

Raritan
A brand of **legrand**
LCC-USB-DVI Local Console Controller



Raritan LCC-USB-DVI Local Console Controller Instruction Manual

[Home](#) » [Raritan](#) » Raritan LCC-USB-DVI Local Console Controller Instruction Manual 

Contents

- [1 Raritan LCC-USB-DVI Local Console Controller](#)
- [2 Product Usage Instructions](#)
- [3 FCC Statement](#)
- [4 Introduction](#)
- [5 Package Contents](#)
- [6 Connection Diagram](#)
- [7 Console LED indicators](#)
- [8 Front Panel](#)
- [9 Installation](#)
- [10 Operations](#)
- [11 Specifications](#)
- [12 FAQ](#)
- [13 Documents / Resources](#)
 - [13.1 References](#)

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Raritan LCC-USB-DVI Local Console Controller



Product Usage Instructions

- Ensure all devices and peripherals are connected appropriately as per the provided connection diagram.
- To activate the emergent maintenance operation, press the front panel SELECT button or use an external Access Control Button connected to the unit's IOIO connector. This operation temporarily blocks C2 K/M access.
- Includes Power LED Indicator, Active LED Indicators, DVI-I outputs, and buttons for emergency actions.
- Features grounding terminal, a power jack, USB Type-B Socket, DVI-D input, and a control port for the external push button.
- Upgrade the firmware by connecting a USB flash drive to the designated port for upgrades.

LCC-USB-DVI



FCC Statement

This equipment has been tested and found to comply with the regulations for a Class A digital device, under Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used by this Quick Installation Guide, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case, the user will be required to correct the interference at his/her own expense.

CE Statement

This is a Class A product in a domestic environment, this product may cause radio interference, in which case the user may be required to take adequate measures.



Introduction

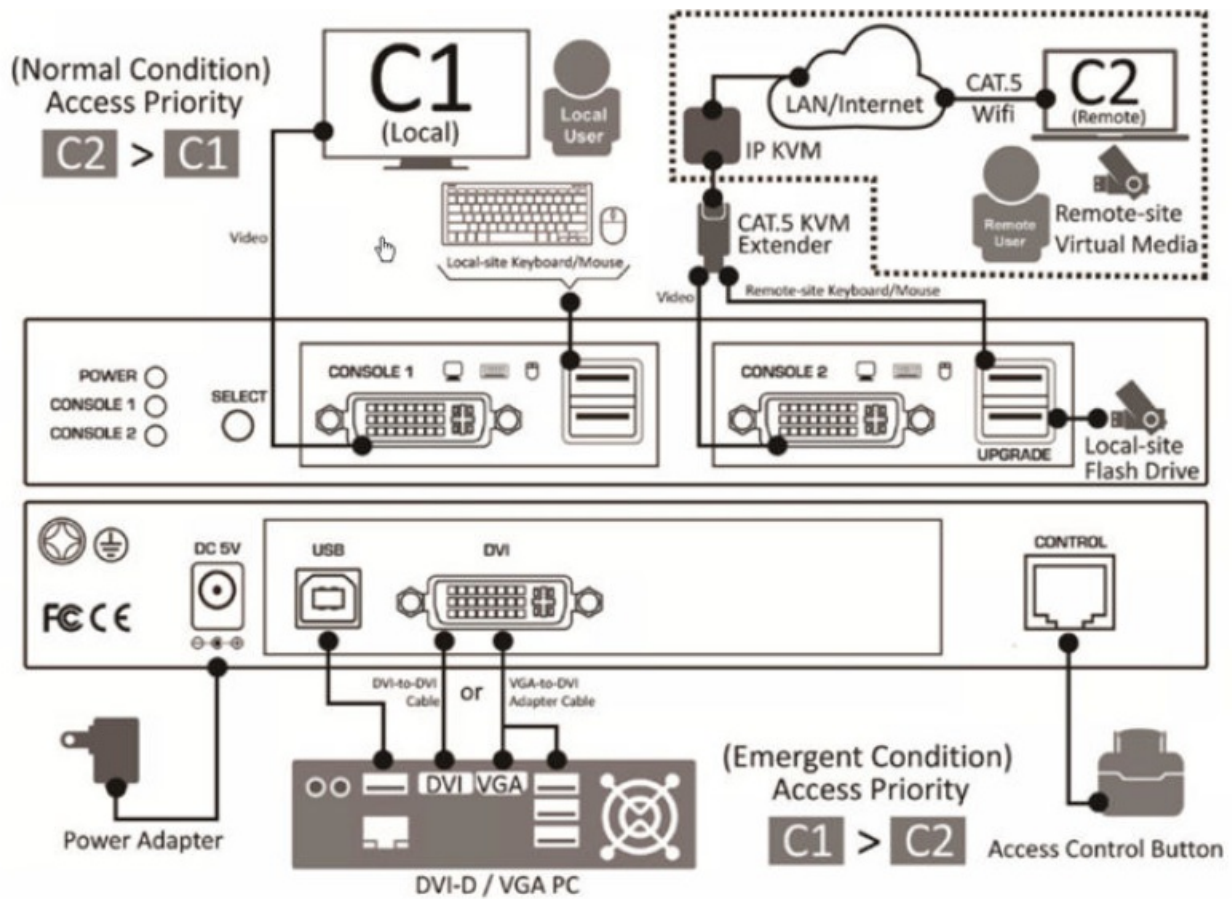
- Thank you for purchasing the 2-port Local Console Controller LCC-USB-DVI.
- With our highly reliable and quality product, users can enjoy countless benefits from using it.
- LCC-USB-DVI is a 2-port Local Console Controller with 10 User-preset OSD Image Banks.
- Users can upload a maximum of 10 user-configurable On-Screen Display (OSD) images either remotely over the network from virtual media or locally from a USB flash drive, using any of its two USB (UPGRADE) ports at console 2.
- The priority of the console 2 (C2) port is defined as higher than that of the console 1 (C1) port. The unit is operable under two modes (C2 Active-only Mode and C1/C2 SharingMode).
- In C2 Active-only Mode, the C1 K/M access is blocked. C2 users can select a preferred OSD image from the OSD image banks to be displayed on the C1 monitor.
- In C1/C2 Sharing Mode, both C1 and C2 can access the connected PC, which is also the default operation mode.
- LCC-USB-DVI further provides an emergent maintenance operation activated at local-site Console 1.
- It can be activated by pressing the front panel SELECT button or pressing the external Access Control Button connected to the unit's IOIO connector.
- Under this operation, C2 K/M access will be blocked temporarily.
- The C1 user can again press the SELECT button or Access Control Button to terminate this emergent operation and return to its previous operation mode.

