

**RKCONS1501GB / EU  
RKCONS1701GB / EU  
RKCONS1901GB / EU**  
**Instruction Manual**

# Folding Rackmount Console

**15"/17"/19" Folding LCD Rack-  
mount Console**



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## FCC Compliance Statement

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

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

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# Introduction

## Packaging Contents

- 1 x 1U LCD Rack Console Drawer
- 1 x Console Cable Kit
- 1 x Mounting Rails - Set
- 1 x Power Cable

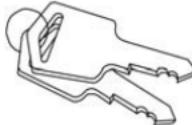
# Installation

## Hardware Installation

### Hardware Kit Contents



Side Rails with front and rear brackets (2)



Keys (2)

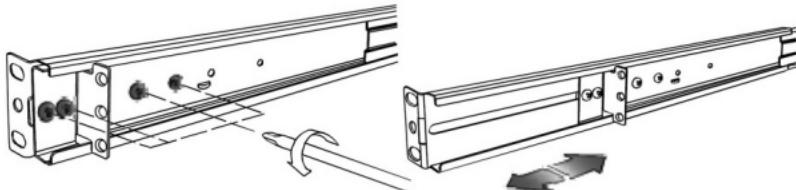


Screw kit

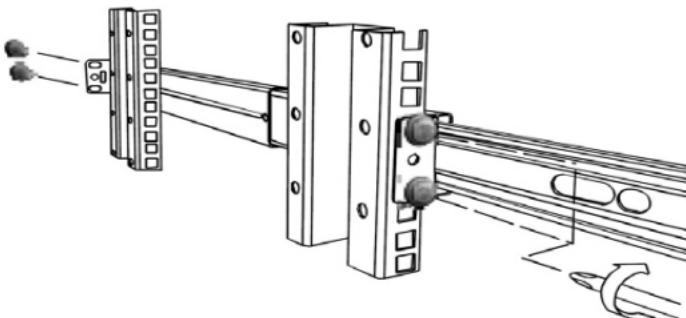
(Used to attach Rail Mount to Console body)

### Mounting the console

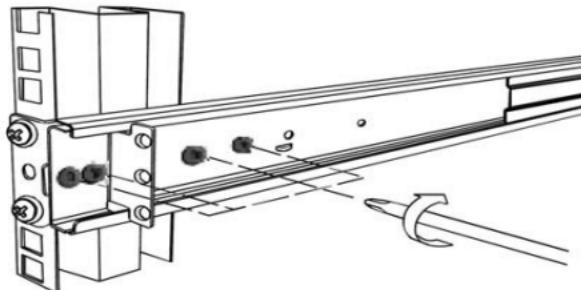
1. Loosen the rear screws (pre-installed in side rails) and adjust the length of the rear bracket to fit the depth of your cabinet:



2. Install the rail into the cabinet:

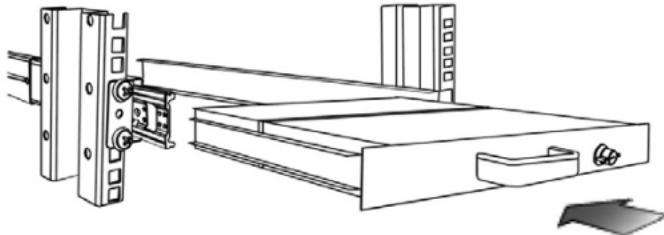


3. Tighten the screws that were loosened in Step 1:

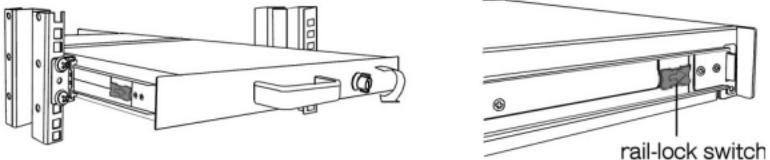


4. Install the remaining rail, repeating Steps 1-3.

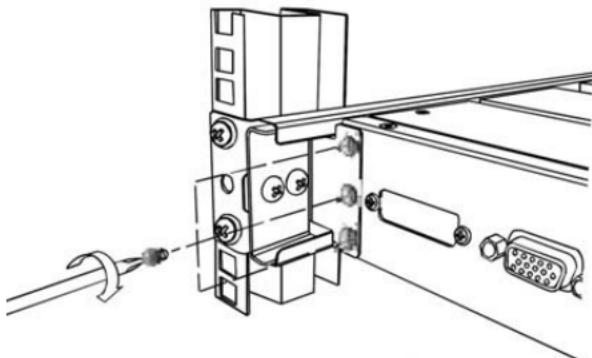
5. Gently, but firmly insert the console into the left and right rails:



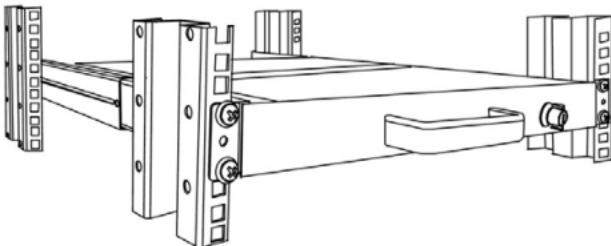
6. Unlock the console, and pull the left and right rail-lock switches towards you simultaneously, and hold them in this position while pushing the console into the cabinet:



7. Install three screws on each side of the console:

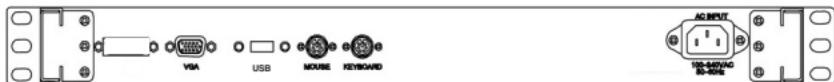


8. Installation is now complete:



## Connecting the console

To connect an LCD console to a computer, perform the following steps:



1. Turn off your computer.
2. Insert the video (VGA) connector of the KVM cable into the video card connector on the rear panel of your computer.
3. Identify and connect the PS/2 mouse and PS/2 keyboard connector to the correct PS/2 ports on the rear panel of your computer.
4. Connect the AC power cord to the power inlet on the console. Connect the remaining end of the AC power cord to an available power outlet.

## Turning on the console

Make sure all cables and the power cord are connected properly. Using two hands, grasp the rear of the drawer, lift the tab and pull the panel up and forward. This will disengage the momentary on/off switch and the unit should power on.

The LED located to the left of the monitor panel should turn from orange to green, verifying that the unit is operational.

## Configuring display settings

After connecting the drawer and turning on your computer, you may need to configure one or more of the following display settings to allow the computer to display at the console's native resolution. See Specifications on page 9 for the correct resolution mode for your model.

- Display mode (also called desktop area or video resolution)
- Refresh rate (also called vertical scan rate or vertical sync)

- Color depth (also called color palette or number of colors)

Each video card has several controls that allow you to adjust the display settings, however, the software and driver for each video card is unique. In most cases, you can adjust these settings using a program or utility provided by the manufacturer of the video card. Most video cards use the Windows Display Properties control panel to configure the display. To open the Windows Display Properties, click the right mouse button in a blank area of the Windows desktop and then select Properties. The Settings tab usually lets you change the Color Palette and the Desktop Area (X by Y pixel resolution).

Some video cards integrate additional features into the Windows Display Properties control panel giving you an extra setup options that are flexible and easy to use. For example, the control panel may include an Advanced Properties button, an Adjustment tab, or a Refresh tab for changing other settings. Other video cards have a separate utility for setting display properties.

Whenever you change the resolution, color, or refresh rate, the image size, position, or shape may change. This behavior is normal. You can readjust the image using the monitor on-screen controls. For more information on the monitor on-screen controls, refer to Panel controls and OSD functions. For more information on configuring the display settings, please refer to the manual that accompanied your video card.

## Testing the console

To test that the console is working properly, perform the following steps:

1. Power up the monitor/keyboard drawer, and then turn on your computer.
2. Make sure the video image is centered within the screen area. Use the OSD controls to adjust the image (see Panel controls and OSD functions) or press the Auto button on the right hand side of the monitor.

**Note:** If the unit does not power up when the panel is pulled up, try pushing the soft power on/off button on the left side of the monitor panel to power up the unit.

**Note:** You can adjust the horizontal and vertical position, contrast, and brightness to better suit your video card and your personal preference.

Before you begin, make sure that power to all of the devices you will be connecting to the console have been turned off. To prevent damage to your installation due to ground potential difference, make sure that all of the devices being installed are properly grounded. Once all peripherals have been connected, please power them on.

## Panel controls and OSD functions

The following controls are located on the left side of the console monitor:

Controls	Descriptions
	Soft power on/off. Adjacent LED is lit when on.
<b>Auto</b>	Auto-synchronize and scale down display to any valid factory preset timings.
<b>Up</b>	Press to scroll to the function you want to adjust.
<b>Down</b>	Press to scroll to the function you want to adjust.
<b>Menu</b>	To access the main menu. This button also acts as the Enter button.

### Auto tune

Press the “Auto tune” button. The panel will adjust the display size automatically and also tune the panel to its optimized state.

### Input Source

1. Press the Menu button.
2. Use the Down and Up buttons to scroll.
3. Press the Menu button to enter, and you will see: VGA/DVI.
4. Use the Down and Up buttons to select the input signal source.
5. Press the Menu button to save your selection.

## Brightness

1. Press the Menu button.
2. Use the Down and Up buttons to scroll to Brightness.
3. Press the Menu button to enter.
4. Use the Down and Up buttons to adjust the brightness of the display.
5. Press the Menu button to save your selection.

