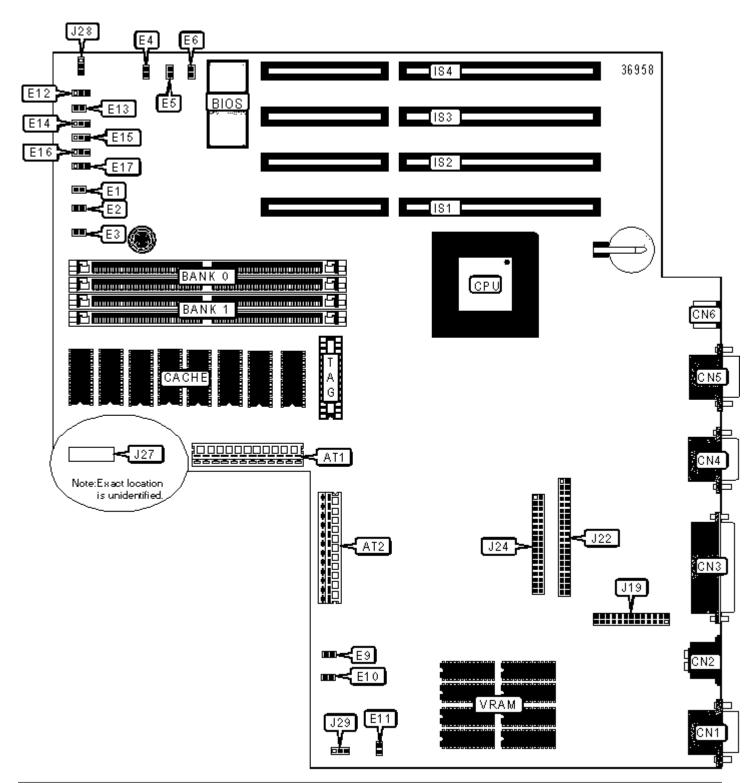
AST RESEARCH, INC.

PREMIUM 4/33S III (501291-001)

Device Type	Mainboard
Processor	80486SX/80486SX2
Processor Speed	33MHz
Chip Set	Unidentified
Video Chip Set	Cirrus Logic
Maximum Onboard Memory	64MB
Maximum Video Memory	Unidentified
BIOS	Unidentified
Dimensions	Unidentified
I/O Options	16-bit ISA slots (4), IDE interface, parallel port, PS/2 mouse port, PS/2 mouse interface, serial ports (2), VGA port, cache slot, AT power connectors (2)



CONNECTIONS					
Purpose Location Purpose Lo					
AT1 power connector 1	AT1	PS/2 mouse port	CN6		
AT1 power connector 2	AT2	16-bit ISA slots	IS1 - IS4		
VGA port	CN1	IDE interface 1	J22		
AT keyboard port	CN2	Floppy drive interface	J24		

Parallel port	CN3	Speaker	J27
Serial port	CN4	Fan power	J28
Serial port	CN5	Front console LEDs	J29

	USER CONFIGURABLE SETTINGS					
	Function	Label	Position			
»	Color display mode enabled	E4	Closed			
	Monochrome display mode enabled	E4	Open			
»	Integrated video enabled	E5	Closed			
	Integrated video disabled	E5	Open			
»	Password enabled	E6	Closed			
	Password disabled	E6	Open			
»	Parallel port IRQ 7	E12	Pins 1 & 2 closed			
	Parallel port IRQ 5	E12	Pins 2 & 3 closed			

	SIMM CONFIGURATION	
Size	Bank 0	Bank 1
8MB	(2) 1M x 36	None
16MB	(2) 2M x 36	None
16MB	(2) 1M x 36	(2) 1M x 36
24MB	(2) 2M x 36	(2) 1M x 36
32MB	(2) 4M x 36	None
32MB	(2) 2M x 36	(2) 2M x 36
40MB	(2) 4M x 36	(2) 1M x 36
48MB	(2) 4M x 36	(2) 2M x 36
64MB	(2) 4M x 36	(2) 4M x 36

CACHE JUMPER CONFIGURATION				
Size	E1	E2	E3	

»	64KB or None	Open	Open	Open
	256KB	Closed	Closed	Closed

	CPU SPEED SELECTION	
Speed	E9	E10
25MHz	Closed	Closed
33MHz	Open	Closed

	CPU TYPE SELECTION					
Туре	E11	E13	E14	E15	E16	E17
486SX (PQFP)	Open	Open	1&2	1&2	1&2	1&2
486SX (LIF)	Closed	Open	1&2	1&2	1&2	1&2
486DX	Closed	Closed	2 & 3	1&2	2 & 3	1&2
486DX2	Closed	Closed	2 & 3	1&2	2 & 3	1&2
ODPR	Closed	Closed	2 & 3	1&2	2 & 3	1 & 2
ODP	Closed	Closed	1&2	1&2	2 & 3	1&2
487SX	Closed	Closed	1&2	1&2	2 & 3	1&2
Pentium OD	Closed	Closed	2 & 3	2 & 3	2 & 3	Open
Note: Pins designated should be in the closed position.						