



#### **KC-Virtual Brain1 Quick Start Guide**

This guide helps you install and use your KC Virtual Brain1 for the first time.

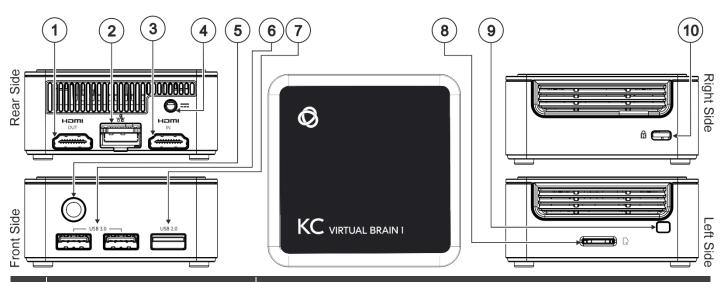
Go to www.kramerav.com/downloads/KC-Virtual Brain1 to download the latest user manual and check if firmware upgrades are available.

### Step 1: Check what's in the box

- ✓ 1 VESA mounting bracket
- 1 Quick start guide

- 1 Power supply (12V DC) with adapters for US, UK, and EU

# Step 2: Get to know your KC-Virtual Brain1



#	Feature	Function
1	HDMI OUT Connector	Connect to an HDMI sink.
2	RJ-45 Port	Connect to a LAN (default mode).
3	HDMI IN Connector	Connect to an HDMI source.
4	Power Connector	Connect to the 12V DC power supply.
5	Power Button with LED	Press to power ON or turn OFF the device.
6	USB 3.0 Connectors (x2)	Connect to USB devices, for example, a keyboard and a mouse.
7	USB 2.0 Connector	Connect to a USB device, for example, a keyboard or mouse.
8	Micro SD Card Slot	Not in use.
9	N/A	
10	Lock Anchor	Use to lock the device to the desk.

The terms HDMI, HDMI High-Definition Multimedia Interface, and the HDMI Logo are trademarks or registered trademarks of HDMI Licensing Administrator, Inc.

# Step 3: Mount KC-Virtual Brain1

Install KC-Virtual Brain1 using one of the following methods:

- Place KC-Virtual Brain1 on a flat surface.
- When mounting on a wall, install the VESA mounting plate with 4 screws, insert the 2 hand-tightened screws into the bottom of the device, and mount the device on the mounting plate using the 2 screws.
- Ensure that the environment (e.g., maximum ambient temperature & air flow) is compatible with the device
- Avoid uneven mechanical loading.

KC-Virtual Brain1 Quick Start

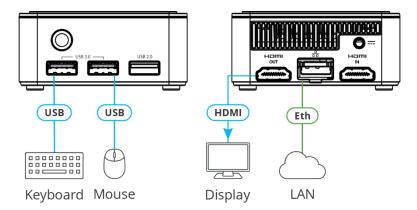
- Appropriate consideration of equipment nameplate ratings should be used to avoid circuit overloading.
- Reliable earthing of rack-mounted equipment should be maintained.
- Maximum mounting height for the device is 2 meters.



### Step 4: Connect inputs and outputs

If direct connectivity to KC-Virtual Brain1 is required, connect the device as shown below.

Always switch off each device's power before connecting it to your KC-Virtual Brain1.





To achieve specified extension distances, use the recommended Kramer cables available at www.kramerav.com/product/KC-Virtual Brain1.

Using third-party cables may cause damage!

### **Step 5: Connect the power**

Connect the power cord to KC-Virtual Brain1 and plug it into the mains electricity.



Safety Instructions (See www.kramerav.com for updated safety information)  ${\bf Caution:}$ 

For products with relay terminals and GPI/O ports, please refer to the permitted rating for an external connection, located next to the terminal or in the User Manual.

There are no operator-serviceable parts inside the unit.

Use only the power cord that is supplied with the unit.
Disconnect the power and unplug the unit from the wall before installing.

# Step 6: Operate KC-Virtual Brain1



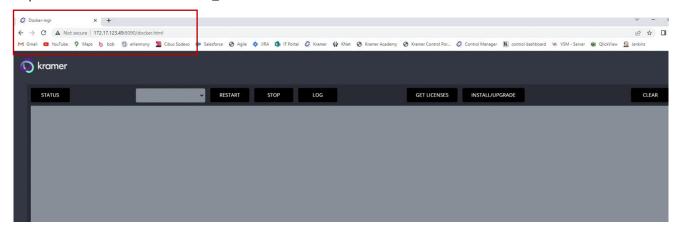
Knowledge of IP networking is required to perform the following procedure. Inaccurate IP calculation could damage your IP network when you start KC-Virtual Brain1.



DHCP server is recommended. You may need to contact your IT manager to get the IP of your brain.

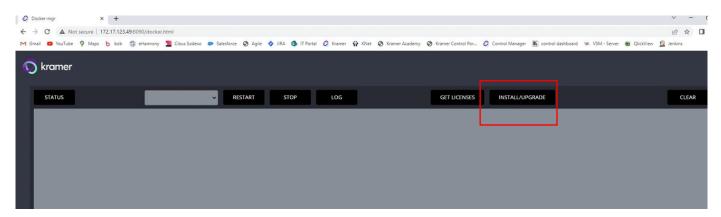
#### To operate KC Virtual Brain 1:

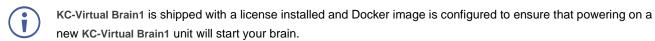
1. Open a browser and enter Brain <IP\_Address>:8090/docker.html in the URL.



When opening a KC/brain UI for the first time, the screen appears blank.

2. Click INSTALL/UPGRADE to install the brain on the docker. The process can take around 1 min.





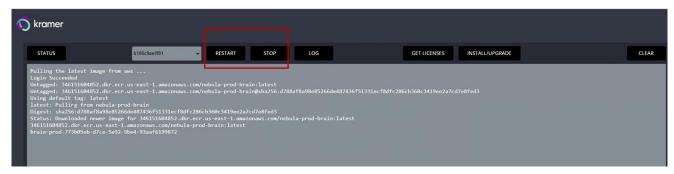
Go to GET LICENSES to check how many licenses are installed. If the window is empty, contact your local customer support.



4. Click **STATUS** to check the status of the brain.



5. Click **RESTART** or **STOP** to restart or stop the brain.



6. Click LOG to download the logs. A zip file is created in the download directory.



#### **Host Network**

If you want to work with different network parameters, contact your local service engineer.



The URL to access the brain is <IP\_Address>:8001/kramer-ui/index.html.

