

Matrix Controller

EXT-CU-LAN

User Manual



Important Safety Instructions

- Read these instructions.
- 2. Keep these instructions.
- 3. Heed all warnings.
- Follow all instructions.
- Do not use this product near water.
- 6. Clean only with a dry cloth.
- Do not block any ventilation openings. Install in accordance with the manufacturer's instructions.
- 8. Do not install or place this product near any heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.
- 9. Do not defeat the safety purpose of the polarized or grounding-type plug. A polarized plug has two blades with one wider than the other. A grounding type plug has two blades and a third grounding prong. The wide blade or the third prong are provided for your safety. If the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet.
- Protect the power cord from being walked on or pinched particularly at plugs, convenience receptacles, and the point where they exit from the apparatus.
- 11. Only use attachments/accessories specified by the manufacturer.
- 12. To reduce the risk of electric shock and/or damage to this product, never handle or touch this unit or power cord if your hands are wet or damp. Do not expose this product to rain or moisture.
- 13. Unplug this apparatus during lightning storms or when unused for long periods of time.
- 14. Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as power-supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.
- 15. Batteries that may be included with this product and/or accessories should never be exposed to open flame or excessive heat. Always dispose of used batteries according to the instructions.

Warranty Information

Gefen warrants the equipment it manufactures to be free from defects in material and workmanship.

If equipment fails because of such defects and Gefen is notified within two (2) years from the date of shipment, Gefen will, at its option, repah or replace the equipment, provided that the equipment has not been subjected to mechanical, electrical, or other abuse or modifications. Equipment that fails under conditions other than those covered will be repaired at the current price of parts and labor in effect at the time of repair. Such repairs are warranted for ninety (90) days from the day of reshipment to the Buyer.

This warranty is in lieu of all other warranties expressed or implied, including without limitation, any implied warranty or merchantability or fitness for any particular purpose, all of which are expressly disclaimed.

- 1. Proof of sale may be required in order to claim warranty.
- 2. Customers outside the US are responsible for shipping charges to and from Gefen.
- Copper cables are limited to a 30 day warranty and cables must be in their original condition.

The information in this manual has been carefully checked and is believed to be accurate. However, Gefen assumes no responsibility for any inaccuracies that may be contained in this manual. In no event will Gefen be liable for direct, indirect, special, incidental, or consequential damages resulting from any defect or omission in this manual, even if advised of the possibility of such damages. The technical information contained herein regarding the features and specifications is subject to change without notice.

For the latest warranty coverage information, refer to the Warranty and Return Policy under the Support section of the Gefen Web site at www.gefen.com.

Contacting Gefen Technical Support

Technical Support

(818) 772-9100 (800) 545-6900 8:00 AM to 5:00 PM Monday - Friday, Pacific Time

Fax

(818) 772-9120

Email

support@gefen.com

Web

http://www.gefen.com

Mailing Address

Gefen, LLC c/o Customer Service 20600 Nordhoff St. Chatsworth, CA 91311

Product Registration

Register your product here: http://www.gefen.com/kvm/Registry/Registration.jsp

Operating Notes

- You should have a managed gigabit switch with 8K (or greater) jumbo-frame capability.
- The Matrix Controller has been tested with both Cisco and NetGear switches.
 However, performance and results may vary between depending upon the switch that is used and your network.
- The "discovery" feature, used by the Matrix Controller, relies on a proprietary network broadcast protocol that is used for identification of Gefen KVM over IP products.
 Broadcast packets and access using ports 53334 and 53335 is required for this feature to work.
- The Gefen Video-over-IP product line is compatible with a wide variety of data switches:
 - ► For simple installations, the **Netgear GS724T / GS748T / GS748TPS** (PoE version) are low-cost 24-port or 48-port Gigabit Smart Switches that meet all necessary requirements. They have two SFP ports that can be equipped with fiber SFP modules for greater distances.
 - For cascaded or extended switch architecture, more than 1 Gigabit bandwidth may be required between switches. For these situations, the Netgear PROSAFE GS728TXS Gigabit Stackable Smart Switch offers four 10-Gigabit SFP uplink ports for expanded bandwidth between switches.
 - Other Gigabit managed switches, such as the Cisco Small Business SG300 or SG500X ("X" indicates 10G SFP uplink port) switches may also be used. However, the configuration will be up to the user.
- In order to properly manage the video traffic, both Jumbo Frames and IGMP Snooping must be enabled.

Netgear GS7xxT-series switches:

- 1. Login to the switch with a Web browser.
- 2. Go to the **Switching** tab and select **Ports** > **Port Configuration**.
- 3. Check the All checkbox, and set Maximum Frame Size to 9216.
- Click Apply to save the settings.
- 5. Go to Multicast > IGMP Snooping > IGMP Snooping Configuration.
- 6. Enable IGMP Snooping Status.
- 7. Disable Validate IGMP IP Header.
- 8. Click Apply to save the settings.
- 9. Go to IGMP Snooping VLAN Configuration.
- 10. Enter 1 under Vlan ID.
- 11. Enable Fast Leave Admin Mode and Query Mode.
- 12. Click Apply to save the settings.

Cisco SG300 or SG500-series switches:

- 1. Login to the switch with a Web browser.
- 2. Go to Admin > Port Management > Port Settings.
- 3. Click Enable Jumbo Frames.
- 4. Click **Apply** to save the settings.
- Click Multicast > Properties.
- Enable Bridge Multicast Filtering.
- 7. Click **Apply** to save the settings.
- 8. Go to Multicast > IGMP Snooping.
- 9. Enable **IGMP Snooping**.
- 10. Click Apply to save the settings.
- The <u>Gefen Syner-G Software Suite</u> is a free downloadable application from Gefen that provides network configuration assistance and automatic download and installation firmware upgrades for this product. Always make sure that the Matrix Controller is running the latest firmware.

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Gefen, LLC reserves the right to make changes in the hardware, packaging, and any accompanying documentation without prior written notice.













Features and Packing List

Features

- Detects, configures, and controls all Gefen Video and KVM over IP products
- Built-in web server allows access from any web-enabled device, including phones, tablets, and PCs
- Two Ethernet ports with independent IP and MAC Addresses allow segregation of Video/KVM LAN and control LAN, and help provide separate security layers for administrators and end-users
- Seamless integration with Gefen Syner-G[™] software allows for quick installation and configuration on a network
- Automatic assignment of IP addresses for all Gefen Video and KVM over IP devices on a network
- Front panel control push-buttons/display, handheld IR remote, and web server interface allow easy and convenient end-user operation
- Automation control system interface via Telnet and UDP
- POE (Power Over Ethernet) on LAN 1 port eliminates the need for an external power supply
- Password-protected independent user and administrative access
- Easy to read 2 line/20 characters per line Liquid Crystal Display
- System Configuration Upload/Download function
- Plug-and-Play installation with little to no set-up
- Locking power supply connector
- 2U tall rack-mountable enclosure, detachable rack ears included
- Slanted front panel for ergonomic push-button access and display visibility when placed on a table

Packing List

The Matrix Controller ships with the items listed below. If any of these items are not present in the box when you first open it, immediately contact your dealer or Gefen.

- 1 x Matrix Controller
- 1 x IR Remote Control Unit
- 1 x 5V DC Power Supply
- 1 x Rack Ears
- 6 x Rubber Feet
- 4 x Machine Screws
- 1 x Quick-Start Guide

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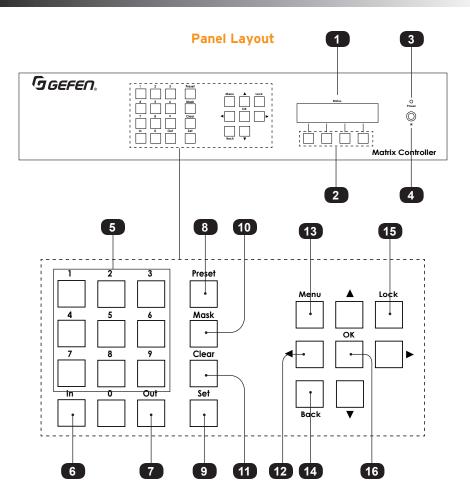
Panel Layout

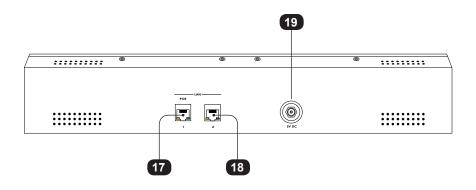
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Matrix Controller

Getting Started





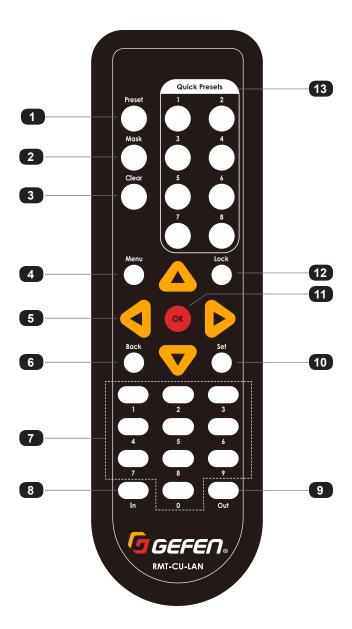
page | 2

ID	Name	Description
1	LCM display	Provides feedback and status of the Matrix Controller during various operations.
2	Soft buttons	Each of these buttons will have a different function, depending upon the read-out in the LCM display.
3	Power	This LED indicator will glow solid blue when the Matrix Controller is powered.
4	IR sensor	This IR sensor receives signals from the included IR remote control.
5	Numeric keypad (0- 9)	Use this keypad to enter numerical values.
6	In	Press to select the desired input.
7	Out	Press to select the desired output.
8	Preset	Press this button to select the desired preset. Define presets in the Web interface. See Using Presets (page 47).
9	Set	Press this button to accept the current entry or setting within the LCM display. This button has the same function as the OK button.
10	Mask	As of this writing, this button is not defined in the current version of firmware.
11	Clear	Press this button to clear the current entry, when using the numerical keypad.
12	Arrow buttons	Press these buttons to move the cursor within each setting or to select the desired menu system.
13	Menu	Press this button to enter the Menu System. See Accessing the Menu System (page 54) for more information.
14	Back	Press this button to return to a previous screen in the LCM display.

ID	Name	Description
15	Lock	Press this button to lock the Matrix Controller. When the Matrix Controller is locked, the enter passcode screen will be shown in the LCM display.
16	ОК	Press this button to accept the current entry or setting within the LCM display.
17	LAN 1 (POE)	Connect an Ethernet cable from this port to the LAN. See Combined Mode (page 9) and/or Separate Mode (page 13).
18	LAN 2	Connect an Ethernet cable from this port to a managed switch. This port is only used if the video devices are on a separate switch. See Separate Mode (page 13) for more information.
19	5V DC	Connect the included 5V DC power supply to this power receptacle. Connect the power cord to an available electrical outlet. NOTE: If the LAN 1 port is connected to a PoE Switch (e.g Netgear ProSafe GS748TPS), then a separate power connection is not required.

IR Remote Control

Each of the buttons on the IR Remote Control are identical in functionality to those of the buttons on the front panel.



ID	Name	Description
1	Preset	Press this button to select a preset.
2	Mask	As of this writing, this feature is not defined in the current version of firmware.
3	Clear	Press this button to clear the current entry.
4	Menu	Press this button to access the menu system.
5	Arrow Buttons	Press these buttons to move the cursor within each setting or to select the desired menu system.
6	Back	Press this button to return to the previous screen.
7	Numeric Keypad (0 - 9)	Use these buttons to enter the desired values for each setting.
8	In	Press this button to specify an input.
9	Out	Press this button to specify an output.
10	Set	Press this button to accept the current value.
11	ОК	Press this button to accept the current settings.
12	Lock	Press this button to lock the front panel.
13	Quick Presets	Press these buttons to instantly recall the desired preset.
14	IR Sensor (front of remote)	Point the IR sensor at the front panel of the Matrix Controller.

Installing the Batteries

- 1. Remove the battery cover on the bottom of the IR remote control unit.
- Make sure that the batteries are installed with the correct polarity, as shown in the 2. illustration, below. Always use two 1.5V AAA-type batteries.
- Replace the battery cover. 3.







Warning!

Risk of explosion if battery is replaced by an incorrect type. Dispose of used batteries according to the instructions.

Setting the IR Channel



Information

In order for the IR remote control to function properly, both the Matrix Controller and the IR remote control must be set to the same IR channel.

- 1. Remove the battery cover on the bottom of the IR remote control unit.
- 2. Locate the DIP switches, below the battery compartment.
- 3. Use the table, below, to set the IR remote control to the desired IR channel.
- 4. Replace the battery cover.



IR channel	DIP switch setting
0	ON 1 2
1	ON 1 2
2	ON 1 2
3	ON 1 2
	1 2

DIP switches

Installation

The Matrix Controller is designed to manage and control the Gefen family of Video and KVM over IP products in a virtual matrix environment. The Matrix Controller provides two methods of network control:

Combined mode

This mode is used when the Matrix Controller is connected to the same switch as the KVM over IP products. This is the default setting.

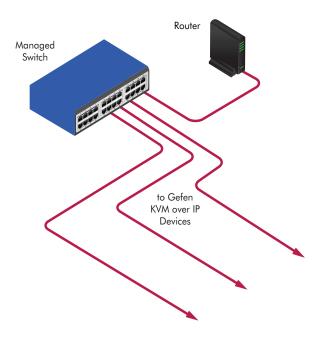
When using *combined mode*, network performance will be degraded because of the large amount of bandwidth required to support video signals on the same switch. To solve this issue, *separate mode* can be used. To use *separate mode*, an independent managed switch must be installed to support the Gefen KVM over IP products. See Separate Mode (page 13) for more information.

▶ Separate mode

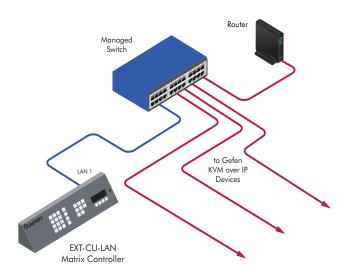
This mode is used when the KVM over IP products are connected to a separate (dedicated) managed switch.

Combined Mode

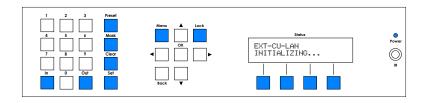
 Connect a shielded CAT-5e (or better) cable from each of the Gefen KVM over IP units to a managed switch. Refer to the User Manual(s) for the Gefen KVM over IP units to obtain the network requirements.



- Connect a shielded CAT-5e (or better) cable from the LAN 1 port on the Matrix Controller to the same network where the Gefen KVM over IP units are connected.
- 3. Connect the included power supply to the **5V DC** power receptacle on the rear panel of the Matrix Controller. Connect the power cord to an available electrical outlet.



4. The Matrix Controller will begin the initialization process. This may take several seconds.



After the Matrix Controller has completed the initialization process, the following message will appear in the LCM display on the front panel. The default passcode used to access the front panel is 123456.

To change this passcode, see Editing Users (page 29).

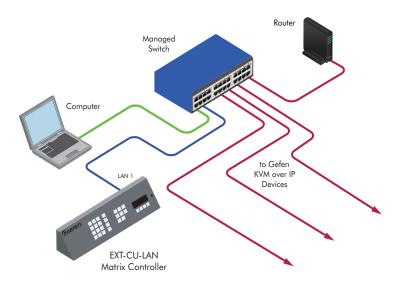
ENTER PASSCODE: _00000 Entering the correct passcode will allow us to control routing and other functions using the front panel. However, before we can use the front panel controls, we must configure the Matrix Controller through the built-in Web interface. The front panel controls will be covered in the section Accessing the Menu System (page 54).

Connect a computer to the same network as the Matrix Controller, as shown below.
 Set the computer's IP address to 192.168.1.xxx, where xxx is a value between 1 and 254.

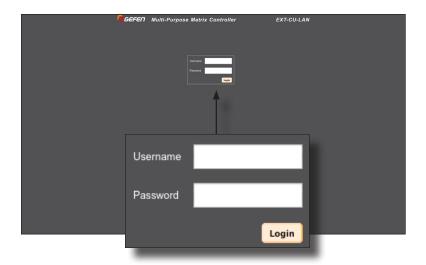


Important

Do not use the IP address 192.168.1.74 because this is the IP address of the Matrix Controller. If the current network configuration is already within this range, make sure that the IP address 192.168.1.74 is not assigned to another device in order to avoid conflicts.



- Set the subnet mask to 255.255.255.0.
- 8. Open a Web browser and enter the following address: 192.168.1.74.
- 9. The login page to the Matrix Controller will be displayed.



- Type admin (case-sensitive) in both the Username and Password fields, then click the Login button.
- 11. To continue, skip to Device Configuration (page 16).

Separate Mode

This mode is used when the KVM over IP products are connected to a separate (dedicated) managed switch. Two CAT-5e (or better) cables will be required to connect the Matrix Controller. If a single switch will be connecting Gefen KVM over IP products in addition to your other network devices, then refer to Combined Mode (page 9).

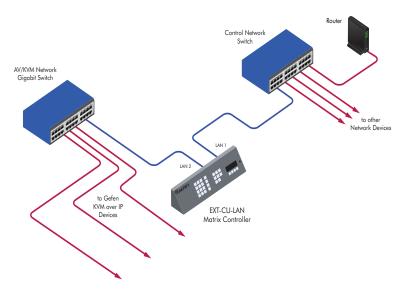
 Connect a shielded CAT-5e (or better) cable from each of the Gefen KVM over IP units to a managed switch. Refer to the User Manual(s) for the Gefen KVM over IP units to obtain the network requirements..



Information

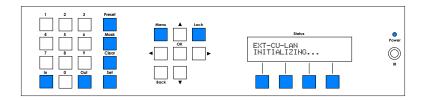
The Matrix Controller has been tested with both Cisco and NetGear switches. However, performance and results may vary between depending upon the switch that is used and your network.

