

Switch Settings:

RAM	SW1-1	SW1-2	SW1-3
0K	on	on	on
64K	off	on	on
128K	on	off	on
192K	off	off	on
256K	on	on	off
320K	off	on	off
384K	on	off	off

(ON is towards the switch number)

SWITCH	OFF	ON
SW1-4	Mem. after 256K	NA
SW1-5	COM-2	COM-1
SW1-6	LPT-2	LPT-1
SW1-7	Disable Serial Port	Enable
SW1-8	Disable Parallel	Enable

JPR1 configures the serial port for:

Modem 1-2, 3-4, 6-7, 8-9, 11-12, 13-14

Printer 2-3, 4-5, 7-8, 9-10, 12-13,14-15

JPR2 1-2 Current loop serial input

2-3 RS-232 serial input (standard)

JPR3 1-2 IRQ3 for COM2

2-3 IRQ4 for COM1 (standard)

4-5 IRQ5 for clock/calendar

5-6 IRQ7 for clock/calendar

Graphics Master is shipped already set for a standard monitor as described in Setup 1. The jumpers are discussed in numerical order as they are labeled on the board and in the diagram.

Find the jumper blocks on your Graphics Master. They should have come to you set as described below and as shown in the diagram of the board.

JPR1 Positions A, B, and C are jumpered.

JPR3 For factory testing only. Do not modify.

JPR4 Jumpered

JPR5 Middle two pins jumpered and one extra connector on the top pin.

JPR6 Jumpered. (Hardware color burst disable for standard monitor.)

JPR7 Not jumpered.

JPR8 Not jumpered.

JPR10 For factory test only. Do not modify.

JPR11 For factory test only. Do not modify.

Jumper blocks JPR4, JPR5, JPR6, JPR8, and positions C, D, E, and F of JPR1 are not modified for setups described in this manual. They should not be changed.

OTHER COMPONENTS

P1- The DB9 Connector for the IBM Monochrome Display and look-alikes and the IBM RGB Monitor.

P2- RF Modulator Connector. RF Modulators that are IBM compatible will work. The second pin from the top has been removed.

P3- Light Pen Connector. Light pens that are IBM compatible will work. The second pin from the top has been removed.

P4- This is the external sync connector and is only in special applications.

P5- Not used.

P6- Not used.

Box- Composite signal intensity regulator. The screw on the left hand side can be turned left or right to adjust the intensity of the composite signal output at the RCA jack and the RF modulator.

SW1- Monitor Select Switch. Software reads the switch and informs DOS of the monitor type and sets the correct text or graphics resolutions. The switch does not physically change the circuitry of the board.

RCA JACK CONNECTOR- For standard (composite) monitors.

Before you set up your Graphics Master, you must determine what kind of monitor you have. Your monitor will fall into one of two board categories: Standard or IBM Monochrome Display. Examine the end of the cable that plugs into your Graphics Master to determine your monitor type.

RCA jack--Always a standard (composite) monitor.

DB9 connector--If it is an RGB (color) monitor, then it is a standard monitor.

If it is a monochrome (green or amber) monitor, then it is an IBM Monochrome Display or look-alike.

SETUPS

Graphics Master software works with a variety of setups. Each setup refers to a particular grouping of video boards and monitors.

The various setups are jumper selectable. The jumper settings for five setups are covered in this manual. You must select the setup that applies to your computer system.

Study the following diagrams for each setup. Find the one that describes your computer system. Take the appropriate action as described.

If you are planning to use two or three Graphics Masters in your system, see Appendix E of the Graphics Master Technical Reference Manual.

If you have a standard monitor that will be attached to a Graphics Master that will be the reset monitor.

Optionally, the second monitor may be an IBM Monochrome Display that will not be the reset monitor.

Then SW1 should be down, JPR7 should not be jumpered, JPR1 positions A, B, and C should be jumpered, Positions D, E, and F should not be jumpered.

If you have an IBM Monochrome Display that will be attached to a Graphics Master that will be the reset monitor.

Optionally, a second standard monitor that will not be the reset monitor.

Then SW1 should be up, JPR7 should be jumpered, JPR1 positions A, B, and C should be jumpered, Positions D, E, and F should not be jumpered.

If you have a standard monitor that will be attached to an IBM Color/Graphics Adaptor and IBM Monochrome Display that will be attached to a Graphics Master.

Then SW1 should be up, JPR7 should be jumpered, JPR1 positions B and C should be jumpered, Positions A, D, E, and F should not be jumpered.

If you have an IBM Monochrome Display that will be attached to an IBM Monochrome Adaptor and a standard monitor that will be attached to a Graphics Master.

Then SW1 should be down, JPR7 should not be jumpered, JPR1 positions A and C should be jumpered. Positions B, D, E, and F should not be jumpered.

If you have an IBM Monochrome Display that will be attached to an IBM Monochrome Adaptor, a standard monitor that will be attached to an IBM Color/Graphics Adaptor, any monitor attached to a Graphics Master.

Then SW1 should be up if Graphics Master is attached to the monochrome monitor, or down if Graphics Master is attached to the standard monitor.

JPR7 should be jumpered.

JPR1 position C should be jumpered. Positions A, B, D, E, and F should not be jumpered.

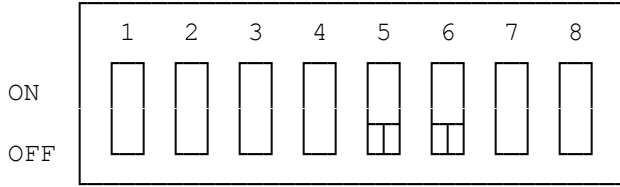
The system board is the bottom board inside your computer. Switch module SW1 is located just beyond the back left corner of Drive A.

Only switch positions 5 and 6 of SW1 are significant to Graphics Master. Do not change any of the other switches.

For future reference, draw a diagram of the way that all the SW1 switches are

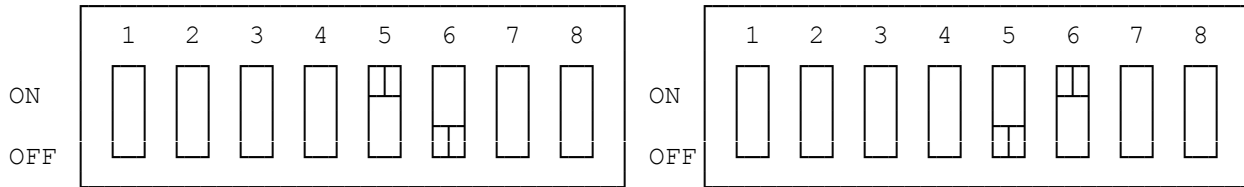
currently set.

Set switches 5 and 6 to the positions represented in the diagrams of SW1 below. See Appendix B if you are not sure how this is done.



If you are going to use the IBM Monochrome Display at reset time, set SW1 as shown below. (Setup 2, or optionally for 3, 4 and 5.)

If you are going to use a standard monitor at reset time, set SW1 as shown below. (Setup 1, or, optionally 3, 4, and 5.)



Double check your settings. Make sure that you did not change any other switches.

CAUTION: If you have an IBM Color/Graphics Adaptor and a Graphics Master and only one standard monitor, you will need to replace the IBM board with Graphics Master. The IBM PC gets confused if both boards are in the system at the same I/O address and screen buffer address.

An IBM Monochrome/Printer Adaptor, a Graphics Master and only one IBM Monochrome Display, it is best if your replace the IBM board with the Graphics Master. While the two display boards do not conflict over the I/O addresses and screen buffer as expected, the printer port on the IBM board does not function.

(SMM/jlc-03/28/94)

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