

M7NCG Pro

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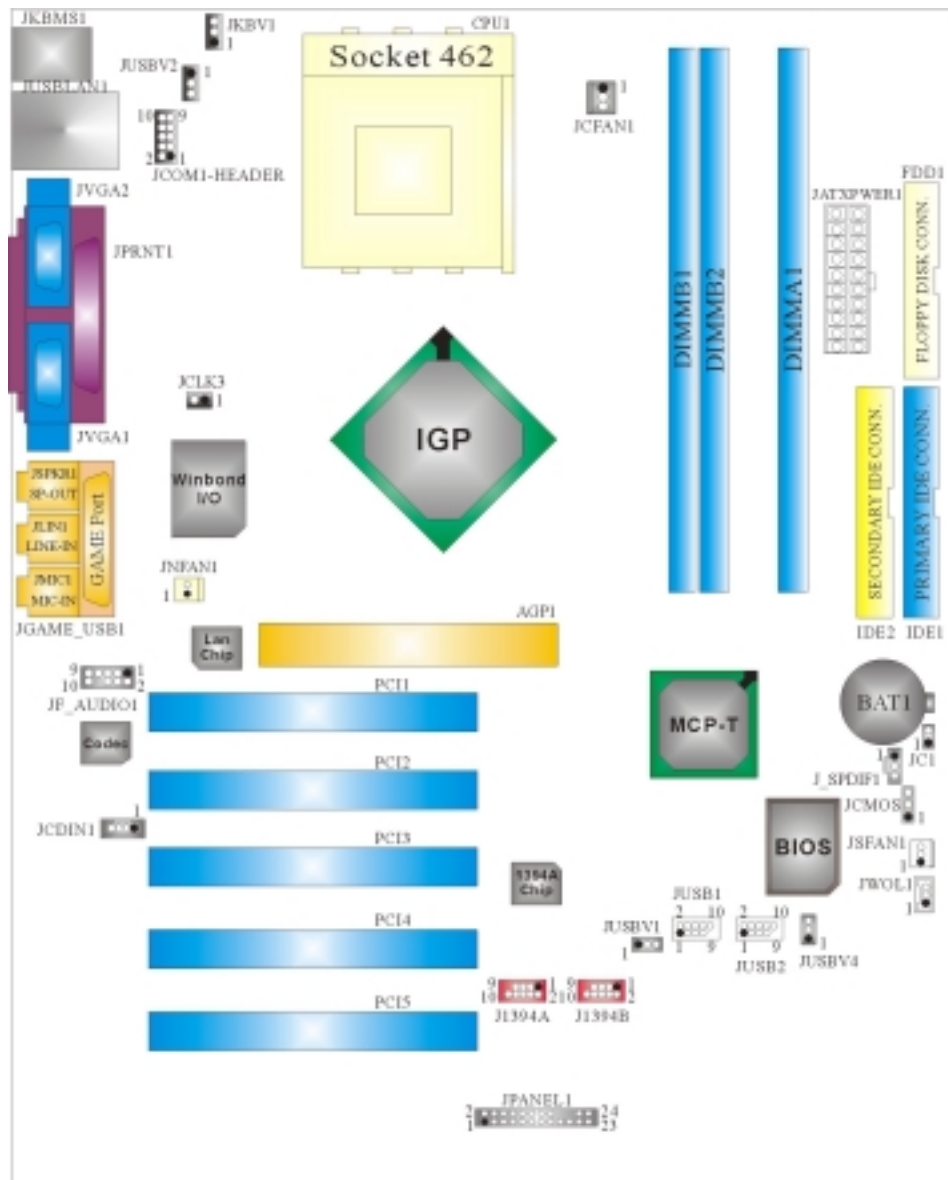
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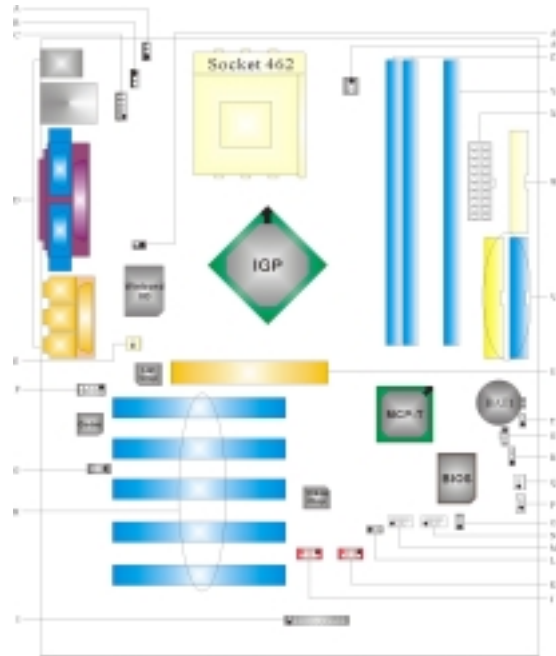
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Layout of M7NCG Pro



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English

M7NCG Pro Features

A. Hardware

CPU

- Provides Socket-462.
- Supports the AMD® processor up to XP 3000+.
- Front Side Bus at 200/266/333 MHz.

Chipset

- North Bridge: nFORCE2 IGP.
- South Bridge: ●MCP-T Chipset.
 - High Speed 800Mb/s Hyper-Transport interface to the MCP-T.

Main Memory

- Supports up to 3 DDR devices.
- Supports 200/266/333MHz (without ECC) DDR devices.(The DDR devices support 200/266/333Mhz as using On-board VGA.)
- High performance 128-bit DDR400 Twin Bank Memory Architecture.
- Maximum memory size of 3GB.

Super I/O

- Chip: Winbond W83627HF.

Slots

- Five 32- PCI bus master slots.
- One AGP: ●AGP3.0 8X interface at 533Mb/s.
 - Supports AGP 2.0 1X, 2X, 4X.

On Board IDE

- Supports four IDE disk drives.
- Supports PIO Mode 4, Bride Mode and Ultra DMA 33/66/100/133 Bus Master Mode.

On Board VGA

- GeForce4 MX Series graphics processing unit(GPU).

1394A Chip

- Chip: RTL8801B.
- Support 2 ports with transfer up to 400 mbps.

On Board AC'97 Sound Codec

- Chip: ALC650.
- Compliant with AC'97 specification.
- AC99 2.2/2.3 interface.

-
- Supports 6 channels.

On Board Peripherals

- 1 floppy port supports 2 FDDs with 360K, 720K, 1.2M, 1.44M and 2.88Mbytes.
- Supports 2 VGA ports. (For NVIDIA nView)
- Supports 1 parallel port. (SPP/EPP/ECP mode)
- Supports 1 horizontal audio port.
- Supports 1 LAN port. (optional)
- Supports PS/2 mouse and PS/2 keyboard.
- Supports 6 USB2.0 ports. (front*4 + rear*2)
- Supports 1 S/PDIF Connector.
- Support 1 Case Open Connector.
- Support 1 WOL Connector.
- Support 2 IEEE1394A (FireWire) Connectors.

Dimensions

- ATX Form Factor: 24.4 X 30.4cm. (W X L)

B. BIOS & Software

BIOS

- Award legal Bios.
- Supports APM1.2.
- Supports ACPI.
- Supports USB Function.

Software

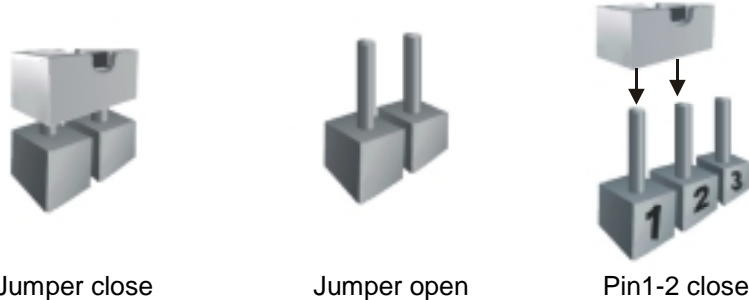
- Supports CPU Savior™, 9th Touch™, FLASHER™, WinFlasher™, StudioFun!™ (optional) and Watchdog™.
- Offers the highest performance for Windows 98 SE, Windows 2000, Windows Me, Windows XP, SCO UNIX etc.

Package contents

- HDD Cable X1
- FDD Cable X1
- User's Manual X1
- USB Cable X1 (optional)
- Rear I/O Panel for ATX Case X1 (optional)
- Fully Setup Driver CD X1
- S/PDIF Cable X1 (optional)
- IEEE1394A Cable X1 (optional)
- StudioFun! Application CD X1 (optional)

How to setup Jumper

The illustration shows how jumpers are setup. When the Jumper cap is placed on pins, the jumper is “**close**”. If no jumper cap is placed on the pins, the jumper is “**open**”. The illustration shows a 3-pin jumper whose pin 1 and 2 are “**close**” when jumper cap is placed on these 2 pins.