- Connect a CAT-5e (or better) cable from the LAN 1 port on the Matrix Controller to the network switch.
- Connect a secondary CAT-5e (or better) cable from the LAN 2 port on the Matrix Controller to the dedicated AV/KVM gigabit switch.



Connect the included power supply to the 5V DC power receptacle on the rear panel
of the Matrix Controller. Connect the power cord to an available electrical outlet.

The Matrix Controller will begin the initialization process. This may take several seconds.



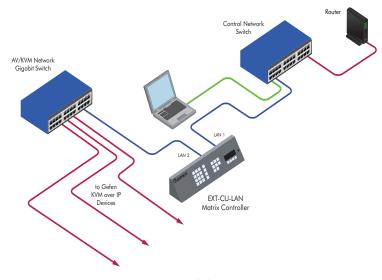
 After the Matrix Controller has completed the initialization process, the following message will appear in the LCM display on the front panel. The default passcode used to access the front panel is 123456.

To change this passcode, see Editing Users (page 29).

ENTER PASSCODE: _00000

Entering the correct passcode will allow us to control routing and other functions using the front panel. Before we can use the front panel controls, we must configure the Matrix Controller through the built-in Web interface. The front panel controls will be covered in another section.

7. Connect a computer to the same network as the Matrix Controller, as shown below. Set the computer's IP address to 192.168.1.xxx, where xxx is a value between 1 and 254





Important

Do not use the IP address 192.168.1.74 because this is the IP address of the Matrix Controller. If the current network configuration is already within this range, make sure that the IP address 192.168.1.74 is not assigned to another device in order to avoid conflicts.

- 8. Set the subnet mask to 255.255.255.0.
- 9. Open a Web browser and enter the following address: 192.168.1.74.
- 10. The login page to the Matrix Controller will be displayed.

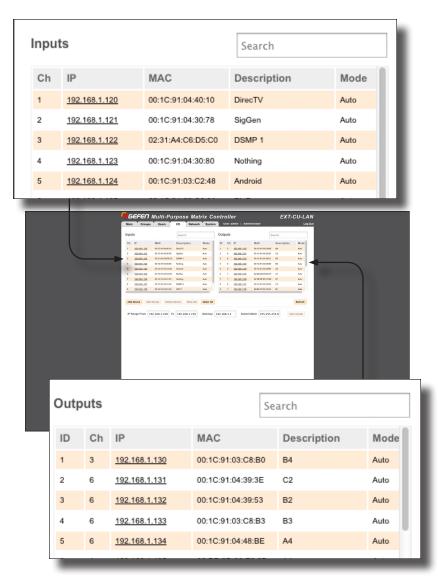


 Type admin (case-sensitive) in both the Username and Password fields, then click the Login button.

Device Configuration

This section will concentrate on the configuration of each KVM over IP device on the network. This process is handled through the Matrix Controller.

- 1. Click the I/O tab.
- All Gefen KVM over IP products, that are connected to the network, will be displayed under the Input and Output lists, as shown below. The Matrix Controller automatically discovers all available Gefen KVM over IP products.





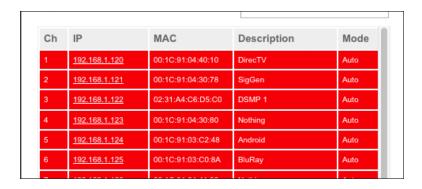
Important

Before proceeding, contact your IT administrator for a valid range of consecutive IP addresses that can be applied to the Gefen KVM over IP products (e.g. 192.168.1.100 to 192.168.1.150).

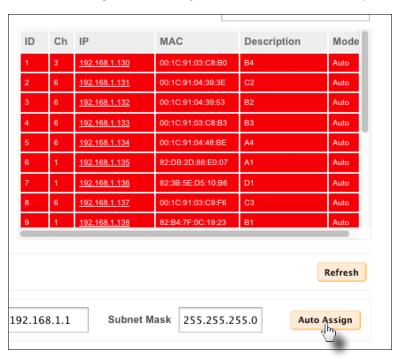
- 3. Enter the provided IP addresses (from the IT administrator) in the IP Range From and To fields. The IP address range should meet the following requirements:
 - The range should be large enough to include all of the devices that will eventually be added to the network, with room for possible expansion.
 - ► The IP addresses should be outside of the assigned DHCP range assigned by the network router.
 - ► The IP addresses should not be assigned to any existing devices in this range (including devices such as laptop computers that may currently be disconnected, but which have previously been assigned addresses in this range.



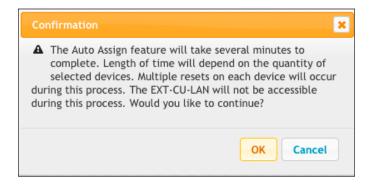
 Click the Select All button to select all discovered devices under the Input and Output list. Any time a device is selected from either list, it will be highlighted in red.



5. Click the Auto Assign button on the right side of the screen, under the Outputs list.



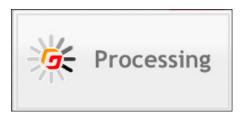
6. The following message box will be displayed:



During the Auto Assign procedure, the Gefen KVM over IP products may reboot multiple times.

The Web interface will not be available during this process. DO NOT attempt to refresh the page during the process.

- Click the **OK** button to continue.
- 8. The following message box will be displayed and will disappear when the process has completed:



Provide a unique description for each input and output device. Make sure the
descriptions are meaningful (e.g. "Blu-ray", "Samsung 65", etc.). This step is
highly recommended and will provide easy management of devices, particularly
in large-scale setups.



Important

Do not use special characters, such as double-quotes ("), asterisks (*), etc., in any text field. Only these special characters are supported: (space), underscore (_), hyphen (-), and period (.).

To change the description of an input or output unit, do the following:

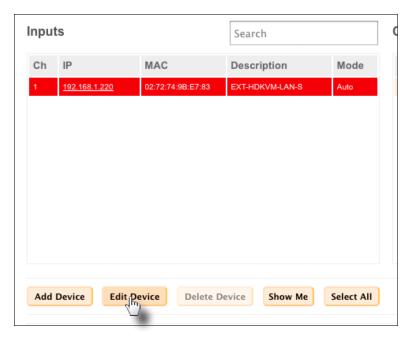
a. Click on the desired unit, from the Input or Output list, to select it. In this example, we will begin by selecting the input device. For clarity, we will be working with only one input and one output.



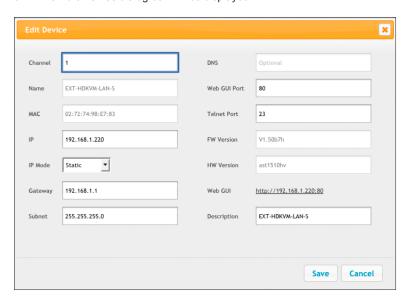
b. When selected, the device will be highlighted in red.



c. Click the **Edit Device** button. Note that only one device can be changed at a time. If more than one device is selected, then the **Edit Device** button will be disabled.



d. The Edit Device dialog box will be displayed.



e. The default device name will be displayed in the **Description** field. Click in the **Description** field and change the name.



f. Click the Save button on the Edit Device dialog.



g. The processing message box will be displayed and after a few seconds, the device description will be updated.



h. Repeat steps a - g for each device under both the Input and Output list.



Important

Before continuing, verify that all units have an IP address that is within the specified range. Each input device should have a unique Channel number. Each output device should have a unique ID number.

Matrix Controller

2 Basic Operation

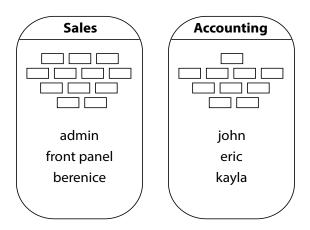
Groups, Users, and Members

In order to introduce a level of organization to how end-users interact with Matrix Controller, it is important to understand the concepts of *groups*, *users*, and *members*. Let's first define each of these terms:

- ► A *group* is a collection of both *members* and inputs/outputs. Groups are created under the **Groups** tab in the Web interface. See Creating Groups (page 31).
- ► A *user* is a name identifier that is created and assigned an administrator or operator *access level*. We'll discuss *access level* in the next section. Users are created under the **Users** tab in the Web interface. See Creating Users (page 26).
- ► A member is a user that has been <u>assigned</u> to a group. It is important to make the distinction between a user and a member. Members are managed under the **Groups > Members** tab in the Web interface. See Adding Members (page 40).

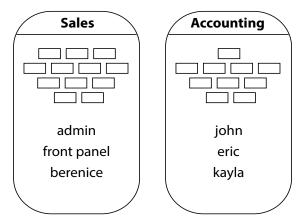
Now that we have defined each term, let's put them together in an illustration.

In the diagram, below, we have created two *groups*: **Sales** and **Accounting**. Each *group* contains three *members*. The small rectangles within each *group* represent an arbitrary number of inputs and outputs that are assigned to the *group*.

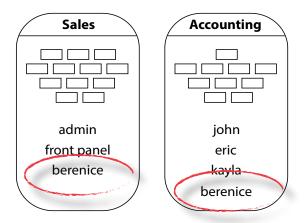


It should be noted that *users* only have routing access to the *group* (or groups) to which there are assigned. Let's look at an example

The *user* "berenice" is currently assigned to **Sales** and she will only be able to access the set of inputs and outputs that are within the **Sales** *group*. She cannot access the inputs and outputs in the **Accounting** *group* because she is <u>not a member</u> of that *group*.



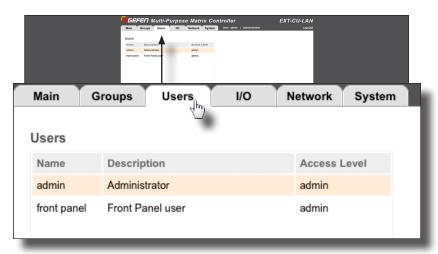
Now, let's add "berenice" to the **Accounting** *group*. When logging in to the Web interface, Berenice will now be able to access the inputs and outputs under both the **Sales** *group* and the **Accounting** *group*.



Creating Users

The Matrix Controller includes two *users*: admin and front panel. Each *user* can have one of the following *access levels*: Administrator or Operator. By default, both admin and front panel users have *administrator* access. Administrator access allows all options, within the Web interface, to be viewed and/or changed by a *user*. *Operator* access restricts a *user* to routing inputs and outputs.

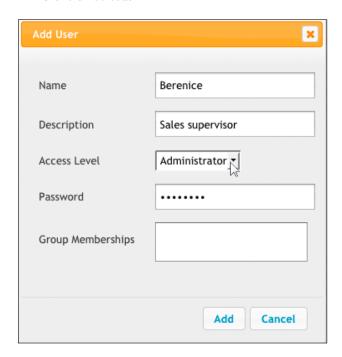
Click the Users tab.



Click the Add User button.



- The Add User dialog will be displayed.
 - d. Type the name of the *user* in the **Name** field.
 - e. Enter a description for the *user* in the **Description** field.
 - f. Click on the Access Level drop-down list to select the access for the user. Administrator access allows all options to be viewed and changed. Operator access restricts users to routing operations and prohibits access to system settings.
 - g. Create a password for the user. The password will be masked.
 - h. Click the Add button.



4. Repeat Steps 2 - 3 for each *user* that is created.

Although you may create any *user* ID you wish, it is not recommended to create a *user* called "operator" or "administrator" as this can be confused with the *access level* of the *user*.



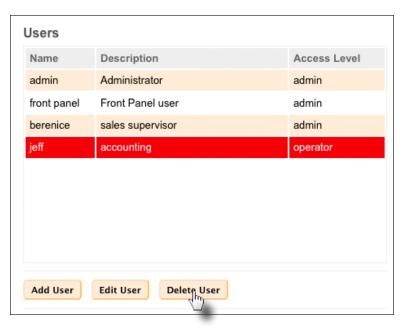
Important

If the user "front panel" is set to Operator access level, then the menu system cannot be accessed through the front panel.

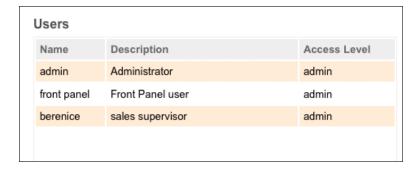
Deleting Users

Deleting a *user* will remove that *user* from the **Users** list. To remove a *user* from a *group*, without permanently deleting the *user* profile, see Removing Members (page 42).

- 1. Click the Users tab.
- 2. Click on the user to be deleted. In the example, below, we delete the user jeff.

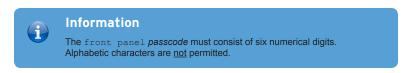


- 3. Click the Delete user button.
- 4. The *user* will be deleted.

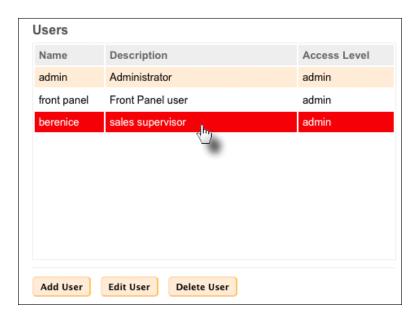


Editing Users

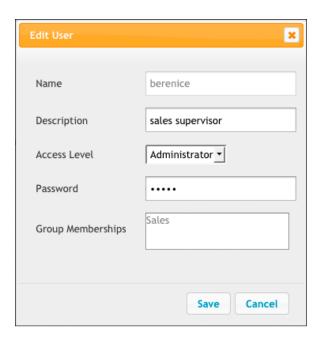
Editing a *user* allows you to change the **Description**, **Access Level**, and/or **Password** of any *user*. The two exceptions are: 1) The admin *user* can only have the password changed. 2). The front panel *user* can only have the *access level* and/or *passcode* changed.



- 1. Click the Users tab.
- 2. Click on the *user* to be edited. In the example, below, we have selected **berenice**.



Click the Edit User button to display the Edit User dialog.



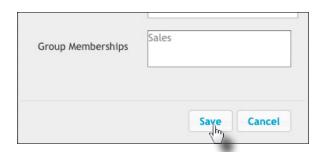
 Make any desired changes to the Description, Access Level, and/or Password fields.

The **Name** field cannot be changed. To change the *user* name, delete the *user* from the **Members** tab, then create the new *user* name. See Deleting Users (page 28) and Adding Members (page 40) for more information.

If the *user* is already a *member* of a *group*, then the **Group Memberships** field will automatically be filled with the name of each *group*.

Note that if the *user* is not a *member* of a *group*, then this field will be blank.

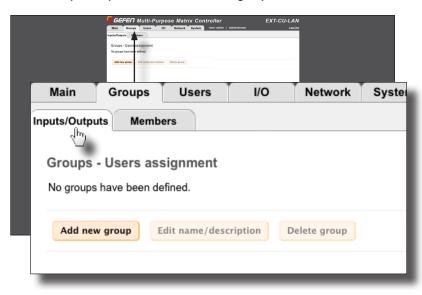
5. After the desired changes have been made, click the **Save** button.



Creating Groups

A *group* contains both a set of units (inputs and outputs) for routing and one or more users. Once a *group* is created, we can add the units and the users that will be able to access them. An unlimited number of groups can be created. See Groups, Users, and Members (page 24) for more information on groups.

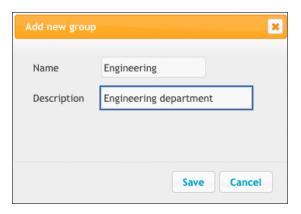
- 1. Click the **Groups** tab.
- 2. Under the Input/Output tab, click the Add new group button.



3. The Add new group dialog box will be displayed.

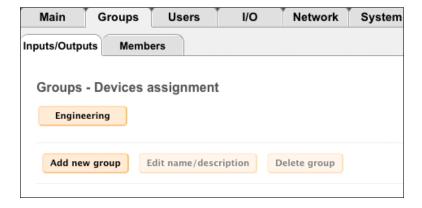


4. Enter the name of the *group* in the **Name** field. Enter the description for the *group* name in the **Description** field.



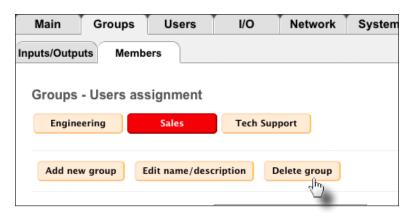
Grouping devices allows the administrator to restrict users to specified inputs or outputs. When using a large number of KVM over IP devices, it will be necessary to create and manage groups of devices for tracking, management, and ease-of-use.

Click the Save button to create the group. Each group that is created will appear as a button.

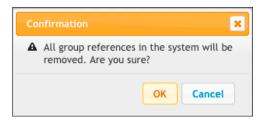


Deleting Groups

- Click the Groups tab.
- 2. Click either the Inputs/Outputs or Members tab.
- 3. Click on the *group* to be deleted. In the example, below, we have selected the **Sales** *group*.
- 4. Click the **Delete group** button.



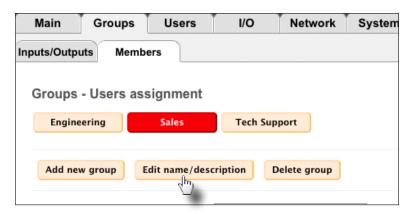
The following message box will be displayed.



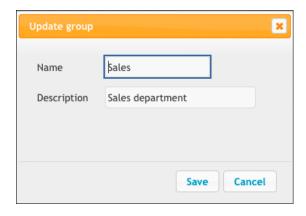
Click the **OK** button to delete the selected *group*. Click the **Cancel** button to cancel the procedure.

Editing Groups

- 1. Click the **Groups** tab.
- 2. Click either the Inputs/Outputs or Members tab.
- 3. Click on the desired group. In the example, below, we have selected the **Sales** group.
- 4. Click the **Edit name / description** button.



