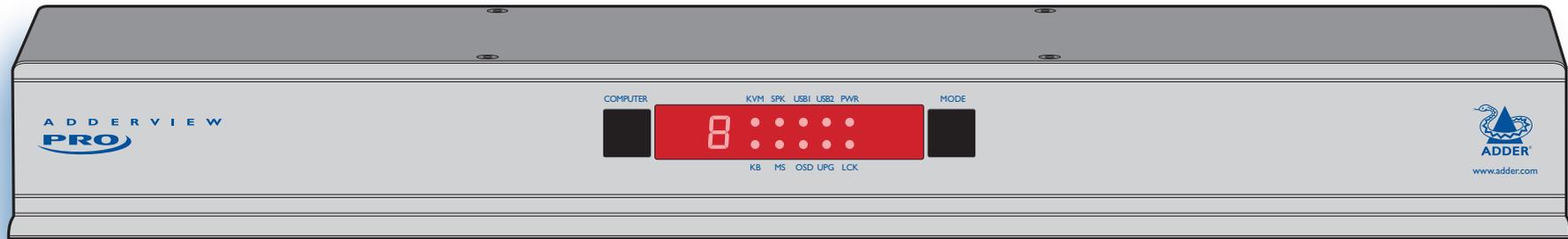


# AdderView Pro 8 DVI

## User Guide



CONTENTS

# Contents



## Introduction

What is True Emulation? .....	3
AdderView Pro 8 DVI features - front and rear .....	4
What's in the box.....	5
What you may additionally need .....	5

## Installation

Mounting .....	6
Connections .....	7
User console .....	7
Computer systems.....	9
Power in connection.....	9
Multiple video head connections .....	10

## Configuration

Configuration menus .....	11
Configuration menus layout .....	11
General configuration.....	12
Changing hotkeys.....	12
Editing the computer list.....	12
The reminder banner.....	13
Performing upgrades.....	14

## Operation

Selecting a computer.....	16
To select a computer using the on-screen menu .....	16
To select a computer using the front panel .....	17
To select a computer using the mouse buttons .....	17
To select a computer using hotkeys.....	18

## Further information

Getting assistance.....	19
Appendix 1 – Configuration menus .....	20
Functions .....	21
Global Preferences.....	22
Setup Options .....	23
Edit Computer List .....	24
EDID Options.....	24
Appendix 2 – Cable specifications .....	25
RS232 serial flash upgrade (null modem) cable.....	25
Multi-head synchronisation cable.....	25
Warranty .....	26
Safety information .....	26
Radio Frequency Energy.....	27

## Index

INSTALLATION

CONFIGURATION

OPERATION

FURTHER INFORMATION

INDEX

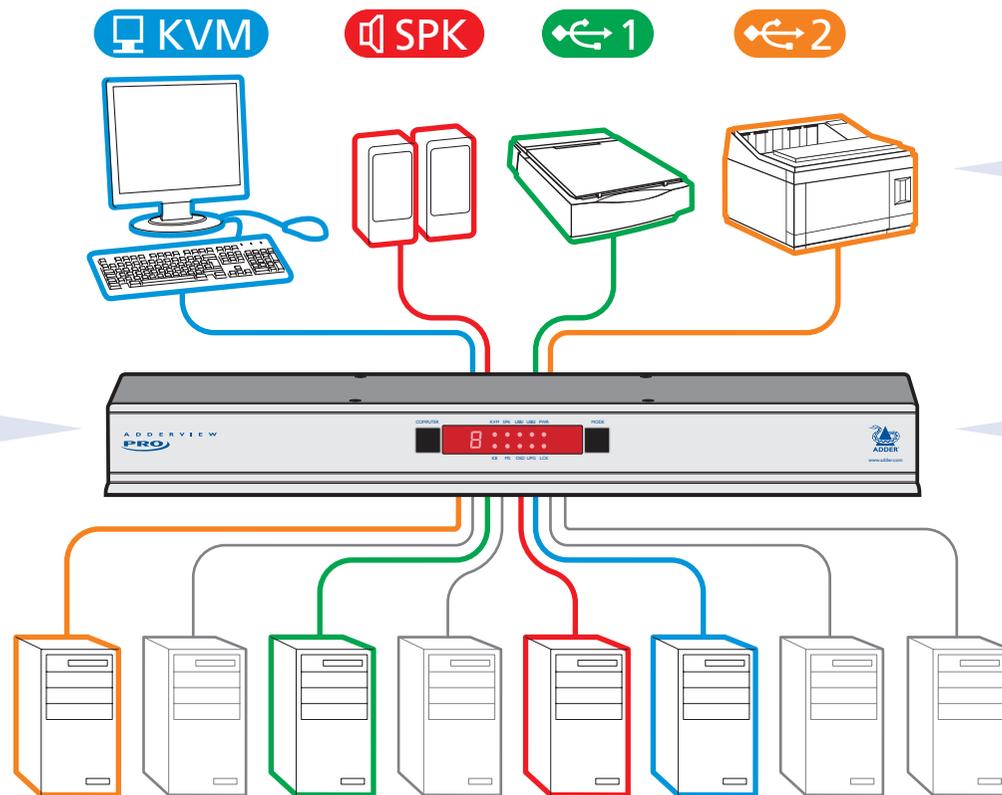
# Introduction



Thank you for choosing the AdderView Pro 8 DVI from Adder Technology. This compact unit allows a single operator to control up to eight computer systems and share peripherals among them in a very flexible manner. The AdderView Pro 8 DVI benefits greatly from our long history of success in KVM (*Keyboard, Video and Mouse*) switching. As a result, it can reliably switch multiple signals (including dual link digital video at up to 330Mpixels per second) in a manner that is totally transparent during operation. However, this unit offers more than just straight switching between eight systems. The KVM, speakers and two separate

USB devices attached to the AdderView Pro 8 DVI can be switched in unison between any of the connected systems, as normal. However, you also have the option to mix your peripherals between any of the systems, to suit your current tasks. For instance, you could be creating emails on one system, listening to a soundtrack from another while a third is sending documents to your printer and a fourth performing another task with a different USB peripheral. The on-screen menu or the AdderView Pro 8 DVI front panel make it straightforward to control which peripherals should connect to each system.

The AdderView Pro 8 DVI also marks the debut of a significant advance in USB keyboard and mouse switching. This is the first product to feature **True Emulation** which ensures that the full characteristics of the connected keyboard and mouse are passed to every system. This supersedes the previous method of presenting default identities to the systems, which did not allow for specialised features present on either the keyboard or mouse. With **True Emulation**, you will find that, subject to the correct drivers being used on each system, the AdderView Pro 8 DVI will faithfully represent the special characteristics of your keyboard and mouse.



**Digital and analogue video**  
Each of the eight computer channels has a DVI/I video connector which allows either DVI digital or VGA analogue signals to be input. At the console connections, the AdderView Pro 8 uses separate DVI/D and VGA connectors to allow the easy attachment of either type of monitor, or to permit dual connections to auto-switching monitors that can operate with either type of input.

**Multiple switching**  
The attached peripheral devices can be switched collectively to any computer system, or can be linked to separate systems to achieve multiple tasks in parallel. Multiple switching can be controlled from the on screen menu or using the front panel buttons.

**True Emulation**  
Earlier USB KVM switches relied upon standard keyboard and mouse templates to inform each computer system how to deal with the connected peripherals. The AdderView Pro 8 succeeds in harvesting the true identities of the connected keyboard and mouse and presents those 'real' profiles concurrently to every system. Thus, specialist keyboards and mice can be fully supported.

- INSTALLATION
- CONFIGURATION
- OPERATION
- FURTHER INFORMATION
- INDEX

# What is True Emulation?

True Emulation represents a significant breakthrough in sharing USB devices between two or more computer systems. Until this point, the problem has been how to create a USB switch that provides all of the following:

- Quick, transparent and reliable switching,
- Accurate representation of the connected USB keyboard and mouse,
- Switching control via the connected USB keyboard and/or mouse.

The difficulty in achieving all of the above requirements has been due to the complexity of the USB standard. This has led to various difficulties that have spawned a number of possible solutions.

## Enumerated USB switching

The earliest attempts to switch USB devices applied a relatively 'hands off' approach. Enumerated USB switches are the electronic equivalent of those old mechanical KVM switches with a large knob on the front.

Enumerated switches are so called because a connected USB device will be required to perform a full initiation (a process called *Enumeration*) every time it is switched; just as if you had pulled out the plug and then reconnected it.

Enumerated switches simply pass all signals straight through between the USB device and the computer, they do not attempt to interpret any data. For most devices, this offers an advantage because the switch just leaves them to get on with their jobs without any interference or any hit on performance. However, it means that a USB keyboard or mouse cannot be used to control the switching process - a quick and simple control method expected by most users. Reliability of switching is also an issue that has plagued enumerated switches, especially when used with certain USB devices and particular operating systems.

## Emulated USB switching

The issues with interpreting the complex USB data streams and recreating (or *Emulating*) the identity of attached USB devices were eventually solved, leading to the creation of the Emulated USB switch.

A neat side effect of the technique used is that each computer can be fooled into thinking that the USB device is permanently connected to it, even when the device is switched to another computer. This means that the enumeration process for the USB device takes place only once, during the first power on. After that, a computer merely sees a dormant version of the USB device whenever the device is actually connected to a different computer.

However, it remains a complex task to dynamically assume the identity of a USB device, distribute it among the connected computers and maintain all of the necessary signals, states and processes. Therefore, manufacturers have previously relied upon a fixed keyboard and mouse profile that is declared to each computer, regardless of the actual connected devices. This precluded the use of any special keyboard or mouse features over and above the standard layouts.