Jumper close

Jumper open

Pin1-2 close

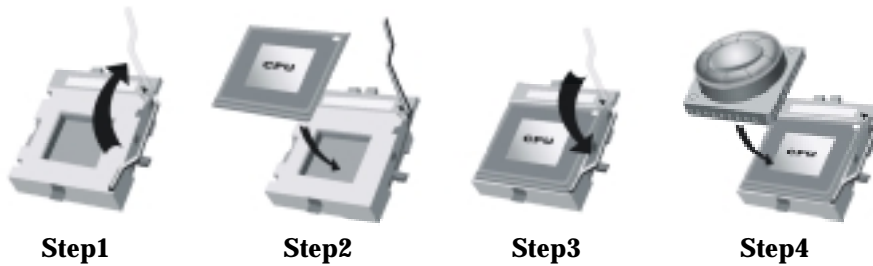
CPU Installation

Step1: Pull the lever sideways away from the socket and then raise the lever up to a 90-degree angle.

Step2: Look for the white dot/cut edge. The white dot/cut edge should point towards the lever pivot. The CPU will fit only in the correct orientation.

Step3: Hold the CPU down firmly, and then close the lever.

Step4: Put the CPU fan on the CPU and buckle it. Connect the CPU fan power cable to the JCFAN1. This completes the installation.



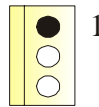
Step1

Step2

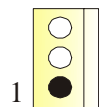
Step3

Step4

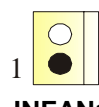
CPU Fan Headers: JCFAN1

 JCFAN1	Pin No.	Assignment
	1	Ground
	2	+12V
	3	Sense

System Fan Headers: JSFAN1

 JSFAN1	Pin No.	Assignment
	1	Ground
	2	+12V
	3	Sense

North Bridge Fan Header: JNFAN1

 JNFAN1	Pin No.	Assignment
	1	Ground
	2	+12V

DDR-DIMM-Modules: DIMMB1-2, DIMMA1

■ **For Dual-channel DDR (128-bit) high performance, at least 2 or more DIMM modules must be installed. (It has to be the combination of DIMMA and DIMMB.) With only one DIMM installed, the memory performs only at 64-bit.**

DRAM Access Time: 2.5V Unbuffered DDR 200/266/333 MHz Type required.

DRAM Type: 64MB/ 128MB/ 256MB/ 512MB/ 1GB DIMM Module (184 pin)

Total Memory Size with Unbuffered DIMMs

DIMM Socket Location	DDR Module	Total Memory Size (MB)
DIMMB1	64MB/128MB/256MB/512MB/1GB *1	Max is 3GB
DIMMB2	64MB/128MB/256MB/512MB/1GB *1	
DIMMA1	64MB/128MB/256MB/512MB/1GB *1	

Only for reference

Installing DDR Module

1. Unlock a DIMM slot by pressing the retaining clips outward. Align a DIMM on the slot such that the notch on the DIMM matches the break on the slot.
2. Insert the DIMM firmly and vertically into the slot until the retaining chip snap back in place and the Dimm is properly seated.



Jumpers, Headers, Connectors & Slots

Floppy Disk Connector: FDD1

The motherboard provides a standard floppy disk connector that supports 360K, 720K, 1.2M, 1.44M and 2.88M floppy disk types. This connector supports the provided floppy drive ribbon cables.

Hard Disk Connectors: IDE1/ IDE2

The motherboard has a 32-bit Enhanced PCI IDE Controller that provides PIO Mode 0~4, Bus Master, and Ultra DMA 33/ 66/ 100/ 133 functionality. It has two HDD connectors IDE1 (primary) and IDE2 (secondary).

The IDE connectors can connect a master and a slave drive, so you can connect up to four hard disk drives. The first hard drive should always be connected to IDE1.

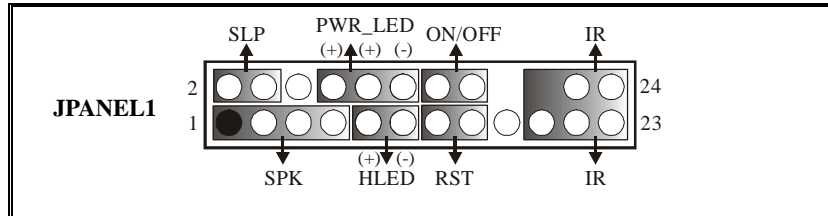
Peripheral Component Interconnect Slots: PCI 1-5

This motherboard is equipped with 5 standard PCI slots. PCI stands for Peripheral Component Interconnect, and it is a bus standard for expansion cards. This PCI slot is designated as 32 bits.

Accelerated Graphics Port Slot: AGP1

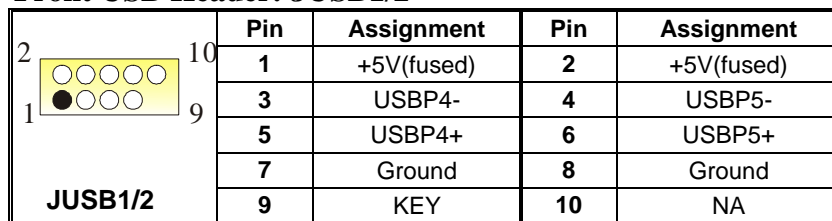
Your monitor will attach directly to that video card. This motherboard supports video cards for PCI slots, but it is also equipped with an Accelerated Graphics Port (AGP). An AGP card will take advantage of AGP technology for improved video efficiency and performance, especially with 3D graphics.

Front Panel Connector: JPANEL1



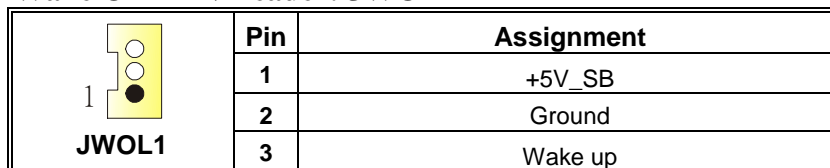
Pin	Assignment	Function	Pin	Assignment	Function
1	+5V	Speaker Connector	2	Sleep Control	Sleep Button
3	NA		4	Ground	
5	NA		6	NA	NA
7	Speaker		8	Power LED (+)	POWER LED
9	HDD LED (+)	10	Power LED (+)		
11	HDD LED (-)	12	Power LED (-)		
13	Ground	Reset Button	14	Power Button	Power-on Button
15	Reset Control		16	Ground	
17	NA		18	KEY	
19	NA	IrDA Connector	20	KEY	IrDA Connector
21	+5V		22	Ground	
23	IRTX		24	IRRX	

Front USB Header: JUSB1/2



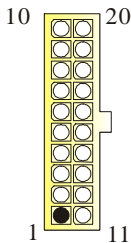
Pin	Assignment	Pin	Assignment
1	+5V(fused)	2	+5V(fused)
3	USBP4-	4	USBP5-
5	USBP4+	6	USBP5+
7	Ground	8	Ground
9	KEY	10	NA

Wake On LAN Header: JWOL1

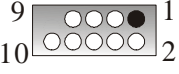


Pin	Assignment
1	+5V_SB
2	Ground
3	Wake up

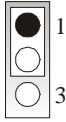
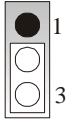
Power Connectors: JATXPWER1

 <p>JATXPWER1</p>	PIN	Assignment	PIN	Assignment
	1	+3.3V	11	+3.3V
	2	+3.3V	12	-12V
	3	Ground	13	Ground
	4	+5V	14	PS_ON
	5	Ground	15	Ground
	6	+5V	16	Ground
	7	Ground	17	Ground
	8	PW_OK	18	-5V
	9	+5V_SB	19	+5V
10	+12V	20	+5V	

Front 1394 Header: J1394A/ J1394B



 <p>J1394A/ J1394B</p>	Pin	Assignment	Pin	Assignment
	1	A1+	2	A1-
	3	Ground	4	Ground
	5	B1+	6	B1-
	7	+12V	8	+12V
9	KEY	10	NA	

Power Source Selection for Keyboard/ Mouse: JKBV1

JKBV1	Assignment	Description
 <p>Pin 1-2 close</p>	+5V	+5V for keyboard and mouse
 <p>Pin 2-3 close</p>	+5V Standby Voltage	PS/2 Mouse and PS/2 Keyboard are powered with +5V standby voltage

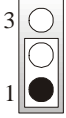
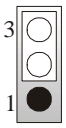
Note: In order to power-on keyboard and mouse function, "JKBV1" jumper cap should be placed on pin 2-3.

Power Source Selection for USB: JUSBV1/ JUSBV2/ JUSBV4

JUSBV1/JUSBV2/ JUSBV4	Assignment	Description
 Pin 1-2 close	+5V	JUSBV1: 5V for JUSB1 port JUSBV2: 5V for JUSBLAN1 port JUSBV4: 5V for JUSB2 port
 Pin 2-3 close	+5V Standby Voltage	JUSBV1: JUSB1 port powered with standby voltage of 5V JUSBV2: JUSBLAN1 port powered with standby voltage of 5V JUSBV4: JUSB2 port powered with standby voltage of 5V

Note: In order to power-on USB devices function, “JUSBV1/JUSBV2/ JUSBV4” jumper cap should be placed on pin 2-3 respectively.

Clear CMOS Jumper: JCMOS

JCMOS	Assignment
 Pin 1-2 Close	Normal Operation (default)
 Pin 2-3 Close	Clear CMOS Data




The following procedures are for resetting the BIOS password. It is important to follow these instructions closely.