5. The following message box will be displayed.

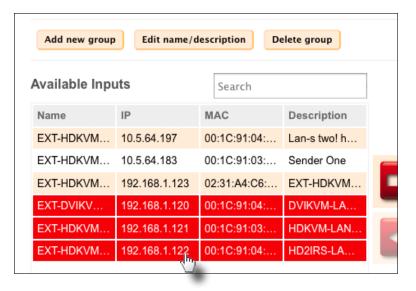


- 6. Change the Name and/or Description fields, as desired.
- Click the Save button to accept the changes. Click the Cancel button to cancel the changes.

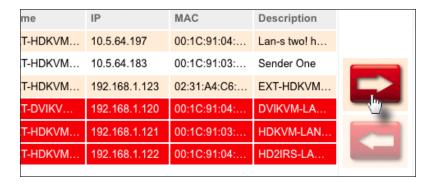
Adding Inputs and Outputs

Before we can route an input to one or more outputs, we must first define which inputs and outputs are available within the *group*. We do this by adding inputs and outputs to the **Associated Inputs** and **Associated Outputs** list.

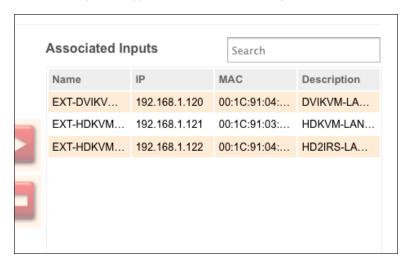
- 1. Click the **Groups** tab.
- 2. Click the Inputs/Outputs tab.
- 3. Click on the desired group.
- Select the desired inputs, under the Available Inputs list. All available input devices, detected by the Matrix Controller, will be listed under the Available Inputs list.



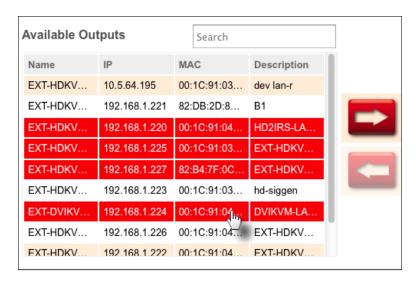
5. Click the arrow icon, pointing to the right.



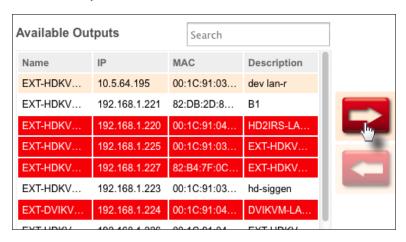
6. The selected inputs will appear under the Associated Inputs list.



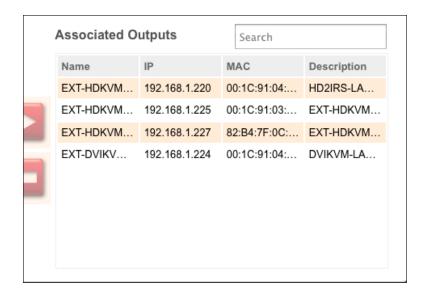
 Select the desired outputs, under the Available Outputs list, to be associated with this group. All available output devices, detected by the Matrix Controller, will be listed under the Available Outputs list.



Press the arrow icon, pointing to the right, to move the selected outputs under the Associated Outputs list.



9. The selected outputs will appear under the **Associated Outputs** list.



Removing Inputs and Outputs

Removing inputs and/or outputs is the opposite of adding them. Removing an input or output moves it to the **Available Inputs** or **Available Outputs** list, respectively, making it unavailable for routing.

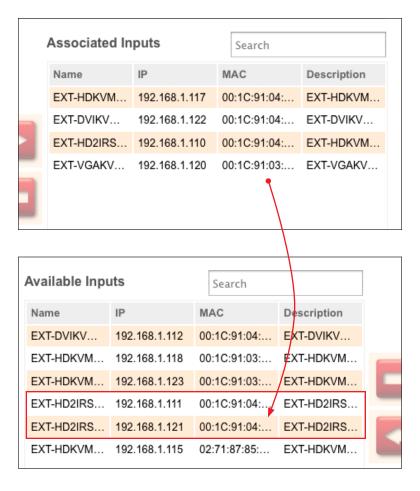
- 1. Click the **Groups** tab.
- Click the Inputs/Outputs tab.
- 3. Click on the desired group.
- Start with either the Associated Inputs or Associated Outputs list. The process for removing inputs or outputs is the same. In this example, we will remove two inputs.
- Select the desired input(s).

	Associated In	puts	Search		
	Name	IP	MAC	Description	
	EXT-HDKVM	192.168.1.117	00:1C:91:04:	EXT-HDKVM	
1	EXT-DVIKV	192.168.1.122	00:1C:91:04:	EXT-DVIKV	
ı	EXT-HD2IRS	192.168.1.110	00:1C:91:04:	EXT-HDKVM	
	EXT-HD2IRS	192.168.1.111	00:1C:91:04:	EXT-HD2IRS	
١	EXT-HD2IRS	192.168.1.121	00:1C:91:04:	EXT-HD2IRS	
J	EXT-VGAKV	192.168.1.120		EXT-VGAKV	

6. Click the arrow icon, pointing to the left.

	Name	IP	MAC	Descriptio
	EXT-HDKVM	192.168.1.117	00:1C:91:04:	EXT-HDKV
	EXT-DVIKV	192.168.1.122	00:1C:91:04:	EXT-DVIK
	EXT-HD2IRS	192.168.1.110	00:1C:91:04:	EXT-HDKV
	EXT-HD2IRS	192.168.1.111	00:1C:91:04:	EXT-HD2IF
	EXT-HD2IRS	192.168.1.121	00:1C:91:04:	EXT-HD2IF
elin,	EXT-VGAKV	192.168.1.120	00:1C:91:03:	EXT-VGAK

The selected inputs, under the Associated Inputs list will be moved under the Available Inputs list.



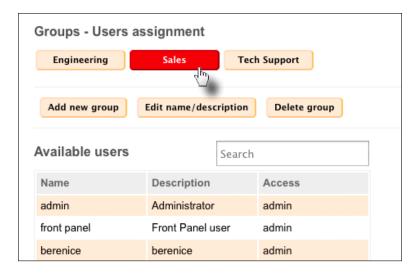
Now, when routing inputs to outputs (under the **Main** tab), this particular *group* will have four inputs instead of six.

8. an input or output does not "delete" the device from the system.

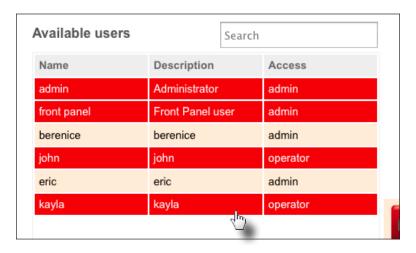
Adding Members

Next, we need to add users to each *group* that we created. When a *user* is added to a *group*, the *user* is referred to as a *member*.

- 1. Click the **Groups** tab.
- Click the Members tab.
- 3. Click on the desired group.



4. Select the desired user(s) for the group.

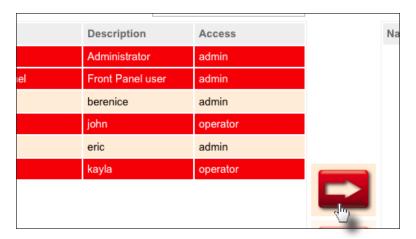




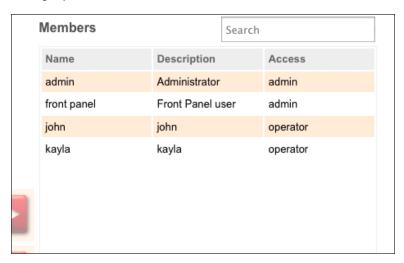
Important

The admin user must be added to the group in order for the group to appear under the **Main** tab. In addition, the front panel user must be added to a group in order to allow routing from the front panel of the Matrix Controller. See Routing (page 44) for more information on the **Main** tab.

 Click the arrow icon, pointing to the right, to move the selected user(s) under the Members list. Users can belong to multiple groups.



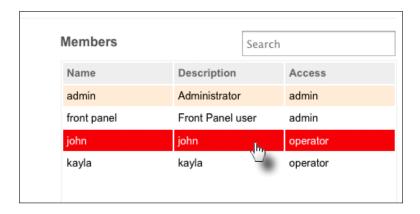
The selected users (admin, front panel, john, and kayla) are now members of this group.



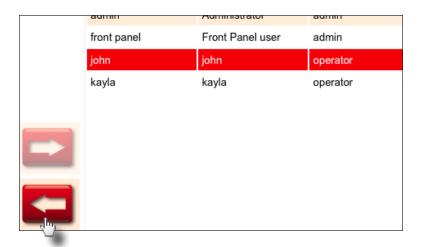
Removing Members

As with removing inputs and/or outputs, removing a *member* from a *group* does not delete the *member*. Removing a *member* from a *group* simply prevents that *user* from accessing the *group*. To permanently delete a *member / user*, see Deleting Users (page 28).

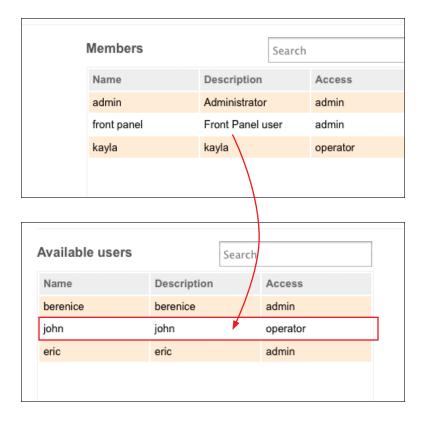
- 1. Click the **Groups** tab.
- Click the Members tab.
- 3. Click on the desired group.
- 4. Click the desired *user* under the **Members** list. In this example, we will select **John**.



5. Click the arrow icon, pointing to the left.

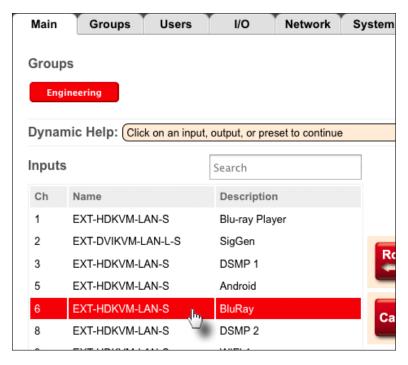


6. The selected *member* is now moved under the **Available users** list.



Inputs to Outputs

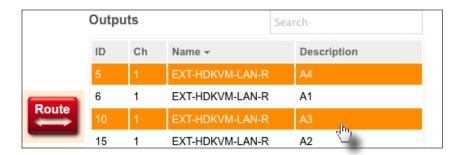
- 1. Click Main tab.
- 2. Click the desired group button.



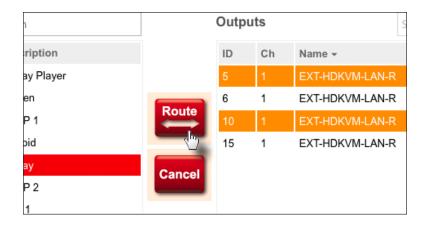
3. Click to select an input from the **Inputs** list. Only one input can be selected at a time. If the input is already routed to one or more outputs, the outputs will be highlighted in orange, as shown below:



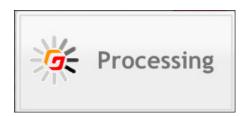
4. Click to select the desired outputs, under the Outputs list.



5. Click the Route button.

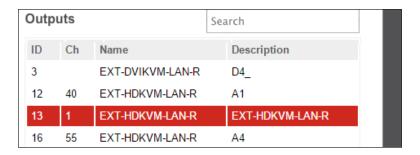


6. The processing message box will be displayed, while the new routing process takes effect. This message box will disappear when the routing process is complete.

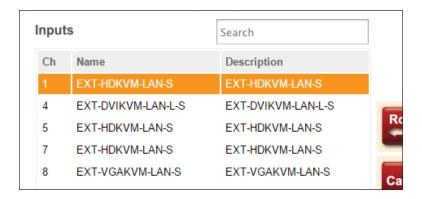


Outputs to Inputs

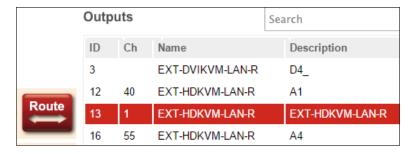
 Click the desired output from the **Output** list. The input that is currently routed to the selected output will be highlighted in orange, under the **Input** list.



Select the desired input, from the **Inputs** list. Only one input can be selected at a time.



- 3. Select additional outputs, from under the **Outputs** list, as desired.
- 4. Click the Route button.

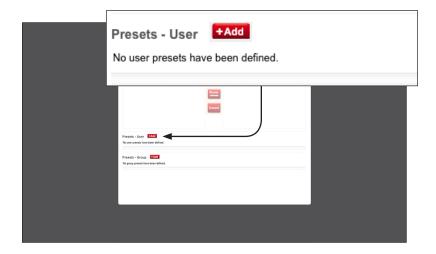


Using Presets

The Matrix Controller provides two types of presets: **User** and **Group**. When a *user preset* is created, it will only be available to the *user* for which it was created. When a *group preset* is created, it will be available to all users. In the examples, below, we will illustrate the creation of both a *user preset* and a *group preset*.

Creating User Presets

- 1 Click the **Main** tab
- Click the desired group button.
- 3. Near the bottom of the screen, click the +Add button, next to Presets User.



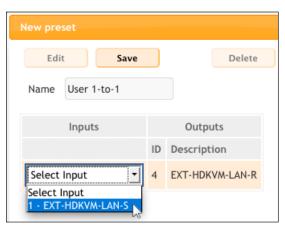
4. The **New preset** dialog will be displayed.



- 5. Enter the name of the preset in the **Name** field. This is required.
- 6. Click the drop-down list, under the **Inputs** column.
- The drop-down list will display all available inputs. The Outputs column will list all available outputs.

In this example, for simplicity, we only have one Sender unit and Receiver unit.

8. Select the desired input from the drop-down list, for each output that is listed.

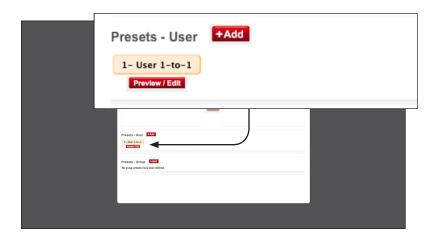


For demonstration purposes, our *group* only contains one input and one output. The input(s) and output(s) that are displayed in this dialog box will be determined by the devices which have been assigned to the **Associated Inputs** and **Associated Outputs** column under the **Group** menu.

When creating *user* presets, only one input can be selected for each output that is listed. Only inputs can be selected. Outputs cannot be selected when creating a preset. If you wish to change the availability of an output, under the **Outputs** column, go the **Groups** menu and change the list of **Associated Outputs**, as desired.

See Creating Groups (page 31) for more information.

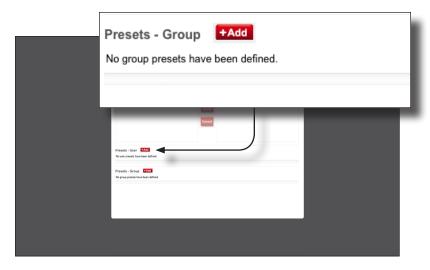
- 9. Click the **Save** button to save the changes to the preset.
- 10. Click the Cancel button to close the New preset dialog box.
- 11. After the preset has been saved, a button will appear (with the provided name), under the **Presets User** column, near the bottom of the page.



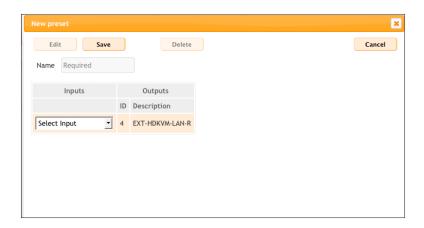
Creating Group Presets

When a *group preset* is created, it will be available to <u>all</u> groups. If you wish to create presets that are dependent upon the *user*, refer to Creating User Presets (page 47).

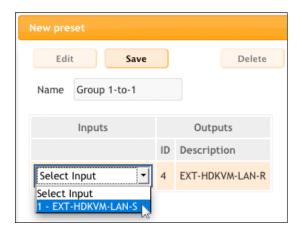
- 1. Click the Main tab.
- 2. Click the group button ("My Setup") to display the available inputs and outputs.
- 3. Near the bottom of the screen, click the +Add button, next to Presets Groups.



4. The **New preset** dialog will be displayed.



- 5. Enter the name of the preset in the **Name** field. This is required.
- Click the drop-down list, under the Inputs column, and select the desired input.
 Only one input can be selected. In this example, we only have one Sender unit connected and we will select it.

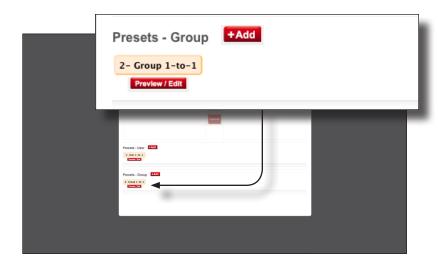


For demonstration purposes, our *group* only contains one input and one output. The input(s) and output(s) that are displayed in this dialog box will be determined by the devices which have been assigned to the **Associated Inputs** and **Associated Outputs** column under the **Group** menu.

When creating *user* presets, only one input can be selected for each output that is listed. Only inputs can be selected. Outputs cannot be selected when creating a preset. If you wish to change the availability of an output, under the **Outputs** column, go the **Groups** menu and change the list of **Associated Outputs**, as desired.

See Creating Groups (page 31) for more information.