## True Emulation

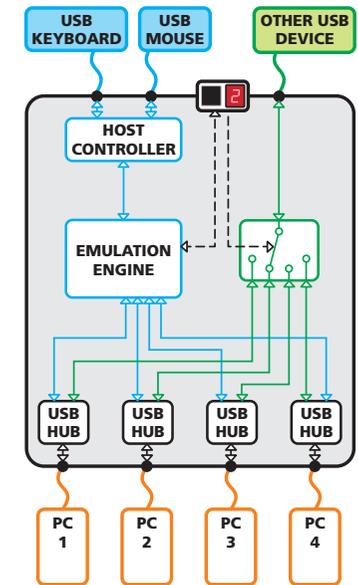
Mindful of the limitations associated with the previous USB switching techniques, we set about creating a more effective and elegant solution. After a great deal of research and development, *True Emulation* is the result.

True Emulation allows the complete identity of the keyboard and mouse to be copied and then presented to all of the connected computers. This means that any keyboard offering specialist function keys or any mouse with extra features will be fully supported at each computer. As with the previous emulation method, the unselected computers will continue to see the identities of the keyboard and mouse, which means that no enumeration is necessary when their link becomes active once again. This not only helps to speed up the rate of reconnection, but also raises the reliability of switching because USB links are at their most vulnerable during the enumeration process.

True Emulation relies upon a high speed circuit, called an Emulation Engine, to fully emulate the USB device identities and also interpret keyboard and mouse data streams. The result is full support for KVM switching control via hotkey presses or the third button/scroll wheel of a mouse.

True Emulation is not necessarily required by other USB devices, which is why you will also find two enumerated circuits within the AdderView Pro8 DVI (shown in green within the block diagram) alongside the True Emulation feature (shown in blue). This allows those other USB devices to operate at their highest speeds, without any intervention. The enumerated circuits benefit greatly from the USB Hubs that are jointly used with the True Emulation system. Because they interface directly and permanently with each computer, they help to stabilise the dormant links, making errors during enumeration much less likely.

The dual switching arrangement provides further flexibility because the True Emulation and enumerated sections can be switched in unison or independently of each other, as required. Thus, your various peripherals can operate with different computers at the same time.



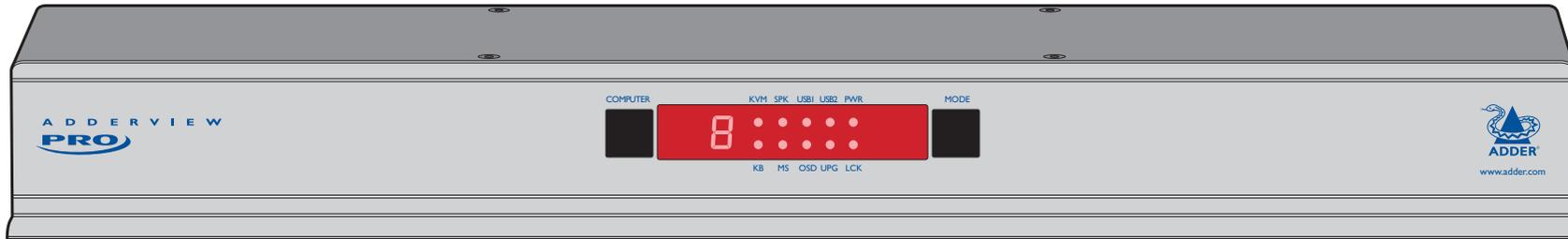
The emulated section of the switch is shown in blue and handles only the keyboard and mouse. The green enumerated section of the switch handles other USB devices and also uses the USB hubs to link with the computers.



- INSTALLATION
- CONFIGURATION
- OPERATION
- FURTHER INFORMATION
- INDEX

# AdderView Pro 8 DVI features - front and rear

The unit packs a great deal of functionality into a compact space. It occupies a single 1U rack space and provides connectors at the rear face. The smart front face features the control buttons and the operation indicators.



**COMPUTER button**  
Press to change to the next computer channel.

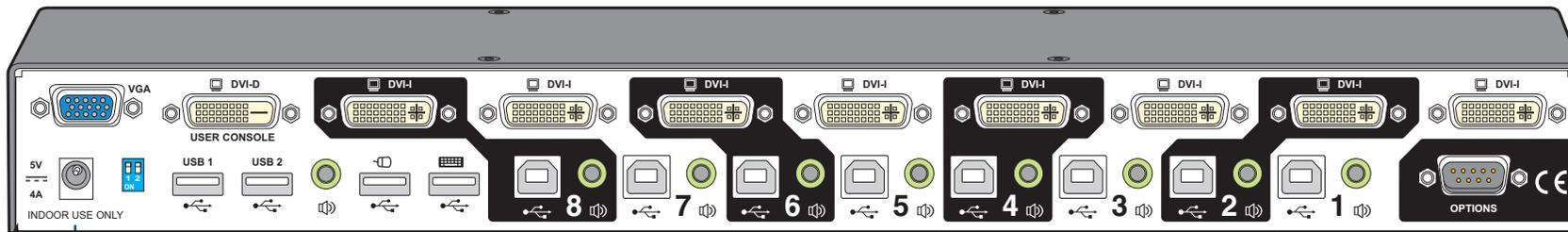
**Indicators**  
Six of the ten indicators show basic input or mode status:

- **KB** Keyboard data are being received from the user console.
- **MS** Mouse data are being received from the user console.
- **OSD** Indicates that the on screen display is currently active.
- **UPG** Indicates that the unit is currently in upgrade mode.
- **LCK** Not used.
- **PWR** Power input indicator.

The remaining four indicators (**KVM, SPK, USB1, USB2**) show which peripherals are switched to the current computer channel OR (as you begin pressing the MODE button) the peripherals that will be switched during the next press(es) of the COMPUTER button.

The seven segment numeric display indicates the computer channel that is currently active.

**MODE button**  
Press to determine which peripherals should be switched to another computer channel (will occur when the COMPUTER button is pressed).



**Power input**  
The power supply connects here.

**User console**  
Connect DVI-D and/or VGA video leads, USB keyboard and mouse, (up to) two other USB devices plus optional speakers to these connectors.

**Computer channels**  
Each computer connects to one of these eight channels via a DVI/I video connector, a USB B-type connector and an audio 3.5mm jack input.

**Options port**  
This RS232 serial port can separately support the following functions:

- Synchronisation - allows the actions of two or more AdderView Pro 8 DVI switches to be synchronised so that multiple computers/video screens can be switched and accessed.
- Upgrades - used to update the internal firmware when necessary by connecting to a computer.

INSTALLATION

CONFIGURATION

OPERATION

FURTHER INFORMATION

INDEX



# Installation

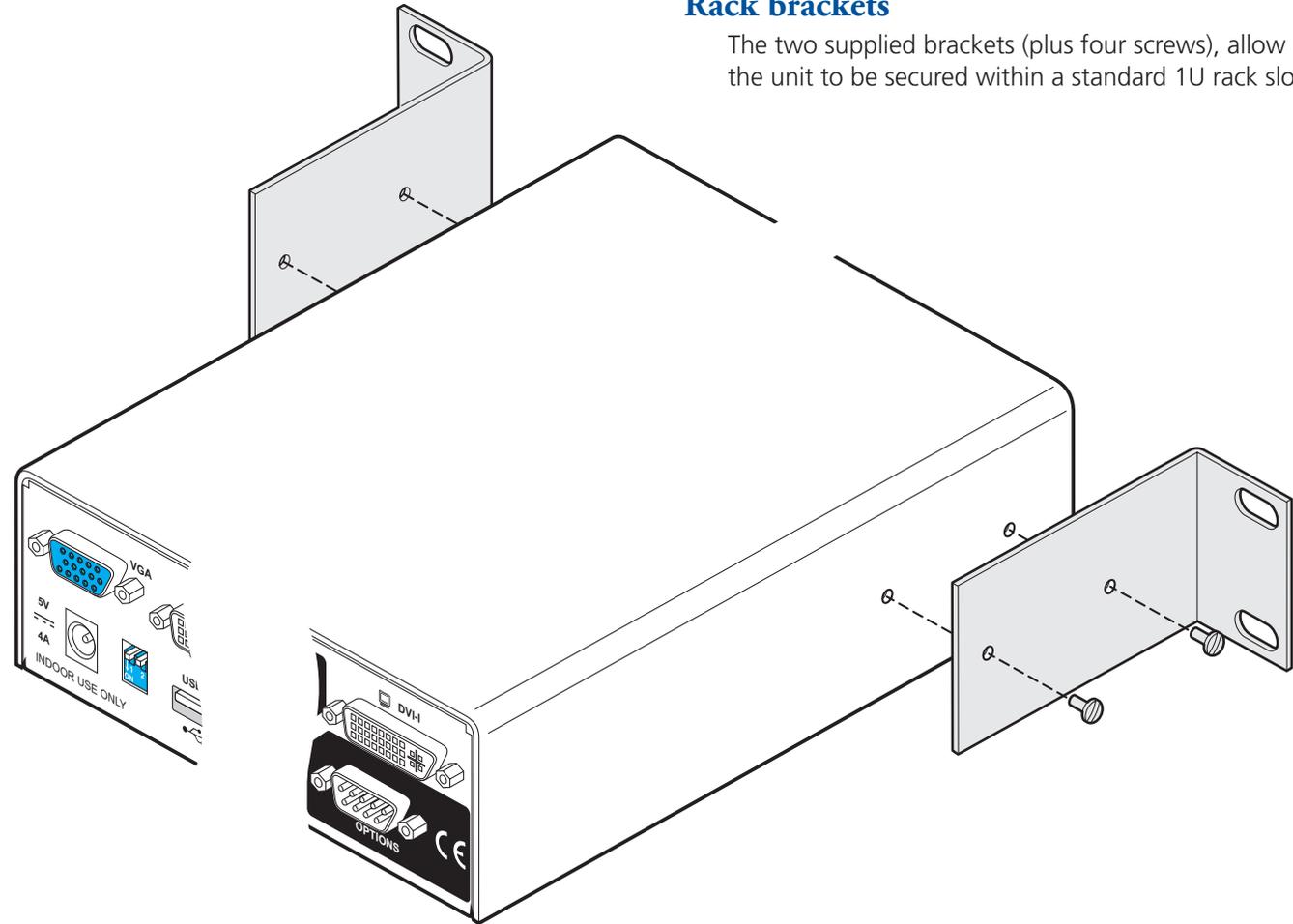
## Mounting

The AdderView Pro 8 DVI unit offers two main mounting methods:

- The supplied four self-adhesive rubber feet
- The supplied rack brackets

## Connections

*Note: Both the AdderView Pro 8 DVI and its power supply generate heat when in operation and will become warm to the touch. Do not enclose them or place them in locations where air cannot circulate to cool the equipment. Do not operate the equipment in ambient temperatures exceeding 40 degrees Centigrade. Do not place the products in contact with equipment whose surface temperature exceeds 40 degrees Centigrade.*



## Rack brackets

The two supplied brackets (plus four screws), allow the unit to be secured within a standard 1U rack slot.

# Connections

Connections do not need to be carried out in the order given within this guide, however, where possible connect the *power in* as a final step.

## User console

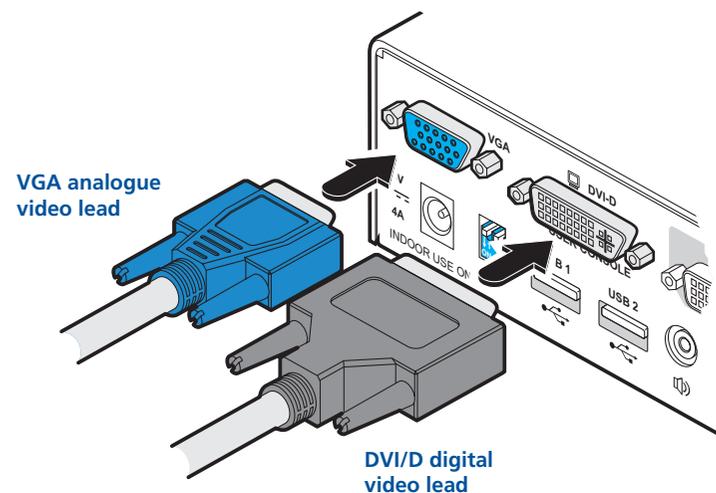
The ports that make up the user console are where you attach the peripherals that will be shared between the computer systems. Ensure that power is disconnected from the AdderView Pro 8 DVI unit.

### To connect peripherals to the user console

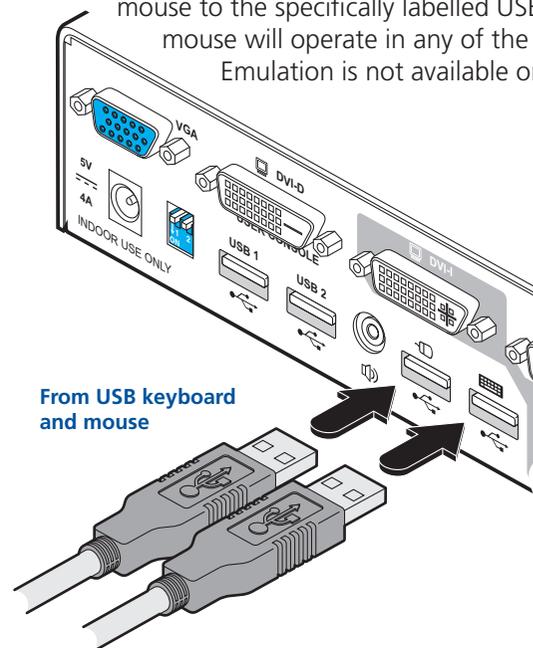
- 1 Position your peripheral devices in the vicinity of the AdderView Pro 8 DVI unit such that their cables will easily reach.
- 2 **Video monitor:** The AdderView Pro 8 DVI supports both DVI digital and VGA analogue video signals. Separate DVI and VGA ports are provided for the user console connection and you can use either, or both, as required. Where a computer provides analogue video, this will be routed through the VGA port; when digital video is supplied, this will appear at the DVI/D port.

*Note: The AdderView Pro 8 DVI does not perform any conversions between digital and analogue video signals. If a connected system provides only analogue video, then no signal will be seen on the digital DVI/D output port, and vice versa.*

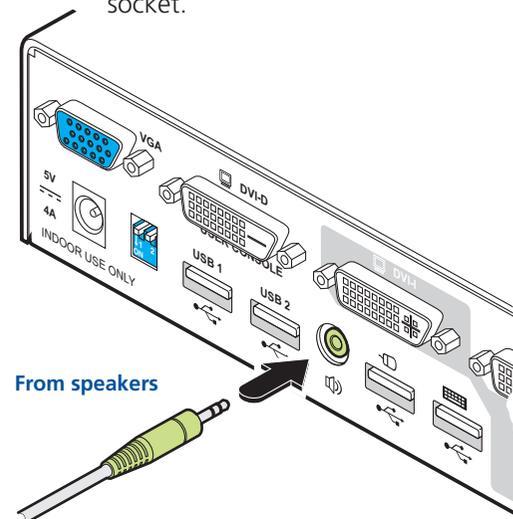
Attach the lead(s) from the video monitor to the appropriate port connector. If your video monitor has dual capabilities then you can link it to both connectors using appropriate leads.



- 3 **Keyboard and mouse:** Attach the leads from your USB keyboard and mouse to the specifically labelled USB sockets. The keyboard and mouse will operate in any of the USB sockets, however, True Emulation is not available on sockets labelled USB1 or USB2.



- 4 **Audio:** Where required, connect the lead from your speakers to the audio socket.



*Note: The unit's True Emulation feature will read the full characteristics of the keyboard and mouse and will present those to each connected computer concurrently. This ensures that specialist keyboards and mice are fully supported.*



INSTALLATION

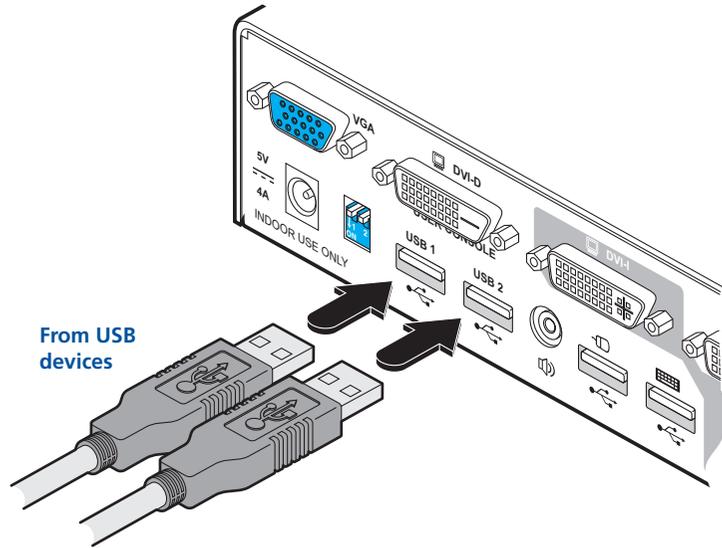
CONFIGURATION

OPERATION

FURTHER INFORMATION

INDEX

- 5 **USB devices:** Where required, attach the leads from your USB peripherals to the USB sockets labelled USB1 and USB2.

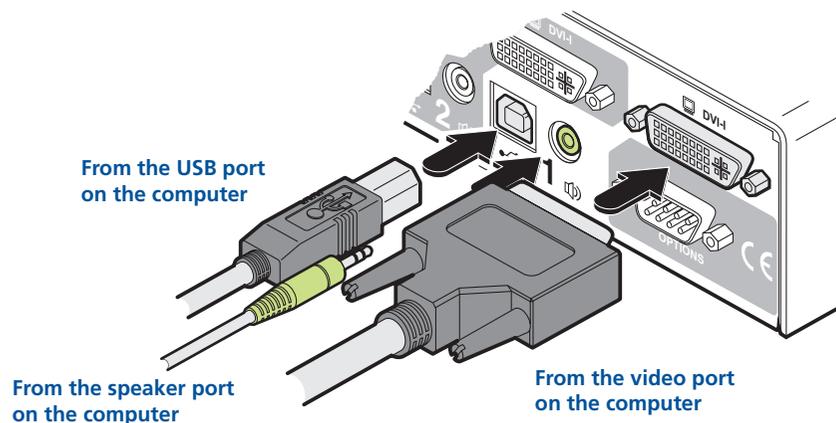


## Computer systems

Each computer system is connected to the AdderView Pro 8 DVI unit using up to three cables.

### To connect a computer system

- 1 Ensure that power is disconnected from the AdderView Pro 8 DVI unit and the system to be connected.
- 2 Use a DVI cable or a VGA to DVI/I conversion cable (if using analogue signals) to link the video output of the computer's graphic port to the DVI/I port of the required channel on the rear of the unit.



