

# MKCS-1603

## 16-port Matrix Cat6 KVM Switch 3 User Consoles (1-local/2-remote) 1U Rack Mountable



### » Features

- » Compact, 1U 16-port matrix Cat6 KVM switch
- » 3 user consoles (1 x local, 2 x remote Cat6 with receiver)
- » Remote Cat6 console port access over 300M
- » 16 x RJ45 connectors
- » Combo free KVM port, support Cat6 KVM input devices
- » 8 x proprietary VGA-USB dongles
- » Optional 3' Proprietary Cascade Cable

### » Specifications

#### Material:

Metal Housing

#### KVM Ports Layout:

16 x RJ45 Cat6 KVM connector  
1 x local console port (2 x USB and 1 x DB15 VGA port)  
2 x remote console port  
2 x proprietary cascade ports (1 IN & 1 OUT)  
1 x external power input jack

#### KVM Dongles:

8 x proprietary VGA-USB dongles  
Option for additional VGA-USB or VGA-PS2 dongles

#### Local Console Access:

1 x DB-15 VGA port (resolution up to 1600 x 1200)  
2 x USB ports for Keyboard & Mouse

#### Remote Console Access:

2 x receiver

#### Receiver Includes:

1 x RJ-45 port up to 300 meters (1000 feet) Cat6 / Cat5 cable  
1 x DB-15 KVM port with 1 x 6' KVM cable for remote computer  
1 x DB-15 VGA port for monitor  
2 x USB ports for keyboard & mouse  
1 x external power input jack

#### Expansion Options:

Optional 3' Proprietary Cascade Cable

#### Compatibility:

Mix PCs, SUNs, MACs, IBMs, HPs, DELLs server Windows Vista / 2003 / XP / 2000, Linux, Netware, Unix

#### Power Adapter:

External 100~240VAC, 50/60Hz 0.5A 12VDC output power adapter  
Optional for 12/24/48VDC power input

#### Dimensions:

448mm x 180mm x 44 mm  
17.6" x 7.1" x 1.73"

#### Net Weight/Gross Weight:

9lbs /15lbs

#### Color:

Black

#### Temperature:

Operating 0°C to 60°C  
Storage -5°C to 60°C

#### Relative Humidity:

90% non-condensing

#### Shock:

50G peak acceleration (11 ms, half-sine wave)

#### Vibration:

58~100Hz / 0.98G (11 ms/ cycle)

#### Regulatory approval :

FCC, CE

### » Ordering Guide

#### MKCS-1603:

1U Rack mountable with 16-port Matrix Cat6 KVM Switch, 16 x proprietary RJ45 KVM connectors, and 3 User Consoles (1 x local console, 2 x remote console)