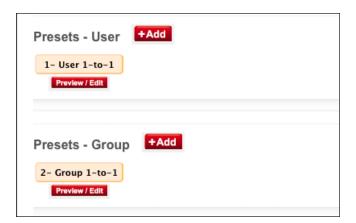
- 7. Click the **Save** button to save the changes to the preset.
- 8. Click the **Cancel** button to close the **New preset** dialog box.
- After the preset has been saved, a button will appear (with the provided name), under the **Presets - User** column, near the bottom of the page.



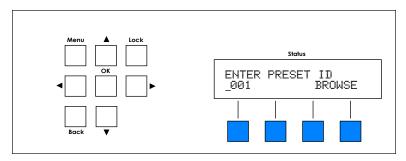
10. In the example, below, we've created both a *user preset* and a *group preset*. See Creating User Presets (page 47) for more information on User Presets.

Note that when creating presets, that a prefix number is automatically assigned to the preset. The next number in sequence will depend upon how many presets currently exist.

In this example, since a *user* preset was created first, it is assigned the number "1". The second preset was a *group* preset and was assigned the number "2". The next preset that is created, either a *user* preset or *group* preset, will be assigned the number "3".



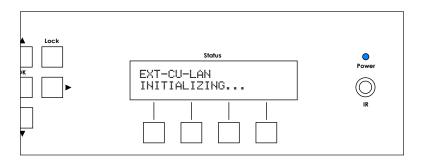
These prefix numbers are primarily used by the front panel display to identify presets:



See Selecting Presets (page 70) for more information on selecting presets using the front panel.

Accessing the Menu System

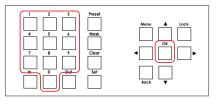
 After connecting power to the Matrix Controller, the following message will appear in the Status window:



2. After a few moments, the passcode screen will be displayed. This screen is also displayed after about 1 minute of inactivity, for security purposes.

ENTER PASSCODE: 000000

3. Use the numerical keypad to enter the passcode. The default passcode is 123456. To change the passcode, refer to Creating Groups (page 31).



OR

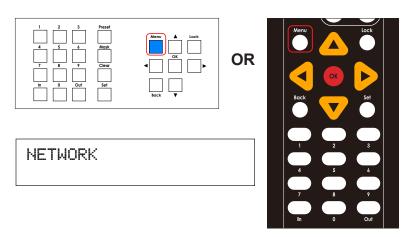


4. Press the **OK** button.

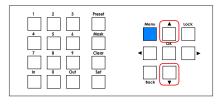
5. The standby screen will be displayed:

PRESS ANY KEY TO START

- 6. Press the Menu button.
- The Menu button, on the front panel, will glow solid blue and the Network menu will be displayed.



The menu system contains two menus: Network and System. Press the ▲ or ▼ buttons to select either menu system.

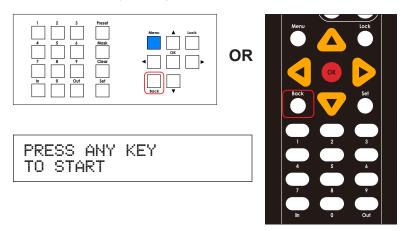


OR



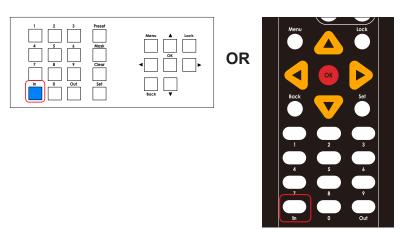
Once the desired menu is selected, press the **OK** button to enter the menu system.
 Refer to the following pages for details on each menu system option.

10. To return to the *standby screen*, press the **Back** button.

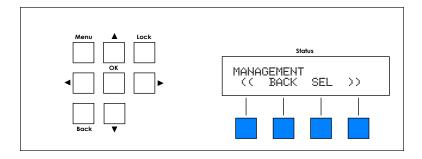


Routing Inputs to Outputs

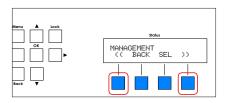
1. From the *standby screen*, press the **In** button. See Accessing the Menu System (page 54) for information on how to display the *standby screen*.



2. The four buttons under the **Status** window will glow solid blue and the *group* selection screen will be displayed. The currently selected *group* is displayed in the top row.



3. Select the *group* to work with by using the **◄ or** ▶ buttons.



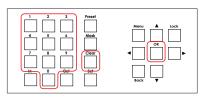
OR



- Once the desired group is selected, press the SEL button. To return to the previous screen, press the BACK button
- 5. The following screen will be displayed:

ENTER INPUT CHANNEL _01 BROWSE

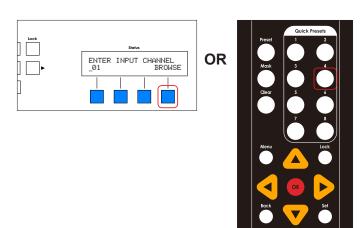
- 6. Select the desired input within the *group*. There are two methods:
 - ► Select by Input Channel
 - a. Use the numbers on the keypad to enter the number. If you make a mistake, press the Clear button to erase the entry. Press the OK button to accept the selection.



OR



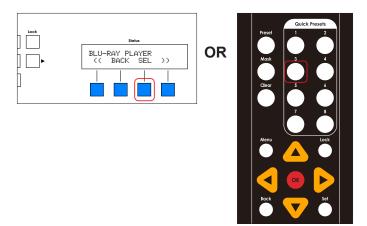
- ▶ Browse by Input
 - a. The second option is to press the **BROWSE** / **Quick Preset 4** button.



 Use the ◀ or ▶ buttons to select the desired input. Each input will be listed by description, as shown in the example below.



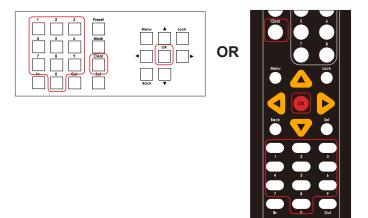
c. Press the **SEL** button to select the currently displayed source.



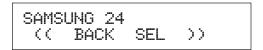
d. The output screen will be displayed.

ENTER OUTPUT ID _0001 BROWSE

- 7. Select the output by one of the following methods:
 - Select by Output Channel
 - a. Use the numeric keypad to enter the Output ID. If you make a mistake, press the Clear button to erase the entry. Press the OK button to accept the selection.

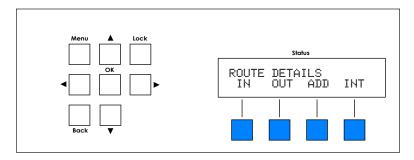


- ▶ Browse by Output
 - a. Press the BROWSE / Quick Preset 4 button.
 - b. The output selection screen will be displayed:



- c. Use the ◀ or ▶ buttons to buttons to select the desired output.
- d. Press the SEL / Quick Presets 3 to select the current output.
 Press the BACK / Quick Presets 2 button to return to the previous screen.

8. The route details screen will be displayed.



From this screen, you can:

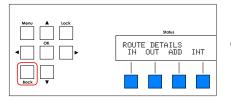
i. Press the IN / Quick Preset 1 button to display the selected input.

j. Press the OUT / Quick Preset 2 button to display the selected output(s).

- Press the ADD / Quick Preset 3 button to add more outputs.
 See Adding Outputs (page 68) for more information.
- I. Press the INT / Quick Preset 4 button to initiate the routing process.



9. Press the **Back** button to exit the *route details* screen.



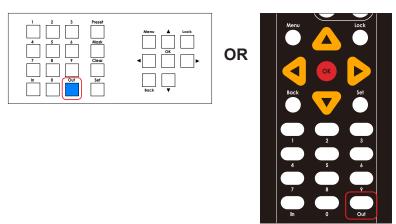
OR



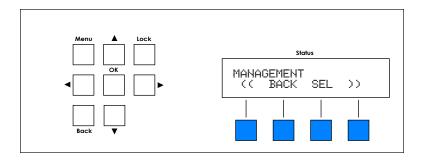
Routing Outputs to Inputs

Normally, when routing, the input is selected first, followed by the desired output(s). However, the Matrix Controller also provides the option to select the output(s) first, followed by the input.

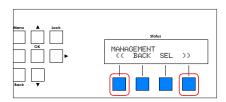
 From the standby screen, press the Out button. See Accessing the Menu System (page 54) for information on how to display the standby screen.



- 2. The **Out** button and the four buttons under the **Status** window will glow solid blue.
- 3. The *group* selection screen will be displayed. The currently selected *group* is displayed in the top row.



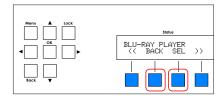
4. Select the desired *group* using the ◀ or ▶ buttons.



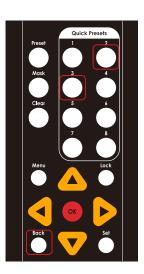
OR



Once the desired group is selected, press the SEL / Quick Preset 3 button.
 To return to the previous screen, press the BACK / Quick Preset 2 button.



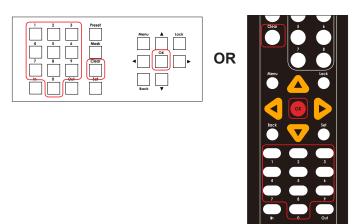
OR



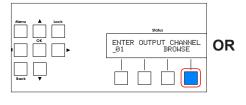
5. The following screen will be displayed:

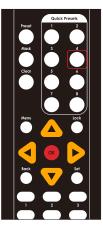
ENTER OUTPUT ID _0001 BROWSE

- 6. Select the desired output within the *group*. There are two methods:
 - Select by Output Channel
 - a. Use the numbers on the keypad to enter the number. If you make a mistake, press the Clear button to erase the entry. Press the OK button to accept the selection.



- ▶ Browse by Output
 - a. The second option is to press the BROWSE / Quick Preset 4 button and select the output from a list.

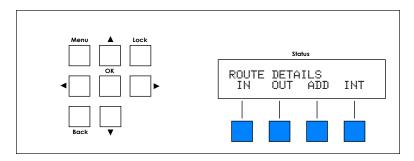




- 7. Select the desired output within the *group*. There are two methods:
 - b. The output selection screen will be displayed:

```
SAMSUNG 24
(( BACK SEL ))
```

- c. Press the ◀ or ▶ buttons to select the desired input.
- d. Press the SEL / Quick Presets 3 button to select the current input.
 Press the BACK / Quick Presets 2 button to return to the previous screen.
- 8. The *route details* screen will be displayed. From this screen, you can:



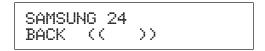
a. Press the INT / Quick Preset 4 button to initiate the routing process.

INITIATE ROUTES

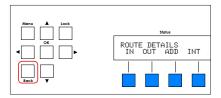
b. Press the IN / Quick Preset 1 button to display the selected input.



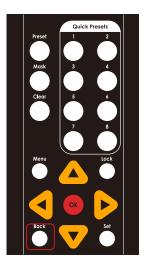
c. Press the OUT / Quick Preset 2 button to display the selected output(s).



- d. Press the **ADD** / **Quick Preset 3** button to add more outputs. See Adding Outputs (page 68) for more information.
- 9. Press the **Back** button to exit the *route details* screen.



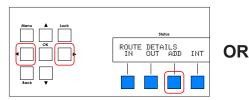
OR



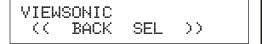
Adding Outputs

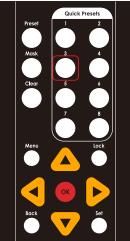
In order to add outputs, at least one input must be routed to an output within a *group*. See Routing Inputs to Outputs (page 57) for more information.

1. From the route details screen, press the Add button.

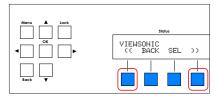


2. The add outputs screen will be displayed.





3. Use the ◀ or ▶ buttons to scroll through each of the available outputs.



OR

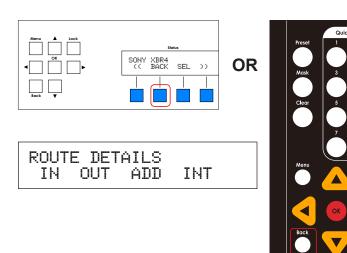


If no other outputs are available, then the following screen will be displayed.

NO REMAINING OUTPUTS BACK

If this is the case, press the BACK / Quick Preset 1 button to return to the *route details* screen.

- 4. Once the desired output is selected, press the **SEL / Quick Preset 3** button.
- 5. Repeat steps 1 4 to continue adding outputs.
- 6. Press the BACK / Back button to return to the route details screen.



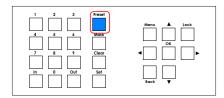
7. Press the INT / Quick Preset 4 button to initialize the new routing configuration.

INITIATE ROUTES

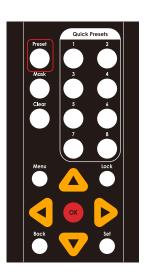
Selecting Presets

Before using the front panel to select presets, use the built-in Web interface to add and configure presets. See Using Presets (page 47) for more information. To access routing presets, use the following procedure.

 From the standby screen, press the Preset button. See Accessing the Menu System (page 54) for information on how to display the standby screen.



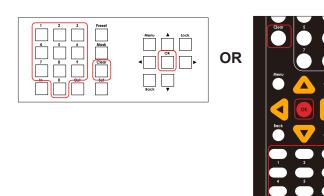
OR



2. The enter preset ID screen will be displayed:

ENTER PRESET ID _001 BROWSE

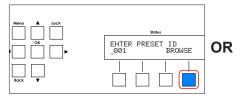
- 3. Select the desired preset. There are two methods:
 - Select by Preset ID
 - a. Use the numeric keypad to enter the Preset ID. If you make a mistake, press the Clear button to erase the entry. Press the OK button to accept the selection.



- b. Press the **OK** button to accept the selection.
- c. Once the preset is selected, the *initiate preset* screen will be displayed, indicating that the preset has been selected.

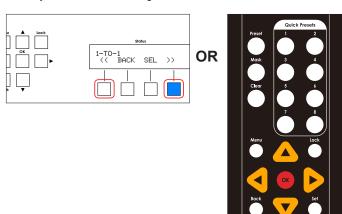
INITIATE PRESET

- ▶ Browse by Preset Name
 - a. Press the BROWSE / Quick Preset 4 button.

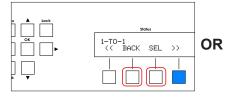


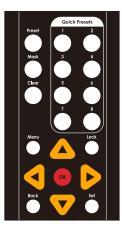


b. Use the ◀ or ▶ buttons to select the desired preset. Each preset will be listed by the name that it was given in the Web interface.



c. Press the SEL / Quick Preset 2 button to select the displayed preset. Use the BACK / Quick Preset 2 button to return to the enter preset ID screen.

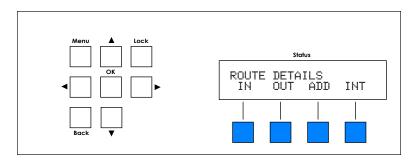




d. Once the preset is selected, the *initiate preset* screen will be displayed, indicating that the preset has been selected.

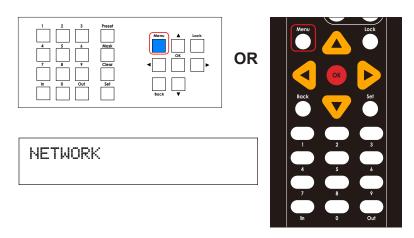


4. After a few moments, the route details screen will be displayed.

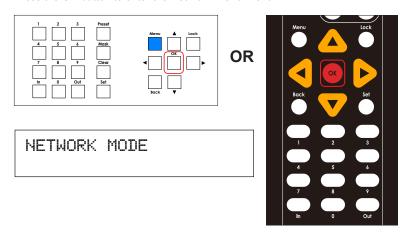


Setting the Network Mode

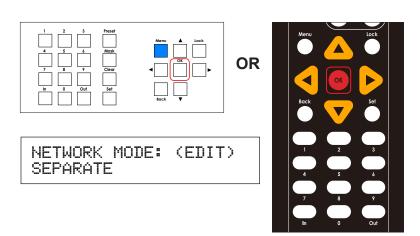
- 1. From the *standby screen*, press the **Menu** button. See Accessing the Menu System (page 54) for information on how to display the *standby screen*.
- 2. The Network menu will be displayed.



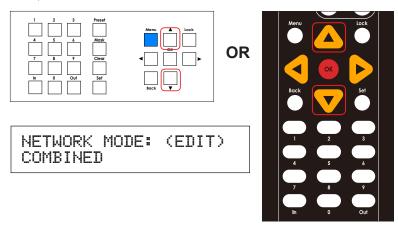
3. Press the **OK** button to enter the **Network Menu** menu.



4. Press the **OK** button again to change the network mode.

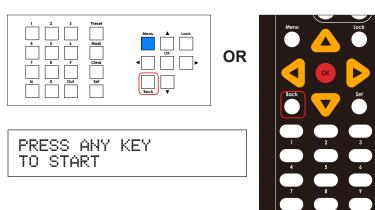


 Press the ▲ or ▼ buttons to select either Separate or Combined. In the example, below, we have selected Combined.



- 6. Press the **OK** button to save the change.
- 7. The following screen will be displayed:

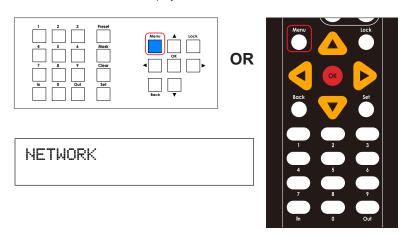
PLEASE REBOOT UNIT TO APPLY CHANGES 8. Reboot the unit to apply the changes. To ignore the changes and return to the *standby screen*, continuously press and release the **Back** button.



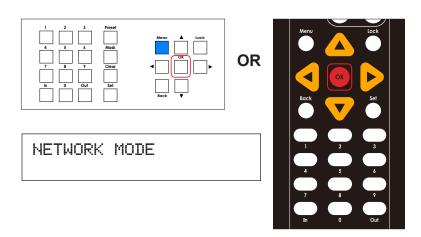
Control IP Settings

The Control IP Settings menu allows you to set the IP mode (Static or DHCP), IP address, subnet mask, gateway address, and HTTP listening port of the Matrix Controller.