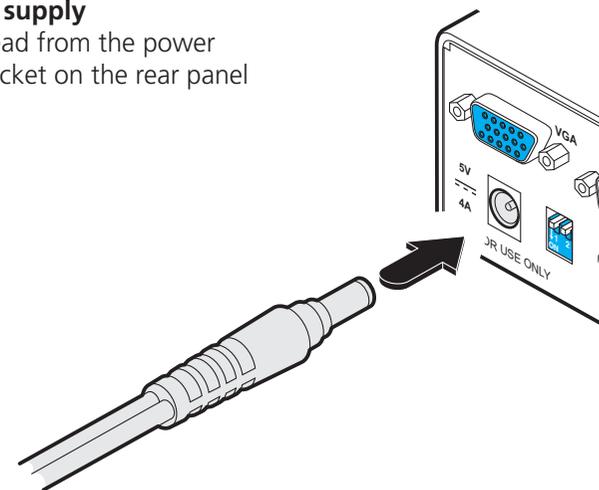
- 3 Use a USB cable (type-A to type-B) to link a USB port on the computer system to the USB port of the required channel on the rear of the unit.
- 4 If required, use a stereo audio link cable (3.5mm jacks at either end) to link the speaker port on the computer system to the audio port of the required channel on the rear of the unit.

## Power in connection

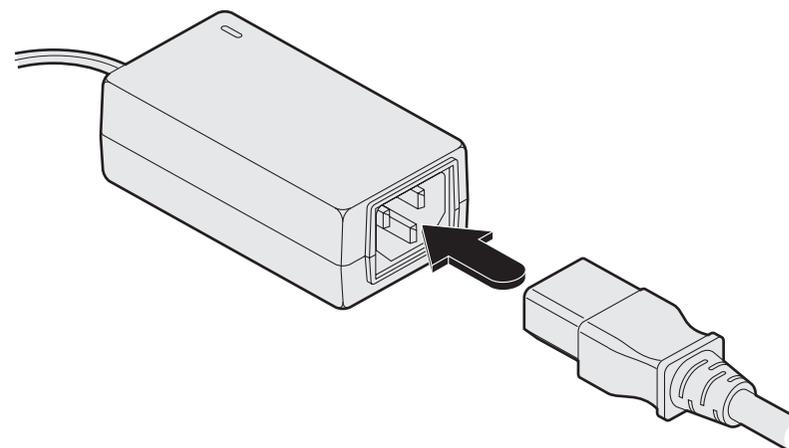
The AdderView Pro 8 DVI unit is supplied with a standard 20W power adapter. There is no on/off switch on the unit, so operation begins as soon as a power adapter is connected.

### To connect the power supply

- 1 Attach the output lead from the power adapter to the 5V socket on the rear panel of the unit.



- 2 Connect the IEC connector of the supplied country-specific power lead to the socket of the power adapter.



- 3 Connect the power lead to a nearby main supply socket.

*Note: Both the unit and its power supply generate heat when in operation and will become warm to the touch. Do not enclose them or place them in locations where air cannot circulate to cool the equipment. Do not operate the equipment in ambient temperatures exceeding 40 degrees Centigrade. Do not place the products in contact with equipment whose surface temperature exceeds 40 degrees Centigrade.*

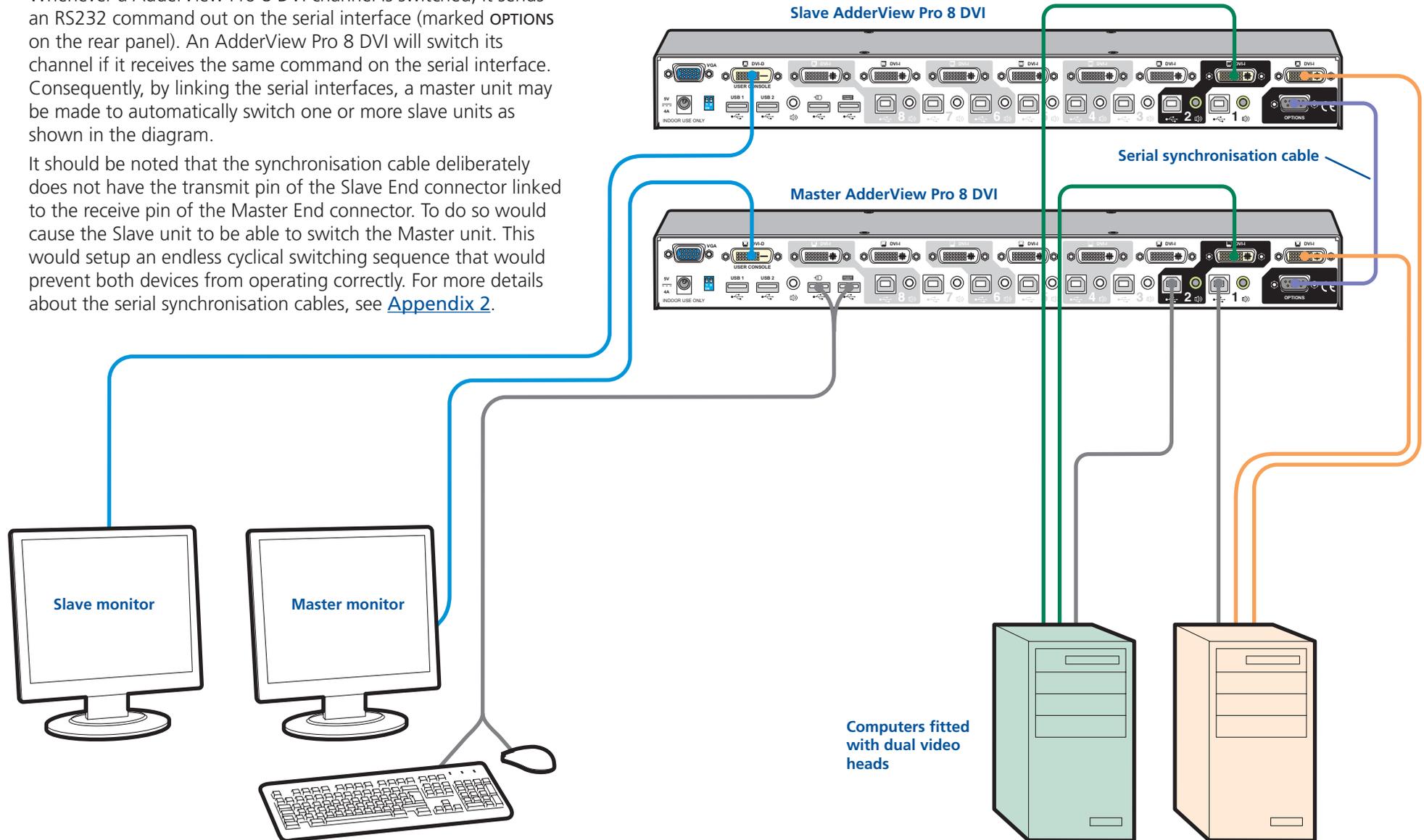


## Multiple video head connections

As standard the AdderView Pro 8 DVI allows you to switch dual monitors: one digital and one analogue. However, in cases where two digital monitors are required, you can operate two AdderView Pro 8 DVI units in a synchronised manner. This type of operation is usually required where each computer is fitted with multiple video cards or video cards with multiple video heads.

Whenever a AdderView Pro 8 DVI channel is switched, it sends an RS232 command out on the serial interface (marked **OPTIONS** on the rear panel). An AdderView Pro 8 DVI will switch its channel if it receives the same command on the serial interface. Consequently, by linking the serial interfaces, a master unit may be made to automatically switch one or more slave units as shown in the diagram.

It should be noted that the synchronisation cable deliberately does not have the transmit pin of the Slave End connector linked to the receive pin of the Master End connector. To do so would cause the Slave unit to be able to switch the Master unit. This would setup an endless cyclical switching sequence that would prevent both devices from operating correctly. For more details about the serial synchronisation cables, see [Appendix 2](#).



# Configuration

## Configuration menus

The configuration menus allow you to determine numerous aspects of the AdderView Pro 8 DVI capabilities.

### To access the configuration menu

- 1 If the main menu is not already displayed, press and hold **Ctrl** **Alt** and then press **M** using a keyboard attached to the keyboard USB port of the AdderView Pro 8 DVI user console.

The selection menu will be displayed:

Switching icons show which peripherals are, or will be, connected to which computer(s)

Channel numbers

Default names for each computer channel

Switching mode bar

- 2 Press **F1** To display the Configuration Menu:

- 3 Use the **↓** and **↑** keys to highlight an option, then press **↓** to select.

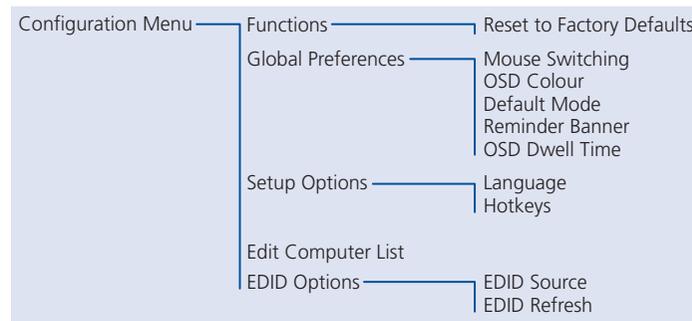
### Hotkeys

Note: **Ctrl** and **Alt** are the standard hotkeys and can be **altered** to avoid clashes with other devices or software. If you change the hotkeys, remember to use the new ones in place of **Ctrl** and **Alt** when following the instructions in this guide.

Note: You can also display the main menu by pressing the **COMPUTER** button for five seconds.

## Configuration menus layout

The menu options are arranged as shown here:



For a description of each option within the Configuration menus, see [Appendix 1](#) for more details.

