General Hardware Definitions

Note: Text = Expect positive response only under given circumstance • Machine = Type of macintosh. The (XXX) is the actual ID number assigned to the machine by Apple.  $\Diamond$  Total Hours in Use = Number of hours which the Mac has been on since it was manufactured Mac Ilci or newer ◊ Date Manufactured = Date of manufacture Mac IIci or newer Addressing Modes Status :  $\Diamond$  Machine is 32-Bit capable = Does the machine have a 32-bit Memory Manager? + System Zone is 32-Bit compatible = Are the block headers in the System Zone 32-bit clean? + Booted in 32-Bit mode = Did the machine start in 32-bit mode? • ATA/IDE Mar :  $\Diamond$  ATA is Present = Yes/No. This IBM-PC standard bus is installed in some Macs to control the internal drive (0) only. See the ATA/IDE report. + ATA Version = Version of manager + ATA Buses = Actual number of buses present. This is somewhat different from the SCSI bus in that there is one bus per the number of devices which can be supported. In the PB5300, for example, this value is 5. • Display Mgr :  $\Diamond$  Display Mgr is Present = Yes/No + Display Mgr Version = Version + Has Mirrored Switch = Supports control of video mirroring (2 monitors with same image displayed) + Has SetDepth Notification = Supports notification when depth is changed • Energy Conservation :  $\Diamond$  Monitor Energy Saver is Present = Apple version of screen saver which powers tube down and saves energy + Monitor Energy Saver Version = Version + Monitor Energy Saver is Running = Yes/No ◊ CPU Energy Saver is Present = Shuts down computer at set time + CPU Energy Saver Version = Version + CPU Energy Saver is Running = Yes/No  $\diamond$  Energy Savers are Combined = Systems starting with 7.5.3 combined these two Control Panels into the Energy Saver application • Expansion Bus Mgr is Present = In pci machines, provides access to i/o memory and manages the storage of some info in NVRAM. • Keyboard (Active) = Type of keyboard which was last used. There may be more than one keyboard connected at a time. Check the ADB report Memory: ♦ RAM Size = Total bytes of RAM installed (Random Access Memory) Virtual Memory is In Use = Virtual Memory uses various methods to increase the effective amount of RAM memory + Type = VM can either reside on disk or can be in the form of RAM compression, e.g. RAM Doubler + Logical Page Size = Number of bytes exchanged between RAM and VM at one time  $\diamond$  Virtual + RAM Memory Size = Total number of bytes of memory available to system and processes ♦ Svstem : + Highest Usable RAM Address = Highest RAM address available to applications + High RAM Used by System = RAM allocated to video and sound buffers, and reserved by INITs, etc. at startup

