ASUS® CUA

Aladdin TNT2 Socket 370 Motherboard

USER'S MANUAL

USER'S NOTICE

The product name and revision number are both printed on the product itself. Manual revisions are released for each product design represented by the digit before and after the period of the manual revision number. Manual updates are represented by the third digit in the manual revision number.

For previous or updated manuals, BIOS, drivers, or product release information, contact ASUS at http://www.asus.com.tw or through any of the means indicated on the following page.

Product Name:	**ASUS CUA**
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FCC & DOC COMPLIANCE

Federal Communications Commission Statement

This device complies with FCC Rules Part 15. Operation is subject to the following two conditions:

- This device may not cause harmful interference, and
- This device must accept any interference received, including interference that may cause undesired operation.

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with manufacturer's instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Re-orient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment to an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

WARNING! Any changes or modifications to this product not expressly approved by the manufacturer could void any assurances of safety or performance and could result in violation of Part 15 of the FCC Rules.

Reprinted from the Code of Federal Regulations #47, part 15.193, 1993. Washington DC: Office of the Federal Register, National Archives and Records Administration, U.S. Government Printing Office.

Canadian Department of Communications Statement

This digital apparatus does not exceed the Class B limits for radio noise emissions from digital apparatus set out in the Radio Interference Regulations of the Canadian Department of Communications.

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

1. INTRODUCTION

1.1 How This Manual Is Organized

This manual is divided into the following sections:

1. INTRODUCTION	Manual information and checklist
2. FEATURES	Production information and specifications
3. HARDWARE SETUP	Intructions on setting up the motherboard.
4. BIOS SETUP	Intructions on setting up the BIOS
5. SOFTWARE SETUP	Intructions on setting up the included software
6. SOFTWARE REFERENCE	Reference material for the included software
7. APPENDIX	Optional items and general reference

1.2 Item Checklist

Check that your package is complete. If you discover damaged or missing items, contact your retailer.

Package Contents

- ☑ (1) ASUS Motherboard
- ☑ (1) 40-pin 80-conductor ribbon cable for internal UltraDMA/66 or UltraDMA/33 IDE drives
- ☑ (1) Ribbon cable for one 5.25” and two 3.5” floppy disk drives
- ☑ (1) ASUS 2-port USB Connector Set
- ☑ (1) 9-pin COM2 cable
- ☑ (1) Bag of spare jumper caps
- ☑ (1) ASUS Support CD with drivers and utilities
- ☑ (1) This Motherboard User’s Manual

Optional Items

- ☐ ASUS CIDB chassis intrusion detection module
- ☐ ASUS IrDA-compliant infrared module
- ☐ ASUS PCI-L101 Wake-On-LAN 10/100 Ethernet Card

2.1 The ASUS CUA

The ASUS CUA motherboard is carefully designed for the demanding PC user who wants advanced features processed by the fastest processors.

2.1.1 Specifications

- **Latest Processor Support**

Intel Pentium® III	133MHz FSB	Coppermine core	FC-PGA
Intel Pentium® III	100MHz FSB	Coppermine core	FC-PGA
Intel Celeron™	66MHz FSB	Mendocino core	FC-PGA
Intel Celeron™	66MHz FSB	Mendocino core	PPGA

- **North Bridge System Chipset:** Features the ALi M1631™ system controller; 133/100/66MHz Front Side Bus (FSB); and 133MHz memory bus.
- **South Bridge System Chipset:** ALi M1535D™ PCIset with PCI Super I/O integrated peripheral controller supports UltraDMA/66, which allows burst mode data transfer rates of up to 66.6MB/sec; AC97 audio; and four USB ports.
- **PC133 SDRAM / VC133 VCM Support:** Equipped with three Dual Inline Memory Module (DIMM) sockets to support Intel PC133/PC100-compliant (8, 16, 32, 64, 128, 256, or 512MB) or NEC's VC133-compliant Virtual Channel (VC) SDRAM up to 1.5GB. VC SDRAM is a new DRAM core architecture that dramatically improves the memory system's ability to service, among others, high multimedia requirements.
- **Integrated VGA:** Integrated NVIDIA® RIVA TNT2™ 3D/2D graphics engine supports Digital Flat Panel up to 1280x1024 resolution, NTSC/PAL TV output. Memory configuration [either Frame Buffer or Shared Memory Architecture (SMA) mode] options: 32MB (4MB•16•4) or 8MB (1MB•16•4) SDRAM or 0MB.
- **LCD/TV Output:** The LCD/TV interface can support an optional LCD/TV-out module for LCD/TV output.
- **JumperFree™ Mode:** Allows processor settings and easy overclocking of frequency and Vcore voltage all through BIOS setup when JumperFree™ mode is enabled. Easy-to-use DIP switches instead of jumpers are included to allow manual adjustment of the processor's external frequency.
- **Multi-Cache:** Supports processors with 512, 256, 128, or 0KB Pipelined Burst Level 2 cache.
- **UltraDMA/66 Support:** Comes with an onboard PCI Bus Master IDE controller with two connectors that support four IDE devices on two channels. Supports UltraDMA/66, UltraDMA/33, PIO Modes 3 & 4 and Bus Master IDE DMA Mode 2, and Enhanced IDE devices, such as DVD-ROM, CD-ROM, CD-R/RW, LS-120, and Tape Backup drives.

- **SMBus:** Features the System Management Bus interface, which is used to physically transport commands and information between SMBus devices.
- **Wake-On-LAN Connector:** Supports Wake-On-LAN activity through an optional ASUS PCI-L101 10/100 Fast Ethernet PCI card (see ***7. Appendix***).
- **Wake-On-Ring Connector:** Supports Wake-On-Ring activity through a PCI modem card that supports a WOR connector.
- **PC Health Monitoring:** Provides an easy way to examine and manage system status information, such as CPU and systerm voltages, temperatures, and fan status through the onboard hardware ASUS ASIC and the bundled ASUS PC Probe.
- **PCI/AMR Expansion Slots:** Provides six 32-bit PCI (Rev. 2.2) expansion slots, which can support Bus Master PCI cards, such as SCSI or LAN cards (PCI supports up to 133MB/s maximum throughput) and one Audio Modem Riser (AMR) slot, which supports a very affordable audio and/or modem riser card.
- **Super Multi-I/O:** Provides two high-speed UART compatible serial ports and one parallel port with EPP and ECP capabilities. UART2 can also be directed from COM2 to the Infrared Module for wireless connections.
- **Enhanced ACPI & Anti-Boot Virus Protection:** Programmable BIOS (Flash EEPROM), offering enhanced ACPI for Windows 98 compatibility, built-in firmware-based virus protection, and autodetection of most devices for virtually automatic setup.
- **IrDA:** Supports an optional infrared port module for wireless interface.
- **Concurrent PCI:** Concurrent PCI allows multiple PCI transfers from PCI master busses to the memory and processor.
- **Smart BIOS:** 2Mb (4Mb option) firmware provides Vcore and CPU/SDRAM frequency adjustments, boot block write protection, and HD/SCSI/MO/ZIP/CD/Floppy boot selection. Power supply is autodetected to enable/disable suspend-to-RAM and KB/PS/2 mouse power up, eliminating the need to make jumper adjustments.
- **Desktop Management Interface (DMI):** Supports DMI through BIOS, which allows hardware to communicate within a standard protocol creating a higher level of compatibility. (Requires DMI-enabled components.)
- **Onboard LED:** The onboard LED will light up when there is standby power to the motherboard. This acts as a reminder to the user to turn OFF the power before plugging and unplugging devices so as not to damage the motherboard, peripherals, and/or components.
- **Symbios SCSI BIOS:** Supports optional ASUS SCSI controller cards through the onboard SYMBIOS firmware.

2.1.2 Specifications — Optional Components

The following onboard components are optional at the time of purchase:

- **Onboard Audio:** AC97 V2.1 compliant Audio Codec with 3D sound circuitry and sample rate conversion from 7kHz to 48kHz.

2.1.3 Performance

- **Concurrent PCI:** Concurrent PCI allows multiple PCI transfers from PCI master busses to the memory and processor.
- **High-Speed Data Transfer Interface:** IDE transfers using UltraDMA/33 Bus Master IDE can handle rates up to 33MB/s. This motherboard with its chipset and support for UltraDMA/66 doubles the UltraDMA/33 burst transfer rate to 66.6MB/s. UltraDMA/66 is backward compatible with both DMA/33 and DMA and with existing DMA devices and systems so there is no need to upgrade current EIDE/IDE drives and host systems. (UltraDMA/66 requires a 40-pin 80-conductor cable to be enabled and/or for UltraDMA Mode 4.)
- **VCM/SDRAM Optimized Performance:** This motherboard supports a new generation memory, NEC's 64Mb Virtual Channel Memory (VCM) Synchronous Dynamic Random Access Memory (SDRAM), which is compatible to the industry standard SDRAM. The VCM's core design provides up to 50% higher SDRAM speed at reduced power consumption of about 30%. This motherboard also supports standard SDRAM, which increases the data transfer rate (1.064GB/s max using PC133-compliant SDRAMs and 800MB/s max using PC100-compliant SDRAMs).• **New Compliancy:** Both the BIOS and hardware levels of ASUS smart series motherboards meet PC'99 compliancy. The new PC'99 requirements for systems and components are based on the following high-level goals: Support for Plug and Play compatibility and power management for configuring and managing all system components, and 32-bit device drivers and installation procedures for Windows 95/98/NT. Color-coded connectors and descriptive icons make identification easy as required by PC'99.
- **ACPI Ready: A**dvanced **C**onfiguration **P**ower **I**nterface (ACPI) provides more Energy Saving Features for operating systems that support OS Direct Power Management (OSPM) functionality. With these features implemented in the OS, PCs can be ready around the clock, yet satisfy all the energy saving standards. To fully utilize the benefits of ACPI, an ACPI-supported OS, such as Windows 98 must be used.

2.1.4 Intelligence

- **Auto Fan Off:** The system fans will power off automatically **even in sleep mode**. This function reduces both energy consumption and **system noise**, and is an important feature in implementing silent PC systems.
- **Dual Function Power Button:** Pushing the power button for less than 4 seconds when the system is in the working state places the system into one of two states: sleep mode or soft-off mode, depending on the BIOS or OS setting (see **PWR Button < 4 Secs** in ***4.5 Power Menu***). When the power button is pressed for more than 4 seconds, the system enters the soft-off mode regardless of the BIOS setting.
- **Fan Status Monitoring and Alarm:** To prevent system overheat and system damage, the CPU, power supply, and system fans can be monitored for RPM and failure. All fans are set for its normal RPM range and alarm thresholds.
- **PS/2 Keyboard/Mouse Power Up:** Keyboard/Mouse Power Up can be enabled or disabled to allow the computer to be powered on by either pressing the space bar, Ctrl-Esc, or Power keys (see **4.5.1 Power Up Control**).
- **Message LED (requires ACPI OS support):** Turbo LEDs now act as information providers. Through the way a particular LED illuminates, the user can determine if there are messages waiting in the mailbox. A simple glimpse provides useful information to the user.
- **Remote Ring On (requires modem):** This allows a computer to be turned on remotely through an internal or external modem. With this benefit on-hand, users can access vital information from their computers from anywhere in the world!
- **System Resources Alert:** Today's operating systems such as Windows 95/98/NT and OS/2, require much more memory and hard drive space to present enormous user interfaces and run large applications. The system resource monitor will warn the user before the system resources are used up to prevent possible application crashes. Suggestions will give the user information on managing their limited resources more efficiently.
- **Temperature Monitoring and Alert:** To prevent system overheat and system damage, this motherboard supports processor thermal sensing and auto-protection.
- **Voltage Monitoring and Alert:** System voltage levels are monitored to ensure stable voltage to critical motherboard components. Voltage specifications are more critical for future processors, so monitoring is necessary to ensure proper system configuration and management.
- **Chassis Intrusion Detection:** Supports chassis-intrusion monitoring through the ASUS ASIC. A chassis intrusion event is kept in memory on battery power for more protection.

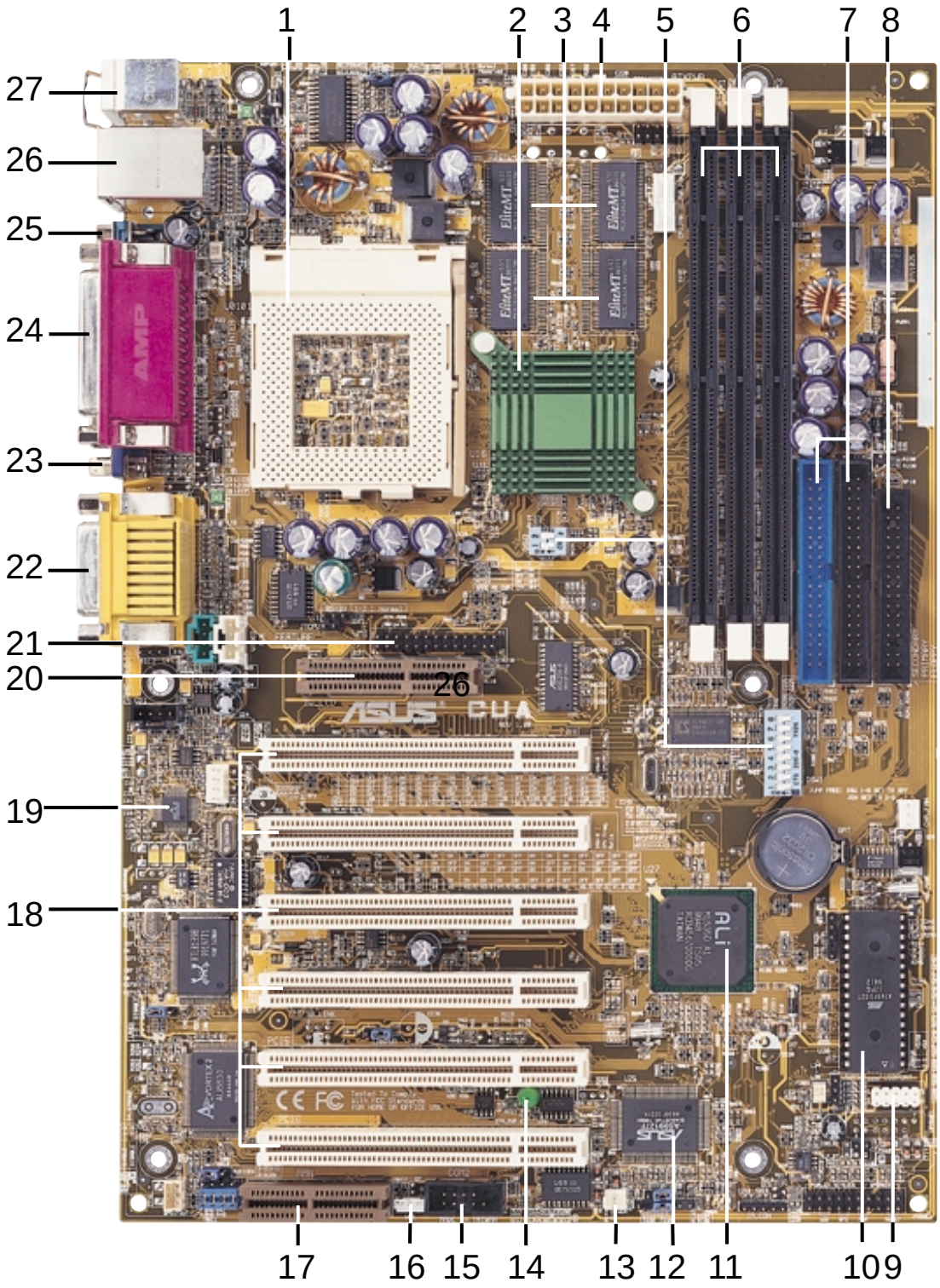
2.2 Motherboard Components

See opposite page for locations.