※ Clear CMOS Procedures:

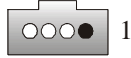
1. Remove AC power line.
2. Set the jumper to “Pin 2-3 Close”.

3. Wait for five seconds.
4. Set the jumper to "Pin 1-2 Close".
5. Power on the AC.
6. Reset your desired password or clear the CMOS data.

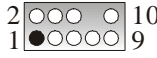
Case Open Connector: JC1

 JC1	Pin	Assignment
	1	Case Open Signal
	2	Ground

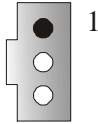
CD-ROM Audio-In Header: JCDIN1

 JCDIN1	Pin	Assignment
	1	Left Channel Input
	2	Ground
	3	Ground
	4	Right Channel Input

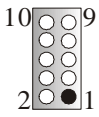
Front Panel Audio Header: JF_AUDIO1

 JF_AUDIO1			
Pin	Assignment	Pin	Assignment
1	Mic In/ Center	2	Ground
3	Mic Power/ Bass	4	Audio Power
5	Right Line Out/ Speaker Out Right	6	Right Line Out/ Speaker Out Right
7	Reserved	8	Key
9	Left Line Out/ Speaker Out Left	10	Left Line Out/ Speaker Out Left



Digital Audio Connector: J_SPDIF1

 J_SPDIF1	Pin	Assignment
	1	+5V
	2	SPDIF_OUT
	3	Ground

COM1 Header: JCOM1-HEADER1

			
JCOM1-HEADER1			
Pin	Assignment	Pin	Assignment
1	RIN1	2	RIN3
3	DOUT2	4	DOUT3
5	Ground	6	RIN2
7	DOUT1	8	RIN4
9	-XRI1	10	NA

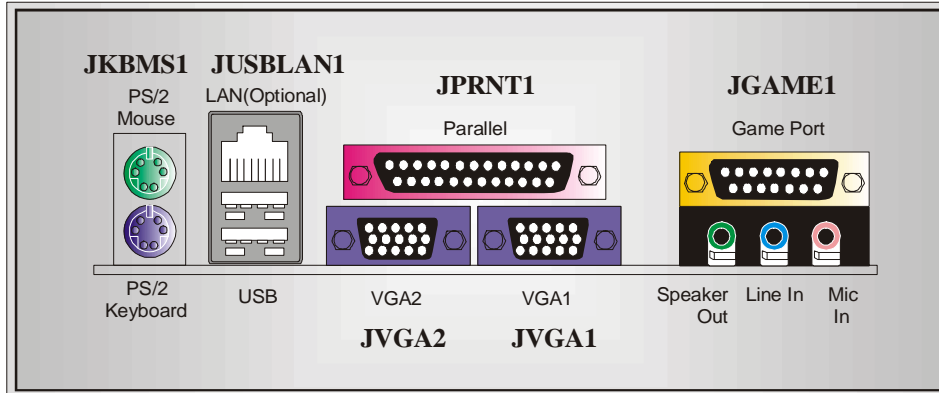
System Operation Mode: JCLK3

JCLK3	Assignment
 Pin 1-2 Open	User Mode (default) (133/ 166 MHz)
 Pin 1-2 Close	Safe mode (100 MHz)

Note: When overclock function failed and system is unable to boot-up, please follow the instruction below:

1. Turn off the system.
2. Closed the JCLK3 jumper.
3. Turn on the system.
4. Enter CMOS setup menu and load defaults settings.
5. Turn off the system.
6. Open the JCLK3 jumper.
7. Turn on the system.

Back Panel Connectors



Deutsch

Spezifikationen von M7NCG Pro

A. Hardware

CPU

- Unterstützung für Sockel 462.
- Unterstützung für den AMD® Prozessor bis zu XP 3000+.
- FSB mit 200/266/333 MHz.

Chipsatz

- Northbridge: nFORCE2 IGP.
- Southbridge: ① MCP-T Chipset.
 - ② 800Mb/s Hohe-Geschwindigkeit : Hyper-Transport -Interface zu den Chipsatz MCP-T.

Hauptspeicher

- Unterstützung für 3 DDR Geräte.
- Unterstützung für 200/266/333MHz (ohne ECC) DDR Geräte. (Falls man Onboard VGA benutzt, unterstützt der Hauptspeicher nur 200/266/333MHz DDR Geräte.)
- 128-Bit High-Performance DDR400 mit der Twin-Bank Architektur.
- Die maximale Speichergröße ist 3GB.

Super I/O

- Chip: Winbond W83627HF.

Slots

- Fünf 32-Bit PCI-Bus-Slots.
- Ein AGP-Slot: ① AGP3.0 8X Interface bei 533Mb/s.
 - ② Unterstützung für AGP2.0 1X, 2X und 4X.

Onboard-IDE

- Unterstützung für vier IDE Diskettenlaufwerke.
- Unterstützung für PIO Modus 4, Master Modus und Ultra DMA 33/66/100/133 Bus Master Modus.

Onboard-VGA

- GeForce4 MX Series graphics processing unit(GPU).

1394A Chip

- Chip: RTL8801B.
- Unterstützung für 2 1394-Ports mit der Datenübertragungsrate bis auf maximal 400Mbps.

Onboard-Audio

- Chip: ALC650.
- Entspricht die Spezifikation von AC'97.
- AC99 2.2/2.3 Interface.
- Unterstützung für 6-Kanal.

Onboard-Peripheriegeräte

- 1 Floppy-Port mit Unterstützung für 2 Diskettenlaufwerke.(360KB, 720KB, 1.2MB, 1.44MB und 2.88MB)
- 2 VGA-Schnittstellen. (Für Nvidia nView)
- 1 parallele Schnittstelle. (SPP/EPP/ECP-Modus)
- 1 horizontales Audio-Port.
- 1 LAN-Port. (optional)
- Unterstützung für PS/2-Maus und PS/2-Tastatur.
- 6 USB2.0 -Ports. (front*4 + rear*2)
- Unterstützung für 2 IEEE 1394(FireWire) Anschlüsse.

Abmessungen

- ATX Form-Factor: 24.4 X 30.4cm (W X L)

B. BIOS & Software

BIOS

- Award legal Bios.
- Unterstützung für APM1.2.
- Unterstützung für ACPI.
- Unterstützung für USB Funktion.

Software

- Unterstützung für CPU Savior™, 9th Touch™, FLASHER™, WinFlasher™, StudioFun!™ (optional) and Watchdog™.
- Unterstützung für die am meisten verbreiteten Betriebssysteme wie Windows 98SE, Windows 2000, Windows ME, Windows XP and SCO UNIX usw.

Verpackungsinhalt

- HDD Kable X1
- FDD Kable X1
- Benutzer Handbuch X1
- USB Kable X1 (optional)
- I/O-Rückwand für ATX Gehäuse X1 (optional)
- Treiber CD für Installation X 1
- S/PDIF Kable X1 (optional)
- IEEE1394 Kable X1 (optional)
- StudioFun! ApplicationCD X1 (optional)

Einstellung der Jumper

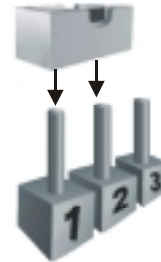
Die Abbildung verdeutlicht, wie Jumper eingestellt werden. Pins werden durch die Jumper-Kappe verdeckt, ist der Jumper **„geschlossen“**. Keine Pins werden durch die Jumper-Kappe verdeckt, ist der Jumper **„geöffnet“**. Die Abbildung zeigt einen 3-Pin Jumper dessen Pin1 und Pin2 **„geschlossen“** sind, bzw. es befindet sich eine Jumper-Kappe auf diesen beiden Pins.



Jumper geschlossen



Jumper geöffnet



Pin1-2 geschlossen

Installation der CPU

Schritt 1: Ziehen Sie den Hebel seitlich vom Sockel weg. Heben Sie den Hebel dann in 90-Grad-Winkel nach oben.

Schritt 2: Suchen Sie nach der scharfen Kante, die auf Drehpunkt des Hebels weisen muss. Die CPU passt nur, wenn sie richtig ausgerichtet ist.

Schritt 3: Drücken Sie die CPU fest in den Sockel und schließen Sie den Hebel.

Schritt 4: Stecken Sie Ihren CPU-Lüfter auf die CPU. Schließen Sie die Stromversorgungsstecker für CPU-Lüfter an JCFAN1 an. Dann beenden Sie die Installation.



Schritt 1



Schritt 2

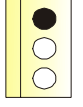


Schritt 3

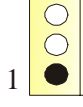


Schritt 4


CPU-Lüfter Headers: JCFAN1

 JCFAN1	Pin	Belegung
	1	Masse
	2	+12V
	3	Sensor

System-Lüfter Headers: JSFAN1

 JSFAN1	Pin	Belegung
	1	Masse
	2	+12V
	3	Sensor

Northbridge-Lüfter Header: JNFAN1

 JNFAN1	Pin	Belegung
	1	Masse
	2	+12V

DDR-DIMM-Modules: DIMMB1-2, DIMMA1

■ Für Dual-Kanal DDR (128-Bit) High-Performance, muss man mindestens 2 oder mehr DIMM-Module installieren. (Es ist unbedingt, daß man DIMMA mit DIMMB als ein Paar benutzt.) Wenn man nur ein DIMM installiert, funktioniert der Speicher nur 64-Bit.