Package Contents

- LCC-USB-DVI unit x 1
- DC 5V/4A Power Adapter x 1
- USB-A to USB-B Cable x 1
- DVI to DVI Cable x 1 (for DVI PC only)
- VGA to DVI Adapter Cable x 1 (for VGA PC)
- DVI to VGA adapter for console x 2

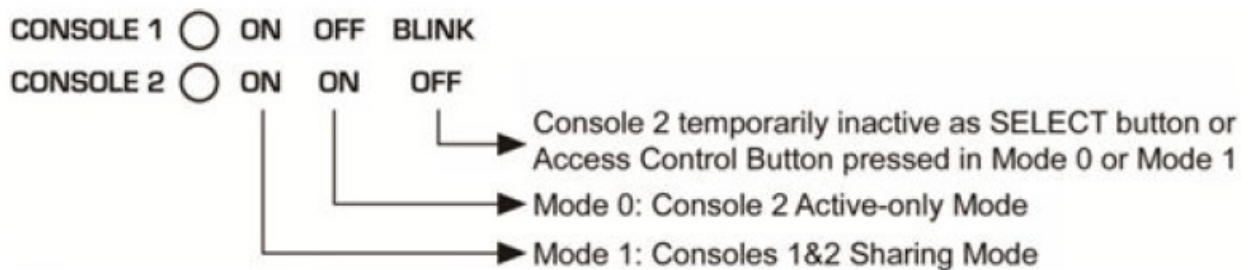
Connection Diagram

- The diagram illustrated below is an example, the actual application may vary.
- All illustrated computers, accessories and monitors are not included in the package, it is for reference only.
- Make sure all the devices and peripherals are connected appropriately before using this unit.



