DISPLAY 416 INDEX
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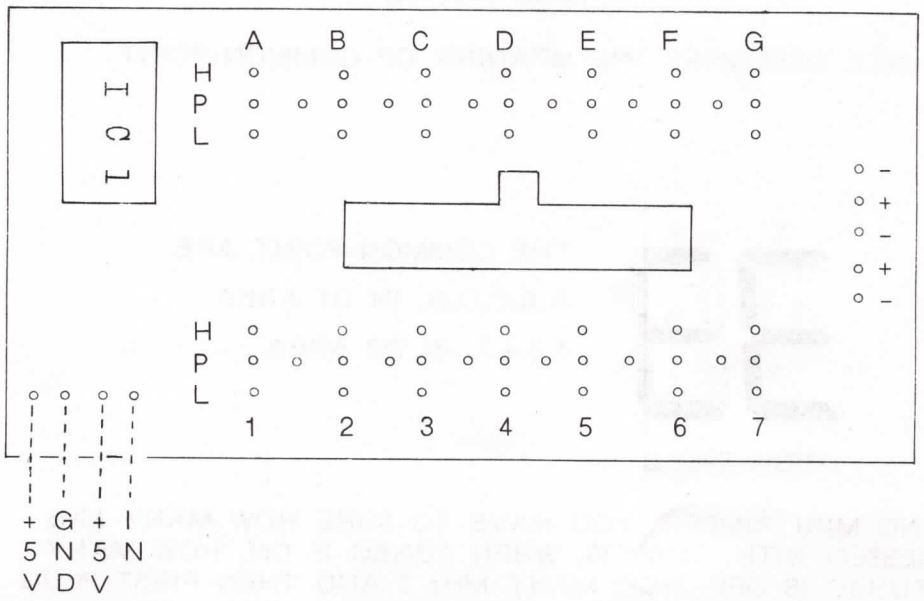
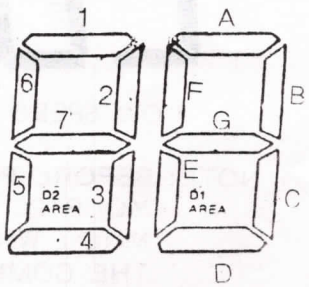
A>. DEVICE & DESCRIPITON: (HIGH AND LOW)





NOTE:THERE ARE TWO WAYS TO TRIG TURBO LED ON THE MOTHERBOARD,CONNECT THE "IN" (FROM,DISPLAY BOARD) TO MOTHERBOARD TURBO LED SIGNAL PIN.

B>. THREE WAYS OF MINI JUMPER INTO BREAK-AWAY

(1) LOW ACTIVE:

(a). H / P / L — MEANS POINT OF HIGH SPEED. (WHEN TURBO IS ON)

(b). H / P / L — MEANS COMMON-POINT OF HIGH AND LOW SPEED.

(c). H / P / L — MEANS POINT OF LOW SPEED. (WHEN TURBO IS OFF)

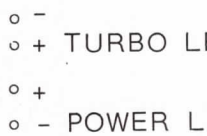
(2) HIGH ACTIVE:

(a). H / P / L — MEANS POINT OF LOW SPEED. (WHEN TURBO IS OFF)

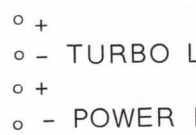
(b). H / P / L — MEANS COMMON-POINT OF HIGH AND LOW SPEED.

(c). H / P / L — MEANS POINT OF HIGH SPEED. (WHEN TURBO IS ON)

(3) THE WAY TO CONNECT TURBO LED (IN PANNEL)

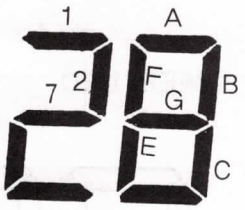


LOW ACTIVE

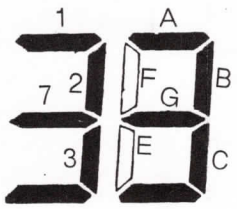


HIGH ACTIVE

C>. THE FOLLOWING EXAMPLE DESCRIBES THE MEANING OF COMMON-POINT:



LOW SPEED

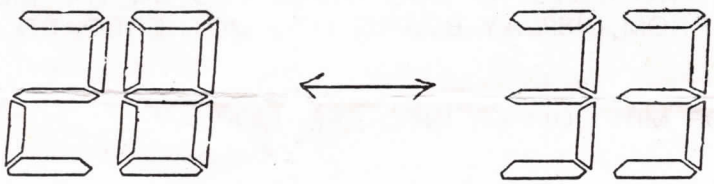


HIGH SPEED

THE COMMON-POINT ARE
A.B.C.D.G. IN D1 AREA
1.2.4.7. IN D2 AREA

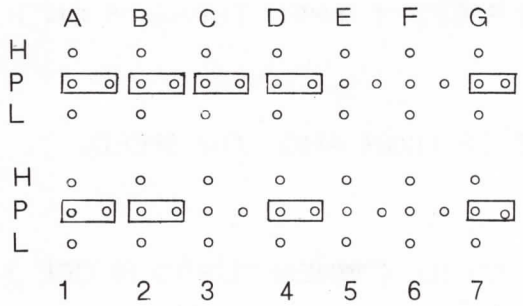
NOTE: BEFORE PLUGING MINI JUMPER, YOU HAVE TO SURE HOW MANY MHz YOUR PC POSSESSED WITH, THAT IS, WHEN TURBO IS ON, HOW MANY MHz ? WHEN TURBO IS OFF, HOW MANY MHz ? AND THEN FIRST PLUG THE COMMON-POINT, AND THEN THE POINT OF HIGH SPEED OR LOW SPEED.

EXAMPLE:



MHz MHz

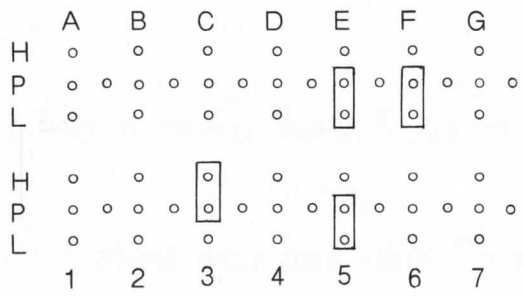
STEP 1.



PLUG THE COMMON-POINT FIRST

D1 AREA: A.B.C.D.G.
D2 AREA: 1.2.4.7.

STEP 2.



THEN PLUG THE POINT OF HIGH AND LOW SPEED.
HIGH SPEED: D1 AREA: NON
D2 AREA: 3.
LOW SPEED: D1 AREA: E.F.
D2 AREA: 5.

NOTE :THIS DISPLAY WAS SETTED IN LOW ACTIVE AND HIGH SPEED IS 33 MHz LOW SPEED IS 28 MHz