DRAM-Zugriffszeit: 2.5V nicht registrierter DDR 200/266/333 MHz Typ erforderlich.

DRAM Typen: 64MB/ 128MB/ 256MB/ 512MB/ 1GB DIMM-Module (184-Pin)

Gesamt Speichergröße von nicht registrierter DIMMs

DIMM-Sockel Standort	DDR-Modul	Speichergröße
DIMMB1	64MB/128MB/256MB/512MB/1GB *1	maximal 3GB
DIMMB2	64MB/128MB/256MB/512MB/1GB *1	
DIMMA1	64MB/128MB/256MB/512MB/1GB *1	

Nur als Referenz*

Installation von DDR-Modul

1. Öffnen Sie einen DIMM-Slots, indem Sie die seitlich Chips nach außen drücken. Richten Sie das DIMM-Modul so über dem Slot aus, dass das Modul mit der Kerbe in den Slot passt.
2. Drücken Sie das DIMM-Modul in den Slot, bis die seitlichen Clips zuschnappen und das Modul fest sitzt.



Jumpers, Headers, Anschlüsse & Slots

Diskettenanschluss: FDD1

Das Motherboard enthält einen standardmäßigen Diskettenanschluss, der 360K-, 720K-, 1.2M-, 1.44M- und 2.88M-Disketten unterstützt. Dieser Anschluss unterstützt die mitgelieferte Bandkabel des Diskettenlaufwerks.

Festplattenanschlüsse: IDE1 und IDE2

Das Mainboard hat einen 32-Bit Enhanced PCI IDE-Controller, der die Modi PIO0~4, Bus Master sowie die Ultra DMA/33/66/100/133- Funktion zur Verfügung stellt. Dieser ist mit zwei HDD-Anschlüssen versehen IDE1 (primär) und IDE2 (sekundär).

Die IDE-Anschlüsse können eine Master- und eine Slave-Festplatte verbinden, so dass bis zu 4 Festplatten angeschlossen werden können. Die erste Festplatte sollte immer an IDE1 angeschlossen werden.

Peripheral Component Interconnect Slots: PCI1-5

Dieses Motherboard ist mit 5 standardmäßigen PCI-Slots ausgestattet. PCI steht für Peripheral Component Interconnect und bezieht sich auf einem Busstandard für Erweiterungskarten, der den älteren ISA-Busstandard in den meisten Schnittstellen ersetzt hat. Dieser PCI-Slot ist für 32 bits vorgesehen.

Accelerated Graphics Port Slot: AGP1

Ihr Monitor wird direkt an die Grafikkarte angeschlossen. Dieses Motherboard unterstützt Grafikkarten für PCI-Slots, aber es ist auch mit einem Accelerated Graphics Port ausgestattet. AGP-Karten verwenden die AGP-Technologie, um die Wirksamkeit und Leistung von Videosignalen zu verbessern, besonders wenn es sich um 3D-Grafiken handelt.

Anschlüsse für die Vorderseite: JPANEL1

Pin	Belegung	Funktion	Pin	Belegung	Funktion
1	+5V	Lautsprecher Anschluss	2	Sleep Control	Schlafens-Knopf
3	Kein		4	Masse	
5	Kein		6	Kein	Power-LED
7	Lautsprecher		8	Power LED (+)	
9	HDD LED (+)	10	Power LED (+)		
11	HDD LED (-)	Festplatte LED	12	Power LED (-)	Power-On Knopf
13	Masse		14	Power-Knopf	
15	Reset Control	Zurücksetzn-Knopf	16	Masse	Kein Pin
17	Kein	IrDA-Anschluss	18	Schlüsse	
19	Kein		20	Schlüsse	IrDA Anschluss
21	+5V		22	Masse	
23	IRTX		24	IRRX	

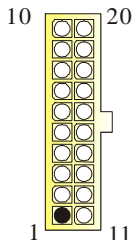
Front USB Header: JUSB1/2

Pin	Belegung	Pin	Belegung
1	+5V(geschmolzt)	2	+5V(geschmolzt)
3	USBP4-	4	USBP5-
5	USBP4+	6	USBP5+
7	Masse	8	Masse
9	Schlüsse	10	Kein

Wake On LAN Header: JWOL1

Pin	Belegung
1	+5V_SB
2	Masse
3	Wake-up

Stromversorgungsanschluss: JATXPWER1



 <p>JATXPWER1</p>	PIN	Belegung	PIN	Belegung
	1	+3.3V	11	+3.3V
	2	+3.3V	12	-12V
	3	Masse	13	Masse
	4	+5V	14	PS_ON
	5	Masse	15	Masse
	6	+5V	16	Masse
	7	Masse	17	Masse
	8	PW_OK	18	-5V
	9	+5V_SB	19	+5V
10	+12V	20	+5V	

Front 1394 Header: J1394A/ J1394B

 <p>J1394A/ J1394B</p>	Pin	Belegung	Pin	Belegung
	1	A1+	2	A1-
	3	Masse	4	Masse
	5	B1+	6	B1-
	7	+12V	8	+12V
	9	Schlüsse	10	Kein



*Schlüsse: Kein Pin.

Auswahl von Stromversorgungsmodi für Tastatur/ Maus: JKBV1

JKBV1	Beschreibung	Funktion
 <p>Pin 1-2 geschlossen</p>	+5V	5V für Tastatur und Maus
 <p>Pin 2-3 geschlossen</p>	+5V reservierte Spannung	PS/2-Maus und PS/2-Tastatur werden durch 5V reservierte Spannung aktiviert


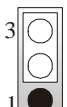
Anmerkung: Um die "power-on by Keyboard and Mouse" Funktion zu behandeln, sollen Pin2-3 durch die Jumperkappe verdeckt werden.

Auswahl von Stromversorgungsmodi für USB: JUSBV1/ JUSBV2/ JUSBV4

JUSBV1/JUSBV2/ JUSBV4	Beschreibung	Funktion
 Pin 1-2 geschlossen	+5V	JUSBV1: 5V für JUSB1 JUSBV2: 5V für JUSBLAN1 JUSBV4: 5V für JUSB2
 Pin 2-3 geschlossen	+5V_SB	JUSBV1: JUSB1 ist aktiviert durch die reservierte 5V Spannung JUSBV2: JUSBLAN1 ist aktiviert durch die reservierte 5V Spannung JUSBV4: JUSB2 ist aktiviert durch die reservierte 5V Spannung

Anmerkung: Um die "power-on by USB-Geräte" Funktion zu behandeln, sollen pin2-3 von JUBV1/ JUBV2/ JUSBV4 durch die.

Jumper zum Löschen CMOS: JCMOS

JCMOS	Beschreibung
 Pin 1-2 geschlossen	Normale Operation (Default)
 Pin 2-3 geschlossen	CMOS-Daten Löschen




Die folgende Schritte leiten Sie, das Kennwort für BIOS-System zurückzusetzen. Es ist wichtig, die Anweisung zu folgen.

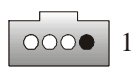
※ **Prozeß zum Löschen des CMOS:**

1. Ausschalten Sie den AC-Netzstecker.
2. Lassen Sie Pin 2-3 von JCOMS1 geschlossen sein.
3. Bitte warten Sie 15 Sekunden.
4. Lassen Sie Pin 1-2 von JCOMS1 geschlossen sein.
5. Schließen Sie den AC-Netzstecker an.
6. Zurücksetzen Sie das Kennwort nach ihrem Wille oder löschen Sie die CMOS-Daten.

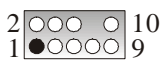
Anschluss für Gehäuse-Öffnen: JC1

 <p>1 JC1</p>	Pin	Belegung
	1	Gehäuse Öffnen Signal
	2	Masse

CD-ROM Audio-In Header: JCDIN1

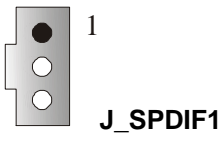
 <p>1 JCDIN1</p>	Pin	Belegung
	1	Link-Kanal Eingabe
	2	Masse
	3	Masse
	4	Recht-Kanal Eingabe

Front Panel Audio Header: JF_AUDIO1

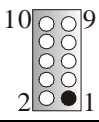
 <p>2 10 1 9 JF_AUDIO1</p>			
Pin	Belegung	Pin	Belegung
1	Mikrofon-Eingangssignal/ Zentrum	2	Masse
3	Mikrofon-Betriebsspannung	4	Audio-Betriebsspannung
5	Audio-Signal des rechten Kanals zur Vorderseite/ Lautsprecher-Signal des rechten Kanals zur Vorderseite	6	Audio-Signal des rechten Kanals zur Vorderseite/ Lautsprecher-Signal des rechten Kanals zur Vorderseite
7	Reserviert für späte Verwendung durch Kopfhörer-Verstärker	8	Kein Pin
9	Audio-Signal des linken Kanals zur Vorderseite/ Lautsprecher-Signal des linken Kanals zur Vorderseite	10	Audio-Signal des linken Kanals zur Vorderseite/ Lautsprecher-Signal des linken Kanals zur Vorderseite