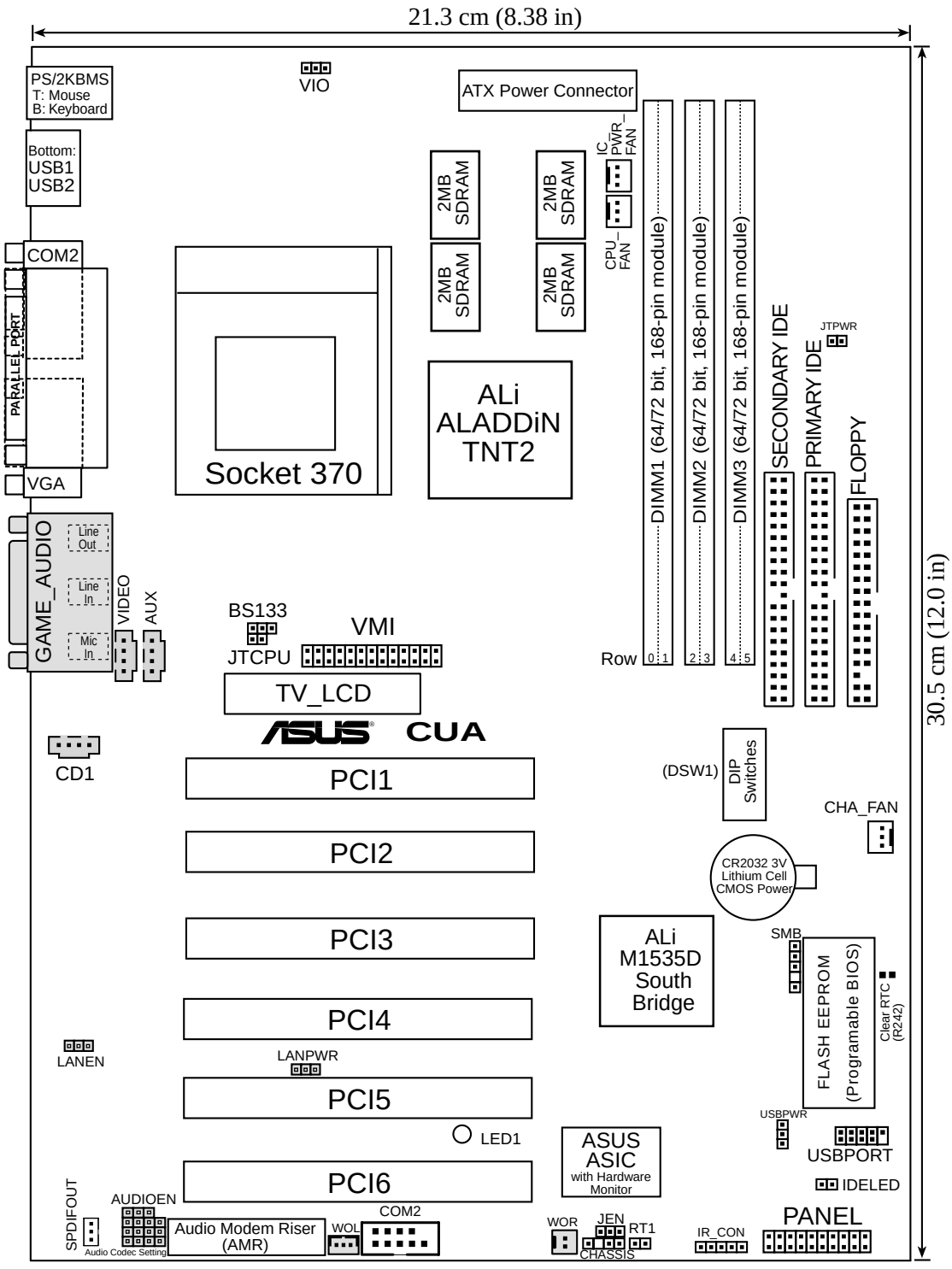
		Location
Processor Support	Socket 370 for Celeron/Coppermine Processors	**1**
	Feature Setting DIP Switches	**5**
Chipsets/Chips	**North Bridge:** ALi M1631™ (Aladdin TNT2) (System Controller)	**2**
	South Bridge/Super I/O: ALi M1535D™ (PCI-to-ISA Bridge)	**11**
	2Mb Programmable Flash EEPROM	**10**
Main Memory	Maximum 1.5GB support	
	3 DIMM Sockets	**6**
	VC133/PC133 SDRAM support	
Expansion Slots	6 PCI Slots	**18**
	1 TV/LCD Slot	**20**
	1 AMR Slot	**17**
System I/O	2 IDE Connectors (UltraDMA33/66 Support)	**7**
	1 Floppy Disk Driver Connector	**8**
	1 USB Header	**9**
	1 Parallel Port Connector	**(Top) 24**
	1 Serial COM1 Connector	**(Bottom) 25**
	1 Serial COM2 Connector	**15**
	USB Connectors (Port 0 & Port 1)	**26**
	1 PS/2 Mouse Connector	**(Top) 27**
	1 PS/2 Keyboard Connector	**(Bottom) 27**
3D Graphics	8/32MB VGA Frame Buffer (optional)	**3**
	1 VGA Monitor Output Connector	**(Bottom) 23**
	1 Feature (VMI) Connector	**21**
Audio	AC'97 V2.1 Audio Codec (optional)	**21**
	1 Line Out Connector (on audio model only)	**(Bottom) 22**
	1 Line In Connector (on audio model only)	**(Bottom) 22**
	1 Microphone Connector (on audio model only)	**(Bottom) 22**
Network Features	Wake-On-LAN Connector	**16**
	Wake-On-Ring	**13**
Others	ASUS ASIC	**12**
	Onboard LED	**14**
	3 Fan Power and Speed Monitoring Connectors	
Power	ATX Power Supply Connector	**4**
Form Factor	ATX, 305mm x 213mm (12" x 8.4")	

2. FEATURES

2.2.1 Component Locations



3.1 Motherboard Layout



Grayed components are optional at the time of purchase

3.2 Layout Contents

Motherboard Settings

Expansion Slots/Sockets

Connectors

3.3 Hardware Setup Procedure

Before using your computer, you must complete the following steps:

- **Check Motherboard Settings**
- **Install Memory Modules**
- **Install the Central Processing Unit (CPU)**
- **Install Expansion Cards**
- **Connect Ribbon Cables, Panel Wires, and Power Supply**

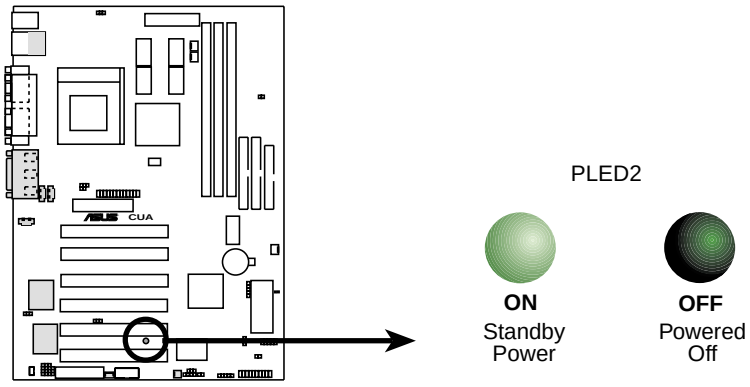
3.4 Motherboard Settings

This section explains in detail how to change your motherboard's function settings through the use of switches and/or jumpers.

WARNING! Computer motherboards and expansion cards contain very delicate Integrated Circuit (IC) chips. To protect them against damage from static electricity, you should follow some precautions whenever you work on your computer.

1. Unplug your computer when working on the inside.
2. Use a grounded wrist strap before handling computer components. If you do not have one, touch both of your hands to a safely grounded object or to a metal object, such as the power supply case.
3. Hold components by the edges and try not to touch the IC chips, leads or connectors, or other components.
4. Place components on a grounded antistatic pad or on the bag that came with the component whenever the components are separated from the system.
5. Ensure that the ATX power supply is switched off before you plug in or remove the ATX power connector on the motherboard.

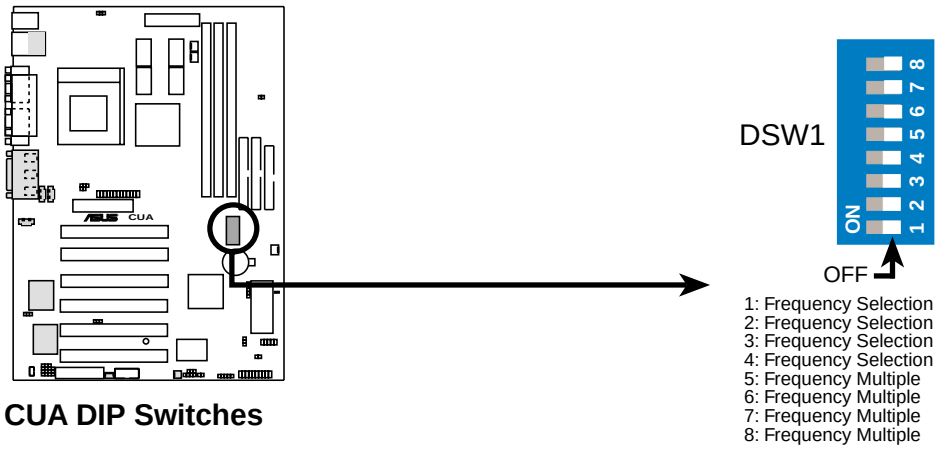
WARNING! Make sure that you unplug your power supply when adding or removing system components. Failure to do so may cause severe damage to your motherboard, peripherals, and/or components. The onboard LED when it lits acts as a reminder that the system is in suspend or soft-off mode and not powered OFF.



CUA Onboard LED

Motherboard Feature Settings (DSW)

Besides jumper settings, some of the motherboard's onboard functions are adjusted through the DIP switches. The white block represents the switch's position. The example below shows all the switches in the OFF position.



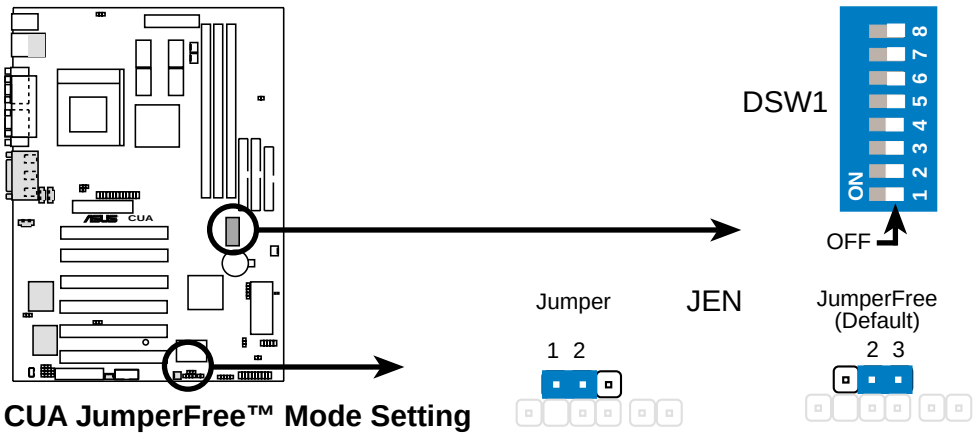
CUA DIP Switches

1) JumperFree™ Mode (JEN)

This jumper allows you to enable or disable the JumperFree™ mode. The JumperFree™ mode allows processor settings to be made through the BIOS setup (see ***Advanced Menu***, BIOS).

IMPORTANT: In JumperFree™ mode, all DIP switches (DSW) must be set to OFF.

Setting	**JEN**
Enable (JumperFree)	[2-3] (default)
Disable (Jumper)	[1-2]

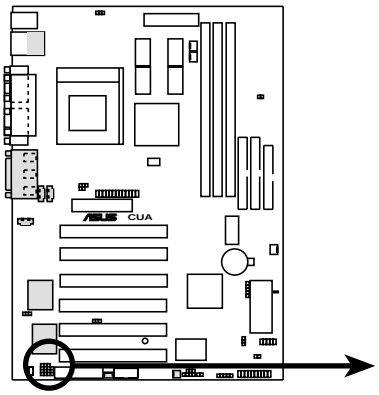


CUA JumperFree™ Mode Setting

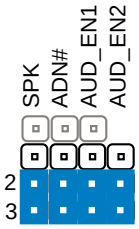
2) Onboard Audio Setting (available on audio model only)

The onboard audio CODEC may be enabled or disabled using all of these jumpers. Disable the onboard audio CODEC if you are using an PCI audio card on any of the expansion slots or a primary AMR on the AMR slot (see AMR Slot later in this section). If using an PCI audio expansion card, **Onboard AC'97 Audio Controller** in ***Peripheral Setup*** (BIOS) must also be disabled.

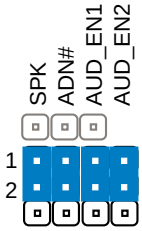
Setting	**AUDIO CODEC**
Disable	[1-2] [1-2] [1-2] [1-2]
Enable	[2-3] [2-3] [2-3] [2-3] (default)



CUA Audio Codec Setting



Enable
(Default)



Disable

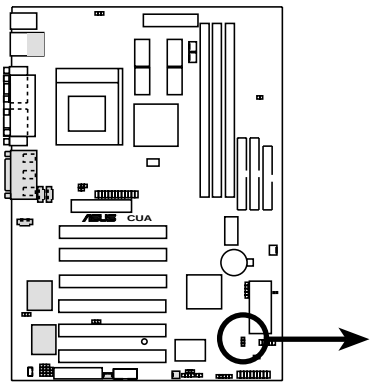
3) USB Device Wake Up (USBPWR)

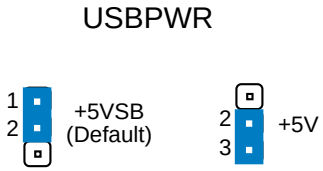
This allows you to disable or enable the USB device wake up function. Set this jumper to *+5VSB* if you wish to use your USB devices to wake up your computer. This feature requires an ATX power supply that can supply at least 2A on the +5VSB lead. The default is set to *+5V* because not all computers have the appropriate ATX power supply. Your computer will not power ON if you set this to *+5VSB* and do not have the appropriate ATX power supply. **NOTE:** This jumper must be set in conjunction with **Wake On USB for STR State** in ***Power Up Control*** (BIOS)**.**

NOTES

1. For suspend to RAM function, these jumpers must be set to *Enable*.
2. The total current consumed must NOT exceed the power supply capability (+5VSB) whether under normal working conditions or in the sleep mode.

Setting	**USBPWR**
+5VSB	[1-2] (default)
+5V	[2-3]



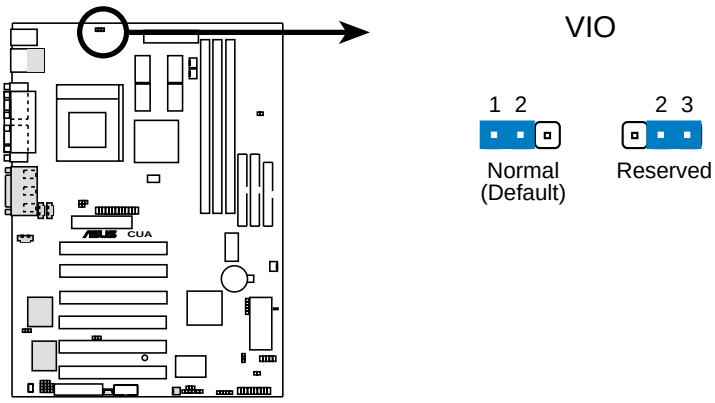


CUA USB Power Source

4) Voltage I/O Setting (VIO)

This jumper allows you to select the voltage supplied to the DRAM, chipset, AGP, and PCI, among others. The default voltage is set at *Normal*.

Setting	VIO
Normal	[1-2] (default)
Reserved	[2-3]



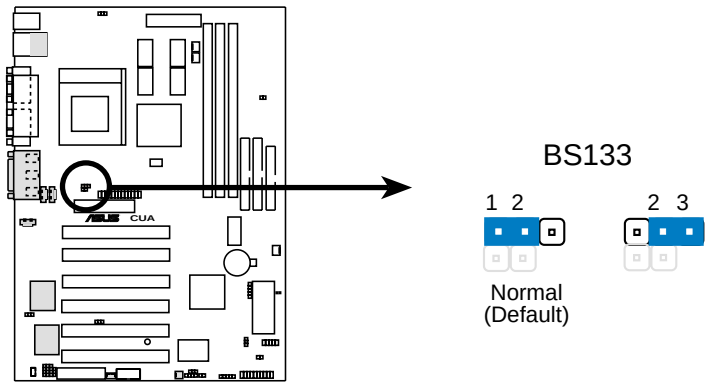
CUA Input/Output Voltage Setting

WARNING! Using a higher voltage may help when overclocking but may result in the shortening of your computer component's life. It is strongly recommended that you leave this settting on its default.

5) BUS Selection (BS133)

This jumper allows you to enable support for the VIA Cyrix® III (133MHz FSB) processor. The default is set at *Normal* for Intel and VIA Cyrix III (100/66MHz FSB) processors. For VIA Cyrix III (133MHz FSB) processors, set the BS133 jumper to [2-3].

