

Avocent® MergePoint Unity™



Quick Installation Guide

The following instructions will help you install your Avocent MergePoint Unity KVM over IP and serial console switch. The figures included in this guide contain number callouts that are associated with the numbered procedural step.

NOTE: All Vertiv™ Avocent® DSAVIQ, DSRIQ and MPUIQ modules can be used with your switch.

1. Connecting the local port

Plug your VGA monitor and USB keyboard and mouse cables into the appropriately labeled Avocent MergePoint Unity switch ports.

2. Connecting an IQ module to the switch

Plug one end of a user-supplied CAT5 cable (4-pair, up to 150 ft/45 m) into a numbered port on the switch. Plug the other end into an RJ45 connector of an IQ module.

3. Connecting the IQ module to a target device

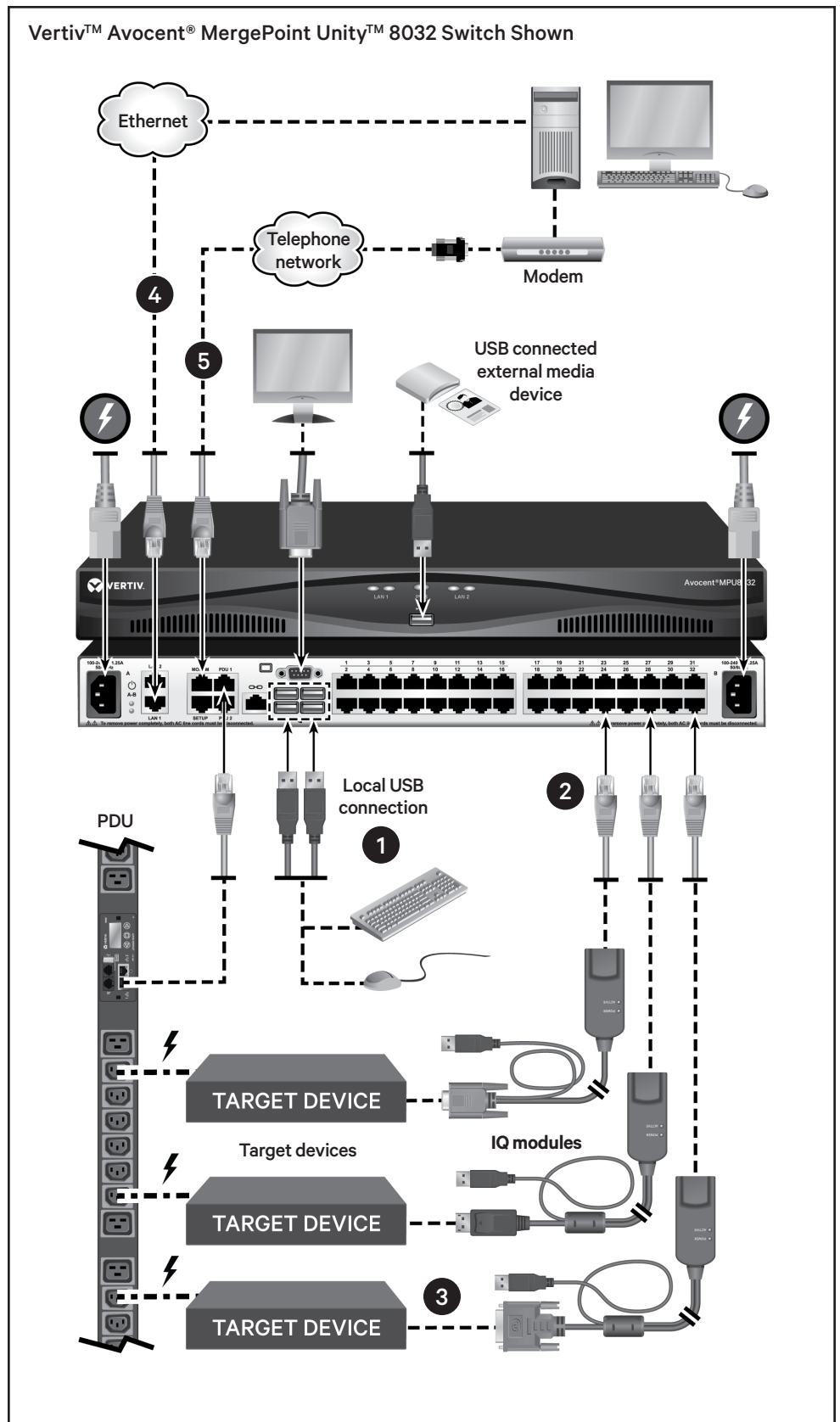
Plug the IQ module into the appropriate ports on the back of a target device. Repeat this procedure for all target devices you want to connect.

4. Connecting the network and remote users

Plug a user-supplied CAT5 cable from the Ethernet network into a LAN port on the back of the switch. Network users will access the switch through this port.

5. Connecting to an external modem (optional)

The Avocent MergePoint Unity switch can also be accessed using an ITU V.92, V.90 or V.24-compatible modem. Plug one end of an RJ45 cable into the MODEM port on the switch. Plug the other end into the RJ45 to DB9 (male) adaptor, which then plugs into the appropriate port on the back of the modem.