*Reserviert: Nicht in Gebrauch



Digital Audio Anschluss: J_SPDIF1

	Pin	Belegung
	1	+5V
	2	SPDIF_OUT
	3	Masse

COM1 Header: JCOM1-HEADER1

			
Pin	Belegung	Pin	Belegung
1	RIN1	2	RIN3
3	DOUT2	4	DOUT3
5	Masse	6	RIN2
7	DOUT1	8	RIN4
9	-XRI1	10	Kein

System Operation Modus: JCLK3

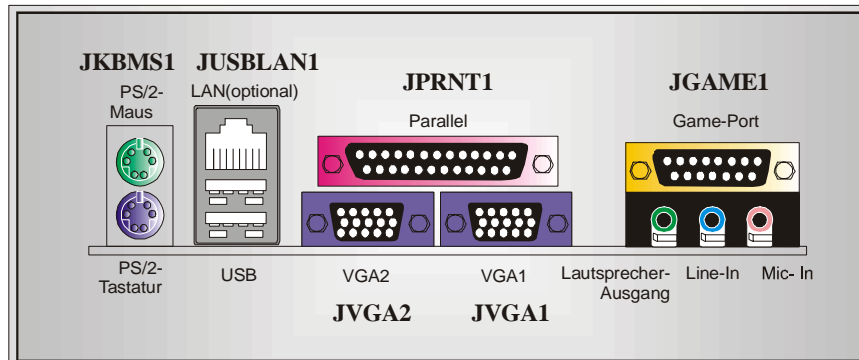
JCLK3	Assignment
 Pin 1-2 geschlossen	Benutzer Modus (default) (133/ 166 MHz)
 Pin 1-2 geöffnet	Sicherheit Modus (100 MHz)

Anmerkung: Wenn "Überspannung Funktion" nicht gelungen ist folgen Sie bitte die Instruktion darunter:

1. Bitte vausschalten Sie den AC-Netzstecker.
2. Lassen Sie Pin 1-2 von JCLK3 geschlossen sein.
3. Schließen Sie den AC-Netzstecker an.
4. Betreten Sie "CMOS Setup Menü" und wählen sie Default-Setting.
5. Ausschalten Sie den AC-Netzstecker wieder.
6. Lassen Sie Pin 1-2 von JCLK3 geöffnet sein.

-
7. Schließen Sie den AC-Netzstecker wieder.

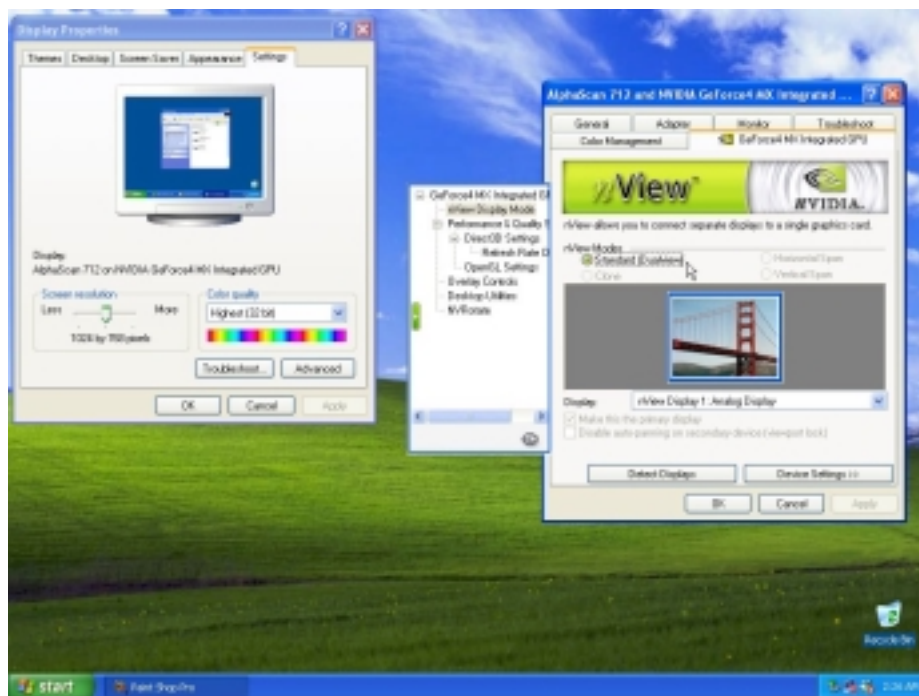
Anschlüsse für die Rückwand



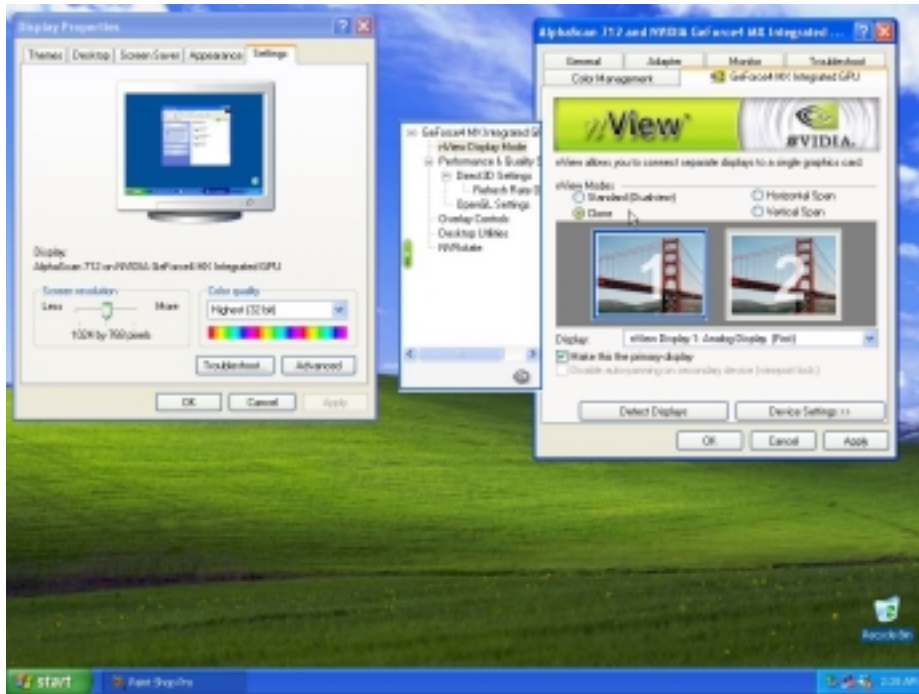
Dual VGA Port

* Supporting when using integrated NVIDIA VGA .

1. Enter "Display Properties", then click on "Advanced" and finally click on "GeForce4 MX Integrated GPU", you will find the following functions:
 - **Standard:** Display for only one monitor.



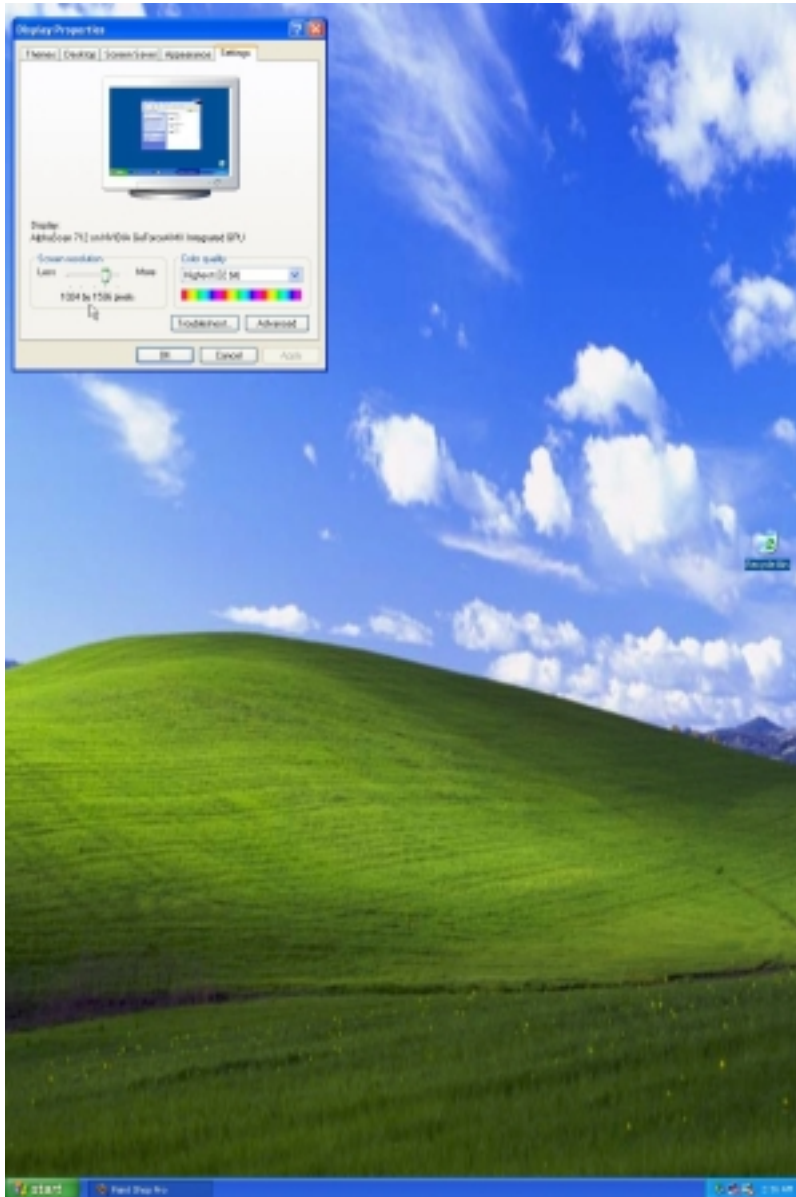
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- **Clone:** Display the same view on the primary and secondary monitor.