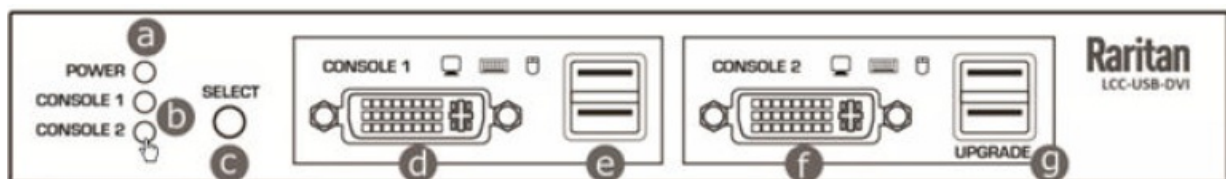
Console LED indicators

Console LED indicators vs. Operation Modes



- Front and Rear Panel Overview

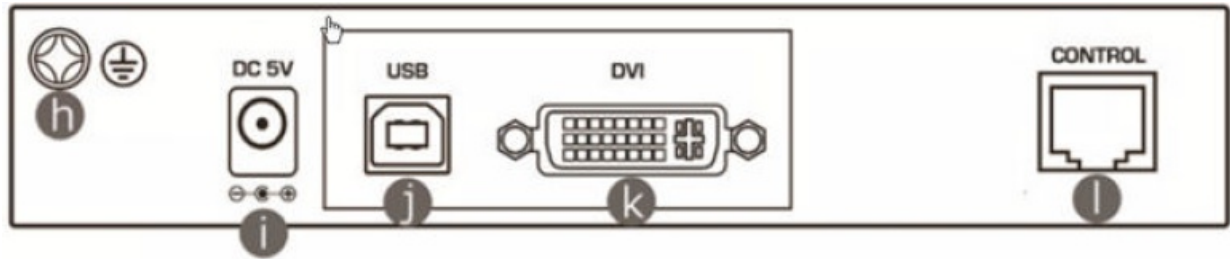
Front Panel




Front Panel Marking (Console 1 / Console 2)

a	Power LED Indicator
b	Console 1 (C1) / Console 2 (C2) Active LED Indicator
c	Emergency button to toggle* off/on Console 2 K/M access *press and hold 3 seconds
d	DVI-I (Digital/Analog) output (to C1 monitor)
e	C1 Keyboard/Mouse
f	DVI-I (Digital/Analog) output (to C2 monitor)
g	C2 Local-site Flash drive upgrade or Remote-site Virtual Media. Upgrade/ Firmware Upgrade/Keyboard/Mouse

Rear Panel



h	Grounding terminal
i	5V DC Power Jack
j	USB Type-B Socket (connected to PC via a USB A-to-B cable)
k	DVI-D digital video input (connected to PC DVI-D output). Control Port (for External Push Button)
l	Pin 1 (White-orange)/2(Orange): for connecting the External Push Button; Pin 3/4/5/6/7/8: Reserved 

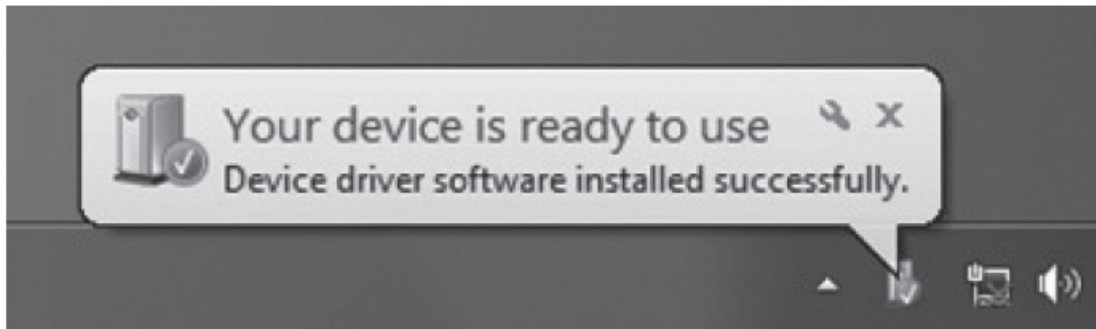
Installation

1. Power on your LCC-USB-DVI by connecting the power adapter to (i).
2. Connect (j), and (k) to a computer using USB and DVI cables. When using an Access Control Button, connect its two wires to the [NO] position of the terminal block connector on the rear panel as shown in the connection diagram.

3. In the Console 1 (to Local-site) section on the front panel, respectively connect a set of a monitor, a keyboard and a mouse to (d) and (e).
4. In the Console 2 (to Remote-site) section on the front panel, repeat a similar process as above to connect (f) and (g) to another set of monitor/keyboard/mouse.

Note: Step 4 can also be substituted with the following procedure if console 2 is to be operated over LAN/Internet: Connect a video input and a USB input of a CAT.5 KVM Extender to (f) and (g) respectively. Next, connect the RJ-45 port of the CAT.5 KVM Extender to a CAT. 5 IP KVM.

1. At last, power on the computer linked to (j) and (k). the monitor at the Console 1 will prompt a plug-and-play message as below. The connected KVM peripherals are ready to use. Input the Operation Mode Selection hotkey <ScrLk>, <ScrLk>,<M>, <0/1> to select a preferred operation mode.



2. Now you can enjoy using the LCC-USB-DVI unit.

Operations

- You may operate this Local Console Controller as below.

Front-Panel SELECT Button Operation

- The front-panel SELECT button allows you to toggle 3 seconds to off/on the Console 2 K/M access both in two operation modes (Mode 0: C2 Active-only Mode / Mode 1: C1/C2 Sharing Mode).
- The “C1/C2 Sharing Mode” is the factory default mode. See more details in [7. Quick Reference Sheet] section on the next page for the SELECT button operation.