Setting	BS133
Normal	[1-2] (default) [Intel and VIA Cyrix III (100/66MHz FSB)]
Reserved	[2-3] [VIA Cyrix III (133MHz FSB)]



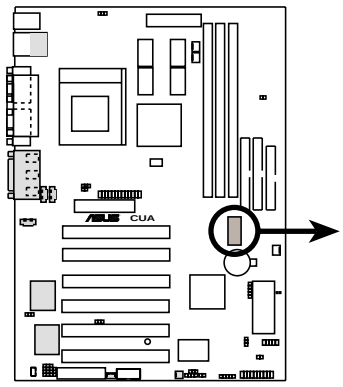
CUA Bus Selection

6) CPU External Frequency Setting (DSW1 Switches 1–4)

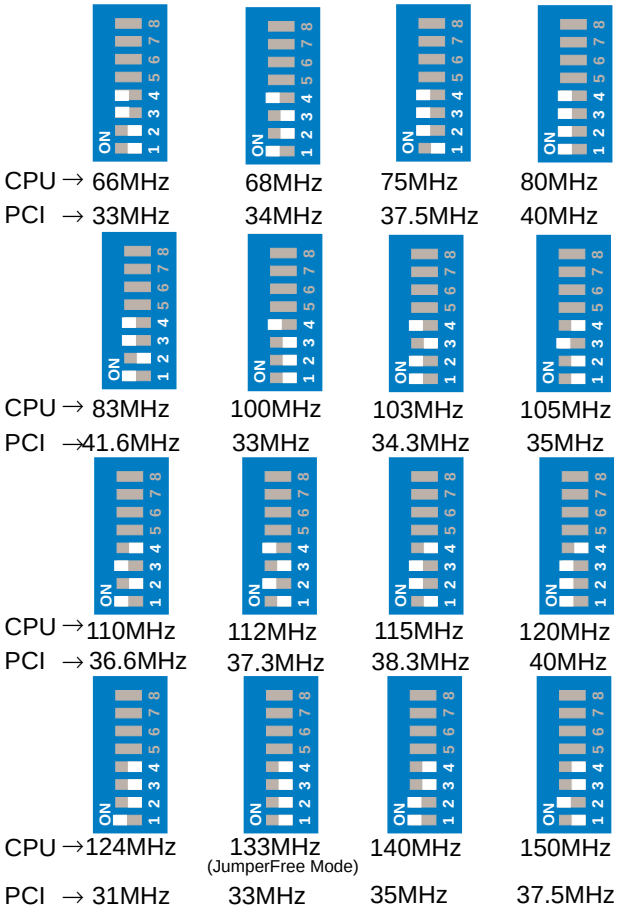
This option tells the clock generator what frequency to send to the CPU, SDRAM, PCI, and the chipset. This allows the selection of the CPU's *External* frequency. The CPU External Frequency multiplied by the Frequency Multiple equals the CPU's *Internal* frequency (the advertised CPU speed).

IMPORTANT:

1. In JumperFree mode, all dip switches must be set to OFF.
2. When JumperFree mode is enabled, use BIOS setup in place of these switches (set ***CPU Speed*** in ***Advanced Menu*** in BIOS Setup).



CUA CPU External Clock (BUS) Frequency Selection

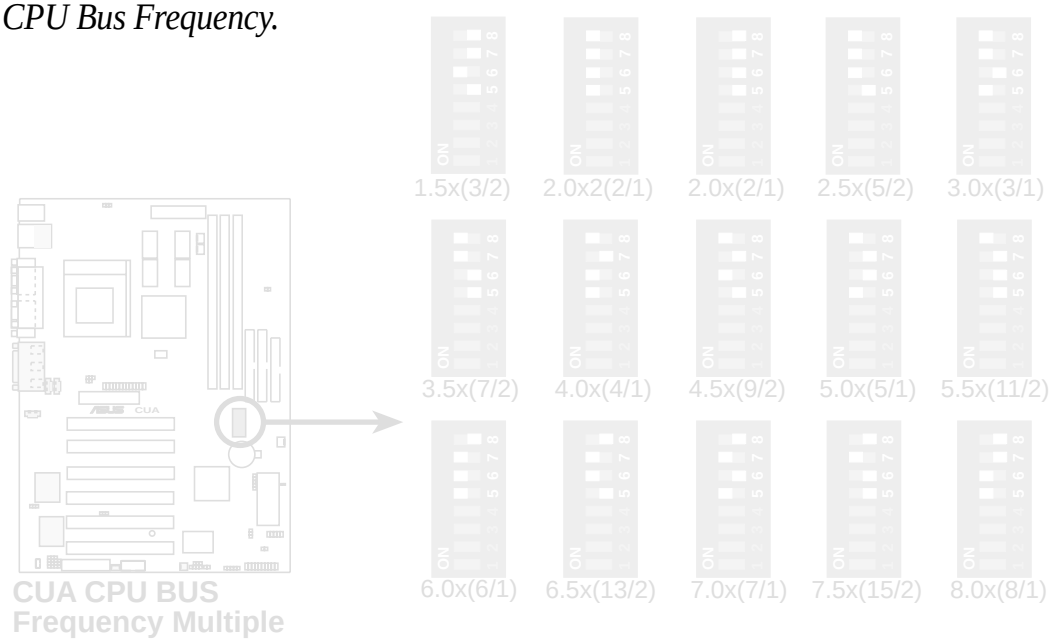


NOTE: If your processor does not have a locked Frequency Multiple, you must use **CPU Core:Bus Freq. Multiple** in ***4.4 Advanced Menu*** (BIOS) to set the Frequency Multiple. If the Frequency Multiple is locked, setting the Frequency Multiple in BIOS setup will have no effect.

WARNING! Premature wearing of the processor may result when overclocking. Be sure that the DIMM you use can handle the specified SDRAM MHz or else bootup will not be possible.

7) CPU Core:BUS Frequency Multiple (DSW1 Switches 5–8)

This option sets the frequency multiple between the *Internal* frequency of the CPU and the CPU's *External* frequency. These must be set in conjunction with the *CPU Bus Frequency.*



Manual CPU Settings (**NOTE:** JumperFree mode must be disabled)

Set the DIP switches by the Internal speed of your processor as follows:

				(CPU BUS Freq.)				(Freq. Multiple)			
Intel CPU Model	**Freq.**	**Mult.**	**Bus F.**	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**
Pentium III	933MHz	7.0x	133MHz	[OFF]	[OFF]	[OFF]	[OFF]	[ON]	[OFF]	[ON]	[OFF]
Pentium III	866MHz	6.5x	133MHz	[OFF]	[OFF]	[OFF]	[OFF]	[OFF]	[ON]	[ON]	[OFF]
Pentium III	800MHz	6.0x	133MHz	[OFF]	[OFF]	[OFF]	[OFF]	[ON]	[ON]	[ON]	[OFF]
Pentium III	733MHz	5.5x	133MHz	[OFF]	[OFF]	[OFF]	[OFF]	[OFF]	[OFF]	[OFF]	[ON]
Pentium III	667MHz	5.0x	133MHz	[OFF]	[OFF]	[OFF]	[OFF]	[ON]	[OFF]	[OFF]	[ON]
Pentium III	600MHz	4.5x	133MHz	[OFF]	[OFF]	[OFF]	[OFF]	[OFF]	[ON]	[OFF]	[ON]
Pentium III	533MHz	4.0x	133MHz	[OFF]	[OFF]	[OFF]	[OFF]	[ON]	[ON]	[OFF]	[ON]
Pentium III	800MHz	8.0x	100MHz	[OFF]	[OFF]	[OFF]	[ON]	[ON]	[ON]	[OFF]	[OFF]
Pentium III	750MHz	7.5x	100MHz	[OFF]	[OFF]	[OFF]	[ON]	[OFF]	[OFF]	[ON]	[OFF]
Pentium III	700MHz	7.0x	100MHz	[OFF]	[OFF]	[OFF]	[ON]	[ON]	[OFF]	[ON]	[OFF]
Pentium III	650MHz	6.5x	100MHz	[OFF]	[OFF]	[OFF]	[ON]	[OFF]	[ON]	[ON]	[OFF]
Pentium III	600MHz	6.0x	100MHz	[OFF]	[OFF]	[OFF]	[ON]	[ON]	[ON]	[ON]	[OFF]
Pentium III	550MHz	5.5x	100MHz	[OFF]	[OFF]	[OFF]	[ON]	[OFF]	[OFF]	[OFF]	[ON]
Pentium III	500MHz	5.0x	100MHz	[OFF]	[OFF]	[OFF]	[ON]	[ON]	[OFF]	[OFF]	[ON]
Pentium III	450MHz	4.5x	100MHz	[OFF]	[OFF]	[OFF]	[ON]	[OFF]	[ON]	[OFF]	[ON]
Celeron	533MHz	8.0x	66MHz	[OFF]	[OFF]	[ON]	[ON]	[ON]	[ON]	[OFF]	[OFF]
Celeron	500MHz	7.5x	66MHz	[OFF]	[OFF]	[ON]	[ON]	[OFF]	[OFF]	[ON]	[OFF]
Celeron	466MHz	7.0x	66MHz	[OFF]	[OFF]	[ON]	[ON]	[ON]	[OFF]	[ON]	[OFF]
Celeron	433MHz	6.5x	66MHz	[OFF]	[OFF]	[ON]	[ON]	[OFF]	[ON]	[ON]	[OFF]
Celeron	400MHz	6.0x	66MHz	[OFF]	[OFF]	[ON]	[ON]	[ON]	[ON]	[ON]	[OFF]
Celeron	366MHz	5.5x	66MHz	[OFF]	[OFF]	[ON]	[ON]	[OFF]	[OFF]	[OFF]	[ON]
Celeron	333MHz	5.0x	66MHz	[OFF]	[OFF]	[ON]	[ON]	[ON]	[OFF]	[OFF]	[ON]
Celeron	300MHz	4.5x	66MHz	[OFF]	[OFF]	[ON]	[ON]	[OFF]	[ON]	[OFF]	[ON]
Celeron	266MHz	4.0x	66MHz	[OFF]	[OFF]	[ON]	[ON]	[ON]	[ON]	[OFF]	[ON]

For updated processor settings, please visit ASUS' web site (see ASUS CONTACT INFORMATION).

3.5 System Memory (DIMM)

NOTE: No hardware or BIOS setup is required after adding or removing memory.

This motherboard uses only Dual Inline Memory Modules (DIMMs). Sockets are available for **3.3Volt** (power level) unbuffered Synchronous Dynamic Random Access Memory (SDRAM) of 16, 32, 64, 128MB, 256 or 512MB. to form a memory size between 16MB and 1.5GB. One side (with memory chips) of the DIMM takes up one row on the motherboard. This motherboard also supports NEC's Virtual Channel (VC) SDRAMs.

To use the chipset's Error Checking and Correction (ECC) feature, you must use a DIMM with 9 chips per side (standard 8 chips/side + 1 ECC chip).

Memory speed setup is recommended through **Configure SDRAM Timing by SPD** (see ***Advanced Chipset Setup***, BIOS).

Install memory in any combination as follows:

IMPORTANT

- For optimum signal integrity, inserting the DIMMs in the following order is recommended: DIMM1, DIMM2, DIMM3.
- SDRAMs used must be compatible with the current PC133/PC100/VC133/VC100 SDRAM specification.
- DO NOT attempt to mix SDRAMs with VCM SDRAMs.

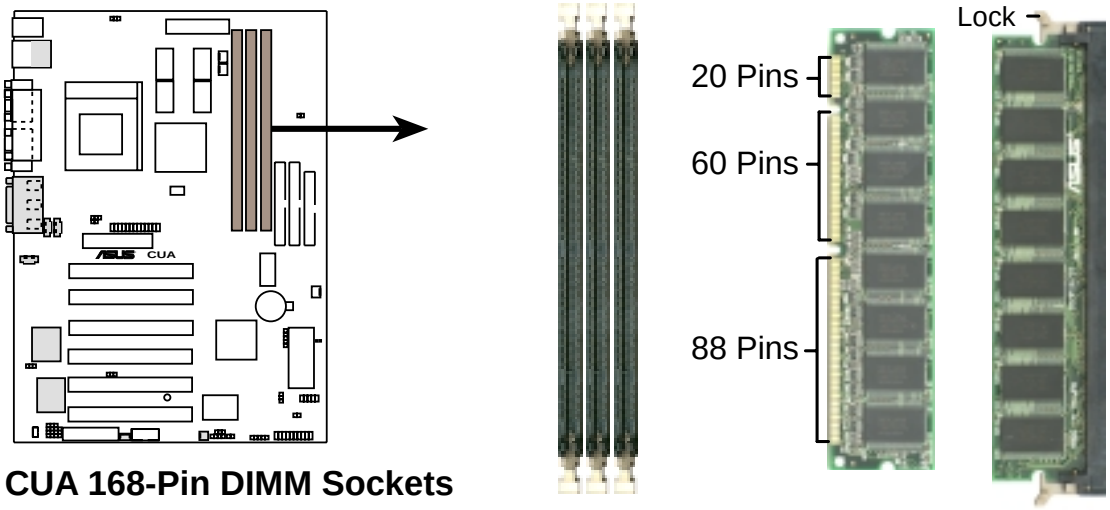
Location	168-pin DIMM	Total Memory
DIMM1 (Rows 0&1)	SDRAM 16, 32, 64, 128, 256, 512MB	x1
DIMM2 (Rows 2&3)	SDRAM 16, 32, 64, 128, 256, 512MB	x1
DIMM3 (Rows 4&5)	SDRAM 16, 32, 64, 128, 256, 512MB	x1
	Total System Memory (Max 1.5GB)	=

3.5.1 General DIMM Notes

- **For the system CPU bus to operate at 133MHz, use only PC133/VC133-compliant DIMMs.** When this motherboard operates at 133MHz, most system will not even boot if non-compliant modules are used because of the strict timing issues involved under this speed. If your DIMMs are not PC133/VC133-compliant, set the CPU bus frequency to 100MHz RAM to ensure system stability.
- This motherboard supports SPD (Serial Presence Detect) DIMMs. This is the memory of choice for best performance vs. stability.
- This motherboard does NOT support registered memory.
- BIOS shows SDRAM memory on bootup screen.
- Single-sided DIMMs come in 16, 32, 64,128, 256MB; double-sided come in 32, 64, 128, 256, 512MB.

3.5.2 DIMM Memory Installation

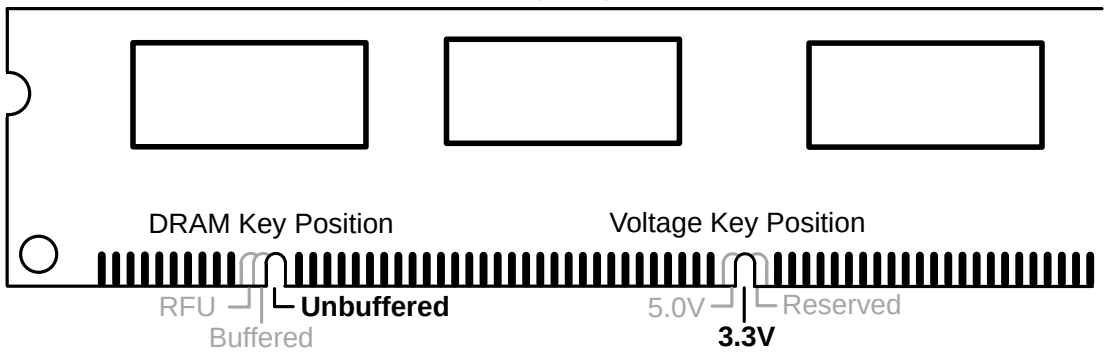
Insert the module(s) as shown. Because the number of pins are different on either side of the breaks, the module will only fit in the orientation shown. DIMM modules are longer and have different pin contact on each side and therefore have a higher pin density. SIMM modules have the same pin contact on both sides.



CUA 168-Pin DIMM Sockets

The DIMMs must be **3.3V Unbuffered** for this motherboard. To determine the DIMM type, check the notches on the DIMMs (see figure below).

168-Pin DIMM Notch Key Definitions (3.3V)



The notches on the DIMM module will shift between left, center, or right to identify the type and also to prevent the wrong type from being inserted into the DIMM slot on the motherboard. You must ask your retailer the correct DIMM type before purchasing. This motherboard supports four clock signals.