## Contrast

1. Press the Menu button.
2. Use the Down and Up buttons to scroll to Contrast.
3. Press the Menu button to enter.
4. Use the Down and Up buttons to adjust the contrast of the display.
5. Press the Menu button to save your selection.

## Color

1. Press the Menu button.
2. Use the Down and Up button to scroll.
3. Highlight Color, and press the Menu button to enter, which will launch the following screen:

Icon	Description
9300°K	To set CIE coordinates at 9300°K color
7500°K	To set CIE coordinates at 7500°K color
6500°K	To set CIE coordinates at 6500°K color
User	To set user defined CIE
Auto color	To auto adjust color
Return	To exit and return to the previous page

4. Use the Down and Up buttons to adjust the contrast of the display.
5. Press the Menu button to save your selection.

## Position

1. Press the Menu button.
2. Use the Down and Up buttons to scroll.
3. Highlight Position and press the Menu button to enter, which will launch the following screen:

Icon	Description
Image Pos	To adjust the position of the image
OSD Pos	To adjust the position of the OSD
Return	To exit and return to the previous page

4. Use the Down and Up buttons to scroll.
5. Press the Menu button to save your selection.

## Language

1. Press the Menu button.
2. Use the Down and Up buttons to scroll.
3. Highlight Language, and press the Menu button to select, which will launch the following screen:
4. Use the Down and Up buttons to scroll, and highlight the preferred language.



English
German
French
Italian
Spanish

5. Press the Menu button to save your selection.

**Recall**

1. Press the Menu button.
2. Use the Down and Up buttons to scroll to Recall. Press the Menu button to enter, where you will be able to select Yes/No using the Down and Up buttons. Once you have done so, press the Menu button. Note: selecting Yes will return your settings to the factory default state. Select No if you do not wish to make this change.

**Exit**

To exit the menu, scroll to Exit and press the Menu button.

**Power Indicator**

Light Color	Status
Green	ON
RED	Standby
RED	Suspend
RED	OFF

# Specifications

	RKCONS1501GB/ RKCONS1501EU	RKCONS1701GB/ RKCONS1701EU	RKCONS1901GB/ RKCONS1901EU
<b>Display Size</b>	15"	17"	19"
<b>Panel Type</b>	Active Matrix TFT LCD	Active Matrix TFT LCD	Active Matrix TFT LCD
<b>Resolution Capabilities</b>	1024 x 768 (max.)	1280 x 1024 (max.)	1280 x 1024 (max.)
<b>Back Light</b>	Dual lamps	Four lamps	Four lamps
<b>Supported Colors</b>	16M Colors (6-bit with FRC)	16.2M Colors (6-bit with FRC)	16.2M Colors (6-bit with FRC)
<b>Response Time</b>	Rising Time: 5ms Decay Time: 11ms	Rising Time: 2ms Decay Time: 14ms	Rising Time: 2ms Decay Time: 10ms
<b>System Cables</b>	VGA + 2x PS/2 + 1x USB cable	VGA + 2x PS/2 + 1x USB cable	VGA + 2x PS/2 + 1x USB cable
<b>Keyboard / Mouse</b>	106 key PS/2 keyboard with touchpad	106 key PS/2 keyboard with touchpad	106 key PS/2 keyboard with touchpad
<b>Sync</b>	45~80KHz	45~80KHz	45~80KHz
<b>Power Source</b>	100-240 VAC input	100-240 VAC input	100-240 VAC input
<b>Operating Temperature</b>	0 ~50°C (32°F ~ 122°F)	0 ~50°C (32°F ~ 122°F)	0 ~50°C (32°F ~ 122°F)
<b>Storage Temperature</b>	-20° ~ 60°C (-4°F ~ 140°F)	-20° ~ 60°C (-4°F ~ 140°F)	-20° ~ 60°C (-4°F ~ 140°F)
<b>Humidity</b>	10% ~ 90% RH	10% ~ 90% RH	10% ~ 90% RH
<b>Dimension</b>	447.5 x 482 x 44mm (17.6 x 19 x 1.7")	447.5 x 482 x 44mm (17.6 x 19 x 1.7")	447.5 x 482 x 44mm (17.6 x 19 x 1.7")
<b>Net Weight</b>	11.8kg (26lbs)	13Kg (28.66lbs)	15Kg (33.06lbs)
<b>Chassis Construction</b>	Heavy duty steel	Heavy duty steel	Heavy duty steel
<b>Regulatory Certification</b>	CE/FCC	CE/FCC	CE/FCC

# Technical Support

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## Warranty Information

This product is backed by a one year warranty.

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

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## Screen Quality & Pixel Policy

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

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

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

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

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



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