- **Horizontal Span:** The view can be enlarged horizontally from the primary to the secondary monitor.



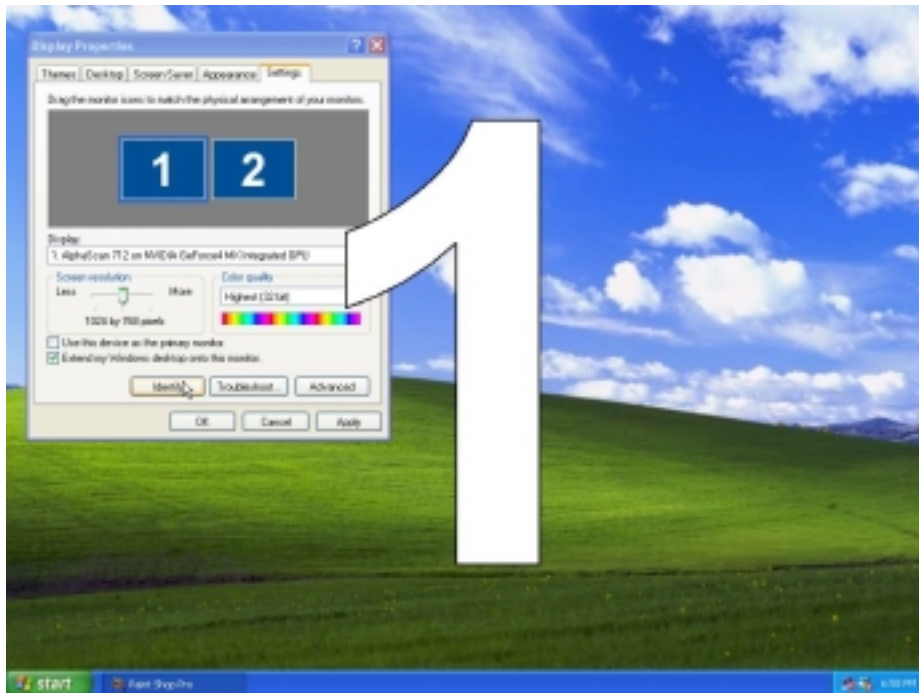
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- **Vertical Span:** The view can be enlarged vertically from the primary to the secondary monitor. *In addition*, just like the “Horizontal Span”, this functionality also allows you to *work two different tasks on two monitors (primary and secondary) simultaneously*.



-
- **Dual View:** This functionality allows you to work two different tasks on two monitors (primary and secondary) simultaneously.
- For Dual View, you have to differentiate the primary and the secondary monitor:
- a. Connect the monitor cables to VGA ports.
 - b. Enter OS.
 - c. Enter "Display Properties".
 - d. Press "Identify" and the screen will appear "1&2" to differentiate the primary and the secondary monitor.

Note1: Please check on Extend my Windows desktop onto this monitor" to show "1&2". Otherwise, both screen will show "1".

Note2: Please uncheck Extend my Windows desktop onto this monitor" in order to use the Standard, Clone, Horizontal Span and Vertical Span functions.





StudioFun!

Introduction

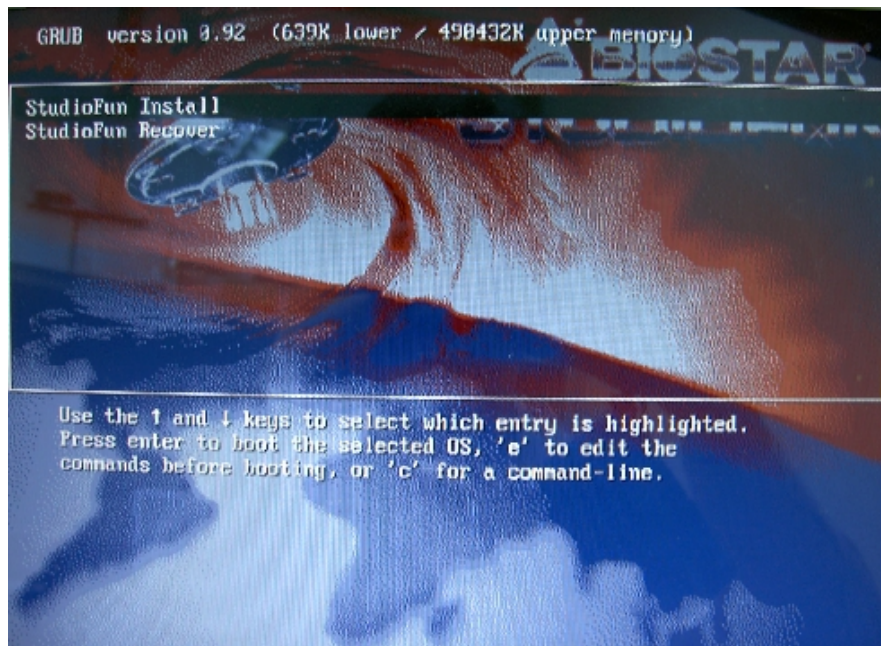
StudioFun! is a media-player based on optimized GNU/Linux distribution. It plays DVD, VCD, MP3, Audio CD and various other known file formats. You can take snapshots of video and customize the saved images as screensavers. You can also store the images on USB mass storage devices like flash disks and USB floppy disks.

Hardware Requirements

The supported hardware list of StudioFun! grows up every day. So please check the hwreq.txt located in the root of StudioFun! Installation CD to get the most updated information.

Installation Procedure

Insert the StudioFun! Installation CD in a CD/DVD ROM drive and let the system boot through the CD. The disk will boot and bring up the grub boot loader installation menu. Two options are specified.



Installation

This option will do the basic installation of the distribution. The installation works on pre-installed windows or GNU/Linux distribution.

On selecting the 'installation' option the installer boots and displays a dialog box indicating the space required and waits for a confirmation. Selecting Ok will continue the installation while selecting Cancel will terminate the installation and reboot the machine.

If Windows or GNU/Linux is the only OS installed on the hard disk with no free space, it will resize the partition, either NTFS or FAT32 or ext2, and install StudioFun!. In case the hard disk has a 128MB of free space available, the installation will use the free space.

After installing the base system you will be prompted to select the resolution from the following choices

1. 1024x768 (recommended)
2. 800x600
3. 640x480

Select the desired resolution. The default is 1024x768 for high-end graphics.

Next you will be prompted to choose the DVD area/region selection code. Choose this based on the type of DVDs you will be playing.

The installation procedure will then probe for the type of mouse installed. The distribution currently supports PS/2, USB and Serial mice. In case of serial mouse you will have to move the mouse when prompted. The other two are probed and installed automatically.

The installation procedure will now finish, the CD is ejected and a dialog box prompting to reboot the machine is displayed. Press OK button and enjoy StudioFun!.

3.1.1 Error Messages

1. Media corrupted!! Please check the media! The CD-ROM is corrupted.
2. Extraction of base system failed!! Please try again later!! The CD-ROM is corrupted.
3. Unsupported hardware found, Aborting... If you try to install StudioFun! on an unsupported and undocumented hardware the above error message is popped.
4. No device found! This error message is given if there is no hard disk in the system.

Recovery

In case of a MBR corruption, this option should be used. It will automatically probe the hard disk master boot record and find out the installed operating system(s). On success it will re-install the boot loader with correct options in the MBR. Any custom boot loader option specified from other GNU/Linux installations will get over written by the newly probed one.

Booting to StudioFun!

After Installation is over, remove the CD from the CD-ROM and restart the machine. After the machine reboots, you will get the GRUB boot loader menu screen. Select the StudioFun option to boot to the StudioFun! partition.



After complete boot up, you get to the main Desktop screen. The following section is a complete description of the Desktop application.

Desktop



This is the main shell of the StudioFun software. It basically comprises of two categories, one is the main "media control" part and the other is the "control panel".

Media control

The media control part of the Desktop has the following controls:

1. VCD

This control will glow whenever a VCD is detected in a DVD/CD-ROM drive. The VCD will be auto-played only when it is put in to the drive when the Desktop (StudioFun! shell) is up and running, otherwise, the control will simply glow to inform the user about a VCD

present in the DVD/CD-ROM drive.

2. DVD

This control will glow whenever a DVD is detected in a DVD drive. The DVD will be auto-played only when it is put in to the drive when the Desktop (StudioFun! shell) is up and running, otherwise, the control will simply glow to inform the user about a DVD present in the DVD/CD-ROM.