3.6 Central Processing Unit (CPU)

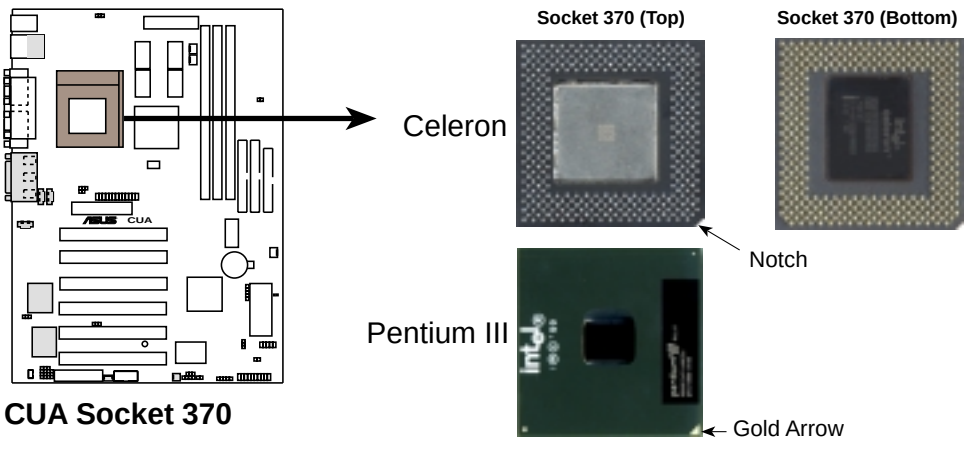
The motherboard provides a ZIF Socket 370. The CPU that came with the motherboard should have a fan attached to it to prevent overheating. If this is not the case, then purchase a fan before you turn on your system.

WARNING! Be sure that there is sufficient air circulation across the processor's heatsink by regularly checking that your CPU fan is working. Without sufficient circulation, the processor could overheat and damage both the processor and the motherboard. You may install an auxiliary fan, if necessary.

To install a CPU, first turn off your system and remove its cover. Locate the ZIF socket and open it by first pulling the lever sideways away from the socket then upwards to a 90-degree angle. Insert the CPU with the correct orientation as shown. The notched corner should point towards the end of the lever. Because the CPU has a corner pin for two of the four corners, the CPU will only fit in the orientation as shown. The picture is for reference only; you should have a CPU fan that covers the face of the CPU. With the added weight of the CPU fan, no force is required to insert the CPU. Once completely inserted, close the socket's lever while holding down the CPU. After the CPU is , install an Intel recommended fan heatsink. Locate the CPU fan connector (see ***3.1 Motherboard Layout*** or ***3.8 Connectors***) and connect the CPU fan cable to it.

NOTE: Do not forget to set the correct Bus Frequency and Multiple (frequency multiple setting is available only on unlocked processors) for your Socket 370 processor or else boot-up may not be possible. Socket 370 processors provide internal thermal sensing so that a socket mounted thermal resistor is not needed.

CAUTION! Be careful not to scrape the motherboard when mounting a clamp-style processor fan or else damage may occur to the motherboard.



3.7 Expansion Cards

WARNING! Unplug your power supply when adding or removing expansion cards or other system components. Failure to do so may cause severe damage to both your motherboard and expansion cards.

3.7.1 Expansion Card Installation Procedure

1. Read the documentation for your expansion card and make any necessary hardware or software settings for your expansion card, such as jumpers.
2. Remove your computer system's cover and the bracket plate on the slot you intend to use. Keep the bracket for possible future use.
3. Carefully align the card's connectors and press firmly.
4. Secure the card on the slot with the screw you removed above.
5. Replace the computer system's cover.
6. Set up the BIOS if necessary
   (such as *IRQ xx Used By ISA: Yes* in PNP AND PCI SETUP)
7. Install the necessary software drivers for your expansion card.

3.7.2 Assigning IRQs for Expansion Cards

Some expansion cards need an IRQ to operate. Generally, an IRQ must be exclusively assigned to one use. In a standard design, there are 16 IRQs available but most of them are already in use, leaving 6 IRQs free for expansion cards. If your motherboard has **PCI** audio onboard, an additional IRQ will be used. If your motherboard also has **MIDI** enabled, another IRQ will be used, leaving 4 IRQs free.

The following table lists the default IRQ assignments for standard PC devices. Use this table when configuring your system and for resolving IRQ conflicts.

Standard Interrupt Assignments

IRQ	Priority	Standard Function
0	1	System Timer
1	2	Keyboard Controller
2	N/A	Programmable Interrupt
3*	11	Communications Port (COM2)
4*	12	Communications Port (COM1)
5*	13	
6	14	Floppy Disk Controller
7*	15	Printer Port (LPT1)
8	3	System CMOS/Real Time Clock
9*	4	ACPI Mode when enabled
10*	5	IRQ Holder for PCI Steering
11*	6	IRQ Holder for PCI Steering
12*	7	PS/2 Compatible Mouse Port
13	8	Numeric Data Processor
14*	9	Primary IDE Channel
15*	10	Secondary IDE Channel

*These IRQs are usually available for ISA or PCI devices.

Interrupt Request Table for this Motherboard

Interrupt requests are shared as shown by the following table:

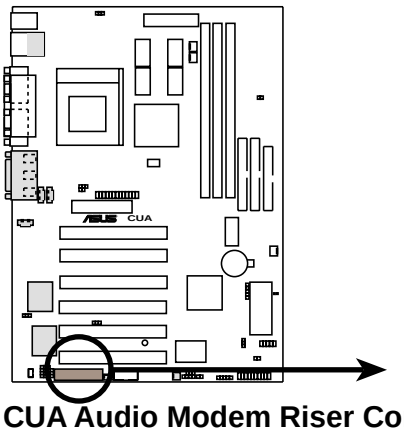
	INT-A	INT-B	INT-C	INT-D
PCI slot 1	shared	—	—	—
PCI slot 2	—	shared	—	—
PCI slot 3	—	—	shared	—
PCI slot 4	—	—	—	shared
PCI slot 5	—	—	—	shared
PCI slot 6	—	—	shared	—
Onboard VGA	shared	—	—	—

IMPORTANT: If using PCI cards on shared slots, make sure that the drivers support "Share IRQ" or that the cards do not need IRQ assignments. Conflicts will arise between the two PCI groups that will make the system unstable or cards inoperable.

3.7.3 Audio Modem Riser (AMR) Slot

This connector supports a specially designed audio and/or modem card called an AMR. Main processing is done through software and controlled by the motherboard's system chipset. This provides an upgradeable audio and/or modem solution at an incredibly low cost. There are two types of AMR, one defined as primary and another defined as secondary. This motherboard uses the primary channel so that a secondary AMR can coexist without the need to disable the onboard CODEC. The motherboard's onboard CODEC must be disabled when using a primary AMR.

IMPORTANT: The AMR slot of this motherboard shares the same expansion slot as PCI Slot 3. Because of this and its location, the slot can only accept a specially designed AMR card (optional). While a standard AMR card's bracket is to the left of the card (facing the expansion slot), the specially-designed AMR card's bracket is to the right of the card. For availability, see your vendor or dealer.

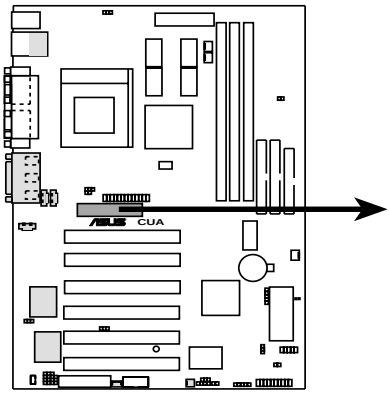


To install the AMR card, face its components toward the serial ports.

CUA Audio Modem Riser Connector

3.7.4 TV/LCD Slot

This connector supports a specially designed TV/LCD slot to support an ASUS LCD-TV daughter card. This card allows you to connect a digital flat panel, ASUS or third party TV or video accessories, such as a TV, video capture cards, or television tuners. The TV/LCD slot eliminates digital-to-analog and analog-to-digital conversions, resulting in sharper, brighter images.



CUA TV/LCD Slot

NOTE: An ASUS LCD-TV daughter card is not included with this motherboard. For availability, see your vendor or dealer.

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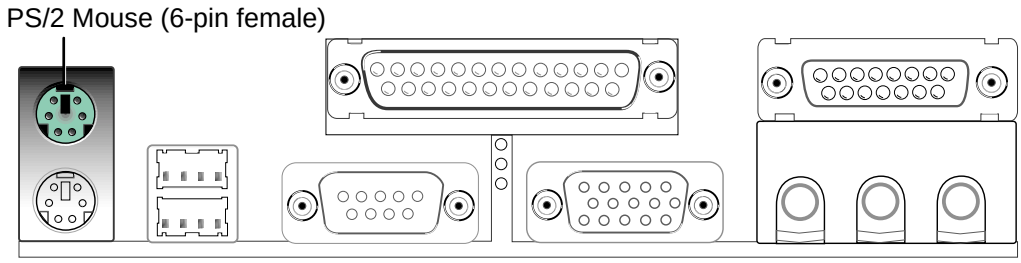
3.8 External Connectors

WARNING! Some pins are used for connectors or power sources. These are clearly distinguished from jumpers in the Motherboard Layout. Placing jumper caps over these connector pins will cause damage to your motherboard.

IMPORTANT: Ribbon cables should always be connected with the red stripe to Pin 1 on the connectors. Pin 1 is usually on the side closest to the power connector on hard drives and CD-ROM drives, but may be on the opposite side on floppy disk drives. Check the connectors before installation because there may be exceptions. IDE ribbon cable must be less than 46 cm (18 in.), with the second drive connector no more than 15 cm (6 in.) from the first connector.

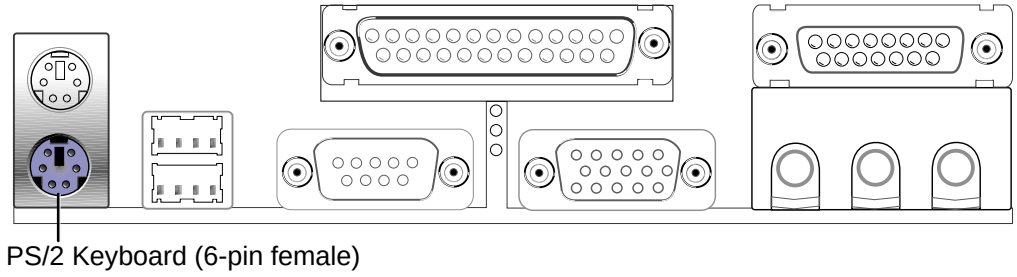
1) PS/2 Mouse Connector (Green 6-pin PS2KBMS)

The system will direct IRQ12 to the PS/2 mouse if one is detected. If one is not detected, expansion cards can use IRQ12. See **PS/2 Mouse Function Control** in ***Advanced Menu***.

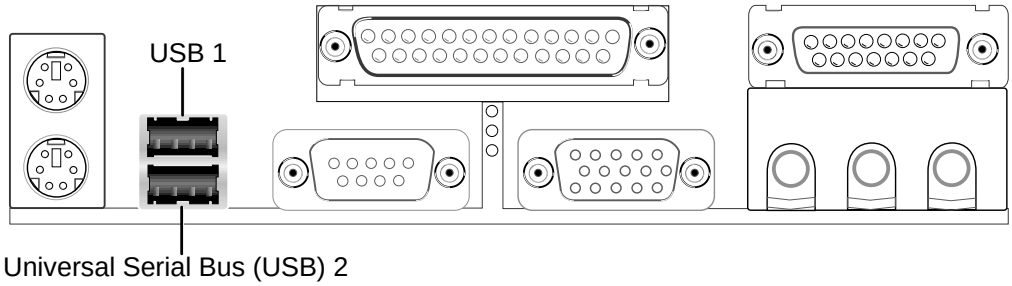


2) PS/2 Keyboard Connector (Purple 6-pin PS2KBMS)

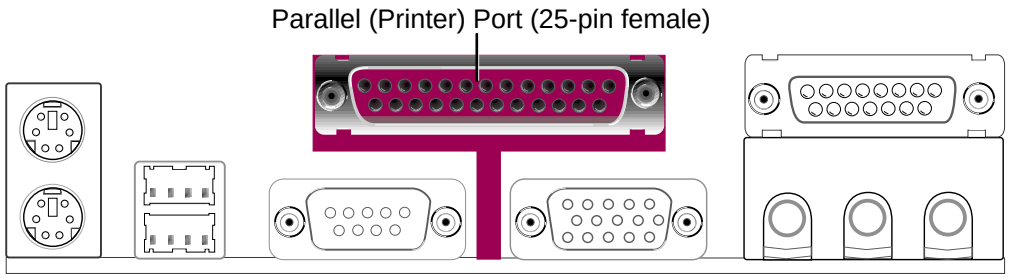
This connection is for a standard keyboard using an PS/2 plug (mini DIN). **This connector will not allow standard AT size (large DIN) keyboard plugs. You may use a DIN to mini DIN adapter on standard AT keyboards.**



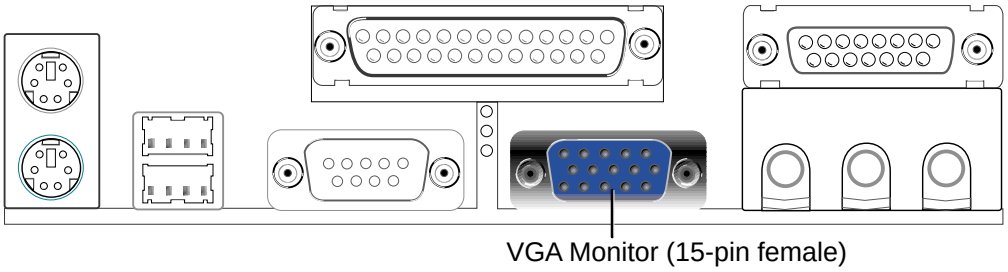
3) Universal Serial BUS Ports 0 & 1 (Black two 4-pin USB)
Two USB ports are available for connecting USB devices.



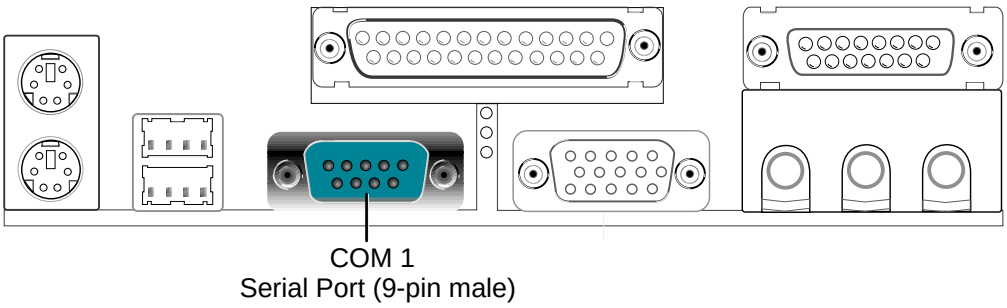
4) Parallel Port Connector (Burgundy 25-pin PRINTER)
You can enable the parallel port and choose the IRQ through **Onboard Parallel Port** (see ***I/O Device Configuration)***.
NOTE: Serial printers must be connected to the serial port.

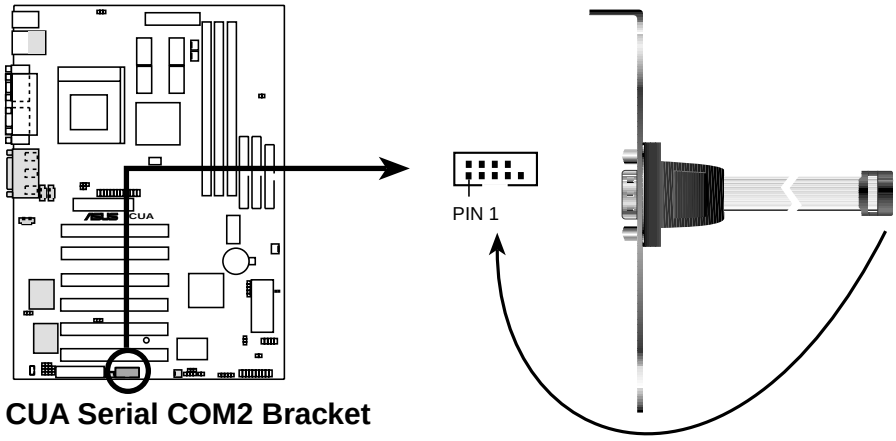


5) Monitor Output Connector (Blue 15-pin VGA)
This connector is for output to a VGA-compatible device.



