pole to rear pole distance (Depth)	CABCONS30KIT		CABCONS42KIT	
	cm	inch	cm	inch
Minimum	57.5	22 5/8	77.5	30 1/2
Maximum	70.5	27 3/4	90.5	35 5/8

Please see diagram on the following page ⟶

Overhead Diagram



The KVM Module can be connected to a console, or be used as a stand-alone KVM Switch. There are three major categories: PS/2, USB and Sun Interfaces:

Type		**PS/2 KVM**	
Model name	CAB832DS	CAB1631D	CAB1631D1U
No. of Console Ports	2	1	1
No. of Computer Ports	8	16	16
OSD Menu	Yes	Yes	Yes
Height	1U	2U	1U
Cable Type	SVPS23N1_xx, PS23N1THINxx		SVECONxx

Continued next page →

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Type	Hybrid KVM	
Model name	CAB831HD	CAB1631HD
Interface	PS/2, USB	
No. of Console Ports	1	1
No. of Computer Ports	8	16
OSD Menu	Yes	
Height	1U	2U
Cable Type	PS2 – SVECONx USB - SVECONUSx	

Type	IP KVM
Model name	CAB1641HDI
Interface	PS/2, USB
No. of Console Ports	1
No. of Computer Ports	16
OSD Menu	Yes
Height	1U
Cable Type	PS2 – SVECONx USB - SVECONUSx

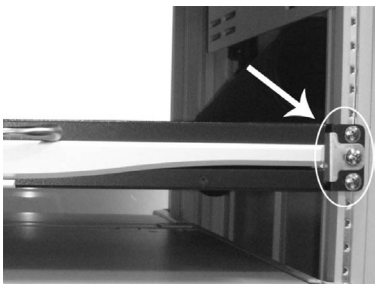
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Assembly

1. Choose a proper position for the rack drawer. Mount the rear brackets (from the Rear bracket & extension kit) and lightly fasten them onto the rear vertical poles. Both will be removed later.

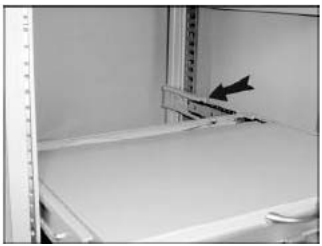


2. Remove the safety stopper from the console drawer. The safety stopper is designed to prevent the drawer from sliding out during transportation. Please note that once the Safety Stopper is removed, the drawer is free to slide out when the console is tilted. Be cautious, as this could cause injury.



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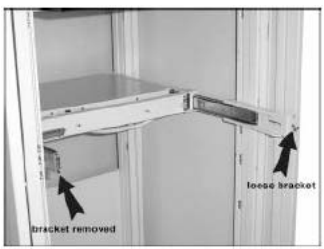
3. Slide the assembled drawer into the rack cabinet from the front and insert the two slide rails of the assembled drawer into the pockets of the rear brackets.



4. Fasten the assembled drawer onto the front brackets using the four screws provided.

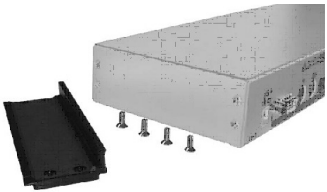


5. Remove both of the rear brackets. The front brackets now hold the assembled drawer.



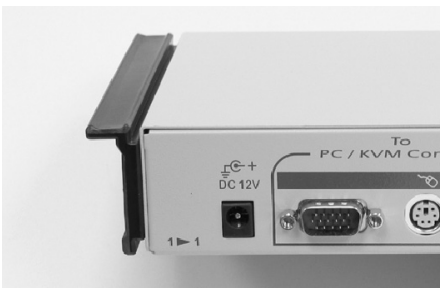
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6. Attach the extensions (from the Rear bracket & extension kit) to both sides of the KVM switch module. Please note the length of the extensions and mount them as shown. For a 2U module, the extensions are mounted to the lower half of the module.





NOTE: the orientation of the wide side of the extension



7. The rear brackets, extensions and slide rails have a tight fit. Make sure you follow these steps for easy installation.

