MCU Rear Panel Jumper Assignments

-2/15/11

The following illustrates

1) How to assign a Frame Address for an MCU-32E in a multi-frame ANI system.
2) How to assign an MCU-32E as a back-up MCU in a Dual-MCU 32KD.

The Frame Address is defined by placing jumpers in the Euro connector of the MCU-32E's rear panel module in rows 26-28 according to the following table:

Frame #	**Jumper(s) required**
1	None
2	26B to 26A
3	27C to 27A
4	26B to 26A and 27C to 27A
5	27B to 27A
6	27B to 27A and 26B to 26A
7	27B to 27A and 27C to 28A
8	26B to 26A and 27C to 28A and 27B to 27A
9	28C to 28A
10	26B to 26A and 28C to 28A
11	27C to 27A and 28C to 28A
12	27C to 27A and 28C to 28A and 26B to 26A

A second MCU can be installed in a mainframe and defined as a 'Backup MCU' by placing a jumper in the rear connector:

Jumper required
25B to 25A

Note 1: The jumpers are only read at power-up.
Note 2: A Back-up MCU waits one (1) second after power-up before attempting to assume control of the 32KD.
Note 3: The Euro connector is 32 rows x 3 columns with the following orientation when looking at the rear of the unit:

	Column		
	C	B	A
Row			
1			
.			
.			
25	❑	❑	❑
26	❑	❑	❑
27	❑	❑	❑
28	❑	❑	❑
.			
.			
32			