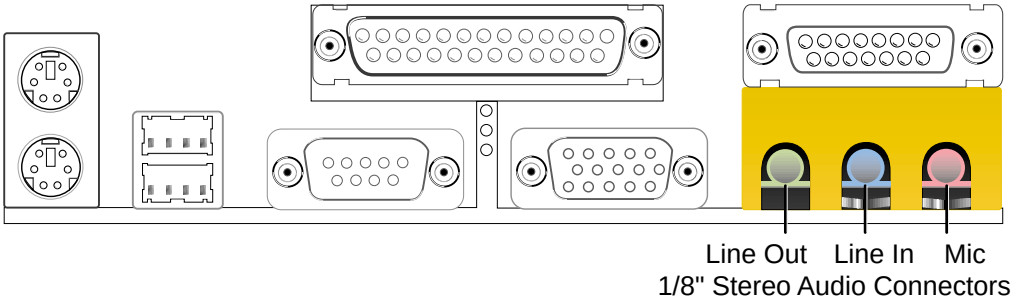
6) Serial Port Connectors (Teal/Turquoise 9-pin COM1/10-1-pin COM2)
One serial port (COM1) is ready for a mouse or other serial devices. A second serial port (COM2) is available using a serial port bracket connected from the motherboard to an expansion slot opening. See **Onboard Serial Port 1/Onboard Serial Port 2** in ***I/O Device Configuration*** for settings.





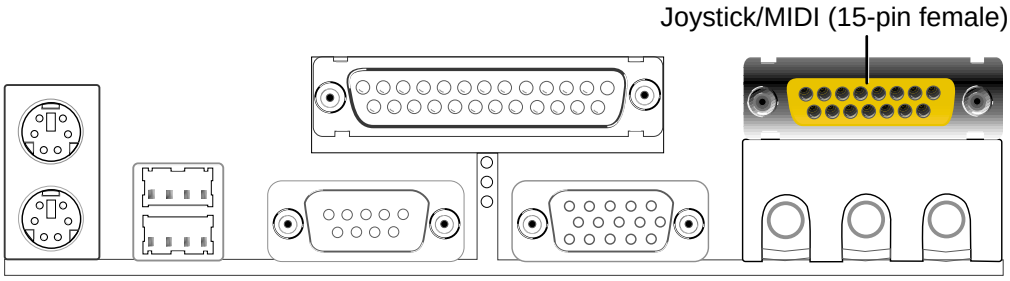
CUA Serial COM2 Bracket

7) Audio Port Connectors (Three 1/8" AUDIO) (optional)
Line Out (lime) can be connected to headphones or preferably powered speakers. **Line In** (light blue) allows tape players or other audio sources to be recorded by your computer or played through the **Line Out** (lime). **Mic** (pink) allows microphones to be connected for inputting voice.



8) Game/MIDI Connector (Gold 15-pin GAME_AUDIO) (optional)

You may connect game joysticks or game pads to this connector for playing games. Connect MIDI devices for playing or editing professional audio.

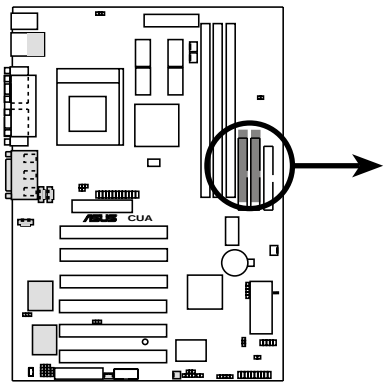


9) Primary (Blue) / Secondary (Black) IDE Connectors (Two 40-1pin IDE)

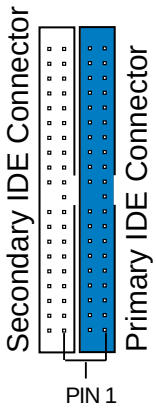
These connectors support the provided UltraDMA/66 IDE hard disk ribbon cable. Connect the cable's connector (usually blue) to the motherboard's primary (recommended) or secondary IDE connector, and then connect the gray connector to your UltraDMA/66 slave device (hard disk drive) and the black connector to your UltraDMA/66 master device. It is recommended that non-UltraDMA/66 devices be connected to the secondary IDE connector. If you install two hard disks, you must configure the second drive to Slave mode by setting its jumper accordingly. Please refer to your hard disk documentation for the jumper settings. BIOS now supports specific device bootup (see ***Advanced CMOS Setup***). **(Pin 20 is removed to prevent inserting in the wrong orientation when using ribbon cables with pin 20 plugged).**

TIP: You may configure two hard disks to be both Masters with two ribbon cables – one for the primary IDE connector and another for the secondary IDE connector. You may install one operating system on an IDE drive and another on a SCSI drive and select the boot disk through ***Advanced CMOS Setup***.

IMPORTANT: UltraDMA/66 IDE devices must use a 40-pin 80-conductor IDE cable for 66MBytes/s transfer rates.



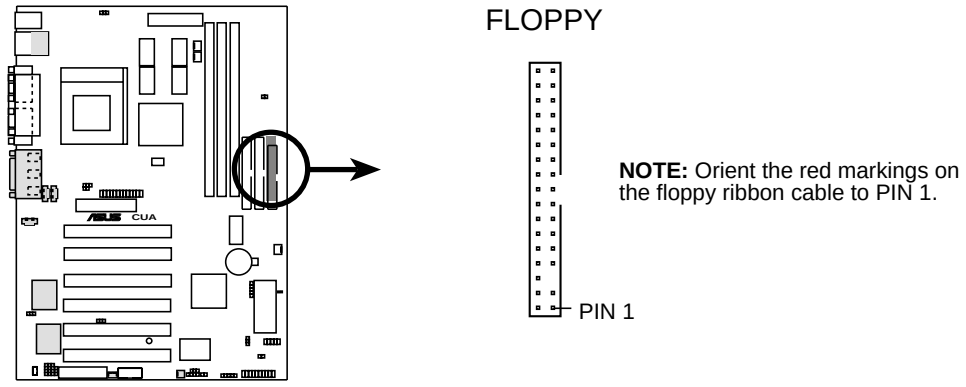
CUA IDE Connectors



NOTE: Orient the red markings (usually zigzag) on the IDE ribbon cable to PIN 1.

10) Floppy Disk Drive Connector (34-1pin FLOPPY)

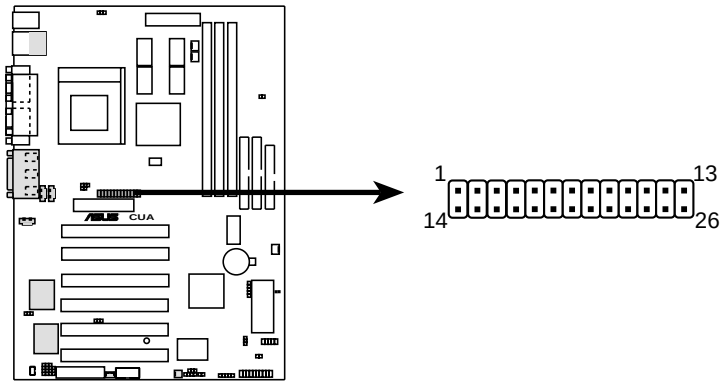
This connector supports the provided floppy drive ribbon cable. After connecting the single end to the board, connect the two plugs on the other end to the floppy drives. **(Pin 5 is removed to prevent inserting in the wrong orientation when using ribbon cables with pin 5 plugged).**



CUA Floppy Disk Drive Connector

11) Feature (VMI) Connector (26-pin VMI)

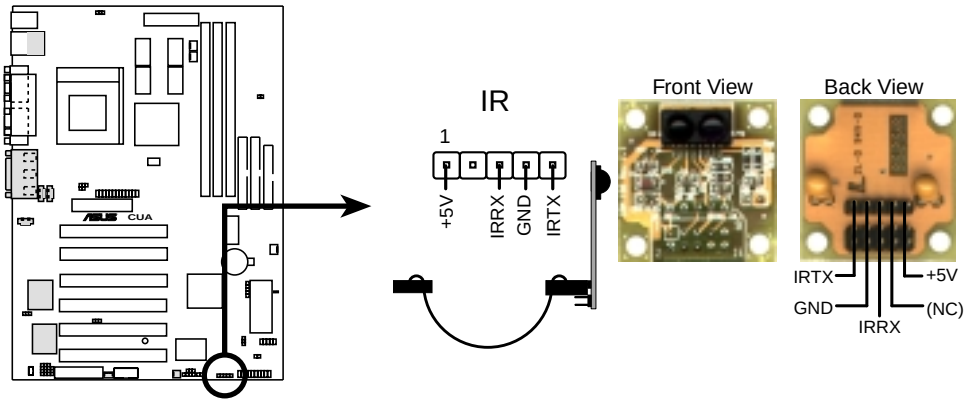
This connector supports ASUS or third party video accessories, such as video capture cards or television tuners.



CUA Feature (VMI) Connector

12) Serial Infrared Module Connector (5-pin IR)

This connector supports an optional wireless transmitting and receiving infrared module. This module mounts to a small opening on system cases that support this feature. You must also configure the setting through ***Peripheral Setup*** (BIOS) to select whether UART2 is directed for use with COM2 or IrDA. Use the five pins as shown in Back View and connect a ribbon cable from the module to the motherboard's IR connector according to the pin definitions.

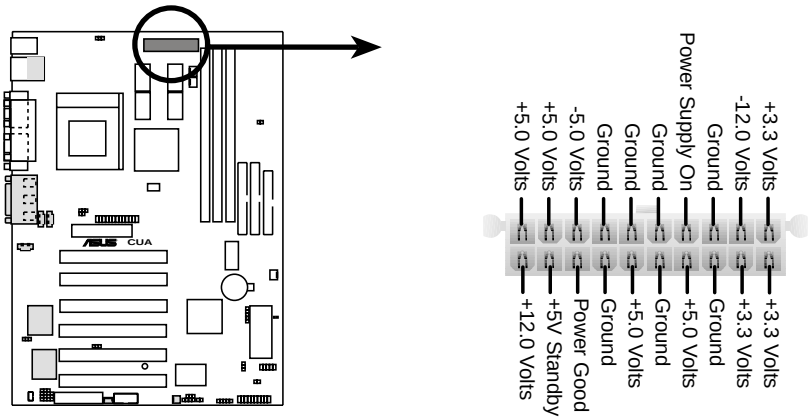


CUA Infrared Module Connector

13) ATX Power Supply Connector (20-pin block ATXPWR)

This connector connects to an ATX power supply. The plug from the power supply will only insert in one orientation because of the different hole sizes. Find the proper orientation and push down firmly making sure that the pins are aligned.

IMPORTANT: Make sure that your ATX power supply (minimum recommended wattage: 200 watts; 235W for a fully-configured system) can supply at least 20 amperes on the +5-volt lead and at least 10mA (720mA recommended) on the +5-volt standby lead (+5VSB). Your system may become unstable/unreliable and may experience difficulty in powering up if your power supply is inadequate. For Wake-On-LAN support, your ATX power supply must supply at least 720mA +5VSB.



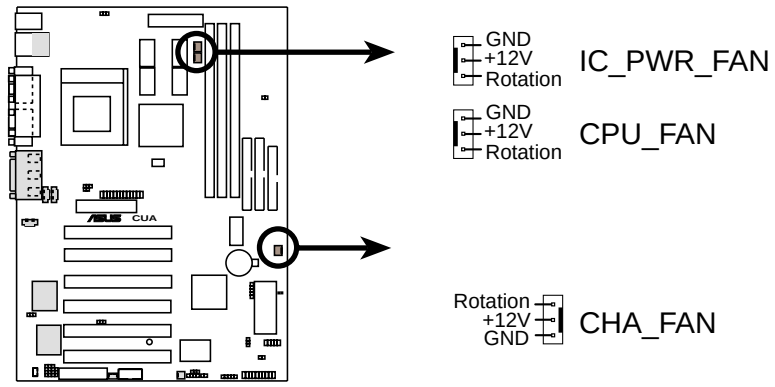
CUA ATX Power Connector

14) IC Power Supply (IC_PWR_FAN), CPU (CPU_FAN), Chassis (CHA_FAN) Fan Connectors (3 pins)

These connectors support cooling fans of 350mA (4.2 Watts) or less. Orientate the fans so that the heat sink fins allow airflow to go across the onboard heat sink(s) instead of the expansion slots. Depending on the fan manufacturer, the wiring and plug may be different. The red wire should be positive, while the black should be ground. Connect the fan's plug to the board taking into consideration the polarity of the connector.

NOTE: The "Rotation" signal is to be used only by a specially designed fan with rotation signal. The Rotations per Minute (RPM) can be read directly from the ASUS iPanel or monitored using a utility such as ASUS PC Probe or Intel LDCM.

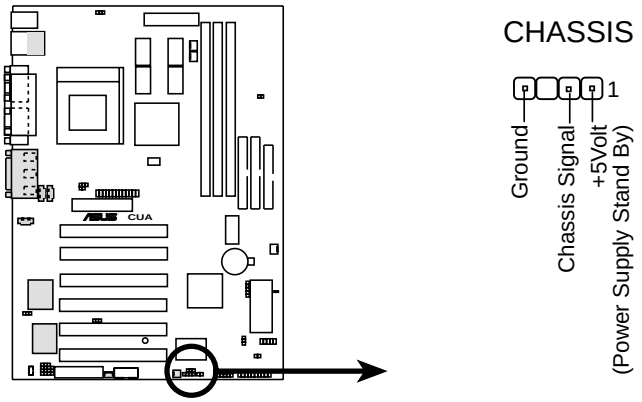
WARNING! The CPU and/or motherboard will overheat if there is no airflow across the CPU and onboard heatsinks. Damage may occur to the motherboard and/or the CPU fan if these pins are incorrectly used. **These are not jumpers, do not place jumper caps over these pins.**



CUA 12-Volt Cooling Fan Power

15) Chassis Intrusion Lead (4-pin CHASSIS)

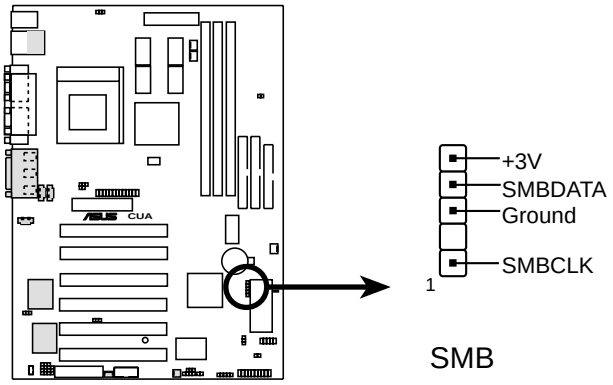
This requires an external detection mechanism such as a chassis intrusion monitor/sensor or microswitch. The sensor is triggered when a high level signal is sent to the Chassis Signal lead, which occurs when a panel switch or light detector is triggered. This function requires the optional ASUS CIDB chassis intrusion module to be installed (see ***7. APPENDIX***). If the chassis intrusion lead is not used, a jumper cap must be placed over the pins to close the circuit.



CUA Chassis Open Alarm Lead

16) SMB Connector (5-1 pin SMB)

This connector allows you to connect SMBus (System Management Bus) devices. SMBus devices communicate by means of the SMBus with an SMBus host and/or other SMBus devices. SMBus is a specific implementation of an I2C bus, which is a multi-device bus; that is, multiple chips can be connected to the same bus and each one can act as a master by initiating data transfer.

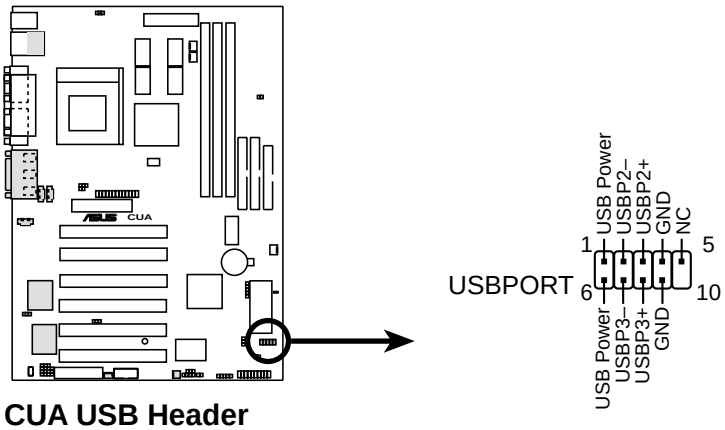


CUA SMBus Connector

17) USB Header (10-1 pin USB2)

If the USB Ports on the back panels are inadequate, a USB header is available for two additional USB ports. Connect the 10-1 pin ribbon cable from the provided 2-port USB connector set to the midboard 10-1 pin USB header and mount the USB connector set to an open slot on your chassis.

