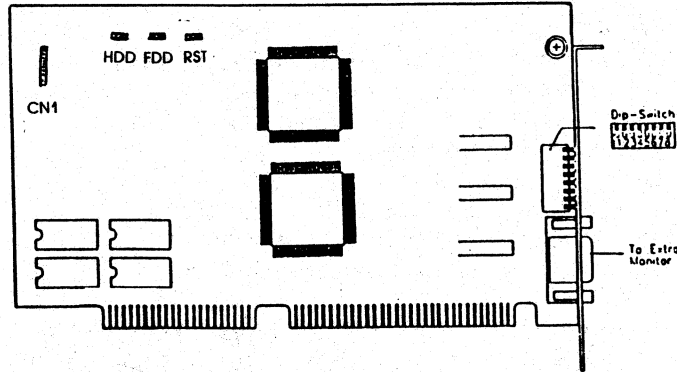


PC III VGA B/W PORTABLE DISPLAY ADAPTER

FEATURES:

- 640 * 480, 32 grey scale paper white VGA LCD
- 256 Color Simulation
- CGA, MGA, HGC, EGA & VGA software compatible
- 16 Bit Bus and 256K Video RAM

CONNECTION:



- CN1: TO SCREEN CABLE (16 PIN)
 RST: TO RESET JUMPER ON MOTHERBOARD (POLARITY)
 FDD: TO FLOPPY ACCESS SIGNAL CABLE ON FOLLPY CABLE (POLARITY)
 HDD: TO HARD DISK ACCESS SIGNAL JUMPER ON HDD CONTROLLER (POLARITY)

DIP SWITCH SETTING:

SW	1	2	3	4	5	6	7	8
VGA Lock	1	1	1	0	0	0	0	1
EGA Lock	1	1	1	0	0	1	1	0
MGA Lock	1	1	1	0	0	0	1	0
CGA Lock	1	1	1	0	0	1	0	0
Auto Switch	1	1	1	0	0	0	0	0

1:ON - 0: OFF

JUMPER SETTING AND DEFINITION OF I/O CARD

Jumper No:

- 1: IRQ5 OF PRNT PORT 2
- 2: I/O ADDRESS (2XX) OF PRNT PORT 1
- 3: IRQ7 OF PRNT PORT 1
- 4: I/O ADDRESS (3XX) OF PRNT PORT 2
- 5: IRQ3 OR RS232 COM1
- 6: I/O ADDRESS (2XX) OF COM1
- 7: IRQ4 OR RS232 COM1
- 8: I/O ADDRESS (3XX) OF RS232 COM2

FACTORY DEFAULT SETTING

- | | | | |
|-----------|----------|----------|----------|
| 1.: open | 3: close | 5: open | 7: close |
| 2.: close | 4: open | 6: close | 8: open |

PC III VGA BLACK & WHITE PORTABLE SOFTWARE DRIVER

1. DRIVER DIRECTORY:

- ACAD10
- LOTUS
- VP2
- WIN286

2. UTILITY DIRECTORY:

- EAGLE: VGA/EGA/CGA/MGA Display mode selection.
- PS2: Display mode parameter table, Run this before MXW.
- MXW: Text mode selector, see following for detail.
- DEMO: Demostration software.

** SWITCH TO DIFFERENT DISPLAY MODE

- > EAGLE (Then select the mode from display menu)
- > EAGLE VGA (or EGA or CGA or MGA for autoexec file)

** SWITCH VGA B/W TO DIFFERENT TEXT RESOLUTION MODE

- Step 1: PS2 (enter)
- Step 2: MXW MODE # (DOS command) (enter)

Mode #	Resolution Table	Display
40	100 x 28 TEXT	* LCD / External
41	100 x 50 TEXT	* LCD / External
42	100 x 60 TEXT	* LCD / External
43	100 x 75 TEXT	/ External
50	132 x 28 TEXT	* LCD / External
51	132 x 50 TEXT	* LCD / External
52	132 x 60 TEXT	* LCD / External
53	80 x 60 TEXT	LCD / External

(* THE LCD DISPLAY IS ONLY 640x480 RESOLUTION, SO THESE MODES MAY NOT DISPLAY WHOLE SCREEN OR THE PIXELS MAYBY UNSTABLE.)

For example:

- > PS2
 - > MXW 53 WP (SWITCH TO 80x60 TEXT MODE)
 - > MXW 52 COMMAND (SWITCH TO 132x60 TEXT MODE)
 - > EXIT
- (Back to original mode)