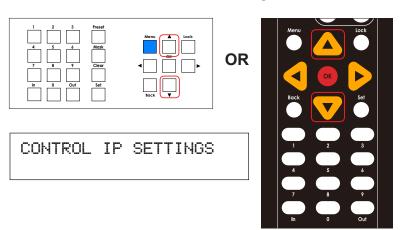
- 1. From the *standby screen*, press the **Menu** button. See Accessing the Menu System (page 54) for information on how to display the *standby screen*.
- 2. The Network menu will be displayed.



3. Press the **OK** button to enter the **Network Menu** menu.



4. Press the ▲ or ▼ buttons to select Control IP Settings.



Press the **OK** button to enter the **Control IP Settings** menu. The current IP mode setting will be displayed.



6. Press the **OK** button, again, to edit the current setting.

IP MODE: (EDIT) STATIC

 Press the ▲ or ▼ buttons to select either Static or DHCP. In this example, we will leave the IP mode setting as Static. Consult your network administrator, if necessary, for required network configuration settings.

IP MODE: (EDIT) STATIC

- 8. Press the **OK** button to save the current changes.
- 9. The following screen will be displayed, momentarily:

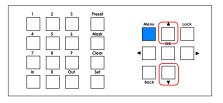
PLEASE REBOOT UNIT TO APPLY CHANGES



Important

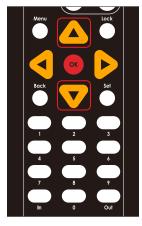
Any time a setting has been changed, the "please reboot unit" message will be displayed. However, it is not required to reboot the unit until all desired changes have been made. All changed settings are "saved" but will *only* be applied once the unit is rebooted.

Continue by pressing the ▲ or ▼ buttons to select the IP Address setting.
 The current IP address will be displayed.



OR



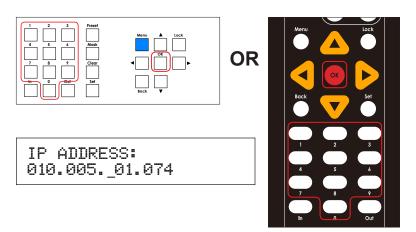


11. Press the **OK** button to change the setting. The first digit of the IP address will flash.

IP ADDRESS: _92.168.001.074

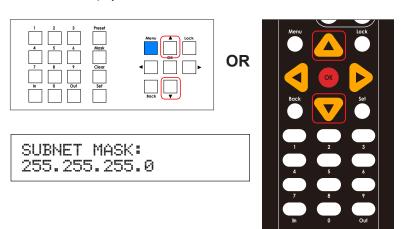
12. Use the numeric keypad to enter the desired IP address.

If a one or more digits in the IP address is less then three digits in length, then preceding zeros must be used to pad the value. For example, if one of the numbers is 10, then you would enter 010 on the keypad. If the number is 5, then you would enter 005.



- 13. The cursor will automatically advance to the next digit in the IP address. If an error is made, use the ◀ or ▶ to move backward or forward between each digit.
- 14. Press the **OK** button to save the change.

IP ADDRESS: 10.5.64.74 Press the ▲ or ▼ buttons to select the Subnet Mask setting. The subnet mask address will be displayed.



Press the **OK** button to edit the current selection. The first digit of the address will flash.

SUBNET MASK: _55.255.255.000

17. Use the numeric keypad to enter the desired subnet mask.

If a one or more digits in the subnet mask is less then three digits in length, then preceding zeros must be used to pad the value. For example, if one of the numbers is 10, then you would enter 010 on the keypad. If the number is 5, then you would enter 005.

The cursor will automatically advance to the next digit in the subnet mask. If an error is made, use the ◀ or ▶ to move backward or forward between each digit.

18. Press the **OK** button to save the change. For this example, we will leave the subnet mask at 255, 255, 255, 0.

SUBNET MASK: 255.255.255.0 19. Press the ▲ or ▼ buttons to select the **Gateway** setting. The gateway address will be displayed.

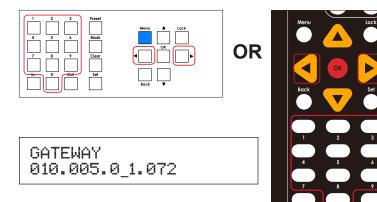
GATEWAY 192.168.1.1

 Press the **OK** button to change the setting. The first digit of the gateway address will flash.

GATEWAY _92.168.1.1

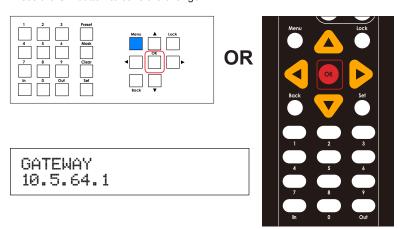
21. Use the numeric keypad to enter the desired address.

If a one or more digits in the IP address is less then three digits in length, then preceding zeros must be used to pad the value. For example, if one of the numbers is 10, then you would enter 010 on the keypad. If the number is 5, then you would enter 005.



22. The cursor will automatically advance to the next digit in the IP address. If an error is made, use the ◀ or ▶ to move backward or forward between each digit.

23. Press the **OK** button to save the change.



24. Press the ▲ or ▼ buttons to select the HTTP Port setting. The current HTTP listening port is displayed.

HTTP PORT: 80

25. Press the **OK** button to edit the current port settings. The first available digit of the port number will flash.

HTTP PORT: (EDIT) _0080

26. Use the numeric keypad to enter the desired listening port.

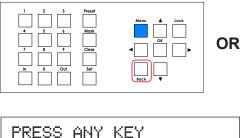
The port range is 1 to 65535. Use preceding zeros to pad numbers less than 5 digits. For example, if the listening port is 80, then you would enter 00080.

If an error is made, use the ◀ or ▶ to move backward or forward between each digit.

HTTP PORT: (EDIT) 0008_ 27. Press the **OK** button to save the change.

HTTP PORT 81

- 28. To make changes to any of the IP settings, again, press the ▲ or ▼ buttons to select the desired menu, then press the **OK** button to make changes to the selected setting.
- 29. To return to the standby screen, consecutively press and release the Back button until the standby screen is displayed.



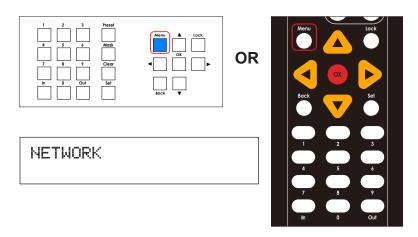
PRESS ANY KEY TO START



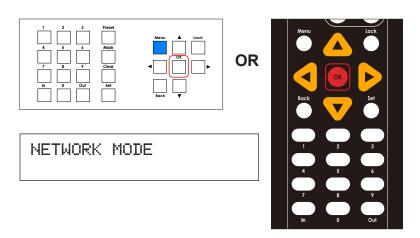
Video IP Settings

Video IP settings are only used in *separate mode* and allows you to access the Web interface using the Video IP address. Refer to Separate Mode (page 13) for more information on *separate mode*.

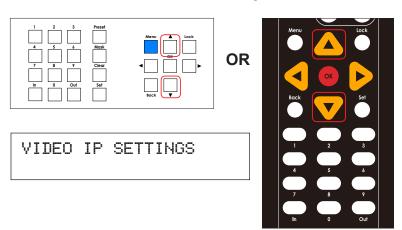
- 1. From the *standby screen*, press the **Menu** button. See Accessing the Menu System (page 54) for information on how to display the *standby screen*.
- 2. The Network menu will be displayed.



3. Press the **OK** button to enter the **Network Menu** menu.



4. Press the ▲ or ▼ buttons to select Video IP Settings.



Press the **OK** button to enter the **Video IP Settings** menu. The current IP mode setting will be displayed.



The **IP Mode** for **Video IP Settings** cannot be changed. It will always be set to *static*.

6. Continue by pressing the ▲ or ▼ buttons to select the **IP Address** setting.

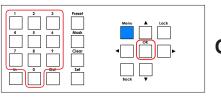
```
IP ADDRESS:
192.168.1.75
```

7. Press the **OK** button, again, to edit the current setting.

```
IP ADDRESS:
_92.168.001.075
```

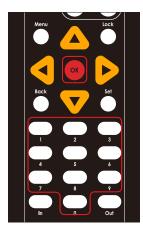
8. Use the numeric keypad to enter the desired IP address.

If a one or more digits in the IP address is less then three digits in length, then preceding zeros must be used to pad the value. For example, if one of the numbers is 10, then you would enter 010 on the keypad. If the number is 5, then you would enter 005.

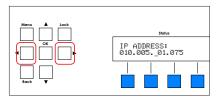


OR

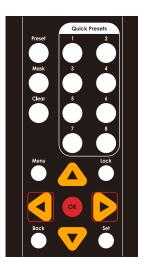
IP ADDRESS: 010.005._01.075



The cursor will automatically advance to the next digit in the IP address.
 If an error is made, use the ◀ or ► to move backward or forward between each digit.



OR



- 10. Press the **OK** button to save the current changes.
- 11. The following screen will be displayed, momentarily:

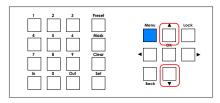
PLEASE REBOOT UNIT TO APPLY CHANGES



Important

Any time a setting has been changed, the "please reboot unit" message will be displayed. However, it is not required to reboot the unit until all desired changes have been made. All changed settings are "saved" but will *only* be applied once the unit is rebooted.

 Continue by pressing the ▲ or ▼ buttons to select the Subnet Mask setting. The subnet mask address will be displayed.



OR

SUBNET MASK: 255.255.0



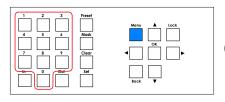
13. Press the **OK** button to change the setting. The first digit of the subnet mask will flash.

SUBNET MASK: 55.255.0.000

14. Use the numeric keypad to enter the desired subnet mask address.

If a one or more digits in the address is less then three digits in length, then preceding zeros must be used to pad the value. For example, if one of the numbers is 10, then you would enter 010 on the keypad. If the number is 5, then you would enter 005.

The cursor will automatically advance to the next digit in the subnet mask. If an error is made, use the ◀ or ▶ to move backward or forward between each digit.



OR



15. Press the **OK** button to save the change. For this example, we will leave the subnet mask set to 255,255,255.0.

SUBNET MASK: 255.255.0.0

16. Press the ▲ or ▼ buttons to select the **Gateway** setting. The gateway address will be displayed.

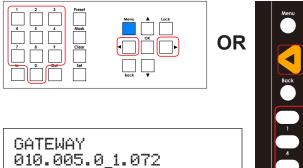
GATEWAY: 192.168.1.1

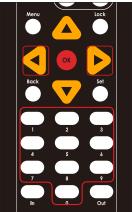
17. Press the **OK** button to change the setting. The first digit of the gateway address will flash

GATEWAY: _92.168.001.001 18. Use the numeric keypad to enter the desired address.

If one or more digits in the address is less then three digits in length, then preceding zeros must be used to pad the value. For example, if one of the numbers is 10, then you would enter 010 on the keypad. If the number is 5, then you would enter 005.

The cursor will automatically advance to the next digit in the gateway address. If an error is made, use the ◀ or ▶ to move backward or forward between each digit.



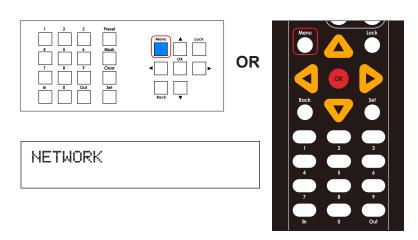


19. Press the **OK** button to save the changes.

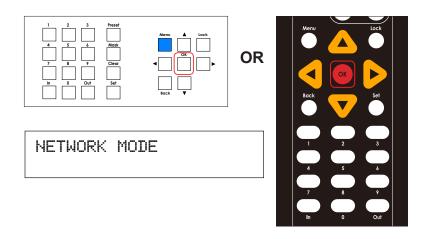
GATEWAY: 10.5.64.1

Telnet / TCP Settings

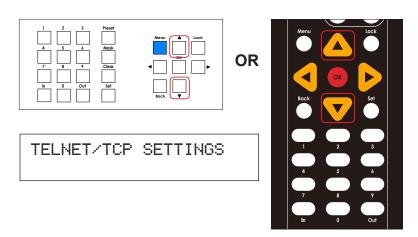
- 1. From the *standby screen*, press the **Menu** button. See Accessing the Menu System (page 54) for information on how to display the *standby screen*.
- 2. The Network menu will be displayed.



3. Press the **OK** button to enter the **Network Menu** menu.



4. Press the ▲ or ▼ buttons to select **Telnet / TCP Settings**.



- 5. Press the **OK** button to enter the menu.
- 6. The current TCP access status will be displayed.

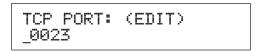
TCP ACCESS: ENABLED

- Press the ▲ or ▼ buttons to select either Enabled or Disabled. This setting is used to allow or prevent TCP access. In this example, we will leave the TCP access setting as Enabled.
- 8. Press the **OK** button to save the current changes. For this example, we will leave the setting as **Enabled**.

TCP ACCESS: ENABLED

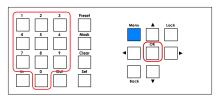
9. Press the ▲ or ▼ buttons to select TCP Port.

TCP PORT: 23 Press the **OK** button to edit the current port setting. The first available digit in the port setting will flash.



11. Use the numeric keypad to enter the desired listening port.

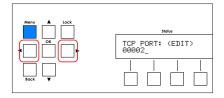
The port range is 1 to 65535. Use preceding zeros to pad numbers less than 5 digits. For example, if the listening port is 23, then you would enter 00023.



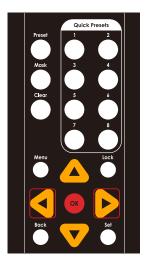
OR



12. If an error is made, use the ◀ or ▶ to move backward or forward between each digit.



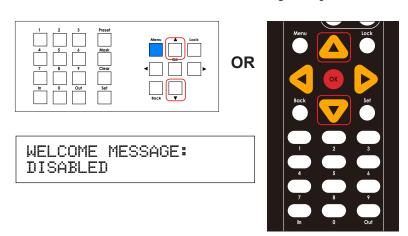
OR



12. Press the **OK** button to save the change.



13. Press the ▲ or ▼ button to select the **Welcome Message** setting.



14. Press the **OK** button to edit the current setting.

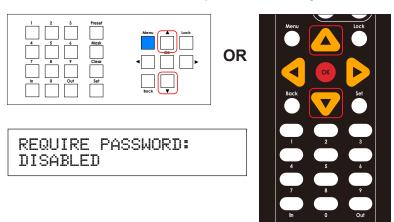
WELCOME MESSAGE: ED DISABLED

15. Press the ▲ or ▼ buttons to select either Enabled or Disabled.

If this option is set to **Enabled**, then the following message will be displayed at the beginning of each Telnet session: "Welcome to EXT-CU-LAN Telnet". If set to **Disabled**, then no message will be displayed.

16. Press the **OK** button to save the changes.

WELCOME MESSAGE: ENABLED 17. Press the ▲ or ▼ button to select the Require Password setting.



18. Press the **OK** button to edit the current selection.

REQUIRE PASSWORD: ED DISABLED

19. Press the ▲ or ▼ buttons to select either **Enabled** or **Disabled**.

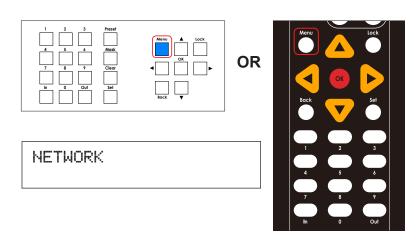
If this option is set to **Enabled**, then a password will be required to connect during a Telnet session. If set to **Disabled**, then no password will be required.

20. Press the **OK** button to save the changes.

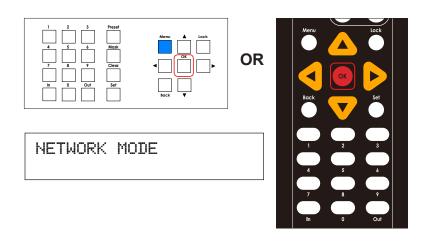
REQUIRE PASSWORD: ENABLED

UDP Settings

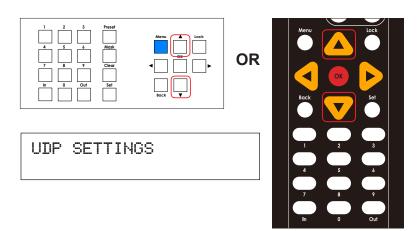
- 1. From the *standby screen*, press the **Menu** button. See Accessing the Menu System (page 54) for information on how to display the *standby screen*.
- 2. The Network menu will be displayed.



3. Press the **OK** button to enter the **Network Menu** menu.



Press the ▲ or ▼ buttons to select UDP Settings.



- 5. Press the **OK** button to enter the menu.
- 6. The current UDP access status will be displayed.

UDP ACCESS: ENABLED

7. Press the **OK** button, again, to edit the current setting.

UDP ACCESS: (EDIT) ENABLED

- Press the ▲ or ▼ buttons to select either Enabled or Disabled. This setting is used to allow or prevent UDP access. In this example, we will leave the IP mode setting as Enabled.
- Press the **OK** button to save the current changes. For this example, we will leave the setting as **Enabled**.

UDP ACCESS: ENABLED 10. Press the ▲ or ▼ buttons to select UDP Port.