NOTE: To use this header, make sure that the jumpers (see ***Motherboard Settings***, BIOS) are set to *USB Connect*.

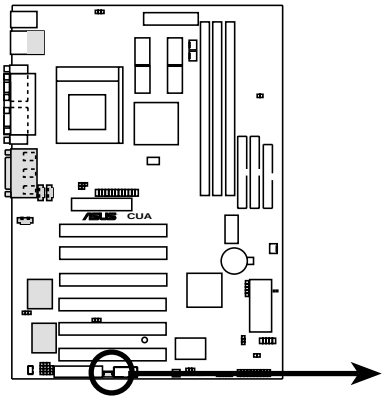


CUA USB Header

18) Wake-On-LAN Connector (3-pin WOL_CON)

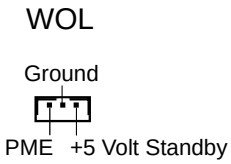
This connector connects to a LAN card with a Wake-On-LAN output, such as the ASUS PCI-L101 Ethernet card (see ***7. Appendix***). The connector powers up the system when a wakeup packet or signal is received through the LAN card.

IMPORTANT: This feature requires that **Wake-On-LAN** features are enabled (see ***4.4.3 Power Management***) and that **y**our system has an ATX power supply with at least 720mA +5V standby power.



CUA Wake-On-LAN Connector

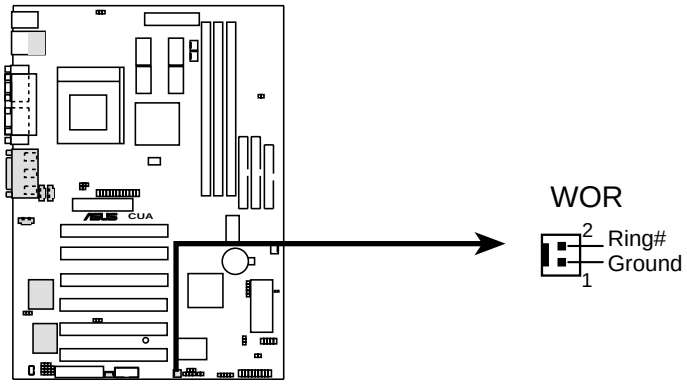
IMPORTANT: Requires an ATX power supply with at least 720mA +5 volt standby power



19) Wake-On-Ring Connector (2-pin WOR)

This connector connects to internal modem cards with a Wake-On-Ring output. The connector powers up the system when a ringup packet or signal is received through the internal modem card. **NOTE:** For external modems, Wake-On-Ring is detected through the COM port.

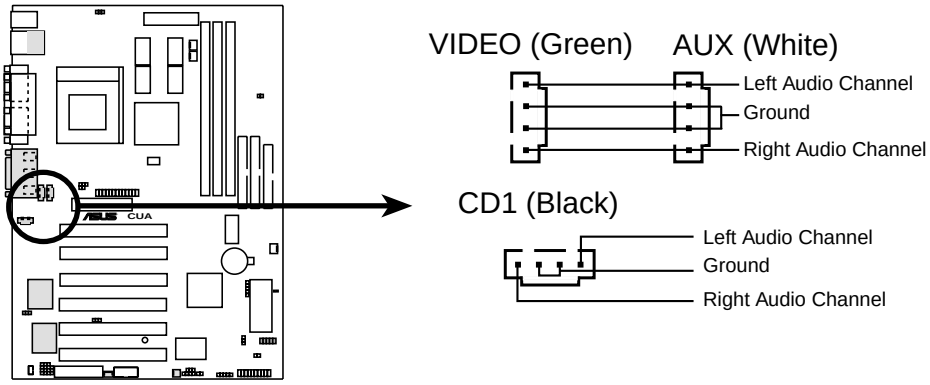
IMPORTANT: This feature requires that **Wake-On-Ring** features are enabled (see ***4.4.3 Power Management***) and that your system has an ATX power supply with at least 720mA +5V standby power.



A7V Wake-On-Ring Connector

20) Internal Audio Connectors (4-pin CD_IN, AUX, VIDEO, MODEM)

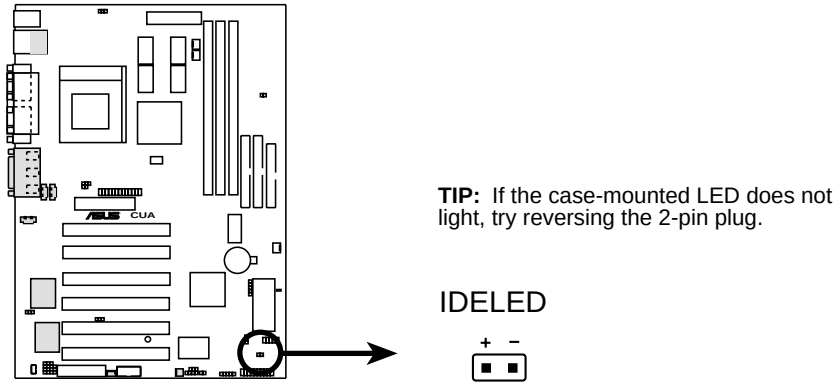
These connectors allow you to receive stereo audio input from such sound sources as a CD-ROM, TV tuner, or MPEG card.



CUA Internal Audio Connectors

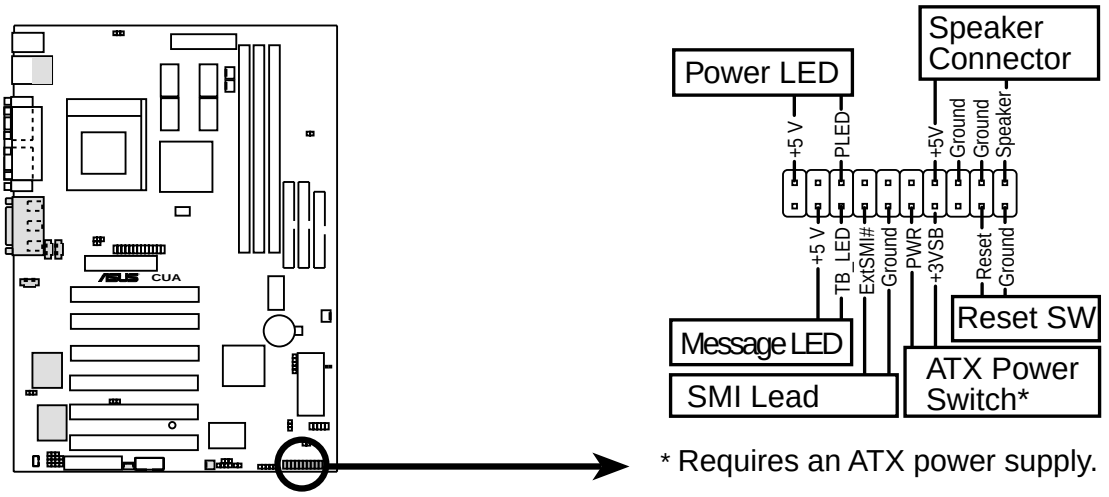
21) IDE Activity LED (2-pin IDELED)

This connector supplies power to the cabinet's IDE activity LED. Read and write activity by devices connected to the Primary or Secondary IDE connectors will cause the LED to light up.



CUA IDE Activity LED

The following is for items 22–28 (next page)



* Requires an ATX power supply.

CUA System Panel Connectors

22) System Power LED Lead (3-1 pin PWRLED)

This 3-1 pin connector connects the system power LED, which lights when the system is powered on and blinks when it is in sleep mode.

23) Keyboard Lock Switch Lead (2-pin KEYLOCK)

This 2-pin connector connects to the case-mounted key switch to allow keyboard locking.

24) System Warning Speaker Connector (4-pin SPEAKER)

This 4-pin connector connects to the case-mounted speaker. Two sources (LINE_OUT and SPEAKER) will allow you to hear system beeps and warnings. Only SPEAKER will allow you to hear system beeps before the integrated audio has been properly initialized.

25) System Message LED Lead (2-pin MSG.LED)

This indicates whether a message has been received from a fax/modem. The LED will remain lit when there is no signal and blink when there is data received. This function requires an ACPI OS and driver support.

26) System Management Interrupt Lead (2-pin SMI)

This allows the user to manually place the system into a suspend mode or "Green" mode, where system activity is decreased to save electricity and expand the life of certain components when the system is not in use. This 2-pin connector connects to the case-mounted suspend switch.

27) ATX Power Switch Lead (2-pin PWRSW)

The system power is controlled by a momentary switch connected to this lead. Pressing the button once will switch the system between ON and SOFT OFF. Pushing the switch while in the ON mode for more than 4 seconds will turn the system off. The system power LED shows the status of the system's power.

28) Reset Switch Lead (2-pin RESET)

This 2-pin connector connects to the case-mounted reset switch for rebooting your computer without having to turn off your power switch. This is a preferred method of rebooting to prolong the life of the system's power supply.

3.9 Starting Up the First Time

1. After all connections are made, close the system case cover.
2. Be sure that all switches are off (in some systems, marked with ○).
3. Connect the power supply cord into the power supply located on the back of your system case according to your system user's manual.
4. Connect the power cord into a power outlet that is equipped with a surge protector.
5. You may then turn on your devices in the following order:
   a. Your monitor
   b. External SCSI devices (starting with the last device on the chain)
   c. Your system power. For ATX power supplies, you need to switch on the power supply as well as press the ATX power switch on the front of the case.
6. The power LED on the front panel of the system case will light. For ATX power supplies, the system LED will light when the ATX power switch is pressed. The LED on the monitor may light up or switch between orange and green after the system's if it complies with "green" standards or if it has a power standby feature. The system will then run power-on tests. While the tests are running, the BIOS will alarm beeps or additional messages will appear on the screen. If you do not see anything within 30 seconds from the time you turn on the power, the system may have failed a power-on test. Recheck your jumper settings and connections or call your retailer for assistance.

Award BIOS Beep Codes

Beep	Meaning
One short beep when displaying logo	No error during POST
Long beeps in an endless loop	No DRAM installed or detected
One long beep followed by three short beeps	Video card not found or video card memory bad
High frequency beeps when system is working	CPU overheated System running at a lower frequency

7. During power-on, hold down <Delete> to enter BIOS setup. Follow the instructions in ***4. BIOS SETUP***.

* **Powering Off your computer:** You must first exit or shut down your operating system before switching off the power switch. For ATX power supplies, you can press the ATX power switch after exiting or shutting down your operating system. If you use Windows 9X, click the **Start** button, click **Shut Down**, and then click **Shut down the computer?** The power supply should turn off after Windows shuts down.

NOTE: The message "You can now safely turn off your computer" will not appear when shutting down with ATX power supplies.

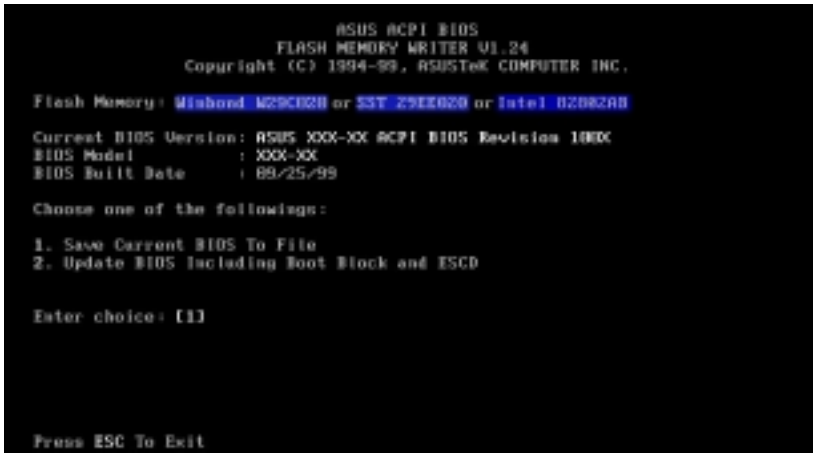
4.1 Managing and Updating Your BIOS

4.1.1 Upon First Use of the Computer System

It is recommended that you save a copy of the original motherboard BIOS along with a Flash Memory Writer utility (AFLASH.EXE) to a bootable floppy disk in case you need to reinstall the BIOS later. **AFLASH.EXE** is a Flash Memory Writer utility that updates the BIOS by uploading a new BIOS file to the programmable flash ROM on the motherboard. This file works only in DOS mode. To determine the BIOS version of your motherboard, check the last four numbers of the code displayed on the upper left-hand corner of your screen during bootup. Larger numbers represent a newer BIOS file.

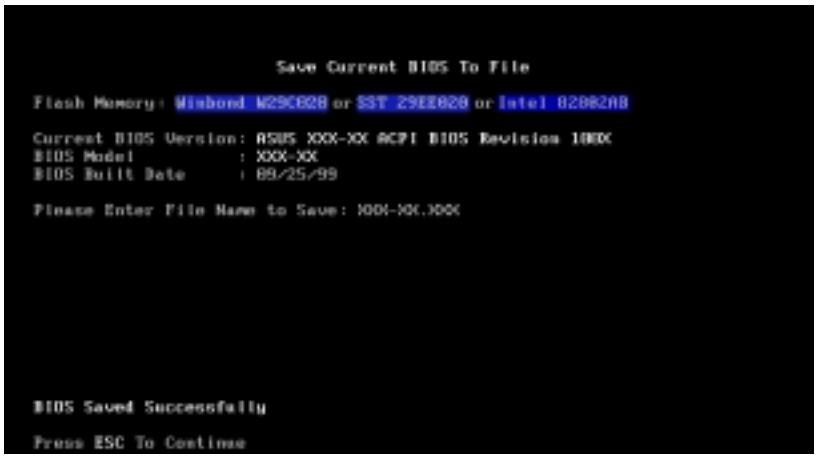
1. Type **FORMAT A:/S** at the DOS prompt to create a bootable system floppy disk. **DO NOT** copy AUTOEXEC.BAT & CONFIG.SYS to the disk.
2. Type **COPY D:\AFLASH\AFLASH.EXE A:** (assuming D is your CD-ROM drive) to copy AFLASH.EXE to the just created boot disk.

   NOTE: AFLASH works only in DOS mode. It will not work with DOS prompt in Windows and will not work with certain memory drivers that may be loaded when you boot from your hard drive. It is recommended that you reboot using a floppy.
3. Reboot your computer from the floppy disk. **NOTE:** BIOS setup must specify "Floppy" as the first item in the boot sequence.
4. In DOS mode, type **A:\AFLASH <Enter>** to run AFLASH.



IMPORTANT! If "unknown" is displayed after **Flash Memory:,** the memory chip is either not programmable or is not supported by the ACPI BIOS and therefore, cannot be programmed by the Flash Memory Writer utility.

5. Select **1. Save Current BIOS to File** from the Main menu and press <Enter>. The **Save Current BIOS To File** screen appears.

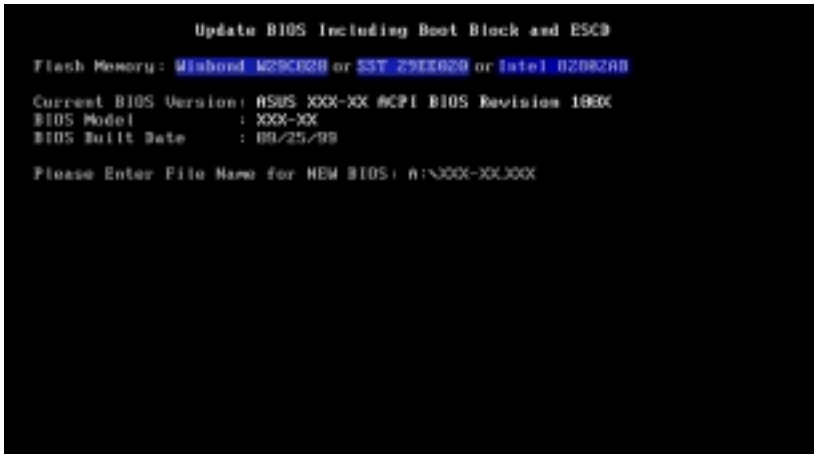


6. Type a filename and the path, for example, **A:\XXX-XX.XXX** and then press <Enter>.

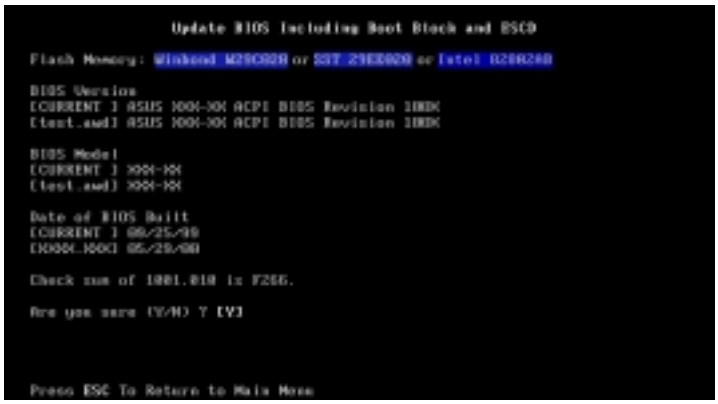
4.1.2 Updating BIOS Procedures

WARNING! Only update your BIOS if you have problems with your motherboard and you know that the new BIOS revision will solve your problems. Careless updating can result in your motherboard having more problems!