# General configuration

## Changing hotkeys

### To change the hotkeys

AdderView Pro 8 DVI units use **Ctrl** and **Alt** as their standard hotkeys. These can be changed if they clash with other software or hardware within the installation.

- 1 Display the [Configuration menu](#).
- 2 Highlight 'Setup Options' and press **↓**.
- 3 Highlight 'Hotkeys' and press **Space** to select the required hotkey combination. The options are: *CRTL+ALT, CTRL+SHIFT, ALT+SHIFT, ALT GR, LEFT ALT+RIGHT ALT, LEFT CTRL+LEFT ALT or RIGHT CTRL+RIGHT ALT.*
- 4 Press **Esc** to return to the 'Configuration Menu'.

## Editing the computer list

### To create/edit computer entries

- 1 Display the [Configuration menu](#).
- 2 Highlight 'Edit Computer List' and press **↓**. The 'Edit Computer List' menu will be displayed.

ADDERVIEW PRO	
Edit Computer List	
Computer 01	01
Computer 02	02
Computer 03	03
Computer 04	04
Computer 05	05
Computer 06	06
Computer 07	07
Computer 08	08
Ins-Add	Del-Delete
Enter-Edit	
↑↓-Select	F3-Find
Esc-Quit	

- 3 Either:
  - *Create a new computer entry* – Press **Ins** and enter a new name, or
  - *Edit an existing computer entry* – Highlight a computer name and press **↓**. Press **←** (Backspace) to delete existing characters and enter the required new name (up to 16 characters).

*Note: Avoid creating two names for the same computer channel.*
- 4 Press **↓** and the cursor will move to the computer channel column on the right side. Change or enter the channel address of the computer as required.
- 5 When the channel address is complete, press **↓**.
- 6 When all settings have been made, press **↓** to save and exit. Press **Esc** to return to the 'Configuration Menu'.

## The reminder banner

As many computer screen layouts can appear very similar, the AdderView Pro 8 DVI provides a reminder banner option that indicates which computer channel you are currently viewing. The banner is displayed at the top of the screen for an adjustable interval between one and five seconds (it can also be disabled). You can:



- Change the overall colour scheme,
- Change the dwell time for the banner, or
- Disable the banner.

### To change banner colours or disable the banner

- 1 Select the on-screen menu in one of two ways:
  - By simultaneously pressing and then releasing **Ctrl**, **Alt**, **M**, or
  - By pressing the middle and right buttons of a three button mouse.
- 2 Press **F1** to select 'More menus'.
- 3 Highlight the 'Global Preferences' option and press **↓** to select.
- 4 Select the required option:
  - To disable the banner – highlight 'Reminder Banner' and press **Space** until 'DISABLED' is shown.
  - To change colours – highlight 'OSD Colour' and press **Space** repeatedly until the desired colour combination is displayed.
- 5 Press **Esc** to save the settings. Press **Esc** twice more to return to the computer channel and view your changes.

### To change dwell time for the banner

- 1 Select the on-screen menu in one of two ways:
  - By simultaneously pressing and then releasing **Ctrl**, **Alt**, **M**, or
  - By pressing the middle and right buttons of a three button mouse.
- 2 Press **F1** to select 'More menus'.
- 3 Highlight the 'OSD Dwell Time' option and press **Space** repeatedly until the required time is shown is displayed (between 1 and 5 seconds).
- 4 Press **Esc** to save the settings. Press **Esc** twice more to return to the computer channel and view your changes.

Please see [Appendix 1](#) for more configuration details.

## Performing upgrades

The AdderView Pro 8 DVI unit is fully upgradeable via flash upgrade. Such upgrades require a Windows-based computer system to be linked via the OPTIONS port.

### Items required to perform an upgrade

- Optional serial upgrade cable (see [Appendix 2](#) for pin-out specifications).
- A Windows-based upgrade computer with an RS232 serial port.
- The latest version of the KVM Firmware Uploader and firmware files for the AdderView Pro 8 DVI - available from the *Technical Support > Updates* section of the Adder Technology website ([www.adder.com](http://www.adder.com)).

### To use the KVM Firmware Uploader utility

#### 1 - Obtain and run the KVM Firmware Uploader.

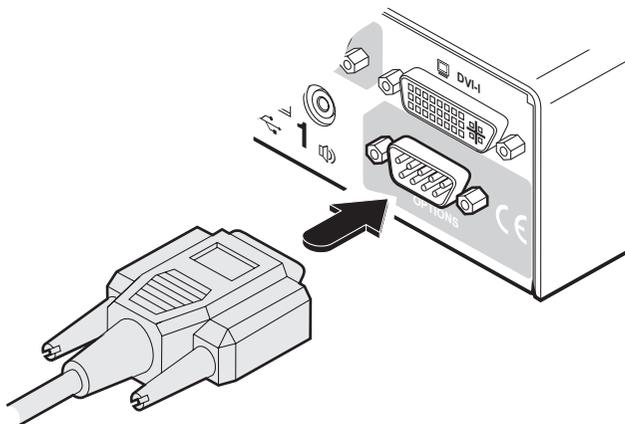
Download the latest AdderView Pro 8 DVI KVM Firmware Uploader from the Adder Technology website and install it on a Windows-based upgrade computer that will be connected to the AdderView Pro 8 DVI unit. The files are supplied as a compressed ZIP file. Decompress the ZIP file with an appropriate tool such as WinZip ([www.winzip.com](http://www.winzip.com)) and copy all contained files to the same folder on the upgrade computer.

#### 2 - Power off the AdderView Pro 8 DVI

Remove the power supply plug from the rear panel of the unit.

#### 3 - Connect the upgrade computer to the AdderView Pro 8 DVI

Connect the serial port of the upgrade computer to the OPTIONS port on the rear panel of the unit using a null modem serial upgrade cable.



There is no need to adjust the computer's serial port settings as the application will do this automatically.

#### 4 - Invoke upgrade mode

While powering on or when already powered: Press and hold the COMPUTER and MODE buttons (for up to ten seconds) until the numeric indicator shows 'U'. The UPG indicator should also illuminate to show that the AdderView Pro 8 DVI is ready to be upgraded.

#### 5 - Run the KVM Firmware Uploader utility

From that folder, select the KVMUploader icon to run the upgrade utility. The KVM Firmware Uploader dialog will be displayed:



#### 6 - Query the AdderView Pro 8 DVI

Click the *Query Unit* button to confirm that communication is possible with the AdderView Pro 8 DVI and to establish its firmware details. If successful, the 'Unit connected' field should show the name of the AdderView unit and the current firmware will also be listed.

If the application cannot contact the AdderView Pro 8 DVI, re-check the connection cable and click the *Advanced...* button to check that the correct serial port is being used. Change the serial port within the *Advanced...* section, if necessary.

*continued*



## 7 - Select the upgrade file to be used

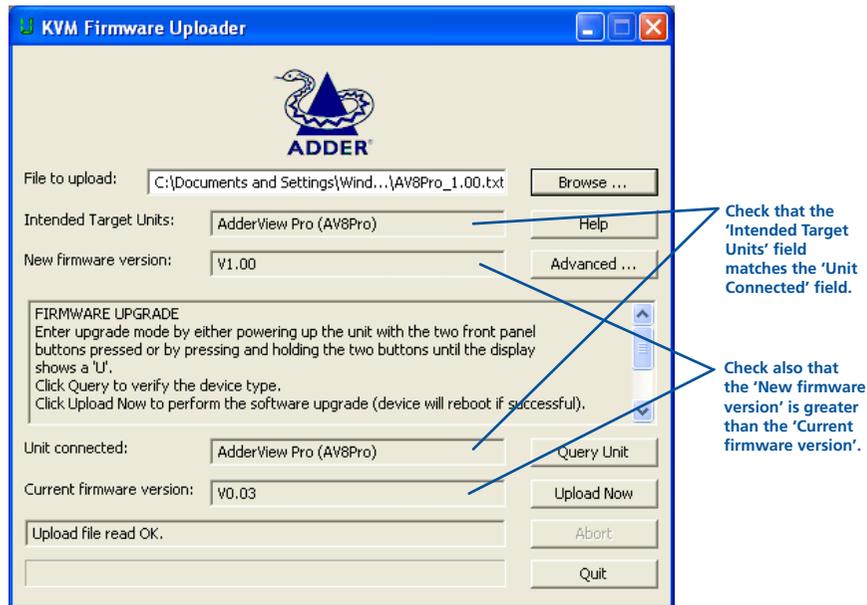
From the main KVM Firmware Uploader dialog, click the *Browse...* button and select the upgrade file:

AV8Pro\_xxx.txt

where xxx is the firmware version.

The upgrade file details will be displayed within the dialog.

**IMPORTANT:** Check that the 'Intended Target Units' field matches the 'Unit Connected' field. If these fields do not match then you may have an incorrect upgrade file, check with Adder Technology Ltd before proceeding. Check also that the 'New firmware version' is greater than the 'Current firmware version'.



## 8 - Commence the upgrade

To begin the upgrade process, click the *Upload Now* button. The progress will be shown within the dialog. Should you decide not to continue with the upload at any stage, click the *Abort* button; response to this is usually immediate, however, during an erase command, the upload will not be aborted until the erase is complete (this may take a few seconds).

## 9 - Cycle the power

Disconnect the power. When the power is re-applied the AdderView Pro 8 DVI will operate using the new firmware.

## Issues to consider when performing flash upgrades

The upgrade program rewrites the internal firmware code. If the upgrade process is interrupted then the unit will have invalid code and will not be able to operate. It is therefore good practice to ensure that the upgrade process is always fully completed. A partial or failed upgrade may be rectified by performing another upgrade. If the upgrade process is interrupted accidentally then you should press and release the front panel reset button without re-powering the unit.