3. MP3

This control will glow whenever a MP3 is detected in a DVD/CD-ROM drive. The MP3 will be auto-played only when it is put in to the drive when the Desktop (StudioFun! shell) is up and running, otherwise, the control will simply glow to inform the user about a MP3 present in the DVD/CD-ROM drive.

4. AUDIO

This control will glow whenever a AUDIO is detected in a DVD/CD-ROM drive. The AUDIO will be auto-played only when it is put in to the drive when the Desktop (StudioFun! shell) is up and running, otherwise, the control will simply glow to inform the user about a AUDIO present in the DVD/CD-ROM drive.

5. FILE

This control will glow whenever a File CD (CDs with other media type files) is detected in a DVD/CD-ROM drive. The File CD will be auto-played only when it is put in to the drive when the Desktop (StudioFun! shell) is up and running, otherwise, the control will simply glow to inform the user about a File CD present in the DVD/CD-ROM drive.

6. EJECT MEDIA

This control when clicked will eject any MP3 or File CDs from any of the DVD/CDROM drives. In case there were no MP3 or File CDs it will eject the default medium, (i.e.), the CD-ROM drive in case if the user has both DVD/CD-ROM drive or else it will eject the default DVD/CD-ROM drive.

7. EXIT

This is the "Power on/off" control of the Desktop (StudioFun! shell).

Control Panel

Control panel part has five icons, which are shortcuts to other applications present in the StudioFun software. Tool tips are provided on the icons when the mouse is rolled over them.

1. Select Region

Clicking this icon will invoke the application for selection DVD region settings. Refer to section 5.2 Select DVD Region application for more details.

2. Screensaver

Clicking this icon will invoke the screensaver application. Refer to section 5.3 **Screensaver** for more details.

3. Display Settings

Clicking this icon will invoke the application for changing the screen resolutions. Refer to section 5.4, **Display Settings** for more details.

4. File Manager

Clicking this icon will invoke the file manager. Refer to section 5.6 **File manager** for more details.

When user has a DVD and a CD-ROM Drive:

If user has both DVD and a CD-ROM drive, DVD drive will be given the preference when both the drives hold valid media in them, i.e., if the CD-ROM drive has a media and a DVD drive also has a media, and the StudioFun! is started, then the media inside the DVD drive will be played.

If in case the media in CD-ROM takes a longer time to get recognized than the media inside the DVD drive, the media in the CD-ROM will be played, once if it is recognized.

Other general user scenarios

When a user clicks on any of the media-controls when it is not glowing, except eject media and exit, the media-player will just come up and wait for user input.

NO DUPLICATE INSTANCE OF ANY APPLICATION WILL BE ALLOWED TO RUN.

Software Details

XINE



XINE is a multimedia player. It plays back Audio CD, DVD, and VCD. It also decodes multimedia files like AVI, MOV, WMV, and MP3 from local disk drives. It interprets many of the most common multimedia formats available - and some of the uncommon formats, too.

• Features of Xine

- a. Skinnable GUI
- b. Navigation controls (seeking, pause, fast, slow, next chapter, etc)
- c. On Screen Display (OSD) features
- d. DVD and external subtitles
- e. DVD/VCD menus (requires external plugin)
- f. Audio and subtitle channel selection
- g. Closed Caption support
- h. Brightness, contrast, audio volume, hue, saturation adjusting requires hardware/driver support)
- i. Playlists
- j. Image snapshot
- k. Audio resampling
- l. Software de-interlacing algorithms
- m. Configuration dialog
- n. Aspect ratio changing
- o. Fullscreen display

• Supported File formats

- a. Video CD
- b. MPEG program streams (.mpg, .mpeg)
- c. ogg (.ogg) avi (.avi)
- d. asf (.asf, .wmv)
- e. QuickTime (.mov)

-
-
- f. MPEG-Video (.mpv, .m2v)
 - g. MPEG-Audio (.mp2, .mp3)
 - h. WAV (.wav) Video Codecs
 - i. MPEG 1/2
 - j. MPEG 4 (aka OpenDivX)
 - k. MS MPEG 4
 - a. Chapter 5: Software Details 10
 - l. Windows Media Video 7
 - m. Motion JPEG

• **Remote Control support.**

- a. Infrared interface
- b. User-friendly

• **Usage of StudioFun! with CelomaChrome skin**

- a. Select VCD button to play a VCD disc
 - b. Select DVD button to play a DVD disc
 - c. Select CDDA button to play a Audio cd
 - d. Select next chapter or MRL (>>|) button to play next track in Audio CD, VCD and MP3 songs and to play next chapter in DVD
 - e. Select previous chapter or MRL (|<<) button to play previous track in Audio CD, VCD and MP3 songs and to play previous chapter in DVD
 - f. Select slow motion (<<) button to play the video / audio in slow motion (Select play button after reaching the required position)
 - g. Select fast motion (>>) button to play the video / audio in fast motion (Select play button after reaching the required position)
 - h. Select subs + / - button to select the appropriate subtitle (Usable while playing)
 - i. Select audio + / - button to select the appropriate audio track (For example when
 - j. The DVD contains one audio track in English and the other with some other language,
 - k. Usable while playing DVD's)
-
-

-
-
- l. j. Select hide button to hide the control panel of the player
 - m. k. Select menu button to use menu's while playing DVD
 - n. l. Select control button to adjust brightness / color
 - o. Select setup button to modify the settings of the player
 - p. Select f.scr button to show the video output of the player in full screen mode
 - q. Select snap button to take a snapshot of the currently playing video
 - r. Select plist button to add / remove / manage playlist
 - s. Select mrl button to add new file to play

Error Messages

- ✧ The following error message is given if an unknown file format is selected through Xine MRL browser and played.
- ✧ While playing mp3 files, if the user stops playing and tries to select the DVD button, then the following error message is shown

Select Region

Overview

Select region is a utility to set a DVD region. With the help of this application user can set or change a DVD region. Only one region can be set at a time.

About Select Region

With the help of this application you can set a region for DVD. Only one region can be set at a time. If you keep the mouse pointer on any region, you can view the countries, which comes under that region.

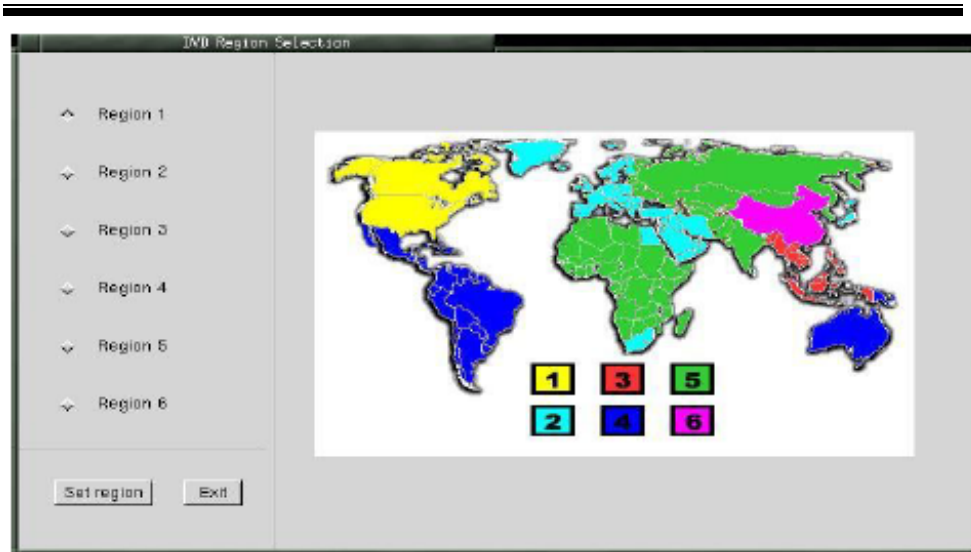
Ok - Click to set the selected region.

Cancel - Click to quit the application.

How to select DVD region

You can select only one region at a time. You can change your selection by clicking on any other region.

- A snapshot of the application is shown below:



Screensaver

Screensaver

The xscreensaver daemon waits until the keyboard and mouse have been idle for a period, and then runs a graphics demo chosen at random. The demo is terminated as soon as there is any mouse or keyboard activity.

The xscreensaver-demo program is the graphical user interface to xscreensaver. It lets you tune the various parameters used by the xscreensaver daemon, and browse through the graphics demos.

StudioFun! comes with xscreensaver when you click on the screensaver icon the application comes up. Then user can choose various graphics demos like chbg,halo,hypercube or hyperball.

Screensaver comes with various options

- **Preview Option:** When a user selects a particular graphics demo and clicks on preview button the demo comes up.
- **Blank After Option:** The screensaver will blank the screen after the keyboard and mouse have been idle default time is 1minute and user can change the settings.
- **Cycle After Option:** When screensaver is running this cycle time defines the time limit for each screensaver.
- **Mode Screensaver comes with various modes:**
 1. **Random Screen Saver:** When user chooses this option, Screensaver cycles through various graphics demos randomly

-
-
2. Only one Screen Saver: When user chooses this option, screensaver displays only one graphics demo.
 3. Blank Screen Only: When user chooses this option, screensaver only blanks the screen instead of displaying the graphics demo.
 4. Disable Screen Saver: When user chooses this option, screensaver is disabled.