Keyboard Hotkeys Operation

- You may use various keyboard hotkeys to operate the LCC-USB-DVI unit.
- Each keyboard hotkey includes at least three (some include four) consecutive keystrokes.
- The leading two keystrokes are the hotkey preceding sequence.
- Note that a hotkey preceding sequence should be pressed within 2 seconds.
- Otherwise, the input hotkey preceding sequence will be taken as an invalid one. See more details in [7. Quick Reference Sheet] section on the next page for available keyboard hotkeys.

Operation Mode Introduction

[Mode 0]: C2 Active-only Mode | <ScrLk>, <ScrLk>, <M>, <0> When entering this mode, the Console 2 user can overlay a preferred OSD image on the Console 1 monitor from the unit's 10 builtin OSD image banks. According to the applications, the selected OSD image can be further configured as “Not Displayed”, “Displayed”, or “Blinking”. Note that during this mode, the PC access of the Console 1 will be permanently disabled. On the monitors of both

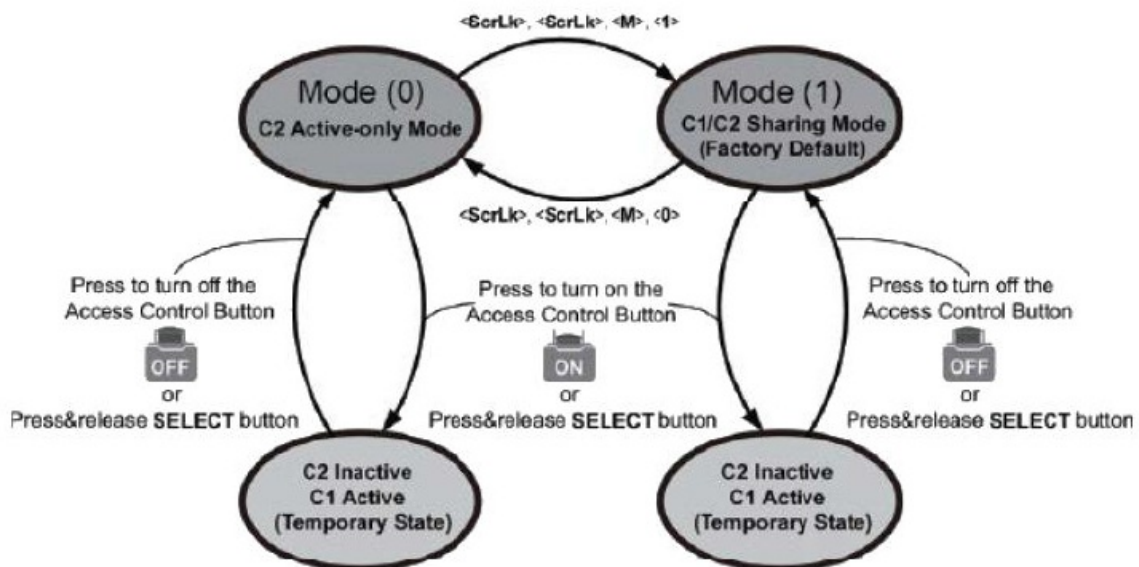
consoles, their upper left corners will display a Text Prompt to indicate the status of the Console 1 OSD display, such as C1-OSD (OFF), C1-OSD (ON), or C1OSD (Blink). [Mode 1]: C1/C2 Sharing Mode | <ScrLk>, <ScrLk>, <M>, <1>

When entering this mode, both the Console 1 and Console 2 users are allowed to access the connected PC. A configurable Token Delay Time setting defines the time delay between Console 2 stopping the operation of its keyboard/mouse and allowing Console 1 to operate its keyboard/mouse. Note that even though the Token Delay Time is provided for Consoles 1 and 2, Console 2 still has a higher K/M access priority than Console 1. That is, the Console 2 user can begin using his keyboard/mouse at any time, even if the Token Delay Time hasn't yet elapsed its set time.

Emergent Maintenance by C1 either in Mode 0 or Mode 1:

When the operation is either in Mode 0 or Mode 1, the Console

1. user at the local site can emergently press the external Access Control Button connected to the IOIO connector of the LCC-USB-DVI unit, to temporarily disable Console 2's PC access. After the emergent condition is cleared, the Console 1 user can again press the Access Control Button, going back to its previous Console 1/2 Sharing Mode or Console 2 Active-only Mode.