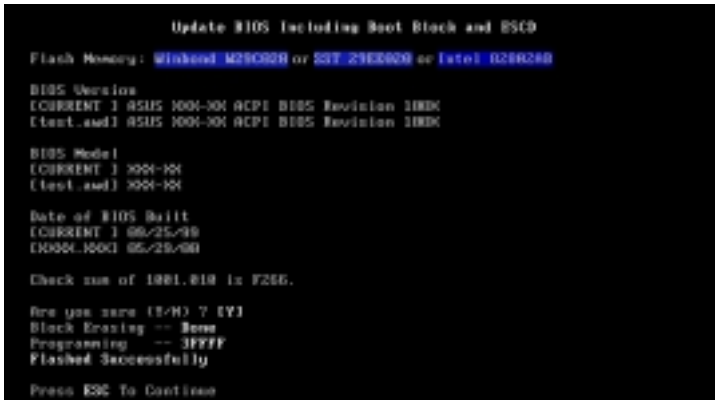
1. Download an updated ASUS BIOS file from the Internet (WWW or FTP) (see ASUS CONTACT INFORMATION on page 3 for details) and save to the disk you created earlier.
2. Boot from the disk you created earlier.
3. At the "A:\" prompt, type **AFLASH** and then press <Enter>.
4. At the **Main Menu**, type **2** and then press <Enter>. The **Update BIOS Including Boot Block and ESCD** screen appears.
5. Type the filename of your new BIOS and the path, for example, **A:\XXX-XX.XXX**, and then press <Enter>.
   NOTE: To cancel this operation, press <Enter>.



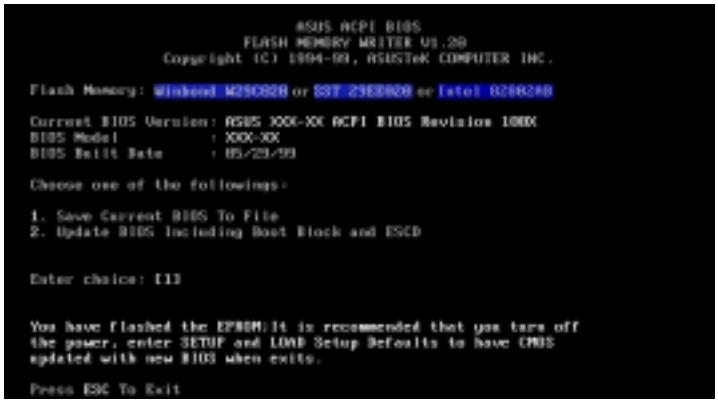
6. When prompted to confirm the BIOS update, press **Y** to start the update.



7. The utility starts to program the new BIOS information into the flash ROM. The boot block will be updated automatically only when necessary. This will minimize the chance that a failed update will prevent your system from booting up. When the programming is finished, *Flashed Successfully* will be displayed.



8. Follow the onscreen instructions to continue.



WARNING! If you encounter problems while updating the new BIOS, DO NOT turn off your system since this might prevent your system from booting up. Just repeat the process, and if the problem still persists, update the original BIOS file you saved to disk above. If the Flash Memory Writer utility was not able to successfully update a complete BIOS file, your system may not be able to boot up. If this happens, your system will need servicing.

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4.2 BIOS Setup Program

This motherboard supports a programmable EEPROM that can be updated using the provided utility as described in ***4.1 Managing and Updating Your BIOS***.

The utility is used if you are installing a motherboard, reconfiguring your system, or prompted to "**Run Setup**". This section describes how to configure your system using this utility.

Even if you are not prompted to use the Setup program, at some time in the future you may want to change the configuration of your computer. For example, you may want to enable the Security Password Feature or make changes to the power management settings. It will then be necessary to reconfigure your system using the BIOS Setup program so that the computer can recognize these changes and record them in the CMOS RAM of the EEPROM.

The EEPROM on the motherboard stores the Setup utility. When you start up the computer, the system provides you with the opportunity to run this program. This appears during the Power-On Self Test (POST). Press <Delete> to call up the Setup utility. If you are a little bit late in pressing the mentioned key, POST will continue with its test routines, thus preventing you from calling up Setup. If you still need to call Setup, restart the system by pressing <Ctrl> + <Alt> + <Delete>, or by pressing the Reset button on the system chassis. You can also restart by turning the system off and then back on again. But do so only if the first two methods fail.

The Setup program has been designed to make it as easy to use as possible. It is a menu-driven program, which means you can scroll through the various sub-menus and make your selections among the predetermined choices.

To access the BIOS Setup program, press the <Delete> key after the computer has run through its POST.

NOTE: Because the BIOS software is constantly being updated, the following BIOS screens and descriptions are for reference purposes only and may not reflect your BIOS screens exactly.

4.2.1 BIOS Menu Bar

The top of the screen has a menu bar with the following selections:

MAIN	Use this menu to make changes to the basic system configuration.
ADVANCED	Use this menu to enable and make changes to the advanced features.
POWER	Use this menu to configure and enable Power Management features.
BOOT	Use this menu to configure the default system device used to locate and load the Operating System.
EXIT	Use this menu to exit the current menu or specify how to exit the Setup program.

To access the menu bar items, press the right or left arrow key on the keyboard until the desired item is highlighted.

4.2.2 Legend Bar

At the bottom of the Setup screen you will notice a legend bar. The keys in the legend bar allow you to navigate through the various setup menus. The following table lists the keys found in the legend bar with their corresponding alternates and functions.

Navigation Key(s)	Function Description
<F1> or <Alt + H>	Displays the General Help screen from anywhere in the BIOS Setup
<Esc>	Jumps to the Exit menu or returns to the main menu from a submenu
← or → (keypad arrow)	Selects the menu item to the left or right
↑ or ↓ (keypad arrow)	Moves the highlight up or down between fields
- (minus key)	Scrolls backward through the values for the highlighted field
+ (plus key) or spacebar	Scrolls forward through the values for the highlighted field
<Enter>	Brings up a selection menu for the highlighted field
<Home> or <PgUp>	Moves the cursor to the first field
<End> or <PgDn>	Moves the cursor to the last field
<F5>	Resets the current screen to its Setup Defaults
<F10>	Saves changes and exits Setup

General Help

In addition to the Item Specific Help window, the BIOS setup program also provides a General Help screen. This screen can be called up from any menu by simply pressing <F1> or the <Alt> + <H> combination. The General Help screen lists the legend keys with their corresponding alternates and functions.

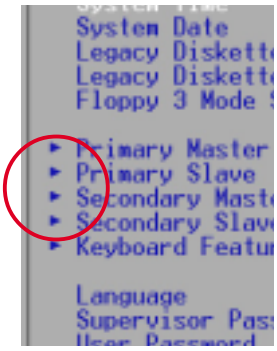
Saving Changes and Exiting the Setup Program

See ***4.7 Exit Menu*** for detailed information on saving changes and exiting the setup program.

Scroll Bar

When a scroll bar appears to the right of a help window, it indicates that there is more information to be displayed that will not fit in the window. Use <PgUp> and <PgDn> or the up and down arrow keys to scroll through the entire help document. Press <Home> to display the first page, press <End> to go to the last page. To exit the help window, press <Enter> or <Esc>.

Sub-Menu



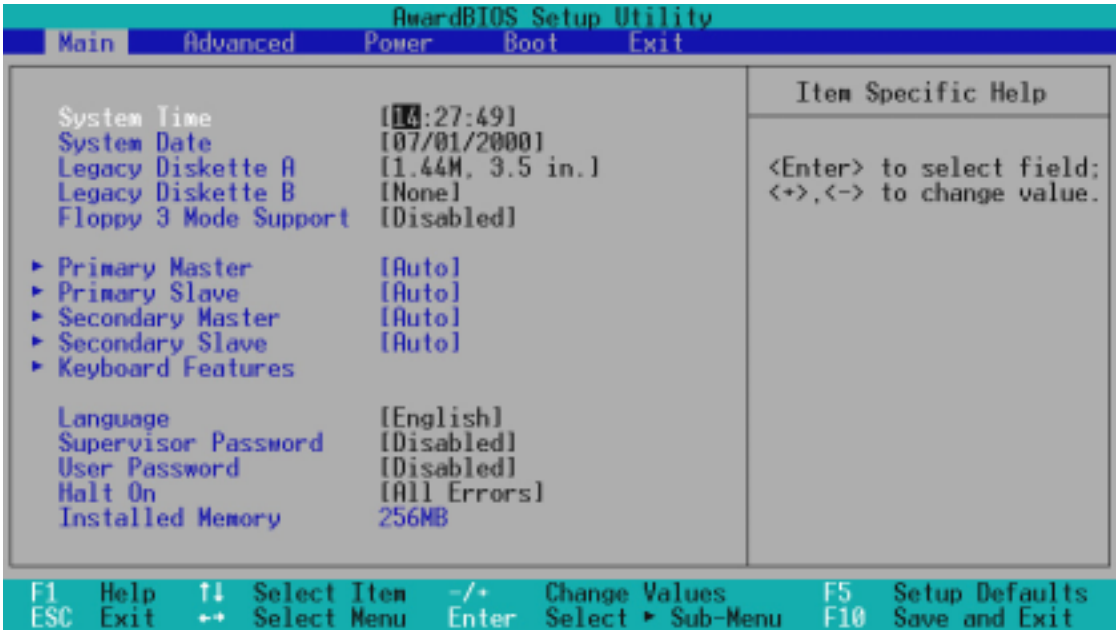
Note that a right pointer symbol (as shown in the left view) appears to the left of certain fields. This pointer indicates that a sub-menu can be launched from this field. A sub-menu contains additional options for a field parameter. To call up a sub-menu, simply move the highlight to the field and press <Enter>. The sub-menu will then immediately appear. Use the legend keys to enter values and move from field to field within a sub-menu just as you would within a menu. Use the <Esc> key to return to the main menu.

Take some time to familiarize yourself with each of the legend keys and their corresponding functions. Practice navigating through the various menus and sub-menus. If you accidentally make unwanted changes to any of the fields, use the set default hot key <F5>. While moving around through the Setup program, note that explanations appear in the Item Specific Help window located to the right of each menu. This window displays the help text for the currently highlighted field.

NOTE: The item heading in square brackets represents the default setting for that field.

4.3 Main Menu

When the Setup program is accessed, the following screen appears:



System Time [XX:XX:XX]

Sets your system to the time that you specify (usually the current time). The format is hour, minute, second. Valid values for hour, minute and second are **Hour: (00 to 23), Minute: (00 to 59), Second: (00 to 59)**. Use the <Tab> or <Shift> + <Tab> keys to move between the hour, minute, and second fields.

System Date [XX/XX/XXXX]

Sets your system to the date that you specify (usually the current date). The format is month, day, year. Valid values for month, day, and year are **Month: (1** to **12), Day: (1** to **31), Year: (**100 year range**)**. Use the <Tab> or <Shift> + <Tab> keys to move between the month, day, and year fields.

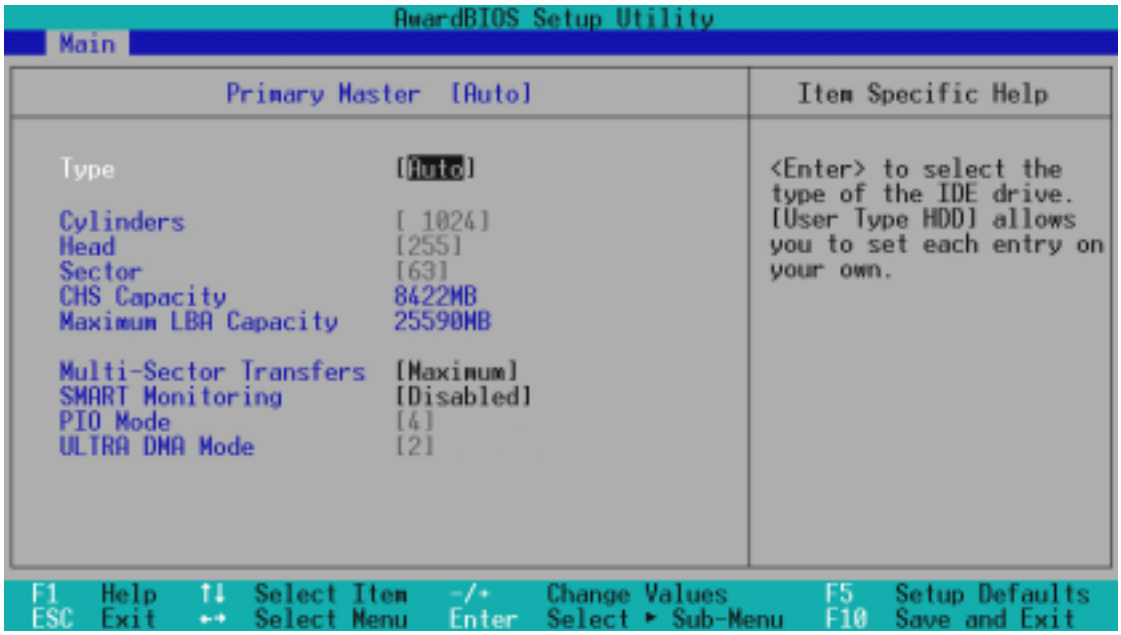
Legacy Diskette A [1.44M, 3.5 in.], Legacy Diskette B [None]

Sets the type of floppy drives installed. Configuration options: [None] [360K, 5.25 in.] [1.2M , 5.25 in.] [720K , 3.5 in.] [1.44M, 3.5 in.] [2.88M, 3.5 in.]

Floppy 3 Mode Support [Disabled]

This is required to support older Japanese floppy drives. Floppy 3 Mode support will allow reading and writing of 1.2MB (as opposed to 1.44MB) on a 3.5-inch diskette. Configuration options: [Disabled] [Drive A] [Drive B] [Both]

4.3.1 Primary & Secondary Master/Slave



NOTE: Before attempting to configure a hard disk drive, make sure you have the configuration information supplied by the manufacturer of the drive. Incorrect settings may cause your system to not recognize the installed hard disk. To allow the BIOS to detect the drive type automatically, select [Auto].

Type [Auto]

Select [Auto] to automatically detect an IDE hard disk drive. If automatic detection is successful, the correct values will be filled in for the remaining fields on this sub-menu. If automatic detection fails, your hard disk drive may be too old or too new. You can try updating your BIOS or enter the IDE hard disk drive parameters manually.