+ Low RAM Used by System = RAM allocated to vectors, global variables, and dispatch tables + Memory Used by Finder = RAM occupied by the Finder + Memory Used by System Heap = RAM allocated to the system heap. This is not only used by the system as applications can also allocate space in the system heap. This includes the space taken by the Disk Cache, if any - Memory Used by Disk Cache = RAM used by the Disk Cache set in the Memory control panel. + Total System Related Memory = Total Memory used by system. This value should approximate the value for the System found in the "About This Macintosh" dialog for the System. + System Heap Free Space = Free Space currently available in System Heap. Corresponds to the white space in the bar next to System in "About this Macintosh"  $\Diamond$  CPU can Check Parity = Is machine equipped for Parity RAM? This type of RAM is used when detection of any RAM anomaly is critical. This is a special order capability for computers used in sensitive applications + Parity Checking is Enabled = Yes/No  $\Diamond$  Modern Memory Mgr is Present = Optimized version only available on Power Macs + Modern Memory Mgr is running = Power Macs can run the original  $\diamond$  System Heap can Grow = System heap can add memory as needed  $\diamond$  Temp Mem is Supported = Processes can temporarily access free memory + Temp Mem Handles are Real = Yes/No + Temp Mem Handles are Tracked = Yes/No • Name Registry :  $\Diamond$  Name Registry is Present = This manager is the interface between objects in the device-tree and software drivers. Present on pci Macs + Name Registry Version = Version • Open Firmware is Present = Recognizes and configures pci devices • PC (PCMCIA) Card Services :  $\diamond$  Card Services is Present = Provides support for PCMCIA cards + CS Vendor = Vendor which provided this service + CS Revision = Revision + CS Level = Level of standard supported + CS Sockets = Number of cards supported • Power Mgr :  $\Diamond$  Power Mgr is Present = Yes/No Controls power related functions in portables plus energy saver functions in other Macs  $\Diamond$  Dispatch Routines are Present = Yes/No + Dispatch Routine Count = Number of Power Mgr routines • Printer :  $\diamond$  Current Printer Driver = Name of driver currently specified in the Chooser. + Printer Driver Version = Version  $\diamond$  Current Printer = Name of printer currently specified in the Chooser. + Printer Type = Laser, serial, etc + Printer Zone = If networked printer, the name of the Zone in which it is located • ROM Attributes :  $\Diamond$  ROM Size = Size of ROM (Read Only Memory) chip containing most of the system's functionality  $\Diamond$  ROM Version = Version number of ROM chip + ROM is Universal = Is this the new standard version of the ROM? + ROM is 32 Bit Clean = Yes/No  $\Diamond$  ROM Sub-Version = Used to distinguish minor changes to the basic ROM version ROM Checksum = Sometimes used to identify ROM version in older machines

 $\Diamond$  ROM Start = Address indicating the beginning of ROM. This address can be compared against the address returned in the Traps listings to determine if a trap has been patched SCSI Mar: ♦ Original SCSI Mgr is Present = Yes/No Async SCSI Mgr is Present = Provides support for multiple SCSI buses + Async SCSI gr Version = Version + Number of SCSI Buses = Power Macs, for example, are equipped with 2 + Async SCSI gr can Boot from Slot = Yes/No + Async SCSI gr is in ROM = Yes/No• Serial Port Attributes :  $\Diamond$  GPIa is connected to DCDa = Does the modem port provide handshaking on pin 7 of the connector in addition to pins 1 and 2?  $\Diamond$  GPIb is connected to DCDb = Does the printer port provide handshaking on pin 7 of the connector in addition to pins 1 and 2?  $\Diamond$  GPIa is connected to RTxCa = Does the modem port provide support for devices with separate data clocks, such as synchronous modems?  $\diamond$  Serial Hardware Type = Four character code  $\diamond$  Serial DMA is Present = is Direct Memory Access available + Serial DMA Version = Version  $\diamond$  Serial Port Arbitration is Present = Code which arbitrates the use of the serial ports by different programs • Slot Mgr (Nubus/PDS) :  $\Diamond$  Slot Mgr is Present = The slot manager is present in some Macs which do not have physical Nubus/PDS slots, usually to provide services such as built-in video or ethernet + Slot Mgr Version = Version Software Power-off = Mac power shuts off completely with Shut Down • Sound Attributes :  $\diamond$  New Sound Manager is Present = Yes + Sound Mar Version = Version + MACE Version = Version + SPB Version = Version + Sound Hardware Type = Four character code  $\diamond$  Sound Mgr Supports Multiple Channels = Yes/No Sound Mgr Supports 16-bit Audio = Yes/No SoundPlayDoubleBuffer is Present = Yes/No  $\diamond$  Has Stereo capability = Can the machine process stereo sounds?  $\diamond$  Stereo Sound is Combined for Internal Speaker = Is the stereo mixed for play though the internal speaker?  $\Diamond$  Input Mgr is Present = Is the machine capable of sound input?  $\Diamond$  Input Device is Present = Does the machine have any sound input device? + Built-In Input Device is Present = Yes/No ♦ Input Port can accept Line Level Mic = Yes/No  $\diamond$  Can Play and Record Together = Can you play and record simultaneously? Can Play and Record 16-bit Audio = Yes/No ♦ Can Record Stereo = Yes/No