LCC-USB-DVI State Machine Diagram

Quick Reference Sheet

Functions	Keyboard Hotkeys	Panel Button Operation	Description
	<p><ScrLk>, <ScrLk>, <M>, <w> w w=0~1</p>		<p>Select Operation Modes:</p> <p>Input the corresponding hotkey to enter Mode 0 or Mode 1. Mode</p>
Operation Mode Selection	<p>0= Mode 0: C2 Active-only Mode.</p> <p>1= Mode 1: C1/C2 Sharing Mode (default)</p> <p>Mode Rotation Sequence: 1(default)->0->1->0.....</p>	—	<p>Definition:</p> <p>Mode 0 = C2 Active-only Mode: Console 1 will be inactive in this mode. The LED indicator CONSOLE 2 will light up and LED indicator CONSOLE 1 will extinguish.</p> <p>Mode 1 = C1/C2 Sharing Mode (default): Console 1 and Console 2 are both active in this mode. Both CONSOLE 1 and CONSOLE 2 LED indicators will light up.</p>
Sharing Mode Token Delay Time Setting	<p><ScrLk>, <ScrLk>, <D>, <x></p> <p>x = 0~9 delay time seconds</p> <p>0 = 0 second (default)</p> <p>1~9 = delay 1~9 seconds</p>	—	<p>Set a delay time from the last active time of the Console 2 to the current active time of the Console 1. It ranges from 0 to 9 seconds. To enable both Consoles to work actively at the same time, set the delay time to 0 seconds.</p> <p>* Even in C1/C2 Sharing Mode, C2 has been designed with higher K/M access priority than C1. Therefore, when this delay time hasn't elapsed, the Console 2 user can still get back the K/M access at any time.</p>

Load an OSD Image from 10 OSD Image Banks to display on C1 monitor in C2 Active-only Mode	<p><ScrLk>, <ScrLk>, <F1>~ <F10></p>	—	<p>Select a preferred image stored in an OSD Image Bank to be displayed on Console 1 monitor in C2 Active-only Mode.</p> <p>There are 10 available OSD Image Banks to store 24-bit 960x540 bitmap image files (*.bmp) uploaded from any USB port of the unit.</p> <p>*As an OSD Image Bank unoccupied by an image is selected, a default white background image will be displayed over the top of the C1 monitor.</p> <p>*Refer to the below [10. Technical Tips] section about the OSD Image Uploading Procedure. —</p>
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Console 1 OSD Display Setting	<ScrLk>, <ScrLk>, <O>, <y> y = 0~2 0= OFF; 1 = ON (default); 2 = Blink	—	When operated in Console 2 Active-only Mode, the Display Setting of the OSD Image overlaid on Console 1 monitor can be configured as any of the following operations: (0) C1-OSD (OFF): Hide the OSD Image; (1) C1-OSD (ON): Show the OSD Image (default) (2) C1-OSD (Blink): Show/Hide the OSD Image cyclically.
Display Control of the Text Prompts on C1 and C2 monitors	<ScrLk>, <ScrLk>, <P>, <z> z = 0~1 0= OFF (default); 1 = ON	—	Enable/Disable 1. the display of the Text Prompt “C1-OSD (OFF)”, “C1-OSD (ON)”, or “C1-OSD (Blink)” on both monitors, indicating C1 monitor’s OSD status in Mode 0. 2. the display of the Text Prompt “Sharing Mode” on both C1 and C2 monitors in Mode 1.
Emergent Maintenance to Disable C2 Temporarily by C1	—	Press & release the SELECT Button to enter/cancel this temporary operation	Either in Mode 0 or Mode 1, pressing & releasing the SELECT button allows the C1 user to perform emergent PC maintenance at the local (PC) site, which disables Console 2’s K/M access temporarily. This operation acts the same as pressing on the external Access Control Button connected to the IOIO connector of the unit. As this operation is activated, a Text Prompt “C1 Maintaining” will be displayed both at the upper-left corners of the C1 and C2 monitors.
Resume the unit to factory default settings	—	Press & hold on the SELECT Button for 10 seconds.	Press and hold on the SELECT button for 10 seconds, then release it after hearing 2 beeps. The unit will then start to resume to factory default, in which the complete procedure should be finished in less than 3 minutes.
Open the Embedded Chatroom	<ScrLk>, <ScrLk>, <l>	—	The allowed characters used in the chatroom boxes on both consoles include uppercase and lowercase letters, numbers, and symbols. The embedded chatroom comprises a total of 64 pages, with each page containing 16 lines, and each line having 32 characters. When the typed text exceeds this limit, it is necessary to double click the key to forcibly clear the chatroom content. Otherwise, any keystrokes will be ineffective. To close the chatroom boxes, simply press the <Esc> key.