**WARNING:** Running faulty or partially upgraded code may have unpredictable results and may damage your AdderView Pro 8 DVI or computing equipment.

# Operation

## Selecting a computer

There are four main ways to switch the common peripherals to specific computer channels:

- Using the on-screen menu
- [Using the front panel controls](#)
- [Using mouse button presses](#)
- [Using hotkeys](#)

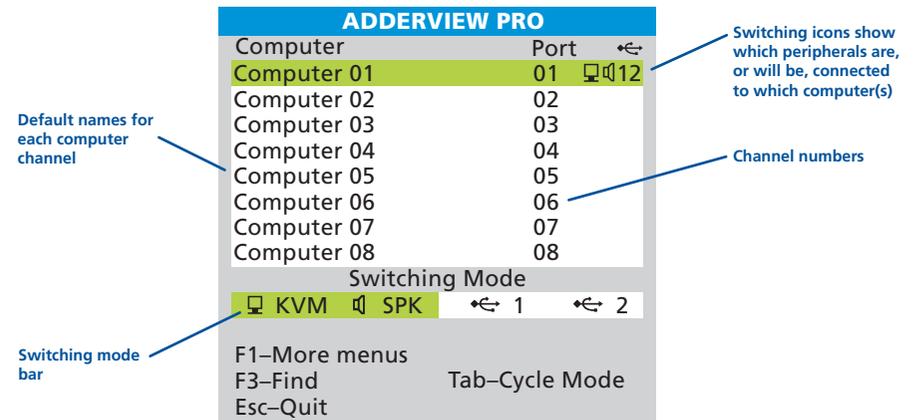
Note: When first powered on, the on-screen menu will be displayed, and the front panel indicator will show a dash (-) to signify that no channel is selected.

## To select a computer using the on-screen menu

- 1 Select the on-screen menu in one of two ways:
  - Simultaneously press and then release **Ctrl** **Alt** **M**, or
  - Press the middle and right buttons of a three button mouse.

Note: The mouse switching option is usable only if the 'Mouse Switching' option is enabled. See [Global preferences](#) for more details.

The Selection menu will be displayed:



Computer	Port	Switching icons
Computer 01	01	Monitor, Mouse, Speakers
Computer 02	02	
Computer 03	03	
Computer 04	04	
Computer 05	05	
Computer 06	06	
Computer 07	07	
Computer 08	08	

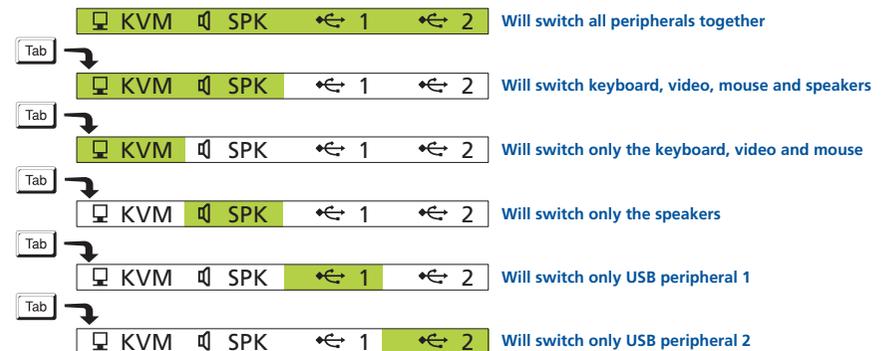
Switching Mode

KVM SPK 1 2

F1-More menus  
F3-Find  
Esc-Quit

Tab-Cycle Mode

- 2 Optional: If you need to selectively switch some of your peripherals, use the tab key to change the switching mode:



Will switch all peripherals together

Will switch keyboard, video, mouse and speakers

Will switch only the keyboard, video and mouse

Will switch only the speakers

Will switch only USB peripheral 1

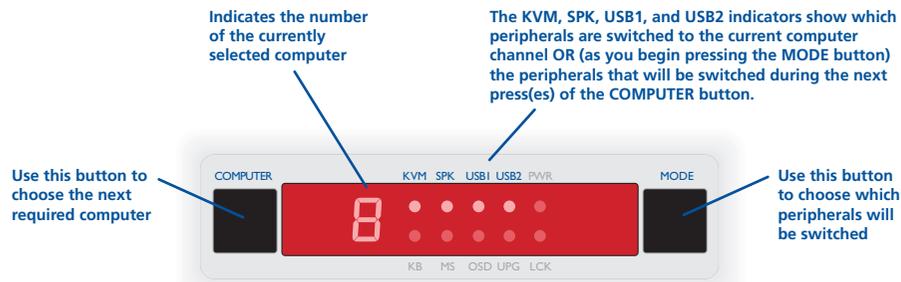
Will switch only USB peripheral 2

Whenever the Keyboard, Video and Mouse (KVM) are switched (either as a separate group or together with other peripherals), the on-screen menu will disappear as the new computer channel is displayed. For all other peripheral switching, the on-screen menu will remain displayed - press the ESC button to remove the menu from the screen.

- 3 Use the **↓** and **↑** keys (or the scroll wheel of an IntelliMouse) to highlight the required computer name.
- 4 Press **↵** to switch the chosen peripherals to the highlighted computer channel.

## To select a computer using the front panel

The front panel allows you to determine how the various peripherals are switched to one or more computer channels.



- Optional: If you need to selectively switch some of your peripherals, press the MODE button repeatedly to change the switching mode:

	KVM	SPK	USB1	USB2	
MODE	●	●	●	●	Will switch all peripherals together
MODE	●	●	●	●	Will switch keyboard, video, mouse and speakers
MODE	●	●	●	●	Will switch only the keyboard, video and mouse
MODE	●	●	●	●	Will switch only the speakers
MODE	●	●	●	●	Will switch only USB peripheral 1
MODE	●	●	●	●	Will switch only USB peripheral 2

Note: If an indicator flashes, it signifies that the respective peripheral is currently switched to another computer channel.

- Press the COMPUTER button repeatedly to select the required computer channel.

## To select a computer using the mouse buttons

Using the mouse buttons, you can quickly switch the keyboard, video monitor, mouse and speakers to any computer channel. The USB 1 and USB 2 peripherals remain at their current channel when this method is used.

### To select a computer using solely mouse buttons

Note: This procedure works only with three-button or IntelliMouse devices and only if the 'Mouse Switching' option is been enabled.

- Hold down the middle button (or scroll wheel) of the mouse.
- Click the left mouse button to select the next computer channel. When the correct channel is reached, release the middle button.

Depending on the switching mode that has been previously determined using either the on-screen menu or the front panel buttons, the KVM, audio and/or USB peripherals will be switched to the chosen channel.

### To select a computer using mouse buttons and on-screen menu

- Select the on-screen menu by pressing the middle and right buttons of a three button mouse.
- Use the scroll wheel to highlight the required computer channel.
- Then, either:
  - Select the channel - press the left mouse button.
  - Escape without selecting a channel – press the right mouse button.

Depending on the switching mode that has been previously determined using either the on-screen menu or the front panel buttons, the KVM, audio and/or USB peripherals will be switched to the chosen channel.

continued

## To select a computer using hotkeys

Using hotkey combinations, you can quickly switch the keyboard, video monitor, mouse and speakers and USB peripherals to any computer channel.

There are two main ways to use hotkeys: *Standard* and *Additional*.

### Standard hotkey press combinations

The standard hotkey press combinations allow you to change channels with the minimum of keypresses:

- 1 Simultaneously press and hold **Ctrl** and **Alt**.
- 2 While still holding **Ctrl** and **Alt**, press the number key of the required channel address, then release all of the keys.

*Note: The numbers on your keyboard's numeric keypad are not valid, use only the numeral keys above the QWERTY section.*

Depending on the switching mode that has been previously determined using either the on-screen menu or the front panel buttons, the KVM, audio and/or USB peripherals will be switched to the chosen channel.

The range of standard hotkey combinations are as follows:

*Note: If your hotkeys have been changed, substitute them for **Ctrl** and **Alt** in the examples given here.*

<b>Ctrl</b> <b>Alt</b> <b>1</b>	Selects channel 1
<b>Ctrl</b> <b>Alt</b> <b>2</b>	Selects channel 2
•	•
•	•
<b>Ctrl</b> <b>Alt</b> <b>8</b>	Selects channel 8
<b>Ctrl</b> <b>Alt</b> <b>0</b>	Blanks the video
<b>Ctrl</b> <b>Alt</b> <b>Tab</b>	Selects the next channel

### Additional hotkey press combinations

In addition to the standard hotkey press combinations (shown left), you can also add additional keypresses in order to determine which peripherals are switched:

- 1 Simultaneously press and hold **Ctrl** and **Alt**.
- 2 Press and release a command key:
  - A** to switch all peripherals
  - K** to switch only the keyboard, video and mouse
  - S** to switch only the speakers
  - U** to switch only USB1 and USB2
- 3 Press and release the required channel number (1 to 8 using only the keys above the QWERTY section).
- 4 Release **Ctrl** and **Alt**.

The appropriate peripherals will change to the chosen channel.

*Note: Regardless of which peripherals were switched, the front panel indicators will continue to show the switching mode that was last determined using either the on-screen menu or the front panel switches.*

### What are hotkeys?

The **Ctrl** and **Alt** keys when pressed in combination are called 'hotkeys' and they signal to the AdderView Pro 8 DVI that you wish to control it, rather than the computer. However, if these particular hotkeys clash with another device or program, you can change them to a different combination within the Setup Options menu.