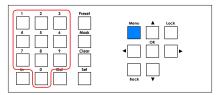


11. Press the **OK** button to edit the current port setting. The first available digit in the port setting will flash.

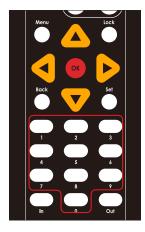
```
UDP PORT: (EDIT)
_0007
```

12. Use the numeric keypad to enter the desired listening port.

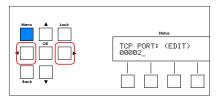
The port range is 1 to 65535. Use preceding zeros to pad numbers less than 5 digits. For example, if the listening port is 23, then you would enter 00023.



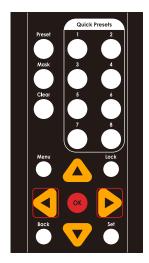
OR



13. If an error is made, use the ◀ or ▶ to move backward or forward between each digit.



OR



- 14. Press the **OK** button to save the change.
- 15. Press the ▲ or ▼ button to select the **Remote UDP Access** setting.

REMOTE UDP ACCESS: DISABLED

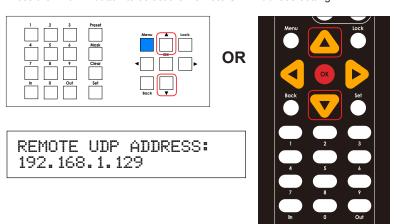
16. Press the ▲ or ▼ buttons to select either Enabled or Disabled.

If this option is set to **Enabled**, then remote UDP access will be permitted. Otherwise, set this option to **Disabled** to prohibit access using the UDP protocol.

17. Press the **OK** button to save the changes.

REMOTE UDP ACCESS: ENABLED

18. Press the ▲ or ▼ button to select the Remote UDP Address setting.



 Press the **OK** button to edit the current selection. The first digit in the first digit of the address will flash.

REMOTE UDP ADDRESS: _92.168.001.129

20. Use the numeric keypad to enter the desired address.

If a one or more digits in the address is less then three digits in length, then preceding zeros must be used to pad the value. For example, if one of the numbers is 10, then you would enter 010 on the keypad. If the number is 5, then you would enter 005.

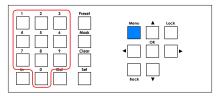
- 21. If an error is made, use the ◀ or ▶ to move backward or forward between each digit.
- 22. Press the **OK** button to save the change.
- 23. Press the ▲ or ▼ button to select the **Remote UDP Port** setting.

REMOTE UDP PORT: 50008 Press the **OK** button to edit the current setting. The first available digit in the port setting will flash.

REMOTE UDP PORT: ED _0008

25. Use the numeric keypad to enter the desired listening port.

The port range is 1 to 65535. Use preceding zeros to pad numbers less than 5 digits. For example, if the listening port is 23, then you would enter 00023.



OR



26. If an error is made, use the ◀ or ▶ to move backward or forward between each digit.

REMOTE UDP PORT: ED 5000_

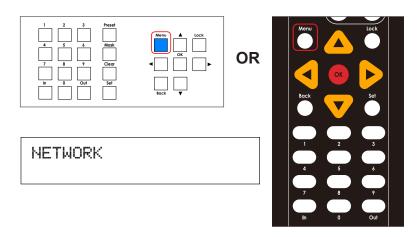
27. Press the **OK** button to save the change.

REMOTE UDP PORT: 50008

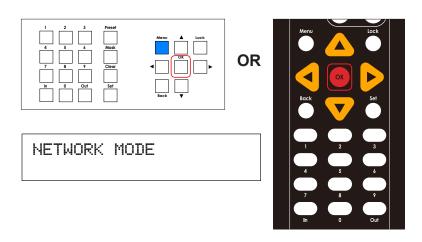
Discovery Settings

The Discovery Settings menu allows the Matrix Controller to be "discovered" on a network using the Gefen Syner-G Software Suite.

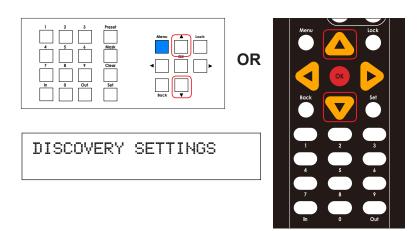
- 1. From the *standby screen*, press the **Menu** button. See Accessing the Menu System (page 54) for information on how to display the *standby screen*.
- 2. The Network menu will be displayed.



3. Press the **OK** button to enter the **Network Menu** menu.



Press the ▲ or ▼ buttons to select Discovery Settings.



- 5. Press the **OK** button to enter the menu.
- 6. The current read / write status of the Discovery Service will be displayed.

DISCOVERY: READ / WRITE

7. Press the **OK** button, again, to edit the current setting.

DISCOVERY: (EDIT) READ / WRITE

- 8. Press the ▲ or ▼ buttons to select either Read / Write, Read Only, or Disabled.
 - Read / Write

This mode will permit the discovery of the Matrix Controller on the network. In addition, the IP settings, description, and other settings for the Matrix Controller can be changed using the Syner-G Software Suite.

Read Only

This mode only permits the discovery of the Matrix Controller on the network.

Disabled

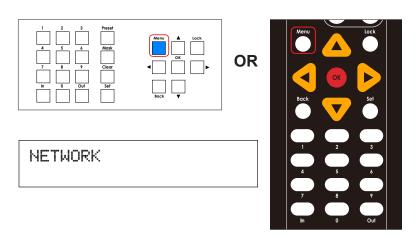
This mode prevents the discovery of the Matrix Controller on the network.

9. Press the **OK** button to save the current changes. For this example, we will leave the setting as **Read / Write**.

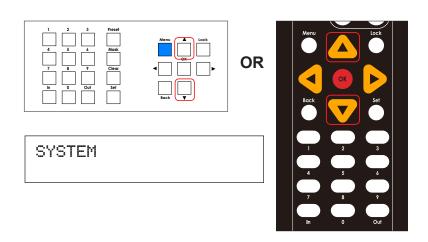
DISCOVERY: READ / WRITE

Setting the IR Channel for the Matrix Controller

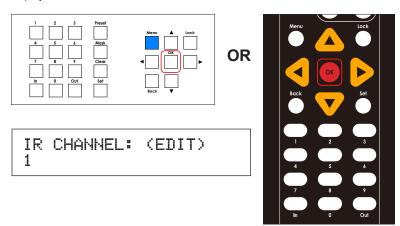
- 1. From the *standby screen*, press the **Menu** button. See Accessing the Menu System (page 54) for information on how to display the *standby screen*.
- 2. The Network menu will be displayed.



3. Press the ▲ or ▼ buttons to select the **System** menu.



 Press the **OK** button to enter the **System** menu. The IR Channel setting will be displayed.



- 5. Press the ▲ or ▼ buttons to select the desired IR channel (1 4).
- 6. Press the **OK** button to save the current changes.

```
IR CHANNEL:
2
```

Resetting the Matrix Controller

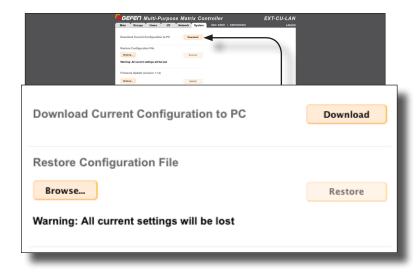
Resetting the Matrix Controller will erase all current configurations and return the Matrix Controller to factory-default settings. If you need to reset the Matrix without erasing any current settings, refer to Rebooting the Matrix Controller (page 111).



Warning

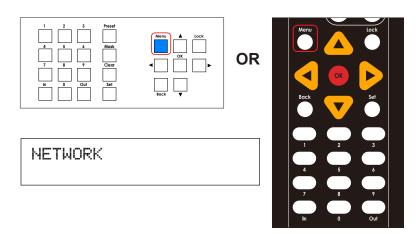
The following procedure will *reset* the Matrix Controller to factory-default settings. All IP settings and network configurations will be lost!

- Before resetting the Matrix Controller, you may want to save the current settings to a configuration file. If you do not want to save the configuration settings, then skip to Step 2.
 - Login to the Web interface.
 - b. Click the **System** tab.
 - c. Click the Download button.

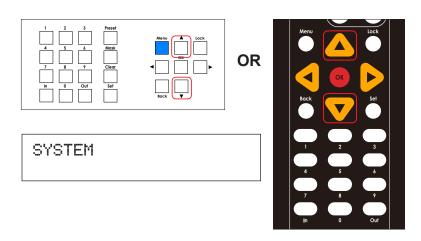


- d. Select a destination folder where the configuration file will be saved.
- e. The file will be saved as settings.xml.

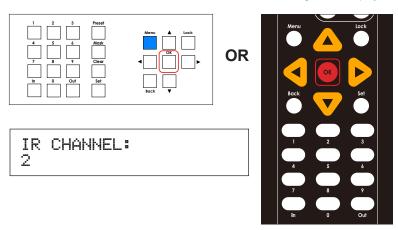
- 2. From the *standby screen*, press the **Menu** button. See Accessing the Menu System (page 54) for information on how to display the *standby screen*.
- 3. The **Network** menu will be displayed.



4. Press the ▲ or ▼ buttons to select the **System** menu.



5. Press the **OK** button to enter the menu. The IR Channel setting will be displayed.



6. Press the ▲ or ▼ buttons to select the **Factory Reset** option.



- 7. Press the **OK** button to continue.
- 8. The Matrix Controller will prompt you to confirm that you wish to proceed:

CONFIRM RESET YES

- 9. Press the ▲ or ▼ buttons to select between **Yes** and **No** options.
 - ► To reset the Matrix Controller to factory-default settings, select **Yes** and press the **OK** button.
 - ► To cancel the procedure, select No and press the **OK** button.

10. If the Matrix Controller is reset, the following message will be displayed:

FACTORY DEFAULT RESTORED...REBOOTING

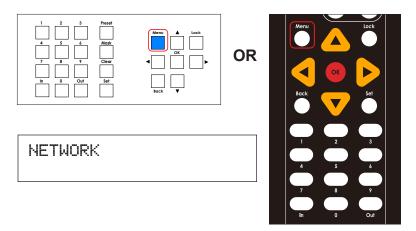
11. After about 30 seconds, the *passcode screen* will be displayed.

ENTER PASSCODE: 000000

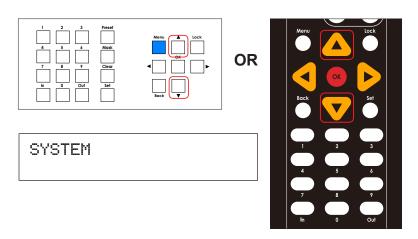
Rebooting the Matrix Controller

Rebooting the Matrix Controller is identical to disconnecting and reconnecting the power supply on the back of the unit. Rebooting the Matrix Controller may be required after changing specific system settings. Rebooting does not reset the Matrix Controller to factory-default settings. To reset the Matrix Controller, see Resetting the Matrix Controller (page 107).

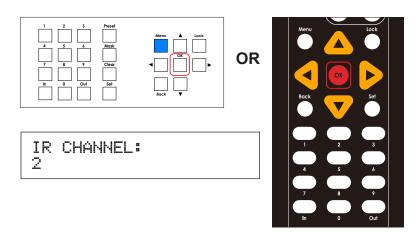
- 1. From the *standby screen*, press the **Menu** button. See Accessing the Menu System (page 54) for information on how to display the *standby screen*.
- The Network menu will be displayed.



Press the ▲ or ▼ buttons to select the System menu.



- 4. Press the **OK** button to enter the menu.
- 5. The IR Channel setting will be displayed.



6. Press the ▲ or ▼ buttons to select the **Reboot Unit** option.



7. Press the **OK** button to continue. The Matrix Controller will prompt you to confirm that you wish to proceed:

CONFIRM REBOOT YES

- 8. Press the ▲ or ▼ buttons to select between **Yes** and **No** options.
 - ► To reboot the Matrix Controller, select **Yes** and press the **OK** button.
 - ► To cancel the procedure, select No and press the **OK** button.

9. If the Matrix Controller is rebooted, the following message will be displayed:

REBOOTING...

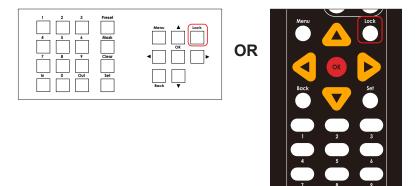
10. After about 30 seconds, the passcode screen will be displayed.

ENTER PASSCODE: 000000

Locking / Unlocking the Matrix Controller

The front panel of the Matrix Controller can be locked to prevent unauthorized tampering or accidental pressing of the front panel buttons.

1. From any screen, press the **Lock** button.



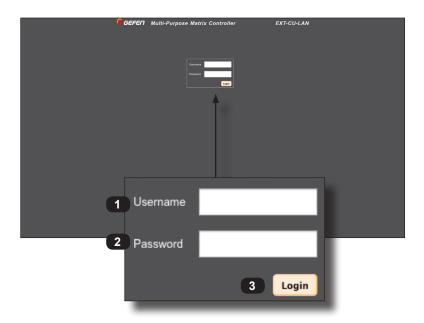
2. The Matrix Controller is now locked and the passcode screen will be displayed.

ENTER PASSCODE: 000000

 To unlock the Matrix Controller, enter the passcode and press the OK button on the front panel or on the IR remote control. The default passcode is 123456.

Using the Built-in Web Interface

The built-in Web interface provides advanced control of the Matrix Controller. In order to access the Web interface use the Gefen Syner-G Software Suite to obtain the IP settings of the Matrix Controller. Once connected to the Matrix Controller, the login screen will be displayed.



1 Username

Enter the *user* in this field. The Matrix Controller comes with two users: admin and front panel. The admin login provides unrestricted access to all features and settings and is used primarily to create and manage users, groups, presets, and other network settings. The front panel *user* is required in order to control the Matrix Controller through the front panel.

2 Password

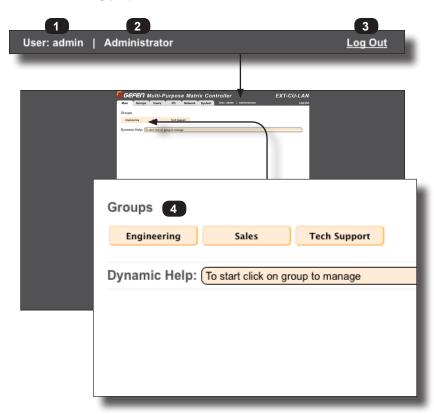
Enter the password for the associated *user*. The password is masked when it is entered. If the front panel *user* is used to login, then the password must be the same as the *passcode* used to access the front panel.

3 Login

Click this button to login in to the **Main** page of the Web interface.

Main

The **Main** page is used to manage all *groups* that have been created. If no *groups* have been defined, they will need to be created. See Creating Groups (page 31) for information on creating *groups*.



1 User

The user for the current Web session.

2 Access level

Displays the access level of the $\it user.$ There are two access levels: Administrator and Operator.

3 Log Out

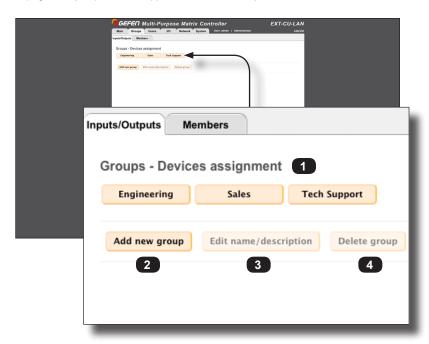
Click this link to log out of the current Web session.

4 Group listing

Displays a list of all created groups in the form of buttons (as shown).

Groups ► Inputs / Outputs

This page is used to add inputs and outputs, of available KVM over IP device, to each *group*. If no *groups* have been defined, they will need to be created. If a *group* is created on this page, the *group* will also appear under the **Groups** ▶ **Members**.



1 Group Name

Displays each *group* that is created as a button.

2 Add new group

Click this button to create a new group.

3 Edit name / description

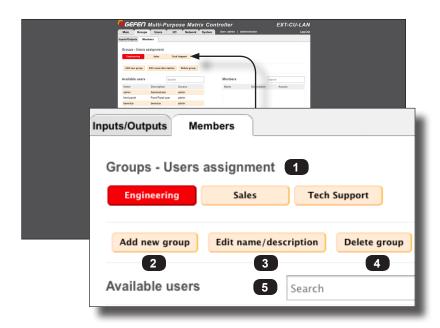
Click this button to change the name and/or description of the selected *group*. This button is enabled only if a *group* button is clicked.

4 Delete group

Click this button to delete the selected *group*. This button is enabled only if a *group* button is clicked.

Groups ► Members

This page is used to assign *members* to each *group*. If no *groups* have been defined, they will need to be created. If a *group* is created on this page, the *group* will also appear under the **Groups** ► **Inputs / Outputs**. See Adding Members (page 40) for more information.



1 Group Name

Displays each *group* that is created has a button.

2 Add new group

Click this button to create a new group.

3 Edit name / description

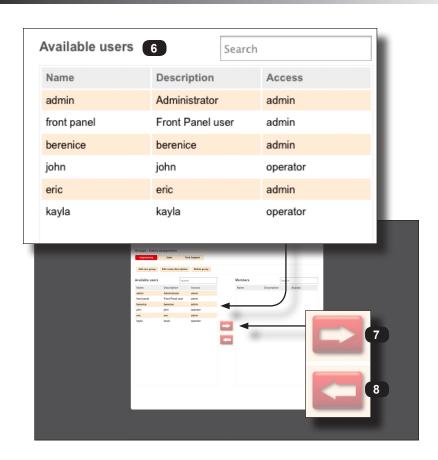
Click this button to change the name and/or description of the selected *group*. This button is enabled only if a *group* button is clicked.

4 Delete group

Click this button to delete the selected *group*. This button is enabled only if a *group* button is clicked.

5 Search box

To quickly search for a user in the Available Users list, enter the user in this text box.