Specifications

Model.	LCC-USB-DVI
PC Connector	DVI-D Female 1 x USB Type-B Female
Console Connector	2 x DVI-I 24+5 pin Female (Console 1/2:Analog + Digital) 4x USB Type A Female (Console 1/2:Keyboard/Mouse; Console 2: additionally Firmware Upgrading / OSD Image Uploading) 1 x RJ45 (External I/O)
Console Selection	1 x Tact Switch
Max. Input Video Resolution	1920×1080@60Hz
Power Supply	DC 5V/4A Power Adapter
Temp. Limits	Operation: 0~55°C; Storage: -20~60°C
Humidity Limits	Storage/ Operation: 0~90% RH, Non- Condensing
Size	Desktop-type
Housing Material	Metal
Dimension (LxWxH)	221x 105.3 x 26 mm
Weight	630 g
Housing Material	Metal
Color	Black
Safety/ Emission	FCC, CE, RoHS, WEEE

Video Resolution and OSD Size

Supported Input Video Resolutions
1920 x 1080
1680 x 1050
1440 x 900
1280 x 1024
1280 x 720

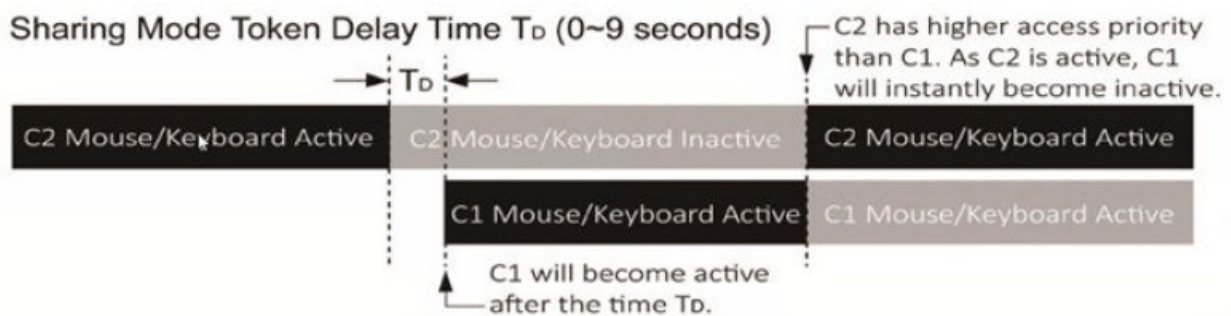
1024 x 768
800 x 600
640 x 480

OSD Display Resolutions*	OSD Image Size Format
1920 x 1080	960 x 540 bmp
1600 x 1200	800 x 600 bmp
1280 x 1024	640 x 512 bmp
1024 x 768	512 x 384 bmp
800 x 600	400 x 300 bmp

1. OSD Display Resolutions are recommended for full-screen OSD images on your monitor.
2. Some old display drivers may not support those listed resolutions.

