

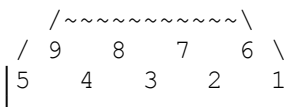
Video Port Connector

Pin	Function
1	Red Video
2	Green Video
3	Blue Video
4	Monitor ID Bit 2 (not used)
5	Ground
6	Red Return (ground)
7	Green Return (ground)
8	Blue Return (ground)
9	Key (no pin)
10	Sync return (ground)
11	Monitor ID Bit 0 (Not Used)
12	Monitor ID Bit 1 (Not Used)
13	Horizontal Sync
14	Vertical Sync
15	Not Used

Monochrome-type monitors use Green Video for all video input and ignore Red Video and Blue Video. Monitor ID Bits are not Used. The monitor type is determined when your system is turned on.

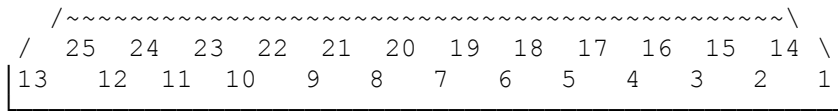
Video Feature Edge Connector Pinout			
Front Pin	Function	Back Pin	Function
Y1	C0 color bit 0	Z1	GROUND
Y2	C1 color bit 1	Z2	GROUND
Y3	C2 color bit 2	Z3	GROUND
Y4	C3 color bit 3	Z4	SELECT INTERNAL VIDEO
Y5	C4 color bit 4	Z5	SELECT INTERNAL SYNC
Y6	C5 color bit 5	Z6	SELECT INTERNAL DAC
Y7	C6 color bit 6	Z7	NOT USED
Y8	C7 color bit 7	Z8	GROUND
Y9	DAC CLOCK	Z9	GROUND
Y10	DAC BLANKING	Z10	GROUND
Y11	EXT HORZ SYNC	Z11	GROUND
Y12	EXT VERT SYNC	Z12	NOT USED
Y13	GROUND	Z13	NOT USED

RS-232C SERIAL PORT



Pin	Assignments:
1	Carrier Detect
2	Receive Data
3	Transmit Data
4	Data Terminal Ready
5	Signal Ground
6	Data Set Ready
7	Request To Send
8	Clear To Send
9	Ring Indicator

Parallel I/O Port



Pin	Assignments:
1	Strobe
2	Data Bit 0
3	Data Bit 1
4	Data Bit 2
5	Data Bit 3
6	Data Bit 4
7	Data Bit 5
8	Data Bit 6
9	Data Bit 7
10	ACKNOWLEDGE
11	BUSY
12	PAPER END
13	SELECT
14	AUTO FEED
15	ERROR
16	INITIALIZE
17	SELECT IN
18-25	Ground

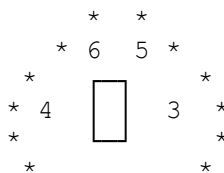
PS/2 CONNECTORS

Keyboard, mouse, and auxiliary device connectors

PIN ASSIGNMENTS:

Keyboard and mouse connectors

Pin	Assignments:
1	Data
2	Reserved



3	Ground
4	+5 Vdc
5	Clock
6	Reserved

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