   A. Slide the rear brackets onto the extensions.

   B. Insert both sliding rails of the assembled drawer into the tight space formed by the rear brackets and the extensions. The KVM module should be pushed in evenly on both right and left sides.

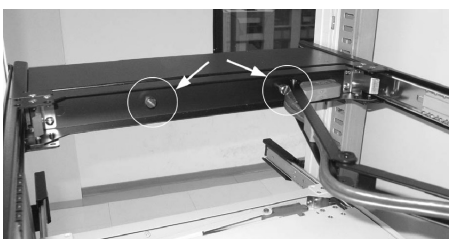




8. Push the KVM switch module evenly toward the drawer:

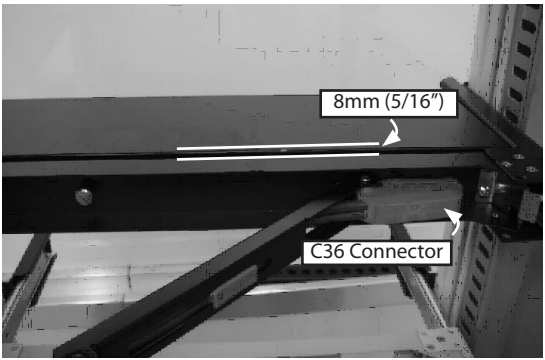
9. Slide the console drawer out and fasten both units together using the screws provided:





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10. Make sure the C-36 connectors are firmly connected:



11. Connect the power supply to the power jack on the KVM module to complete the assembly.

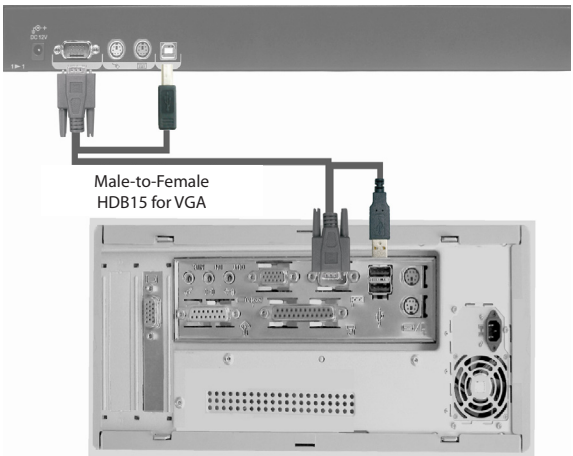
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Installation

Please note: You can only connect to a computer using either the PS/2 **or** USB port not both simultaneously.

Connecting to a USB Controlled Computer

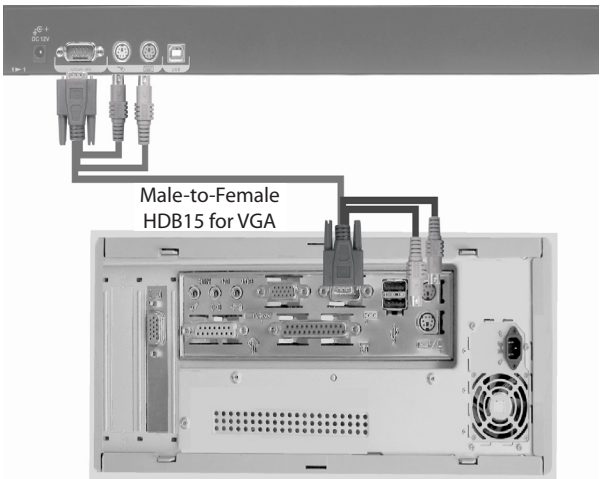
Connect the standard VGA cable and a USB A-B cable to the computer and 1UCABCONS as shown below. The computer can be a USB-ready PC, Sun, HP server, or a Mac.



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Connecting to a PS2 Controlled Computer

Connect the standard VGA cable and two mini-DIN6 male-to-male cables to the computer and 1UCABCONS as shown below. There are two mini-DIN6 female connectors marked with keyboard and mouse, be sure not to swap the connections.