- Various Graphics Demos

XScreensaver comes with various screensaver

Chbg: This screensaver displays the images stored in StudioFun! the time gap between images is 5 seconds.

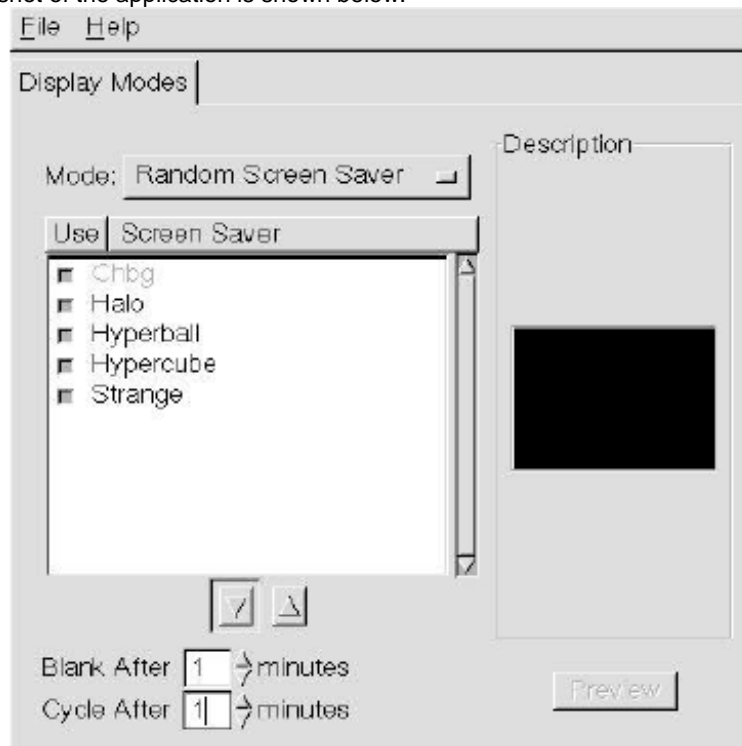
Hyperball

Hypercube

Halo

Strange

- A snapshot of the application is shown below:



Display Settings

Display Settings

Display setting is a program to change the current resolution settings of the Display.

By default user of StudioFun will be given a choice to select between any of the following

three resolutions.

- 640x480
- 800x600
- 1024x768

The current resolution of the Display will be selected by default. It requires restart of the StudioFun to reflect the changes made.

File Manager

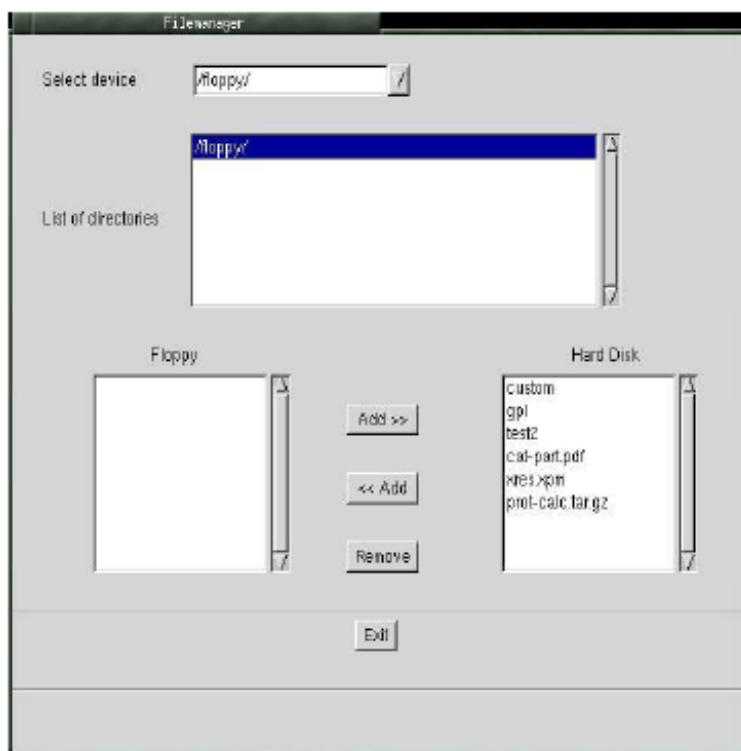
Overview

File manger is an utility to copy files from deferent devices to hard disk and vice versa. User can copy files from devices such as, floppy, cdrom and flashdisk to hard disk. And also from hard disk to floppy and flashdisk.

About File manager

The hard disk files are stored in a directory called “/studiofun” on the hard disk. You can also delete files from hard disk, but you cannot delete files from any device.

- ✧ Select device - Contains the device names /floppy, /cdrom and /flashdisk. Select a device from/to which you want to copy files. **Please double click the device option twice to mount the device.**
- ✧ List Directories - Shows the list of directories of the selected device after double clicking it.
- ✧ Floppy/cdrom/Flashdisk - Shows the contents of the selected directory from the “List directories” field after double clicking it.
- ✧ Hard disk - Shows the contents of a directory called “/studiofun”.
- ✧ Add (>>) - Click to copy selected files from a device to hard disk.
- ✧ Add (<<) - Click to copy selected files from hard disk to a device.
- ✧ Remove - Click to delete files from hard disk.
- ✧ Exit - Click to quit the application.



Trouble Shooting

PROBABLE	SOLUTION
No power to the system at all Power light don't illuminate, fan inside power supply does not turn on. Indicator light on keyboard does not turn on	<ul style="list-style-type: none"> * Make sure power cable is securely plugged in * Replace cable * Contact technical support
System inoperative. Keyboard lights are on, power indicator lights are lit, hard drive is spinning.	<ul style="list-style-type: none"> * Using even pressure on both ends of the DIMM, press down firmly until the module snaps into place.
System does not boot from hard disk drive, can be booted from CD-ROM drive.	<ul style="list-style-type: none"> * Check cable running from disk to disk controller board. Make sure both ends are securely plugged in; check the drive type in the standard CMOS setup. * Backing up the hard drive is extremely important. All hard disks are capable of breaking down at any time.
System only boots from CD-ROM. Hard disk can be read and applications can be used but booting from hard disk is impossible.	<ul style="list-style-type: none"> * Back up data and applications files. Reformat the hard drive. Re-install applications and data using backup disks.
Screen message says "Invalid Configuration" or "CMOS Failure."	<ul style="list-style-type: none"> * Review system's equipment . Make sure correct information is in setup.
Cannot boot system after installing second hard drive.	<ul style="list-style-type: none"> * Set master/slave jumpers correctly. * Run SETUP program and select correct drive types. Call drive manufacturers for compatibility with other drives.

Problemlösung

MÖGLICHE URSACHE	LÖSUNG
Das System hat keine Spannungsversorgung. Die Stromanzeige leuchtet nicht, der Lüfter im Inneren der Stromversorgung wird nicht eingeschaltet. Tastaturleuchten sind nicht an.	<ul style="list-style-type: none"> * Versichern Sie sich, dass das Stromkabel richtig angebracht ist * Ersetzen Sie das Stromkabel * Wenden Sie sich an Ihre Kundendienststelle
MÖGLICHE URSACHE	LÖSUNG
Das System funktioniert nicht. Die Tastaturleuchten sind an, die Stromanzeige leuchtet, die Festplatte dreht sich.	<ul style="list-style-type: none"> * Drücken Sie das DIMM-Modul bei gleichem Druck an beide Seiten, bis es einrastet.
MÖGLICHE URSACHE	LÖSUNG
Das System wird von der Festplatte nicht hochgefahren, vom CD-ROM-Treiber aber ja.	<ul style="list-style-type: none"> * Überprüfen Sie das Kabel zwischen Festplatte und Festplatten-Controller. Versichern Sie sich, dass beide Enden richtig angebracht sind; überprüfen Sie den Laufwerktyp in der standardmäßigen CMOS-Einrichtung. * Ein Backup der Festplatte ist sehr wichtig. Alle Festplatten können irgendwann beschädigt werden.
MÖGLICHE URSACHE	LÖSUNG
Das System wird nur von der CD-ROM hochgefahren. Die Festplatte wird gelesen und die Anwendungen sind funktionsfähig, aber es ist nicht möglich, das System von der Festplatte zu starten.	<ul style="list-style-type: none"> * Machen Sie eine Sicherungskopie von allen Daten und Anwendungsdateien. Formatieren Sie die Festplatte und reinstallieren Sie die Anwendungen und Daten mit Hilfe von Backup-Disks.
MÖGLICHE URSACHE	LÖSUNG
Auf dem Bildschirm erscheint die Meldung "Ungültige Konfiguration" oder "CMOS Fehler."	<ul style="list-style-type: none"> * Überprüfen Sie die Systemkomponenten und versichern Sie sich, dass diese richtig eingerichtet sind.
MÖGLICHE URSACHE	LÖSUNG
Das System kann nach der Installation einer zweiten Festplatte nicht hochgefahren werden.	<ul style="list-style-type: none"> * Setzen Sie die Master/Slave-Jumper richtig ein. * Führen Sie das SETUP-Programm aus und wählen Sie die richtigen Laufwerktypen. Wenden Sie sich an den Laufwerkhersteller, um die Kompatibilität mit anderen Laufwerken zu überprüfen.

05/21/2003