6 Available users

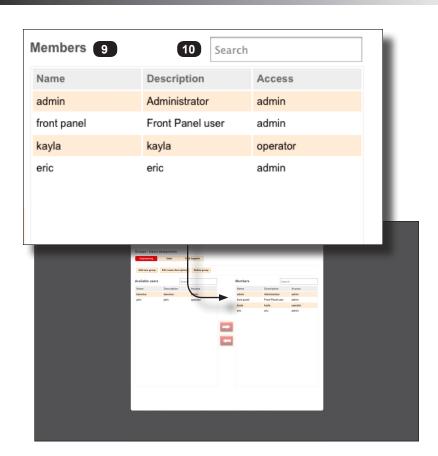
Lists all users that have been created. The admin and front panel user names are indigenous to the Matrix Controller and cannot be deleted. See Creating Users (page 26) for more information. For details on how to add members to groups, see Adding Members (page 40).

7 Right Arrow Icon

Click this button to move the selected users, under the **Available users** list, to the **Members** list. This button is only enabled when one or more *users* have been selected from the **Available users** list. See Adding Members (page 40) for more information.

8 Left Arrow Icon

Click this button to move the selected Members to the Available users list. This button is only enabled when one or more *members* have been selected from the **Member** list See Removing Members (page 42) for more information.



9 Members

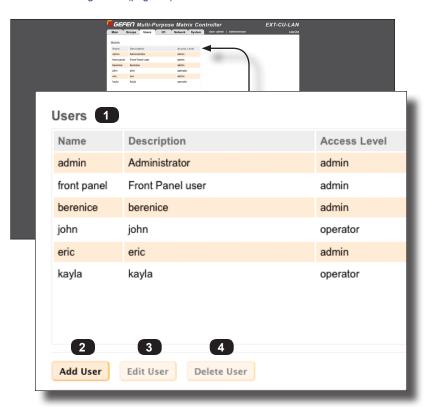
Lists all members that have been added to the current *group*. See Adding Members (page 40) for more information.

10 Search box

To quickly search for a *member* under the **Members** list, enter the *member* name in this text box.

Users

The **Users** page is used to add, edit, and delete users. You will be asked to create a *user*, password, and specify an access level (Administrator or Operator) for each *user* that is created. See Creating Users (page 26) for information.



1 Users

Displays the name, description, and access level for all users.

2 Add User

Click this button to add a user.

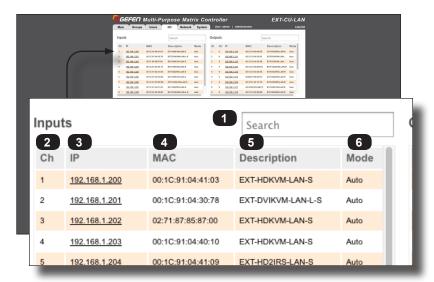
3 Edit User

Click this button to edit the *user*, description, access level, and password of the selected *user*. This button is enabled when a *user* is selected.

Delete User

Click this button to delete the selected *user*. This button is enabled only if a *user* is selected.

The **I/O** page is used to manage all Gefen KVM over IP products that are connected to the network and detected by the Matrix Controller. The I/O page contains two columns: **Inputs** and **Outputs**.



1 Search (Inputs)

Enter the IP address, MAC address, or the description of the unit to search for under the **Inputs** column.

2 Ch (Inputs)

Displays the channel of the KVM over IP product.

3 IP (Inputs)

Displays the IP address of the KVM over IP product. You can access the Web interface of the KVM over IP (Sender unit) by clicking the desired IP address, under this column.

4 MAC (Inputs)

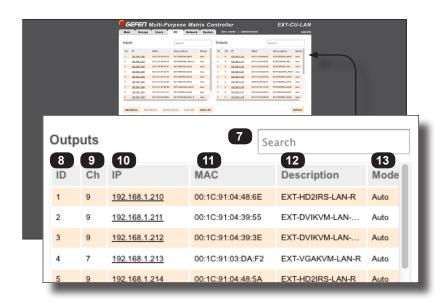
Displays the MAC address of the product.

5 Description (Inputs)

Displays the description of the product. By default, the product name is used as a description. This name can be changed using the **Edit Device** button.

6 Mode (Inputs)

Displays the network mode of the KVM over IP product. The different modes are: Auto, Static, and DHCP. See the product manual for the KVM over IP for more information about network modes.



7 Search (Outputs)

Enter the IP address, MAC address, or the description of the unit to search for under the **Outputs** column.

8 ID (Outputs)

DIsplays the ID of the KVM over IP device.

9 Ch (Outputs)

Displays the channel of the KVM over IP product.

10 IP (Outputs)

DIsplays the IP address of the KVM over IP product. You can access the Web interface of the KVM over IP (Receiver unit) by clicking the desired IP address, under this column.

11 MAC (Outputs)

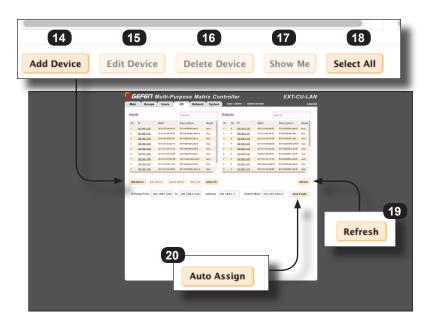
Displays the MAC address of the product.

12 Description (Outputs)

Displays the description of the product. By default, the product name is used as a description. This name can be changed using the **Edit Device** button.

13 Mode (Outputs)

Displays the network mode of the KVM over IP product. The different modes are: Auto, Static, and DHCP. See the product manual for the KVM over IP for more information about network modes.



14 Add Device

Normally, the Matrix Controller will automatically attempt to connect and retrieve device information. However, if the KVM over IP device has a unique IP address, then click this button to add a device to the list. The IP address and Telnet port of the device must be provided.

15 Edit Device

Click this button to edit settings and description of the selected device.

16 Delete Device

Click this button to remove a device from the list.

17 Show Me

Click this button to activate the "show me" feature on the selected device.

18 Select All

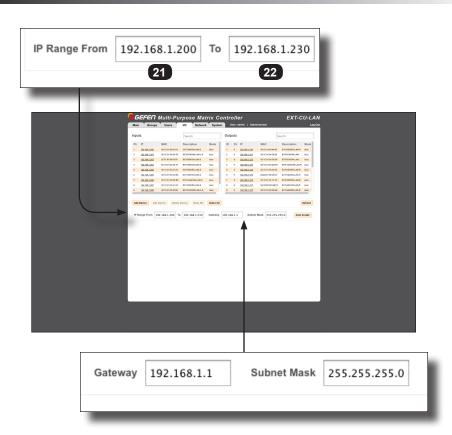
Click this button to select all devices under both the Inputs and Outputs column.

19 Refresh

Click this button to refresh the page. This button should be used instead of the refresh function of the Web browser.

20 Auto Assign

Click this button to auto-assign the IP address, ID, and Channel of the selected device(s). This button should only be used if there are conflicting ID numbers (outputs only) or Channel numbers (inputs only).



21 IP Range (From)

Enter the starting IP address to use. This information is used by the Auto Assign button.

22 IP Range (To)

Enter the starting IP address to use. This information is used by the Auto Assign button.

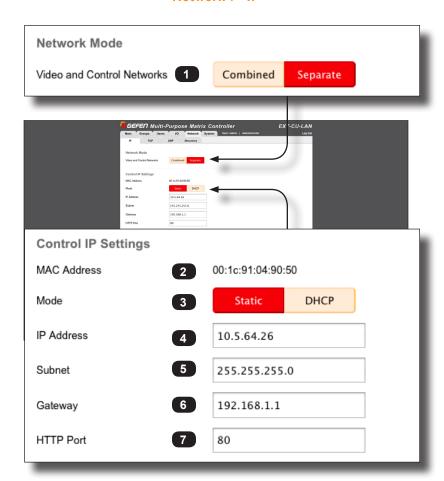
23 Gateway

Enter the gateway address in this field.

24 Subnet Mask

Enter the subnet mask address in this field.

Network ► IP



Video and Control Networks Click to switch between combined and separate modes. See Combined Mode (page 9) and Separate Mode (page 13) for more information.

2 MAC Address

Displays the MAC address of the Matrix Controller.

3 Mode

Selects the network mode: Static or DHCP.

4 IP Address

Enter the IP address of the Matrix Controller. This field is only available if the Mode is set to Static.

5 Subnet

The subnet mask in this field.

6 Gateway

The gateway address.

7 HTTP Port

Enter the HTTP listening port.

8 MAC Address

The MAC address of the managed switch to which the KVM over IP devices are connected.

9 IP Address

The IP address of the managed switch.

10 Subnet

The subnet mask of the managed switch.

11 Gateway

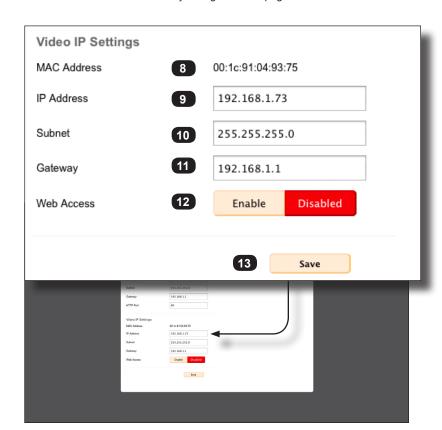
The gateway address of the managed switch.

12 Web Access

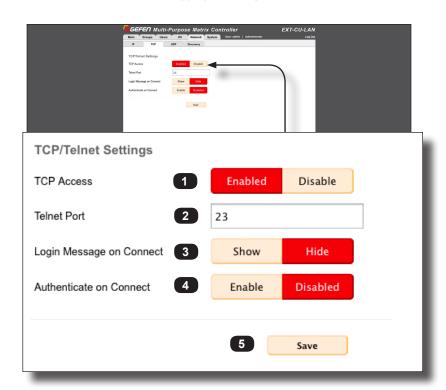
Enables or disables Web access. Enabling this features allows you to access the Matrix Controller Web interface through the video network. Once enabled, connect a computer to the same switch that the KVM over IP products are connected to, then enter the IP address in the Web browser.

13 Save

Click this button so save any changes on this page.



Network ► TCP



1 TCP Access

Click these buttons to enable or disable TCP access.

2 Telnet Port

Enter the Telnet listening port in this field.

3 Login Message on Connect

Click these buttons to show or hide the Telnet welcome message at the beginning of each Telnet session.

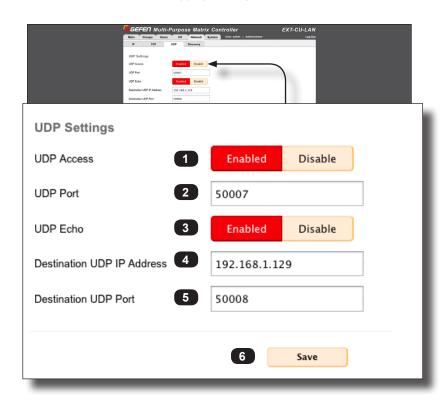
4 Authenticate on Connect

Click these buttons to enable or disable login credentials for TCP access.

5 Save

Click this button to save all changes on this page.

Network ▶ **UDP**



1 UDP Access

Click these buttons to enable or disable UDP access.

2 UDP Port

Enter the local UDP listening port in this field.

3 UDP Echo

Click these buttons to enable or disable UDP echo.

4 Destination UDP IP Address

Enter the remote UDP IP address in this field.

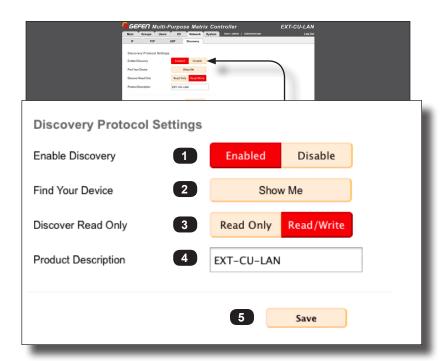
5 Destination UDP Port

Enter the remote UDP listening port in this field.

6 Save

Click this button to save all changes on this page.

Network ► **Discovery**

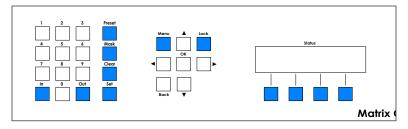


1 Enable Discovery

Click these buttons to enable or disable the Discovery feature. In order for the Matrix Controller to be discovered on a network using Gefen Syner-G, this feature must be enabled.

2 Find Your Device

Click this button to show the location of the device. When the **Show Me** button is clicked, the button text will change to **Hide Me** and the following buttons will flash on the front panel of the Matrix Controller:



Click the **Hide Me** button to stop the buttons from flashing.



3 Discover Read Only

Click the **Read Only** button to restrict anyone using the Syner-G Software Suite from changing the settings of the Matrix Controller. Click the **Read / Write** button to allow anyone to read or change the settings of the Matrix Controller.

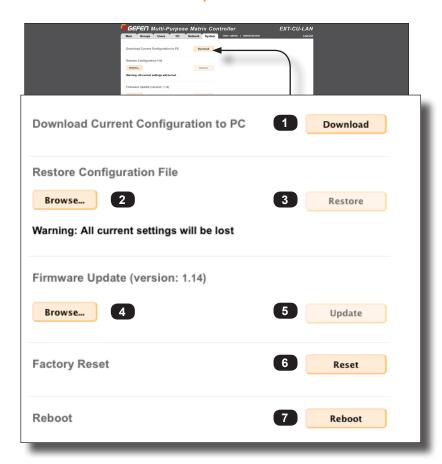
4 Product Description

Enter the name of the Matrix Controller in this field. The default name is ${\tt EXT-CU-LAN}.$

5 Save

Click this button to save all changes on this page.

System



1 Download

Click this button to download the current Matrix Controller configuration to a file.

2 Browse... (Restore Configuration File)

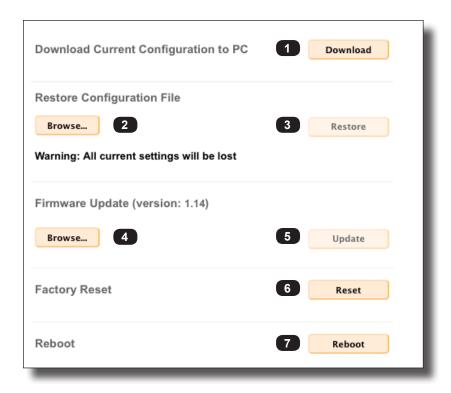
Click to select the configuration file to upload.

3 Restore

Click this button to restore the selected configuration file.

4 Browse... (Firmware Update)

Click to select the firmware file.



5 Update

Click this button to begin the firmware update procedure.

6 Reset

Click this button to reset the Matrix Controller to factory-default settings.

7 Reboot

Click this button to reboot the Matrix Controller.

Matrix Controller

Advanced Operation

3

Commands

Command	Description
#factory_reset	Resets the Matrix Controller to factory-default settings
#get_discovery	Displays the Discovery Service status
#get_discovery_mode	Displays the mode of the Discovery Service
#get_firmware_version	Displays the current version of firmware
#get_gateway	Displays the gateway address
#get_ip_address	Displays the IP address
#get_ip_mode	Displays the IP mode
#get_ipconfig	Displays the current IP settings
#get_netmask	Displays the subnet mask
#get_telnet_access	Displays the Telnet access status
#get_telnet_pass	Displays the Telnet password status
#get_telnet_port	Displays the Telnet listening port
#get_udp_access	Displays the UDP access status
#get_udp_echo_access	Displays the UDP server echo status
#get_udp_echo_ip	Displays the address of the UDP echo server
#get_udp_echo_port	Displays the listening port of the UDP echo server
#get_udp_port	Displays the UDP listening port
#get_web_port	Displays the HTTP listening port
#help	Displays the list of available commands
#reboot	Reboots the Matrix Controller
#set_discovery	Enables or disables the Discovery Service
#set_discovery_mode	Sets the Discovery Service mode
#set_gateway	Sets the gateway address
#set_ip_address	Sets the IP address of the Matrix Controller
#set_ip_mode	Sets the IP mode
#set_netmask	Sets the net mask
#set_port_mode	Sets the network port mode
#set_showme	Enables or disables the "Show Me" feature
#set_telnet_access	Enables or disables Telnet access
#set_telnet_port	Sets the Telnet listening port
#set_udp_access	Enables or disables UDP access
#set_udp_echo_access	Enables or disables the UDP echo status
#set_udp_echo_ip	Sets the address of the UDP echo server
#set_udp_echo_port	Sets the listening port of the UDP echo server

Command	Description
#set_udp_port	Sets the UDP listening port
#set_web_port	Sets the HTTP listening port
<pre>#use_telnet_login</pre>	Enables or disables Telnet login credentials
#use_telnet_welcome	Enables or disables the Telnet welcome message
p	Recalls the specified preset number
r	Routes an input to the specified output(s)

#factory_reset

Reset the Matrix Controller to factory-default settings. The Matrix Controller *must* be power-cycled after executing this command.



Important

This command resets the IP address. If the IP address changes, then the Matrix Controller will be disconnected from the network. Use the Gefen Syner-G Discovery Tool to locate the Matrix Controller and assign the new network settings to work on your network.

Syntax

#factory reset

Parameters

None

Example

#factory reset

#get_discovery

Displays the Discovery Service status.

Syntax

#get_discovery

Parameters

None

Returns

Integer

[0 ... 1]

Value	Description
0	Discovery disabled
1	Discovery enabled

Example

#get_discovery
DISCOVERY 1

Related Commands

#set_discovery

#get_discovery_mode

Displays the read/write mode of the Discovery Service.

Syntax

#get_discovery_mode

Parameters

None

Returns

Integer

[0 ... 1]

Value	Description
0	Discovery mode disabled
1	Discovery mode enabled

Example

#get_discovery_mode
DISCOVERY MODE 1

Related Commands

#set discovery mode

#get_firmware_version

Displays the current version of firmware.

Syntax

#get_firmware_version

Parameters

None

Example

#get_firmware_version
FIRMWARE VERSION IS 1.14

#get_gateway

Displays the gateway address of the specified port on the Matrix Controller.

