

Figure 1. 256K DRAM

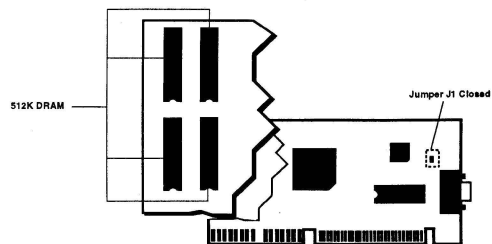


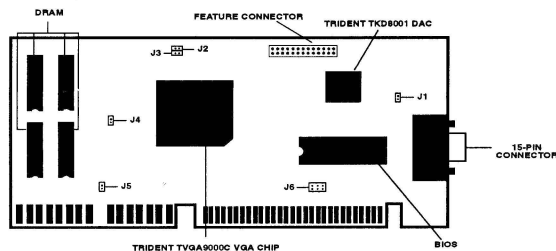
Figure 2. 512K DRAM UPGRADE

# Operating Instructions

Trident 9000C MKII VGA

The information contained in this document is believed to be accurate and reliable. However, the right is reserved to make corrections or changes to this manual at any time and without notice.

## 9000C MKII Jumper Setting Diagram



### J1: 256K/512K DRAM Select

J1 allows you to select the memory configuration in your VGA adapter for 256K or 512K memory configuration.

When 256K memory (2 DRAM) is installed in the VGA adapter, Jumper J1 needs to be in the closed position. When 512K memory (4 DRAM) is installed in the VGA adapter, Jumper J1 needs to be in the open position. Figure 2 illustrates the two setting for Jumper J1.

### J2: Select Scan Rate

J2 allows you to configure the scan rates of extended VGA modes to be compatible with your multi-scanning monitor. **J2 is operational for 4 DRAM (512K) configurations only.** If your monitor can scan at 48.7 KHz, remove the Jumper pin across J2. J2 in the open position will allow non-interlaced display for 1024x768 modes and higher horizontal and vertical scan rates for 800x600-16 color (4 DRAM). If your monitor cannot scan at 48.7KHz, leave the Jumper pin for J2 in the default

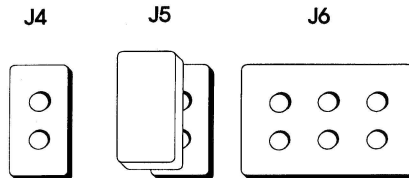
position. This will give interlaced display for 1024x768 modes and reduced horizontal and vertical scan rates for the 800x600-16 color.

### J3: Enable/Disable Autodetect

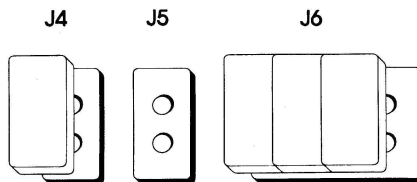
J3 allows you to enable/disable the BIOS Autodetect feature. When enabled (open) the BIOS will determine whether the Graphics Adapter can operate with an 8-bit or 16-bit BIOS interface, and will configure the BIOS interface accordingly. When disabled (close), the board will boot up in its default BIOS interface setting (generally 8-bit).

### J4, J5, J6: 8 or 16 Bit AT-Bus Slot Select

Jumper Setting for 16-bit slot:



Jumper Setting for 8-bit slot:



## DRAM Upgrades

The VGA adapter can be configured with two or four pieces of 256Kx4 (80 nanosecond) Fast Page Mode DRAM.

Upgrading from two to four DRAM allows you to display up to 1024x768-16 colors. It also speeds up the performance. Order 256Kx4 Fast Page Mode DRAM (sometimes called one megabit DRAM). DRAM speed should be 80 nanoseconds.

### Upgrading From 256KDRAM to 512K

1. Turn off machine before starting DRAM upgrade.
2. Place the adapter component side up on a firm, flat, non-static surface (avoid wool materials). The gold edge connector should be facing you.
3. Insert the DRAM (two pieces for upgrading to 512K) into the sockets provided on the upper left-hand corner of the board. DRAM should be added in columns according to the diagrams on the next page (Figure 1). The notched side of the DRAM should be facing down. Be careful not to bend the pins. Be sure each DRAM is seated snugly.
4. Insert a jumper block on Jumper J1. (See Figure 2)
5. To check that the DRAM has been installed properly, place the board in your system and turn the system ON. A copyright and the amount of video DRAM detected will appear in the upper left-hand corner of the initial boot screen. If the amount of DRAM detected is the same as the amount installed (512K), you have installed the DRAM successfully. If the amount of DRAM detected is 256K, remove the adapter from your system. Check to see that all pins fit snugly into their respective socket holes (i.e., no pins bent underneath the DRAM chip or sticking out). Be sure the notches for each DRAM are facing the same way.