# Further information



This chapter contains a variety of information, including the following:

- Getting assistance - see right
- Appendices
  - Appendix 1 - [Configuration menus](#)
  - Appendix 2 - [Cable specifications](#)
- [Safety information](#)
- [Warranty](#)
- [Radio frequency energy statements](#)

## Getting assistance

If you are still experiencing problems after checking the list of solutions in the Troubleshooting section then we provide a number of other solutions:

- Adder Technology website – [www.adder.com](http://www.adder.com)  
Check the Support section of our website for the latest solutions and driver files.
- Email – [support@adder.com](mailto:support@adder.com)
- Fax
  - in the UK: **01954 780081**
  - in the US: **+1 888 275 1117**
- Phone
  - in the UK: **01954 780044**
  - in the US: **+1 888 932 3337**

INSTALLATION

CONFIGURATION

OPERATION

FURTHER  
INFORMATION

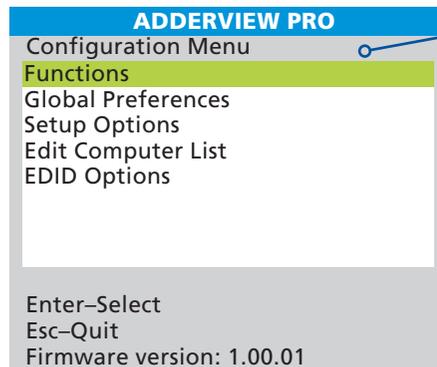
INDEX

# Appendix 1 – Configuration menus

The AdderView Pro 8 DVI configuration menus allow a range of settings to be made both to the installation as a whole and to parts of the system accessed by each user.

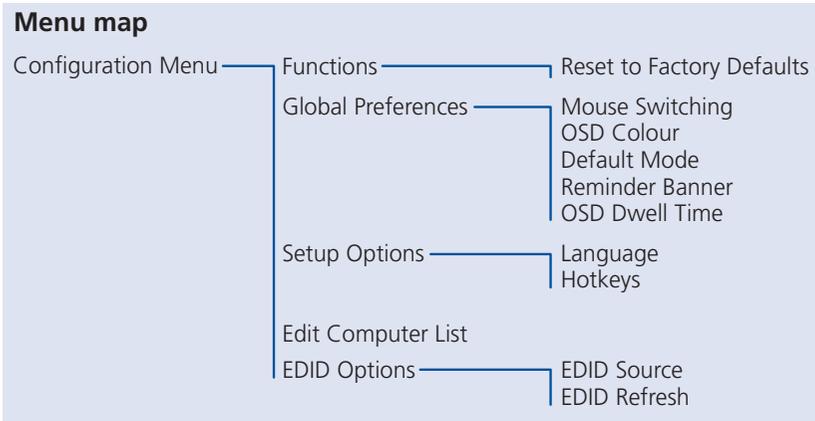
## To access the configuration menus

- 1 Select the on-screen main menu in one of two ways:
  - By simultaneously pressing and then releasing **Ctrl**, **Alt**, **M**, or
  - By pressing the middle and right buttons of a three button mouse.
- 2 Press **F1** to select 'More menus'.
- 3 Use the following keys:
  - ↑ and ↓ to highlight an option.
  - ↵ to select an option.
  - Space to change option values.
  - Esc to quit and save the changes.



The following items and menus are available in the Configuration menu:

- [Functions](#)
- [Global Preferences](#)
- [Setup Options](#)
- [Edit Computer List](#)
- [EDID Options](#)



INSTALLATION

CONFIGURATION

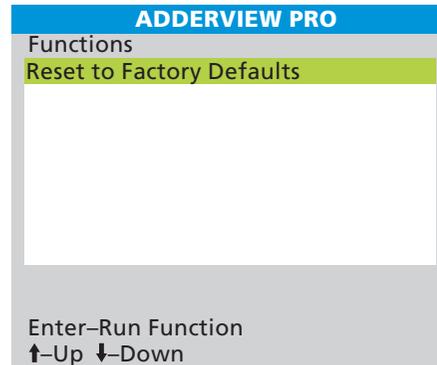
OPERATION

FURTHER INFORMATION

INDEX

## Functions

The Functions menu contains the Reset to Factory Defaults option.



### To get here

- 1 Press **Ctrl** **Alt** **M** (hotkeys can change).
- 2 Press **F1** to select 'More menus'.
- 3 Select 'Functions'.

### Reset to Factory Defaults

Returns all key settings within the AdderView Pro 8 DVI to their original states.

*WARNING: This function will clear all stored computer names.*

When this option is selected, you must press the F7 key to confirm the action. The internal data will be rewritten and a completion message displayed after a short period.

## Global Preferences

The Global Preferences menu contains a collection of settings that affect various aspects of operation.

ADDERVIEW PRO	
Global Preferences	
Mouse Switching:	ENABLED
OSD Colour:	SCHEME 1
Default Mode:	ALL
Reminder Banner:	ENABLED
OSD Dwell Time:	2 SECONDS

Space-Toggle  
↑-Up ↓-Down      Esc-Quit

### Mouse Switching

Settings: *ENABLED, DISABLED*

The computer channel can be switched using a three button mouse or IntelliMouse. Pressing the central button or wheel button together with the left hand mouse button will cause the unit to switch to the next available computer. When mouse switching is enabled the central mouse button or wheel mouse button is allocated to control the AdderView Pro 8 DVI and is not therefore available for use by computer applications. If you want to use the central mouse button within your applications you will need to disable mouse switching. The rotation action of an IntelliMouse wheel is not affected and is always available to the computer application.

### OSD Colour

Settings: *SCHEME 1, SCHEME 2, SCHEME 3, SCHEME 4*

As you toggle between these options you will see the colour of the menu change to show the selected scheme. The menu schemes have been specially chosen to provide a high contrast with the colours that you would normally see on a computer screen. This setting also affects the colour of the reminder banner.

### To get here

- 1 Press **Ctrl** **Alt** **M** (hotkeys can change).
- 2 Press **F1** to select 'More menus'.
- 3 Select 'Global Preferences'.

### Default Mode

Settings: *ALL, KVM + SPK, KVM ONLY, SPK ONLY, USB1 ONLY, USB2 ONLY*

Determines which peripheral switching mode should be offered as standard. Regardless of the default mode that is set, during use you can always change the switching mode using either the TAB key (in the on-screen menu) or the MODE button (on the front panel). *Note: The Default Mode setting affects switching controlled by the on-screen menu and front panel only. If you use the mouse or hotkeys to effect switching then both the KVM and Speakers will be switched as usual.*

### Reminder Banner

Settings: *ENABLED, DISABLED*

When the reminder banner is enabled, the name of the currently selected computer will appear in a small reminder banner which is displayed for a momentary period defined by the 'OSD Dwell Time' setting.

### OSD Dwell Time

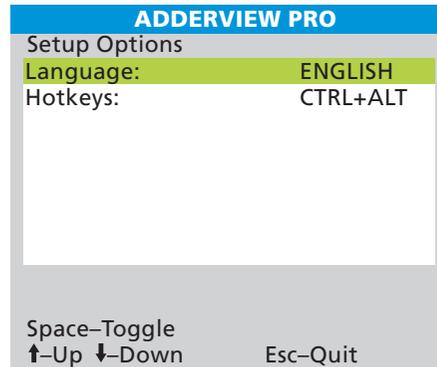
Settings: *1, 2, 3, 5 SECONDS*

After a successful computer channel change, the unit will display a confirmation message for a few seconds. The length of time that this confirmation message dwells on the screen may be changed.



## Setup Options

Setup options consist of key settings that are normally made only during the initial installation stage.



### To get here

- 1 Press **Ctrl** **Alt** **M** (hotkeys can change).
- 2 Press **F1** to select 'More menus'.
- 3 Select 'Setup Options'.

### Language

Settings: *ENGLISH, FRENCH, GERMAN, SWEDISH*

This option specifies the language that is used for the on-screen menu and the keyboard layout that is assumed for the keyboard. When the French option is selected the keyboard is assumed to have an AZERTY format. When the English, German and Swedish options are selected the keyboard is assumed to have a QWERTY format. The new language settings are enabled when you quit from the SETUP OPTIONS menu. The language option only affects the way that the AdderView Pro 8 DVI interprets the keyboard keys, it does not affect the way that the computers interpret the keyboard. It is advisable to avoid setting a language that you do not understand as all the menus will change to use the new language and you may have difficulty reselecting your original language.

### Hotkeys

Settings: *CRTL+ALT, CTRL+SHIFT, ALT+SHIFT, ALT GR, L+R ALT, L CTRL+ALT, R CTRL+ALT*

The keyboard hotkeys are special combinations of keys that, when used together with certain keyboard "command keys", perform special AdderView Pro 8 DVI functions. For example, pressing the hotkeys together with the "M" key will cause the on-screen menu to be displayed on your monitor. Other hotkey combinations allow you to query which computer you are connected to and to move the on-screen menu around the screen. You can also use the hotkeys together with the channel number to select a particular connected computer.



INSTALLATION

CONFIGURATION

OPERATION

FURTHER  
INFORMATION

INDEX

## Edit Computer List

This option allows you to alter, insert or remove entries within the list of computers. For each entry you can edit the name and also change the channel number, if necessary.

### To edit or create an entry

- 1 Highlight the 'Edit Computer List' option and press .
- 2 Either:
  - *Create a new computer entry* – Press and enter a new name, or
  - *Edit an existing computer entry* – Highlight a computer name and press . Press (Backspace) to delete existing characters and enter the required new name (up to 16 characters).