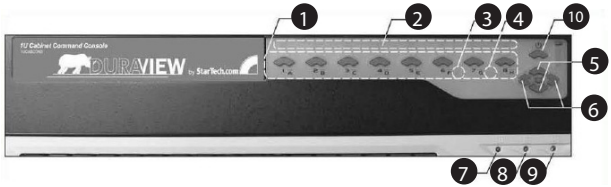


Connecting to a KVM Switch

When cascading with a KVM switch, 1UCABCONS can be used to control up to 16 computers. The connection is exactly the same as is shown above (see Connecting to a USB Controlled Computer, or Connecting to a PS/2 Controlled Computer). The only difference is the connection would be made to the "CONSOLE PORT" (could be "PS/2" or "USB" interface) of the KVM switch instead, of a computer.

Please choose either PS/2 or USB to connect, prior to turning on your computer!

Operation



Front Panel Functions

KVM Control and Status:

(This section is effective only when a KVM switch module is connected.)

1. **Computer Selection Pad -** Press one of these pushbuttons to select a computer. For 16 port models, 1-8 represent the lower 8 ports, while A-H indicates the higher 8 ports. Port 1 and A share the same push button; if port 1 is already selected, tap its pushbutton to select port A. If port 1 is not selected, press and hold pushbutton 1 for two seconds to select port A.
2. **Selected Computer Indicator -** One of the indicators turns red when a corresponding computer is selected by pushbuttons, hotkey or OSD menu.
3. **Local Console in Operation -** When a computer is accessed through the console, this will illuminate green.
4. **Remote Console in Operation -** This will illuminate green when a computer is accessed by another set of keyboard/mouse/monitor connected to the Remote console when the KVM Switch Function Module is a 2-console KVM.

LCD Panel Control:

5. **LCD Panel Menu -** These buttons invoke the OSD menu for the LCD panel and acts as menu selection.
6. **LCD Panel Adjustment -** Lets you adjust settings for the LCD panel.

Keyboard Status and LCD Panel Power Switch:

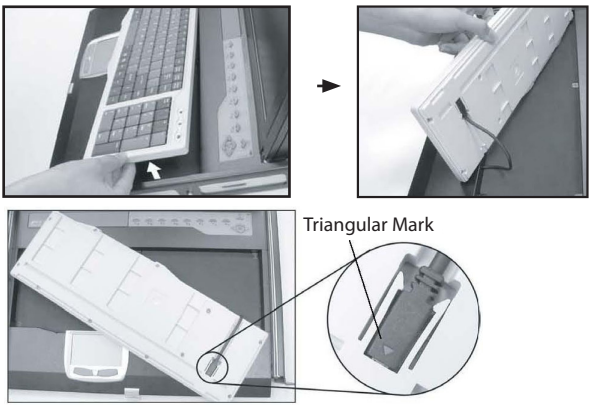
7. **Num Lock -** Keyboard Num Lock status
8. **Caps Lock -** Keyboard Caps Lock status

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9. **Scroll Lock -** Keyboard Scroll Lock status
10. **LCD Panel Power Switch**

Keyboard Replacement

The keyboard is replaceable, in the event of language changes or maintenance. To replace the key-board, tilt it up, locate the mini-USB cable underneath the keyboard and unplug it gently. While installing the replacement keyboard, please ensure that you extend just enough of the cable to keep the keyboard flat inside the tray.

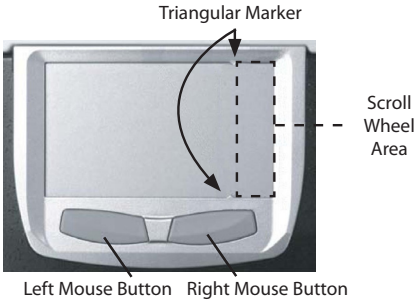


Please note: There is a round hole under the drawer, which can be used to pass one finger through allowing for easier removal of the keyboard (pushing upwards).

Please note: The triangular mark on the mini USB connector must face outwards.

