TEXT,C,55

INTRODUCTION

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THE RAMQUEST 8/16 IS A 16-BIT ISA ARCHITECTURE MEMORY CARD WHICH CAN BE EXPANDED UP TO 32MB, USING MANY COMBINATIONS OF 256K, 1MB OR 4MB SIMM MODULES. IT IS UP TO FORTY TIMES FASTER THAN THE INTEL ABOVE BOARD PLUS IN EXPANDED MODE, AND CAN BE INSTALLED IN UNDER FIVE MINUTES, AS IT HAS NO JUMPERS OR SWITCHES TO SET. THE RAMQUEST 8/16 IS FULLY LIM EMS 4.0 COMPATIBLE, AND SUPPORTS EXTENDED OR EXPANDED MEMORY.

INSTALLATION

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- 1. MAKE A BACKUP COPY OF THE INSTALL DISKETTE.
- 2. MAKE SURE THAT THE SIMM PANELS ARE INSTALLED IN THE CORRECT WAY. THEY MUST BE THE SAME CONFIGURATION WITHIN EACH BANK, ALTHOUGH THE DIFFERENT BANKS CAN HAVE DIFFERENT SIMMS INSTALLED. VALID TYPES ARE:-

256K

1MB

4MB

THE SIMMS MUST BE 80ns OR FASTER.

- 3. IF YOU ARE INSTALLING A SINGLE SIMM PANEL INTO ANY BANK, YOU MUST INSTALL THE CARD INTO AN 8-BIT SLOT, AND THE SINGLE SIMM MUST BE IN THE LOW SOCKET (THIS IS LABELLED ON THE CARD.)
- 4. IF THE CARD IS TO BE CONFIGURED FOR EXTENDED MEMORY IT MUST BE INSTALLED IN A 16-BIT SLOT.
- 5. INSERT THE COPY OF THE INSTALLATION DISKETTE INTO THE A: DRIVE AND TYPE A:\>INSTALL <cr>>.
- 6. ENTER THE AMOUNT OF DOS FILL MEMORY REQUIRED. (DOS FILL MEMORY OPTION IS ONLY DISPLAYED IF YOUR SYSTEM HAS LESS THAN 640K OF RAM INSTALLED. IF YOU CHOOSE TO HAVE DOS FILL MEMORY, SOME OF THE MEMORY ON THE RAMQUEST 8/16 WILL BE MAPPED BACK INTO THE MEMORY SPACE MANAGED BY DOS, THUS REDUCING THE AMOUNT OF EXTENDED/EXPANDED MEMORY AVAILABLE ON THE RAMQUEST 8/16.
- 7. SPECIFY HOW MUCH EXTENDED MEMORY YOU REQUIRE.
- 8. CONFIRM YOUR CHOICES.
- 9. THE SYSTEM WILL PROGRAM YOUR RAMQUEST 8/16 AND CMOS

Sheet1

RAM FOR YOU. THEN SIMPLY REMOVE THE INSTALLATION DISKETTE AND PRESS RETURN. YOUR SYSTEM WILL REBOOT AND BE READY FOR USE.

10. IF THE RAMQUEST HAS PREVIOUSLY BEEN CONFIGURED IN ANOTHER SYSTEM, YOU SHOULD REMOVE THE JUMPER MARKED 'OUT', BOOT THE SYSTEM AND EXECUTE THE FOLLOWING COMMAND WITH THE INSTALLATION DISKETTE IN DRIVE A:-

A:\>INSTALL -r

WHEN THE PROGRAM HAS FINISHED, SWITCH OFF THE MACHINE, REPLACE THE JUMPER AND REBOOT. THEN GO TO STEP 2 ABOVE.