*Note: Avoid creating two names for the same computer channel.*

- 3 Press and the cursor will move to the computer channel column on the right side. Change or enter the channel address of the computer as required.

### To get here

- 1 Press (hotkeys can change).
- 2 Press to select 'More menus'.
- 3 Select 'Edit Computer List'.

ADDERVIEW PRO	
Edit Computer List	
Computer 01	01
Computer 02	02
Computer 03	03
Computer 04	04
Computer 05	05
Computer 06	06
Computer 07	07
Computer 08	08
Ins-Add	Del-Delete
Enter-Edit	
↑↓-Select	F3-Find
Esc-Quit	

## EDID Options

The options within this section are related to the Extended Display Identification Data features supported by the AdderView Pro 8 DVI. EDID is an industry standard format that allows computer systems to be informed of the capabilities of the video monitor connected to them.

### EDID Source

*Settings: AUTO, DVI, VGA*

Determines which monitor connected to the user console should be interrogated to discover its capabilities. *AUTO* first interrogates the DVI port and, if no EDID data are available, then moves to the VGA port. If the VGA port also fails to provide information then a set of default values will be used. The DVI and VGA settings force the unit to interrogate only those monitors respectively.

### EDID Refresh

*Settings: AT START, DISABLED*

*AT START* sets the AdderView Pro 8 DVI to read EDID information from the selected source at power up. When *DISABLED*, no new EDID data is sought and existing information will be used. When viewing this menu, you can press F7 to discover EDID information from the chosen source immediately.

### To get here

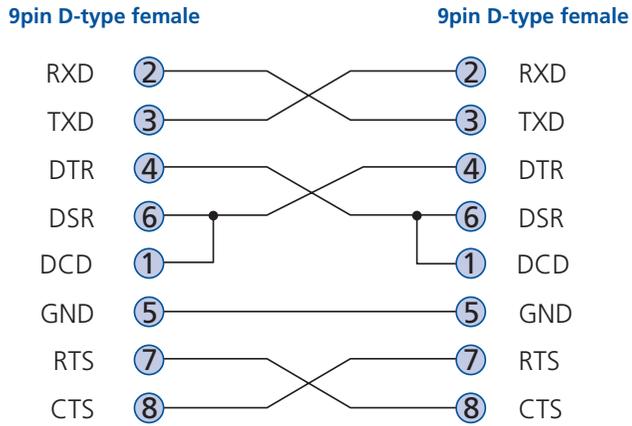
- 1 Press (hotkeys can change).
- 2 Press to select 'More menus'.
- 3 Select 'EDID Options'.

ADDERVIEW PRO	
EDID Options	
EDID Source:	AUTO
EDID Refresh:	AT START
F7-Refresh EDID	
Space-Toggle	
↑-Up ↓-Down	Esc-Quit

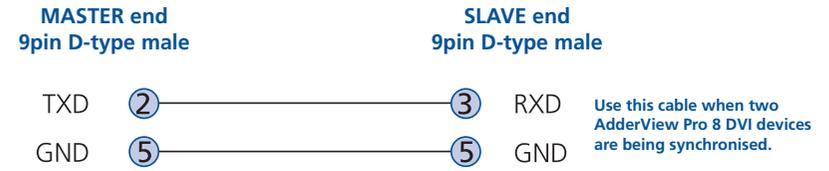


# Appendix 2 – Cable specifications

## RS232 serial flash upgrade (null modem) cable



## Multi-head synchronisation cable



- INSTALLATION
- CONFIGURATION
- OPERATION
- FURTHER INFORMATION**
- INDEX

## Warranty

Adder Technology Ltd warrants that this product shall be free from defects in workmanship and materials for a period of two years from the date of original purchase. If the product should fail to operate correctly in normal use during the warranty period, Adder will replace or repair it free of charge. No liability can be accepted for damage due to misuse or circumstances outside Adder's control. Also Adder will not be responsible for any loss, damage or injury arising directly or indirectly from the use of this product. Adder's total liability under the terms of this warranty shall in all circumstances be limited to the replacement value of this product.

If any difficulty is experienced in the installation or use of this product that you are unable to resolve, please contact your supplier.

## Safety information

- For use in dry, oil free indoor environments only.
- Both the AdderView Pro 8 DVI and its power supply generate heat when in operation and will become warm to the touch. Do not enclose them or place them locations where air cannot circulate to cool the equipment. Do not operate the equipment in ambient temperatures exceeding 40 degrees Centigrade. Do not place the products in contact with equipment whose surface temperature exceeds 40 degrees Centigrade.
- Warning - live parts contained within power adapter.
- No user serviceable parts within power adapter - do not dismantle.
- Plug the power adapter into a socket outlet close to the module that it is powering.
- Replace the power adapter with a manufacturer approved type only.
- Do not use the power adapter if the power adapter case becomes damaged, cracked or broken or if you suspect that it is not operating properly.
- If you use a power extension cord with the AdderView Pro 8 DVI, make sure the total ampere rating of the devices plugged into the extension cord does not exceed the cord's ampere rating. Also, make sure that the total ampere rating of all the devices plugged into the wall outlet does not exceed the wall outlet's ampere rating.
- Do not attempt to service the AdderView Pro 8 DVI yourself.



INSTALLATION

CONFIGURATION

OPERATION

FURTHER  
INFORMATION

INDEX

## Radio Frequency Energy

All interface cables used with this equipment must be shielded in order to maintain compliance with radio frequency energy emission regulations and ensure a suitably high level of immunity to electromagnetic disturbances.

### European EMC directive 89/336/EEC

This equipment has been tested and found to comply with the limits for a class A computing device in accordance with the specifications in the European standard EN55022. These limits are designed to provide reasonable protection against harmful interference. 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 or television reception. However, there is no guarantee that harmful interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment on and off, the user is encouraged to correct the interference with one or more of the following measures: (a) Reorient or relocate the receiving antenna. (b) Increase the separation between the equipment and the receiver. (c) Connect the equipment to an outlet on a circuit different from that to which the receiver is connected. (d) Consult the supplier or an experienced radio/TV technician for help.

### FCC Compliance Statement (United States)

This equipment generates, uses and can radiate radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio communication. It has been tested and found to comply with the limits for a class A computing device in accordance with the specifications in Subpart J of part 15 of FCC rules, which are designed to provide reasonable protection against such interference when the equipment is operated in a commercial environment. Operation of this equipment in a residential area may cause interference, in which case the user at his own expense will be required to take whatever measures may be necessary to correct the interference. Changes or modifications not expressly approved by the manufacturer could void the user's authority to operate the equipment.

### Canadian Department of Communications RFI statement

This equipment does not exceed the class A limits for radio noise emissions from digital apparatus set out in the radio interference regulations of the Canadian Department of Communications.

*Le présent appareil numérique n'émet pas de bruits radioélectriques dépassant les limites applicables aux appareils numériques de la classe A prescrites dans le règlement sur le brouillage radioélectriques publié par le ministère des Communications du Canada.*



INSTALLATION

CONFIGURATION

OPERATION

FURTHER  
INFORMATION

INDEX

© 2009 Adder Technology Limited  
All trademarks are acknowledged.  
Release 1.0c  
March 2009  
Part No. MAN-AV8PRO-DVI

Adder Technology Limited,  
Technology House,  
Trafalgar Way, Bar Hill,  
Cambridge, CB23 8SQ,  
United Kingdom  
Tel: +44 (0)1954 780044  
Fax: +44 (0)1954 780081

Adder Corporation,  
29 Water Street,  
Newburyport,  
MA 01950,  
United States of America  
Tel: +1-888-932-3337  
Fax: +1-888-275-1117

Adder Asia Pacific  
6 New Industrial Road,  
Hoe Huat Industrial Building  
#07-01,  
Singapore 536199  
Tel: +65 6288 5767  
Fax: +65 6284 1150

INSTALLATION

CONFIGURATION

OPERATION

FURTHER  
INFORMATION

INDEX

# Index



## A

Assistance 19  
Audio  
  connection 7

## B

Brackets  
  fitting 6

## C

Cable specifications 25  
Computer  
  connection 9  
  name editing 12  
  ports 4  
  selecting 16  
Configuration 11  
  menus 20  
Connections 7  
  computer system 9  
  multiple video head 10  
  user console 7

## E

EDID Options  
  menu 24  
Edit Computer List  
  menu 24  
Emulated switching 3  
Enumerated switching 3

## F

Firmware  
  upgrade 14  
Front panel  
  switching 17  
Functions  
  menu 21

## G

Global preferences  
  menu 22

## H

Host computer  
  connection 9  
Hotkeys  
  changing 12  
  selecting computers 18

## I

Indicators 4

## K

Keyboard  
  connection 7  
KVM 2

## M

Mounting 6  
Mouse  
  connection 7  
Multiple video head  
  connections 10  
  synchronisation cable 25

## O

Operation 16  
Options port 4

## P

Parts  
  supplied and extra 5  
Peripherals  
  connecting 7

## R

Rack mounting 6  
Reminder banner 13

## S

Safety information 26  
Selecting  
  computers 16  
  with front panel 17  
  with hotkeys 18  
  with mouse buttons 17  
  with on-screen menu 16,17  
Setup options  
  menu 23  
Speakers  
  connection 7  
Supplied items 5  
Switching 16

## T

Troubleshooting 19  
True Emulation 2,3

## U

Upgrade  
  cable 25  
  firmware 14  
USB device  
  connection 8  
USB switching  
  emulation 3  
  enumeration 3  
  True Emulation 2,3  
User console 4

## V

Video port  
  connection 7

## W

Warranty 26

INSTALLATION

CONFIGURATION

OPERATION

FURTHER  
INFORMATION

INDEX