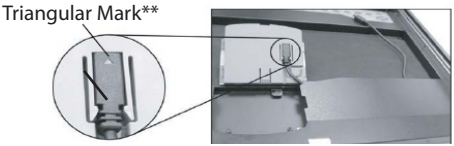
Touchpad Replacement

The built-on Touchpad offers "wheel mouse" functionality. The area of the Touch Pad to the right side of the two small triangular marks is the simulated "wheel" as shown below:



To remove the Touch Pad, press the tab underneath it upward to release the latch, then slide it outwards until the Touch Pad can be lifted up clear from the notches, as shown in the figure below (right side). The Touchpad is attached by a piece of mini-USB cable. To install the Touchad, extend just enough mini-USB cable and slide the Touch Pad all the way in till you hear a click sound as it is locked in position.





**Please note that the triangular mark must face outward

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Specifications

	1UCABCONS	1UCABCONS17	1UCABCONS19
Active Display Area (mm)	304.1 x 228.1	337.920 x 270.336	376.32 x 301.056
Pixel Pitch (mm)	0.297(H) x 0.297(V)	0.264 (H) x 0.264 (V)	0.294(H) x 0.294(V)
Resolution	1024 x 768 @60/70/75Hz	1280 x 1024 @60/70/75Hz	
Color Pixel Arrangement	RGB vertical strip		
Display Mode	Normally White		
Brightness (cd/m2)	250 (center)	350 (center)	300 (center)
Contrast Ratio	350:1	1000:1	2000:1
Display Color	16.7M colors (RGB 6-bits)		16.7M colors (RGB 8-bits)
User Control	OSD Control (auto saving)		
Input Signal	RGB analog, H/V separate		
Plug-n-Play VESA	VESA DDC 1/2B		
Power Consumption	23.2W	26.5W	28W
Viewing Angle	-70° ~ 70°(H) -60° ~ 60°(V) (Typ.)	-80° ~ 80°(H) -80° ~ 80°(V) (Typ.)	-85° ~ 85°(H) -85° ~ 85°(V) (Typ.)
Backlight Unit	2 CCFLs edge-light (top/bottom)	4 CCFLs edge-light (top/bottom)	
Operating Temperature	0°C ~ 50 °C (32°F ~ 122°F)		
Storage Temperature	-20°C ~ 60°C (-4°F ~ °140F)		
Operating Humidity	Relative Humidity 8% ~ 95%		
Storage Humidity	95% RH		
Power Supply Input Voltage	Full range, 100V AC to 240V AC		
Regulatory Certifications	CE, FCC for the product. UL, TUV, CE for power supply		
Power Management	VESA DPMS compliant STANDBY mode <= 1W SUSPEND mode <= 1W OFF mode <= 1W		

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Warranty Information

This product is backed by a one year warranty.

In addition, StarTech.com warrants its products against defects in materials and workmanship for the periods noted, following the initial date of purchase. During this period, the products may be returned for repair, or replacement with equivalent products at our discretion. The warranty covers parts and labor costs only. StarTech.com does not warrant its products from defects or damages arising from misuse, abuse, alteration, or normal wear and tear.

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Screen Quality & Pixel Policy

During the manufacturing process, certain cosmetic imperfections can occur which do not constitute defects in the screen requiring an RMA replacement. Defective or "dead" pixels or sub-pixels are common to all manufacturers of LCD displays. Visual imperfections are caused by one or more defective pixels or sub-pixels.

A pixel is comprised of one red, one green, and one blue sub-pixel. If a defective whole pixel is always on, it will appear as a bright spot, typically white, yellow or other bright color, while if it is always off, it will appear as a dark brown of black spot visible on a bright background. A defective sub-pixel is less visible than a defective whole pixel as it is smaller, and dependent on the color of the defective sub-pixel as contrasted to the background color.

A display is not deemed defective if it contains less than and up to:

- 3 bright dots (pixel always on)
- 5 dark dots (pixel always off)
- 5 total bright and dark dots (on and off pixels)

If your display appears to have defective pixels or sub-pixels, or if you should have any questions relating to this policy, please contact StarTech.com technical support either by phone, online live chat, or email.

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