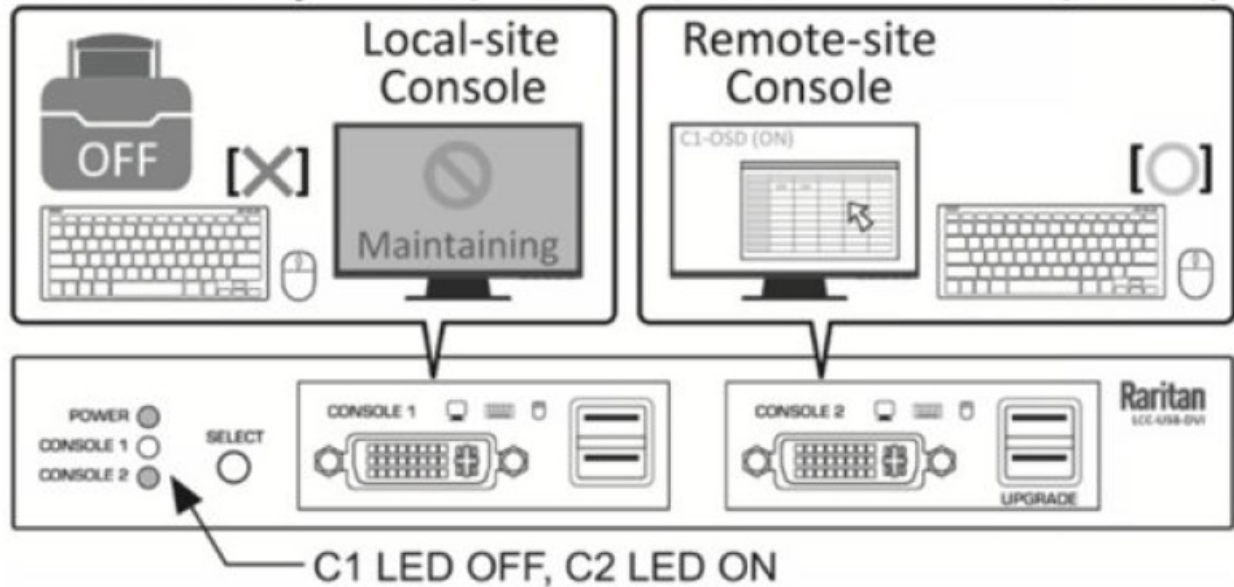
Technical Tips

1. Since the LCC-USB-DVI acquires EDID information to apply to both C1 and C2 video connectors from the C1 video connector, users need to ensure that the maximum display resolution of the monitor on the C2 side is higher than that of the monitor on the C1 side. Otherwise, the monitor on the C2 side might display incorrectly.
2. The Sharing Mode Token Delay Time T_D between the time the Console 2 keyboard/ mouse stops operation and the time the Console 1 keyboard/mouse starts operation. The operational relationship between both consoles is illustrated below:

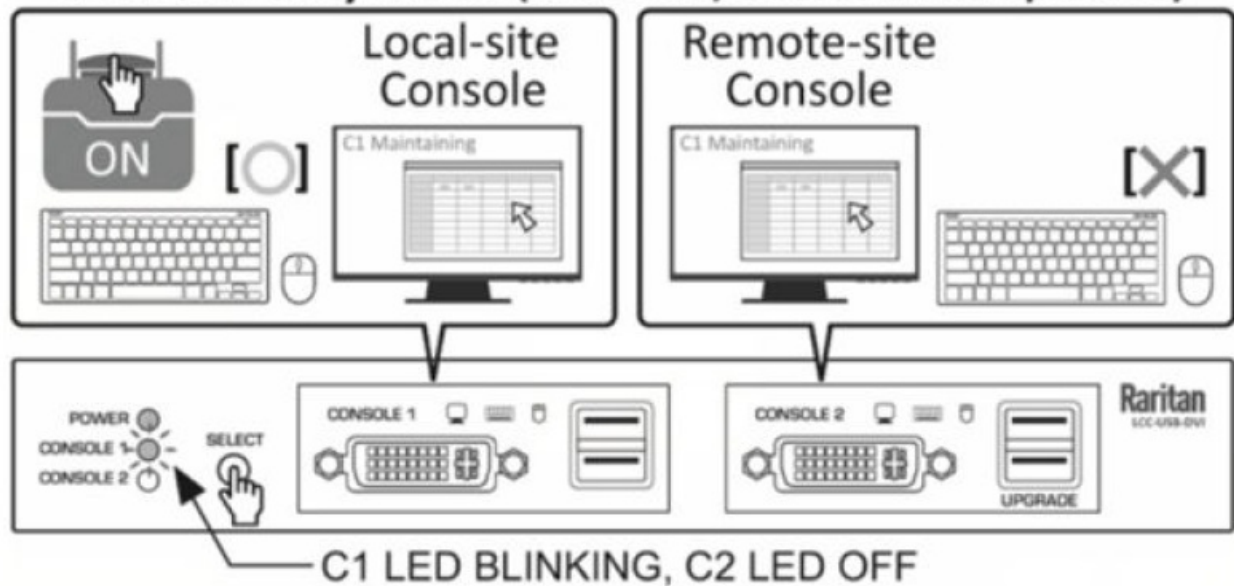


3. The status of LED Indicators CONSOLE 1/CONSOLE 2 and the C1/C2 Monitor Display in C2 Active-only Mode and C1/C2 Sharing Mode are illustrated as follows:

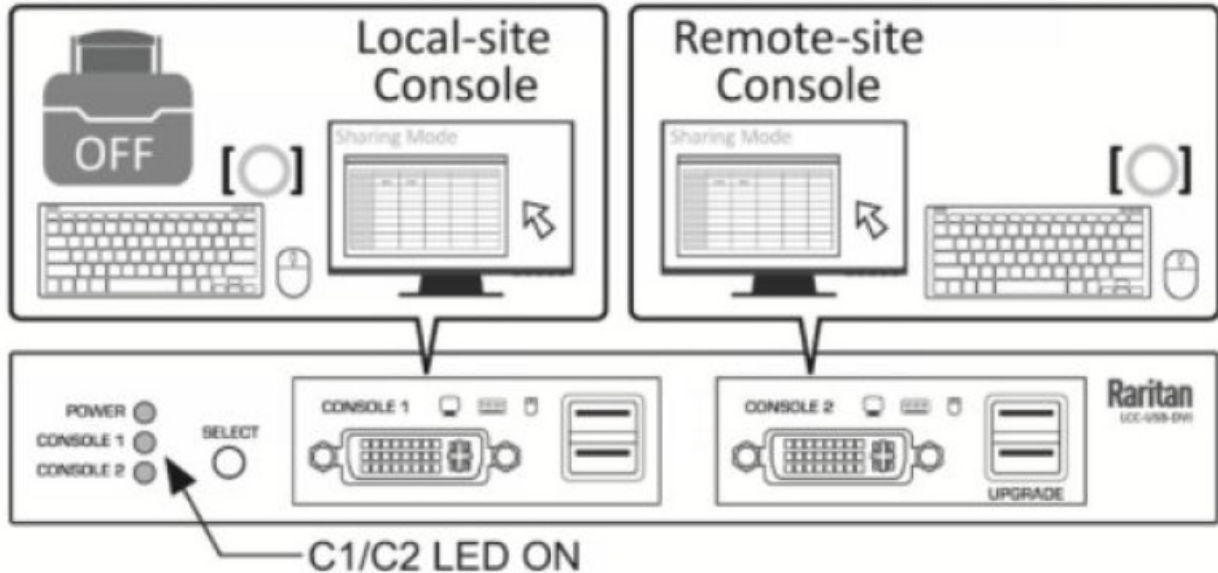
C2 Active-only Mode (A.C.B OFF / SELECT button not pressed)