Syntax

#get_gateway param1

Parameters

param1

Integer

[1 ... 2]

param1	Description
1	Control Port (LAN 1)
2	Video Port (LAN 2)

Example

#get_gateway 1
GATEWAY 1 10.5.64.203

Related Commands

#set_gateway

#get_ip_address

Displays the IP address of the Matrix Controller.

Syntax

#get_ip_address param1

Parameters

param1 Integer

[1 ... 2]

param1	Description
1	Control Port (LAN 1)
2	Video Port (LAN 2)

Example

#get_ip_address 2
IP ADDRESS 2 192.168.1.75

Related Commands

#set_ip_address

#get_ip_mode

Displays the current IP mode of the specified port on the Matrix Controller.

Syntax

#get_ip_mode param1

Parameters

param1

Integer

[1 ... 2]

param1	Description
1	Control Port (LAN 1)
2	Video Port (LAN 2)

Example

#get_ip_mode 1
IP MODE 1 DHCP

Related Commands

#get_ipconfig

#get_ipconfig

Displays the current IP settings.

Syntax

#get ipconfig

Parameters

None

Example

#get_ipconfig
IP CONFIGURATION IS:
IP MODE: DHCP

IP: 10.5.64.203
NETMASK: 255.255.25.0

GATEWAY: 10.5.64.1

MAC ADDRESS: 00:1c:91:04:93:28

Related Commands

#get_gateway
#get_ip_address
#get_ip_mode
#get_netmask

#get netmask

Displays the subnet mask of the specified control port on the Matrix Controller.

Syntax

#get netmask param1

Parameters

None

Example

#get_netmask 2
NETMASK 2 255.255.0.0

Related Commands

```
#get_gateway
#get_ip_address
#get_ip_mode
#get_ipconfig
#set_netmask
```

#get_telnet_access

Displays the current Telnet access status.

Syntax

#get_telnet_access

Parameters

None

Returns

Integer

[0 ... 1]

Value	Description
0	Telnet access disabled
1	Telnet access enabled

Example

#get_telnet_access
TELNET ACCESS 1

Related Commands

#set_telnet_access

#get_telnet_pass

Displays the Telnet password status.

Syntax

#get_telnet_pass

Parameters

None

Returns

Integer

[0 ... 1]

Value	Description
0	Password not required on connect
1	Password required on connect

Example

#get_telnet_pass
TELNET_PASS 0

Related Commands

#get_telnet_port

Displays the Telnet listening port.

Syntax

#get_telnet_port

Parameters

None

Returns

Telnet port

Example

#get_telnet_port
TELNET_PORT 23

Related Commands

#set telnet port

#get_udp_access

Displays the UDP access status.

Syntax

#get_udp_access

Parameters

None

Returns

Integer

[0 ... 1]

Value	Description
0	UDP access disabled
1	UDP access enabled

Example

#get_udp_access
UDP_ACCESS 1

Related Commands

#set_udp_access

#get_udp_echo_access

Displays the UDP echo access status. When enabled, the UDP server returns an identical copy of the data that was received.

Syntax

#get udp echo access

Parameters

None

Integer

[0 ... 1]

Value	Description
0	UDP echo disabled
1	UDP echo enabled

Example

#get_udp_echo_access
UDP_ECHO_ACCESS 1

Related Commands

#set_udp_echo_access

#get udp echo ip

Displays the IP address of the UDP server supporting the echo protocol.

Syntax

```
#get_udp_echo_ip
```

Parameters

None

Example

```
#get_udp_echo_ip
UDP ECHO IP 10.5.64.158
```

Related Commands

```
#set_udp_echo_ip
```

#get_udp_echo_port

Displays the listening port of the UDP server supporting the echo protocol.

Syntax

#get_udp_echo_port

Parameters

None

Example

#get_udp_echo_port
UDP ECHO PORT 50009

Related Commands

#set_udp_echo_port

#get_udp_port

Displays the UDP listening port.

Syntax

#get_udp_port

Parameters

None

Example

#get_udp_port
UDP_PORT 50008

Related Commands

#set_udp_port

#get_web_port

Displays the current HTTP listening port.

Syntax

#get_web_port

Parameters

None

Example

#get_web_port
WEB_PORT 80

Related Commands

#set_web_port

#help

Displays the list of available commands. If a command is specified as *param1*, then the description of the command is displayed.

Syntax

```
#help [param1]
```

Parameters

param1

String (command)

Examples

```
#help
AVAILABLE TCP/UDP COMMANDS:
#HELP
#GET IPCONFIG
#SET PORT MODE
#GET IP MODE
#SET IP ADDRESS
. . .
#GET FIRMWARE VERSION
#FACTORY RESET
#REBOOT
#help #get ip mode
GET THE CURRENT IP MODE FOR EITHER NETWORK PORT(0 = STATIC, 1 =
DHCP)
#GET IP MODE PARAM1
PARAM1 = 1-2 (1 = PORT 1 - CONTROL PORT; 2 = PORT 2 - VIDEO PORT)
```

#reboot

Reboots the Matrix Controller.

Syntax

#reboot

Parameters

None

Example

#reboot
UNIT WILL REBOOT SHORTLY

#set_discovery

Enables or disables the Discovery Service. This service is used by the Gefen Syner-G Discovery Tool. The default value is Enabled.

Syntax

#set discovery param1

Parameters

param1 Integer [0...1]

param1	Description
0	Disabled
1	Enabled

Example

#set_discovery 1
DISCOVERY 1

Related Commands

#get discovery

#set discovery mode

Sets the Discovery Service mode. The default value is Read / Write.

Read / Write

This mode will permit the discovery of the Matrix Controller on the network. In addition, the IP settings, description, and other settings for the Matrix Controller can be changed using the Syner-G Software Suite.

Read Only

This mode only permits the discovery of the Matrix Controller on the network.

Syntax

#set discovery mode param1

Parameters

param1 Integer [0 ... 1]

param1	Description
0	Read Only
1	Read / Write

Examples

#set_discovery_mode 0
DISCOVERY MODE 0

Related Commands

#set_discovery
#get discovery

#set gateway

Sets the gateway address. The gateway address must be typed using dot-decimal notation. The Matrix Controller must be rebooted after executing this command. The default gateway is 192.168.1.254.

Syntax

#set gateway param1 param2

Parameters

param1	Integer		[1 2]
	param1	Description	
	1	Control Port (LAN 1)	
	2	Video Port (LAN 2)	

param2 Address

Example

#set_gateway 2 192.168.1.1
GATEWAY 2 192.168.1.1

Related Commands

#get_gateway

#set_ip_address

Sets the IP address of the Matrix Controller. The IP address must be entered using dot-decimal notation. The Matrix Controller must be rebooted after executing this command. The default IP address for the control port (LAN 1) is 192.168.1.74. The default IP address for the video port (LAN 2) is 192.168.1.75.

Syntax

#set ip address param1

Parameters

 ${\tt param1} \hspace{1.5cm} {\tt Integer} \hspace{1.5cm} [1 \dots 2]$

param1	Description
1	Control Port (LAN 1)
2	Video Port (LAN 2)

param2 Address

Example

#set_ip_address 2 192.168.1.75
IP ADDRESS 192.168.1.75

Related Commands

#get_ip_address

#set_ip_mode

Sets the IP mode fro the Control Network to either DHCP or Static. The Video Network IP mode is set to Static and cannot be changed.

Syntax

#set ip mode param1

Parameters

param1 Integer [1 ... 2]

param1	Description
1	Control Port (LAN 1)
2	Video Port (LAN 2)

param2 Integer [0 ... 1]

param2	Description
0	Static
1	DHCP

Example

#set_ip_mode 1 1
IP MODE 1 1

Related Commands

#get ip mode

#set netmask

Sets the subnet mask. The subnet mask address must be entered using dot-decimal notation. The Matrix Controller must be rebooted after executing this command. The default net mask is 255.255.255.0.

Syntax

#set netmask param1

Parameters

param1 Integer [1 ... 2]

param1	Description
1	Control Port (LAN 1)
2	Video Port (LAN 2)

param2 Address

Example

#set_netmask 2 255.255.0.0
NETMASK 2 255.255.255.0

Related Commands

#get_netmask

#set_port_mode

Sets the network port mode.

Syntax

#set_port_mode param1

Parameters

param1

Integer

[0 ... 1]

param1	Description
0	Combined
1	Separate

Example

#set_port_mode
SET PORT MODE 1

#set showme

Enables or disables the "Show Me" feature. When the "Show Me" feature is enabled several of the button on the front panel will flash. This quickly identifies a unit and is useful when multiple units are being used. The default setting is Disabled.

Syntax

#set showme param1

Parameters

param1 Integer [0 ... 1]

param1	Description
0	Disabled
1	Enabled

Example

#set_showme 1 SHOWME 1

Related Commands

#get_discovery
#get_discovery_mode
#set_discovery
#set_discovery_mode

#set_telnet_access

Enables or disables Telnet access. The default setting is Enabled.

Syntax

#set_telnet_access param1

Parameters

param1 Integer [0...1]

param1	Description
0	Disabled
1	Enabled

Example

#set_telnet_access 1
TELNET ACCESS 1

Related Commands

#get_telnet_access

#set_telnet_port

Sets the Telnet listening port. The default port is 23.

Syntax

#set_telnet_port param1

Parameters

param1

Integer

[0 ... 65535]

Example

#set_telnet_port 23
TELNET_PORT 23

Related Commands

#get_telnet_port

#set_udp_access

Enables or disables UDP access. The default setting is Enabled.

Syntax

#set_udp_access param1

Parameters

 ${\tt param1} \hspace{1.5cm} {\tt Integer} \hspace{1.5cm} {\tt [0 \dots 1]}$

param1	Description
0	Disabled
1	Enabled

Example

#set_udp_access 1
UDP ACCESS 1

Related Commands

#get_udp_access

#set_udp_echo_access

Enables or disables UDP echo.

Syntax

#set_udp_echo_access param1

Parameters

param1 Integer [0...1]

param1	Description
0	Disabled
1	Enabled

Example

#set_udp_echo_access 0
UDP_ECHO_ACCESS 0

Related Commands

#get_udp_echo_access

#set_udp_echo_ip

Sets the UDP echo IP address. The IP address must be entered using dot-decimal notation.

Syntax

#set_udp_echo_ip param1

Parameters

param1

Address

Example

```
#set_udp_echo_ip 10.5.64.158
UDP_ECHO_IP 10.5.64.158
```

Related Commands

```
#get udp echo ip
```

#set_udp_echo_port

Sets the UDP echo communication port.

Syntax

#set_udp_echo_port param1

Parameters

param1

Integer

[0 ... 65535]

Example

#set_udp_echo_port
UDP ECHO PORT 50009

Related Commands

#get_udp_echo_port

#set_udp_port

Sets the UDP listening port. The default port is 50007.

Syntax

#set_udp_port param1

Parameters

param1

Integer

[0 ... 65535]

Example

#set_udp_port 50008
UDP PORT 50008

Related Commands

#get_udp_port

#set_web_port

Sets the HTTP listening port. The Matrix Controller must be rebooted after executing this command. The default port setting is 80.

Syntax

#set web port param1

Parameters

param1

Integer

[0 ... 65535]

Example

#set_web_port 80
WEB_PORT 80

Related Commands

#get web port

#use_telnet_login

Enables or disables the requirement of login credentials for a Telnet session.

Syntax

#use telnet login param1

Parameters

param1 Integer [0...1]

param1	Description
0	Disabled
1	Enabled

Example

#use_telnet_login
TELNET LOGIN 1

Related Commands

#use telnet welcome

#use telnet welcome

Enables or disables the Telnet welcome message. When enabled, the following message will be displayed at the beginning of each Telnet session: <code>Welcome to EXT-CU-LAN Telnet:</code> This message is enabled, by default. The message may be disabled for communications with some control systems.

Syntax

#use telnet welcome param1

Parameters

 $\label{eq:param1} param1 \qquad \qquad \text{Integer} \qquad \qquad [0 \dots 1]$

param1	Description
0	Telnet Welcome Disabled
1	Telnet Welcome Enabled

Example

#use_telnet_welcome 1
TELNET WELCOME 1

Related Commands

#use telnet login

p

Recalls the specified preset number. Do not precede this command with the "#" symbol.

Syntax

p param1

Parameters

param1

Integer

[1 ... 9999]

Example

p 2 p 2

r

Routes an input to the specified output(s). Do not precede this command with the "#" symbol.

Syntax

r param1 param2

Parameters

param1	Input Channel	[1 255]
param2	Output ID	[1 65535]

Example

r 1 4

r 1 4

Matrix Controller

Appendix

4

Firmware Upgrade Procedure



The firmware upgrade procedure can take up to 15 minutes to complete.

- 1. Download the latest version of firmware from the Gefen Web site.
- 2. Extract the .bin file from the .ZIP file.
- 3. Access the built-in Web interface and click the **System** tab.
- 4. Click the **Browse...** button and select the firmware file.

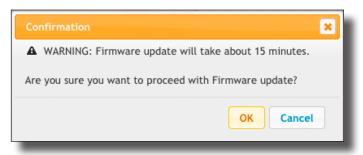


5. Click the **Update** button.



(continued on next page)

6. The following message box will be displayed:

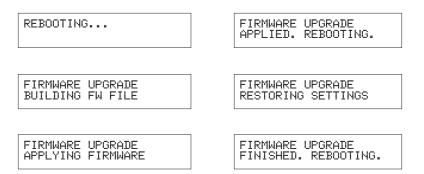


Click the **OK** button to continue. Click the **Cancel** button to cancel the operation.

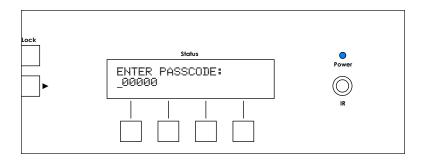
 Another message box will be displayed, indicating that the upgrade process can take up to 15 minutes to complete.

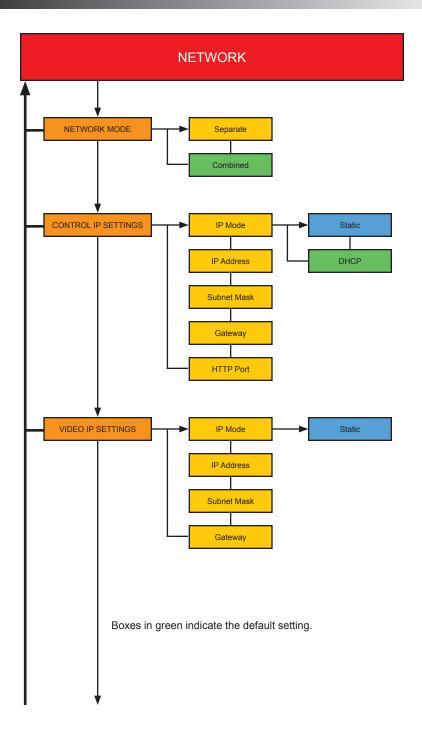


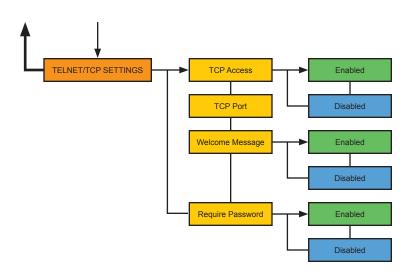
- 8. Click the **OK** button to acknowledge and dismiss the message box.
- 9. The display on the front panel will display the following set of similar messages during the upgrade process:



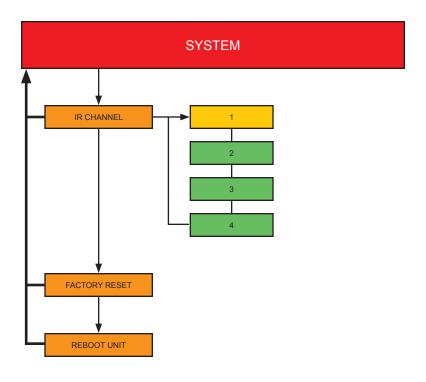
10. After the firmware upgrade process has completed, the *passcode screen* will be displayed:







Boxes in green indicate the default setting.



Boxes in green indicate the default setting.

Specifications

Connectors, Controls, and Indicators			
LAN 1		1 x RJ-45, POE-enabled	
LAN 2	•	1 x RJ-45	
Power Connector		1 x locking	
Front-panel buttons	•	28 x push button, tact-type	
IR Sensor		1 x sensor, front panel	
Display	•	1 x LCM display 2 lines, 20 characters per line	
Power Indicator		1 x LED, blue	

Operational		
Power Input		5V DC
Power Consumption	•	4.3W (max.)
Operating Temperature		+32 to +122 °F (0 to +50 °C)
Operating Humidity	•	5% to 90% RH, non-condensing
Storage Temperature		-4 to +185 °F (-20 to +85 °C)
Storage Humidity	•	0% to 95% RH, non-condensing
MTBF	•	50000 Hours

Physical		
Dimensions (W x H x D) without rack ears		17" x 3.5" x 2.7" (432mm x 88mm x 68mm)
Dimensions (W x H x D) with rack ears	•	19" x 3.5" x 2.7" (482mm x 88mm x 68mm)
Unit Weight	•	3.7 lbs (1.7 kg)

Accessing menu system 54 Access level 116 setting 27, 121 Adding groups. See Creating: groups inputs 35 outputs 35, 68 users 40	#set_telnet_port 167 #set_udp_access 168 #set_udp_echo_access 169 #set_udp_echo_ip 170 #set_udp_echo_port 171 #set_udp_port 172 #set_web_port 173 #use_telnet_login 174 #use_telnet_welcome 175 Creating groups 31 members. See Creating: users users 26
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20600 Nordhoff St., Chatsworth CA 91311 1-800-545-6900 818-772-9100 fax: 818-772-9120 www.gefen.com support@gefen.com