6. Connecting a supported PDU (optional)

Plug one end of the RJ45 cable, supplied with the Power Distribution Unit (PDU), into the PDU1 port on the switch. Using the supplied RJ45 adaptor, plug the other end into the PDU. Plug the power cords from the target devices into the PDU. Plug the PDU into an appropriate AC wall outlet. Repeat this procedure for the PDU2 port to connect a second PDU, if desired.

7. Connecting local virtual media or smart cards (optional)

Connect virtual media devices or smart card readers to any of the local USB connection ports on the switch.

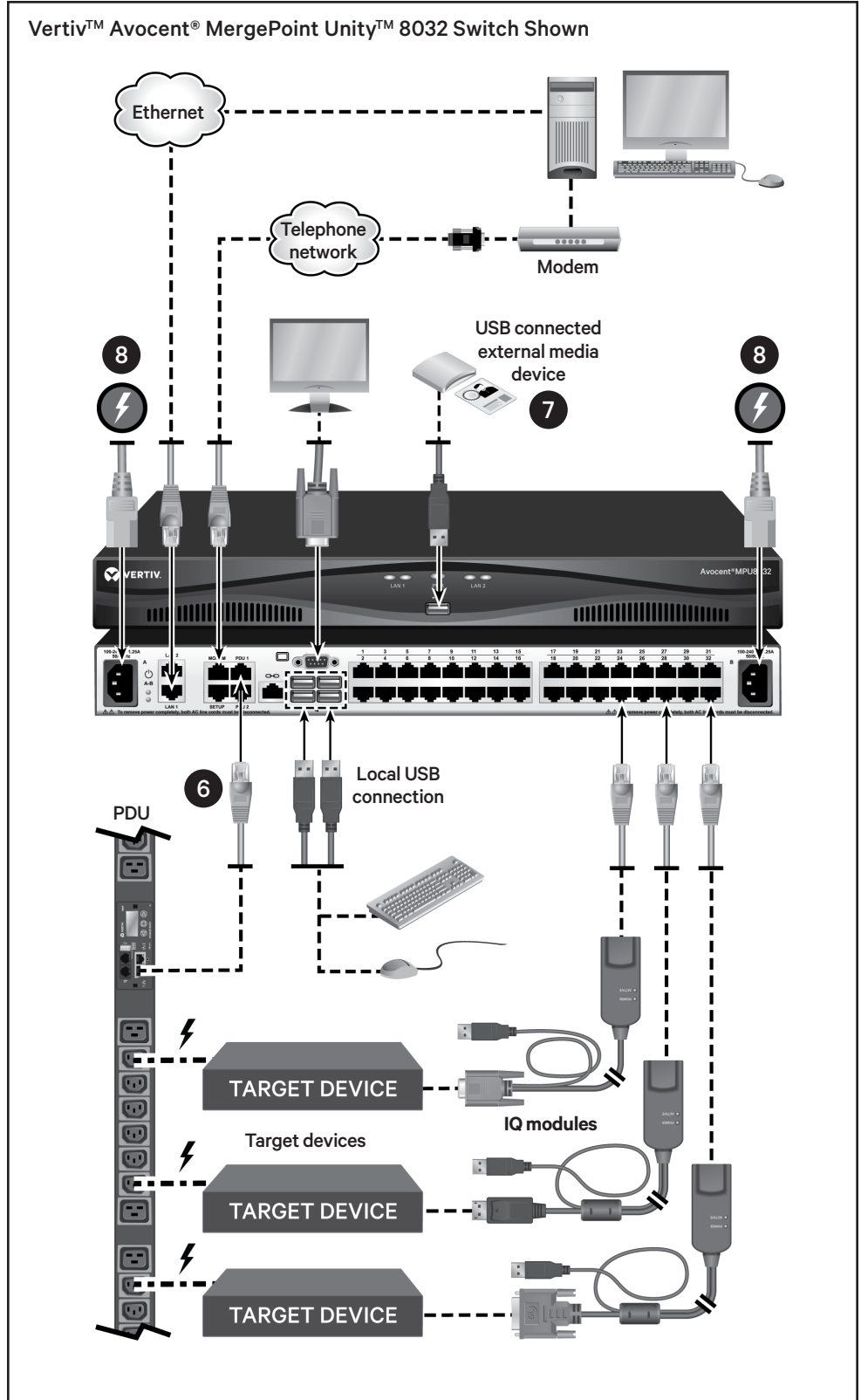
To open a virtual media session with a target device, the target device must first be connected to the switch using a virtual media capable MPUIQ-VMCHS module.

To map a smart card with a target device, the target device must first be connected to the switch using a smart card capable MPUIQ-VMCHS module.

8. Turning on target devices and connecting power to the switch

Turn on each target device, then locate the power cord that came with the switch. Plug one end into the power socket on the rear of the switch. Plug the other end into an appropriate AC outlet.

If using a model equipped with dual power, use your second power cord to connect to the second power socket on the rear of the switch and plug the other end into an appropriate AC outlet.



To contact Vertiv Technical Support: visit www.Vertiv.com

© 2024 Vertiv Group Corp. All rights reserved. Vertiv™ and the Vertiv logo are trademarks or registered trademarks of Vertiv Group Corp. All other names and logos referred to are trade names, trademarks or registered trademarks of their respective owners. While every precaution has been taken to ensure accuracy and completeness here, Vertiv Group Corp. assumes no responsibility, and disclaims all liability, for damages resulting from use of this information or for any errors or omissions.