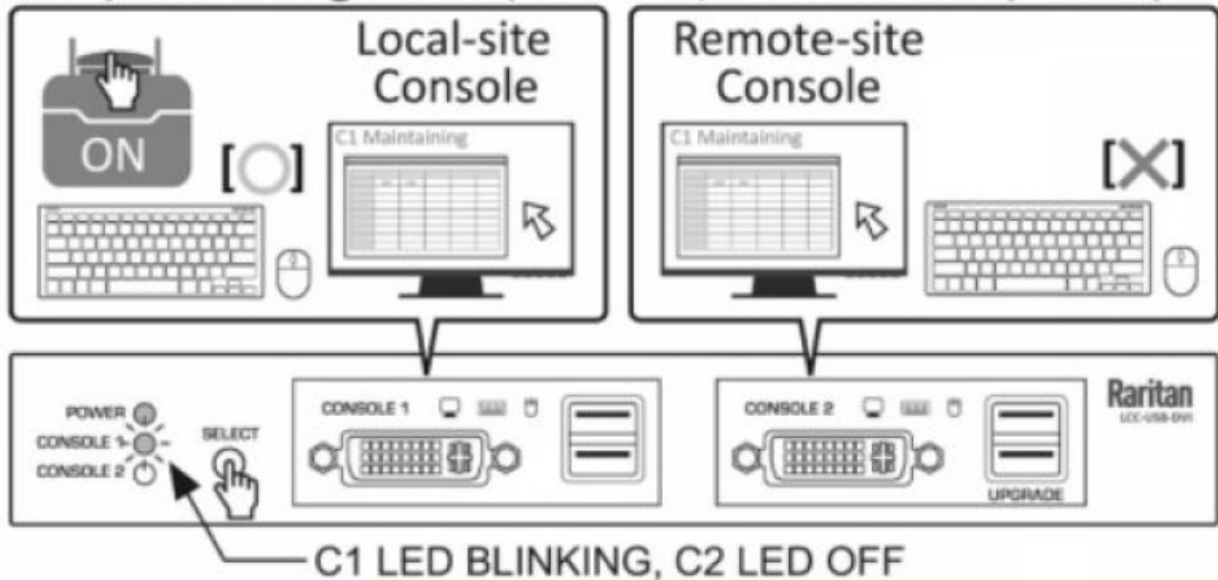
C2 Active-only Mode (A.C.B ON / SELECT button pressed)



C1/C2 Sharing Mode (A.C.B OFF / SELECT button not pressed)



C1/C2 Sharing Mode (A.C.B ON / SELECT button pressed)



4. To update the content of the 10 built-in OSD Image Banks, please prepare a FAT32/ exFAT-formatted USB flash drive (*NTFS format is not supported). Next, copy the prepared files to its root directory with the following naming convention, such as image1. bmp, image2.bmp, ..., and image10.bmp. Insert this flash drive into any of the two USB (UPGRADE) ports at console 2 of the LCC-USB-DVI unit. The OSD Image Uploading Procedure will start automatically. A typical time to complete 10 image file uploading should be within 3 minutes. Following is the factory default OSD image used in the C2 Active-only Mode when the unit is powered on for the first time:




LCC-USB-DVI Quick Setup Guide LCC-USB-DVI_v1.0.0_A1

FAQ

- **Q: What should I do if there is radio interference caused by the product?**
 - **A:** If radio interference occurs, take adequate measures to minimize it, as required.

Documents / Resources

	<p>Raritan LCC-USB-DVI Local Console Controller [pdf] Instruction Manual LCC-USB-DVI Local Console Controller, LCC-USB-DVI, Local Console Controller, Console Controller</p>
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References

- [User Manual](#)

[Manuals+](#), [Privacy Policy](#)

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