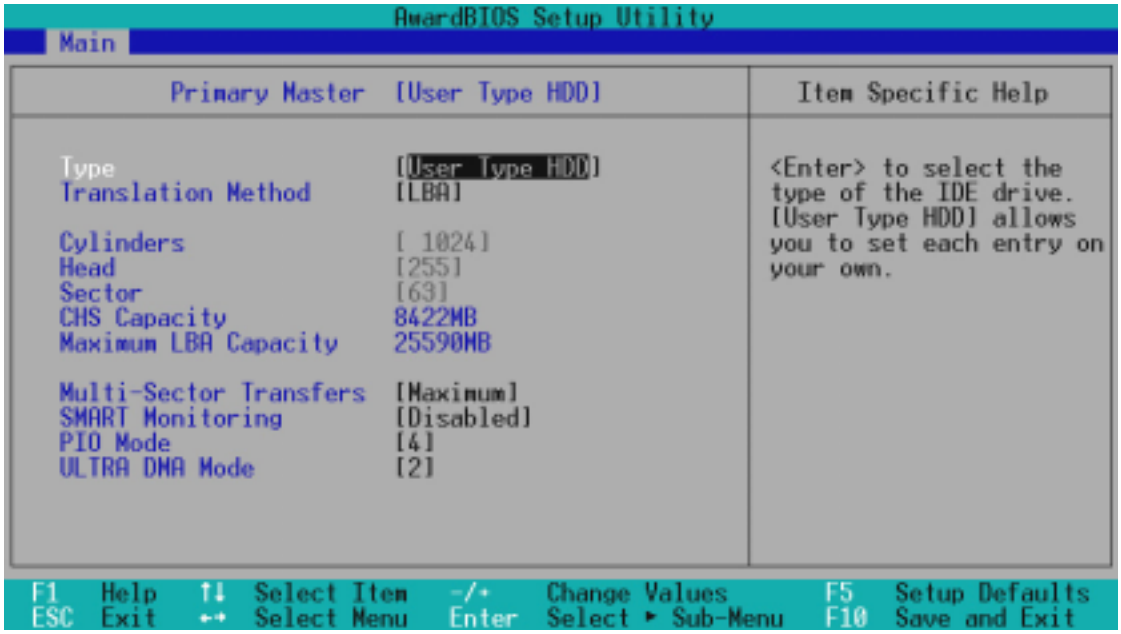
NOTE: After the IDE hard disk drive information has been entered into BIOS, new IDE hard disk drives must be partitioned (such as with FDISK) and then formatted before data can be read from and write on. Primary IDE hard disk drives must have its partition set to *active* (also possible with FDISK).

Other options for the **Type** field are:

[None] - to disable IDE devices

IMPORTANT: If your hard disk was already formatted on an older previous system, incorrect parameters may be detected. You will need to enter the correct parameters manually or use low-level format if you do not need the data stored on the hard disk. If the parameters listed differ from the ones used when the disk was formatted, the disk will not be readable. If the auto-detected parameters do not match the ones that should be used for your disk, you should enter the correct ones manually by setting [User Type HDD].

[User Type HDD]



Manually enter the number of cylinders, heads and sectors per track for your drive. Refer to your drive documentation or look on the drive for this information. If no drive is installed or if you are removing a drive and not replacing it, select **[**None**]**.

Translation Method [LBA]
Select the hard disk drive type in this field. When Logical Block Addressing is enabled, 28-bit addressing of the hard drive is used without regard for cylinders, heads, or sectors. Note that LBA Mode is necessary for drives with greater than 504MB in storage capacity. Configuration options: [LBA] [LARGE] [Normal] [Match Partition Table] [Manual]

Cylinders
This field configures the number of cylinders. Refer to your drive documentation to determine the correct value to enter into this field. **NOTE:** To make changes to this field, the **Type** field must be set to [User Type HDD] and the **Translation Method** field must be set to [Manual].

Head
This field configures the number of read/write heads. Refer to your drive documentation to determine the correct value to enter into this field. **NOTE:** To make changes to this field, the **Type** field must be set to [User Type HDD] and the **Translation Method** field must be set to [Manual].

Sector
This field configures the number of sectors per track. Refer to your drive documentation to determine the correct value to enter into this field. **NOTE:** To make changes to this field, the **Type** field must be set to [User Type HDD] and the **Translation Method** field must be set to [Manual].

CHS Capacity
This field shows the drive's maximum CHS capacity calculated automatically by the BIOS from the drive information you entered.

Maximum LBA Capacity
This field shows the drive's maximum LBA capacity calculated automatically by the BIOS from the drive information you entered.

Multi-Sector Transfers [Maximum]
This option automatically sets the number of sectors per block to the highest number supported by the drive. This field can also be configured manually. Note that when this field is automatically configured, the set value may not always be the fastest value for the drive. Refer to the documentation that came with your hard drive to determine the optimal value and set it manually. **NOTE:** To make changes to this field, the **Type** field must be set to [User Type HDD]. Configuration options: [Disabled] [2 Sectors] [4 Sectors] [8 Sectors] [16 Sectors] [32 Sectors] [Maximum]

SMART Monitoring [Disabled]
This allows the enabling or disabling of the S.M.A.R.T. (Self-Monitoring, Analysis and Reporting Technology) system which utilizes internal hard disk drive monitoring technology. This feature is normally disabled because system resources used in this feature may decrease system performance. Configuration options: [Disabled] [Enabled]

PIO Mode [4]
This option lets you set a PIO (Programmed Input/Output) mode for the IDE device. Modes 0 through 4 provide successively increased performance. Configuration options: [0] [1] [2] [3] [4]

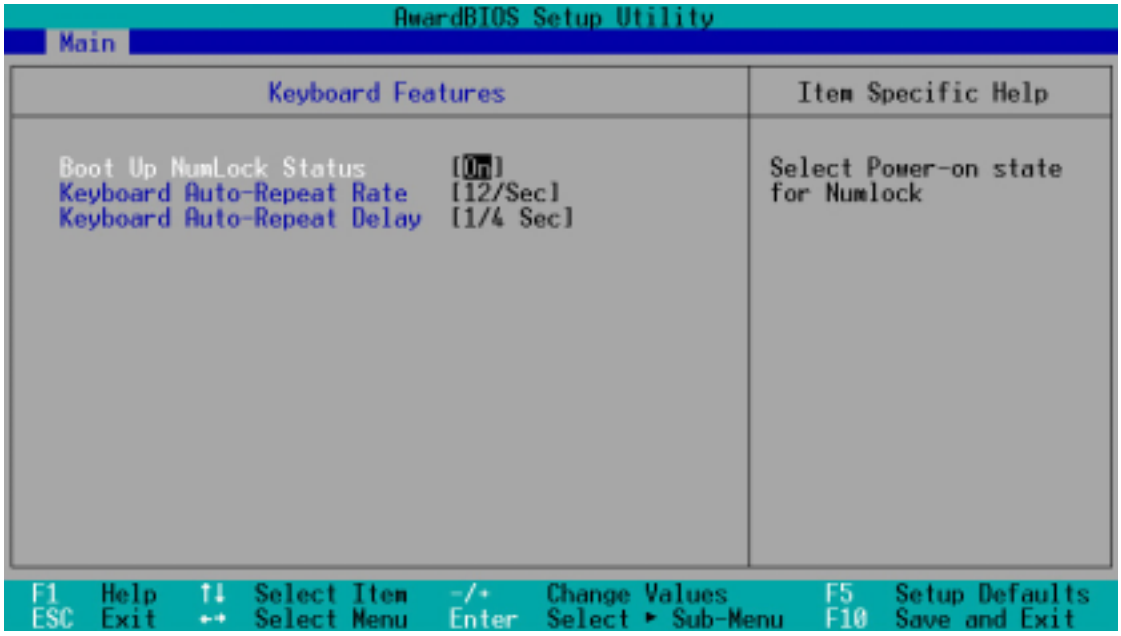
Ultra DMA Mode [Disabled]
Ultra DMA capability allows improved transfer speeds and data integrity for compatible IDE devices. Set to [Disabled] to suppress Ultra DMA capability. **NOTE:** To make changes to this field, the **Type** field must be set to [User Type HDD]. Configuration options: [0] [1] [2] [3] [4] [Disabled]

Other options for "Type:" are:

[CD-ROM] - for IDE CD-ROM drives
[LS-120] - for LS-120 compatible floppy disk drives
[ZIP-100] - for ZIP-100 compatible disk drives
[MO] - for IDE magneto optical disk drives
[Other ATAPI Device] - for IDE devices not listed here

After using the legend keys to make your selections on this sub-menu, press the <Esc> key to exit back to the Main menu. When the Main menu appears, you will notice that the drive size appear in the field for the hard disk drive that you just configured.

4.3.2 Keyboard Features



Boot Up NumLock Status [On]

This field enables users to activate the Number Lock function upon system boot. Configuration options: [Off] [On]

Keyboard Auto-Repeat Rate [12/Sec]

This controls the speed at which the system registers repeated keystrokes. Options range from 6 to 30 characters per second. Configuration options: [6/Sec] [8/Sec] [10/Sec] [12/Sec] [15/Sec] [20/Sec] [24/Sec] [30/Sec]

Keyboard Auto-Repeat Delay [1/4 Sec]

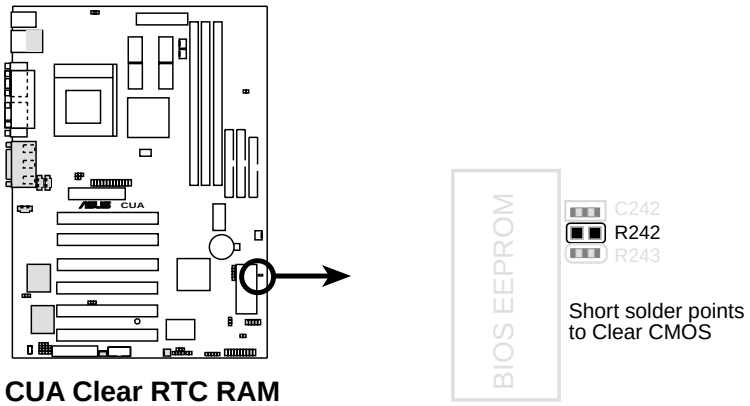
This field sets the time interval for displaying the first and second characters. Configuration options: [1/4 Sec] [1/2 Sec] [3/4 Sec] [1 Sec]

Language [English]
This allows selection of the BIOS' displayed language. Currently only English is available.

Supervisor Password [Disabled] / User Password [Disabled]
These fields allow you to set the passwords. To set the password, highlight the appropriate field and press <Enter>. Type in a password and press <Enter>. You can type up to eight alphanumeric characters. Symbols and other keys are ignored. To confirm the password, type the password again and press the <Enter>. The password is now set to [Enabled]. This password allows full access to the BIOS Setup menus. To clear the password, highlight this field and press <Enter>. The same dialog box as above will appear. Press <Enter> and the password will be set to [Disabled].

A Note about Passwords
The BIOS Setup program allows you to specify passwords in the Main menu. The passwords control access to the BIOS during system startup. The passwords are not case sensitive. In other words, it makes no difference whether you enter a password using upper or lowercase letters. The BIOS Setup program allows you to specify two separate passwords: a Supervisor password and a User password. When disabled, anyone may access all BIOS Setup program functions. When enabled, the Supervisor password is required for entering the BIOS Setup program and having full access to all configuration fields.

Forgot the Password?
If you forgot the password, you can clear the password by erasing the CMOS Real Time Clock (RTC) RAM. The RAM data containing the password information is powered by the onboard button cell battery. To erase the RTC RAM: (1) Unplug your computer, (2) Short the solder points, (3) Turn ON your computer, (4) Hold down <Delete> during bootup and enter BIOS setup to re-enter user preferences.

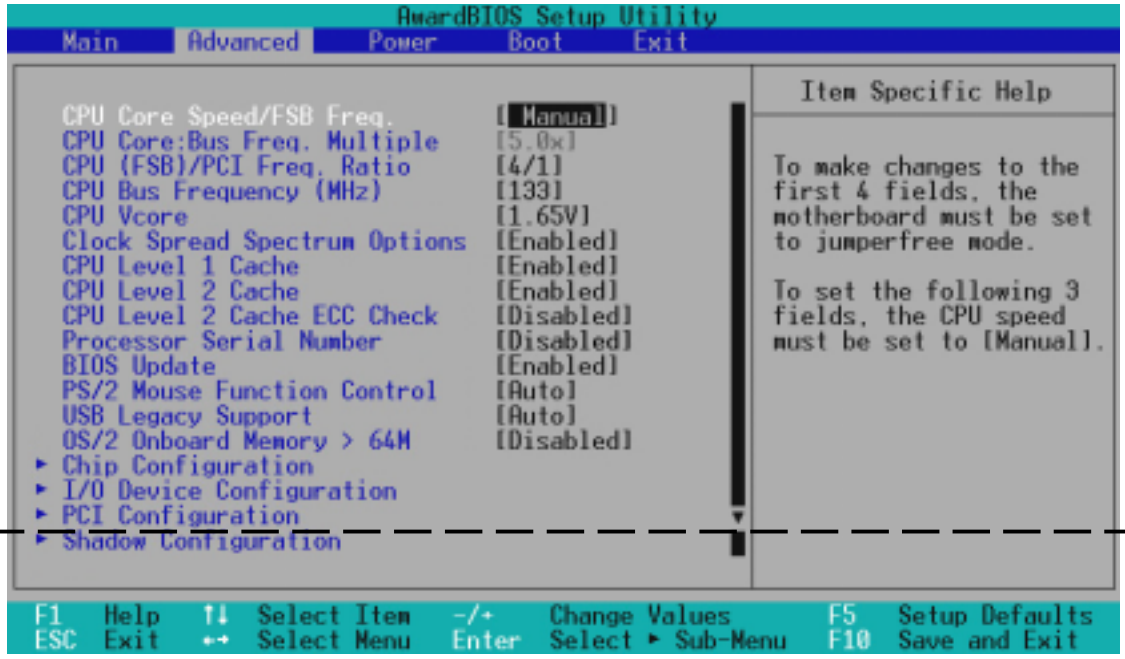


CUA Clear RTC RAM

Halt On [All Errors]
This field determines which types of errors will cause the system to halt. Configuration options: [All Errors] [No Error] [All but Keyboard] [All but Disk] [All but Disk/Keyboard]

Installed Memory [XXX MB]
This field displays the amount of conventional memory detected by the system during bootup. You do not need to make changes to this field. This is a display only field.

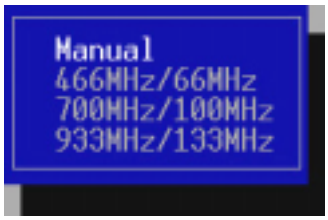
4.4 Advanced Menu



(scroll down to see more items, as shown here)

CPU Core Speed/FSB Freq. [Manual]

When the motherboard is set to JumperFree™ mode, this field allows you to select the CPU internal frequency and the Front Side Bus frequency. Select [Manual] if you want to make changes to the subsequent 2 fields. Note that selecting a frequency higher than the CPU manufacturer recommends may cause the system to hang or crash. See ***System Hangup*** later in this section.



Example of **CPU Core Speed/ FSB Freq.**

CPU Core:Bus Freq. Multiple (when CPU Speed is set to [Manual])

This field is for unlocked processors only. If your socket 370 processor's Frequency Multiple is detected locked, you will not be able to access this field. This sets the frequency multiple between the CPU's *internal* frequency (core speed) and *external* (bus) frequency. Set this in conjunction with **CPU Bus Frequency (MHz)** to match the speed of your CPU. Configuration options vary according to the external frequency of your CPU.

CPU (FSB)/PCI Freq. Ratio (when CPU Speed is set to [Manual])

This field determines the frequency ratio between the Front Side Bus and the PCI bus. Configuration options: [2/1] [3/1] [4/1]

CPU Bus Frequency (MHz)
(when CPU Speed is set to [Manual]; for unlocked processors only)
This feature tells the clock generator what frequency to send to the CPU, DRAM, and chipset. The bus frequency (external frequency) multiplied by the bus frequency multiple equals the CPU's core speed. The configuration options vary depending on the **CPU (FSB)/PCI Freq. Ratio**.

CPU Vcore
This field displays the core voltage supplied to the CPU. If you want to set it manually, always refer to the CPU documentation.


Using Celeron processors


Using Pentium III processors

Clock Spread Spectrum Options [Enabled]
Leave on default setting. Spread spectrum typically reduces system electromagnetic interference (EMI) by 8dB to 10dB. Configuration options: [Enabled] [Disabled] [Auto]

CPU Level 1 Cache, CPU Level 2 Cache [Enabled]
These fields allow you to choose from the default of [Enabled] or choose [Disabled] to turn on or off the CPU's Level 1 and Level 2 built-in cache. Configuration options: [Disabled] [Enabled]

CPU Level 2 Cache ECC Check [Disabled]
This function controls the ECC capability in the CPU level 2 cache. Configuration options: [Disabled] [Enabled]

Processor Serial Number [Disabled] (When usings Pentium III CPU)
The Processor Serial Number is a unique number that is added to every Pentium III processor to help verify the identity of the user across the Internet. Set this field to [Enabled] when you need increased security for doing business online or e-commerce. Otherwise, leave it to its default setting of [Disabled] for greater anonymity when surfing the Internet.

BIOS Update [Enabled]
This functions as an update loader integrated into the BIOS to supply the processor with the required data. In the default position of [Enabled], the BIOS will load the update on all processors during system bootup. Configuration options: [Disabled] [Enabled]

PS/2 Mouse Function Control [Auto]
The default of [Auto] allows the system to detect a PS/2 mouse on startup. If detected, IRQ12 will be used for the PS/2 mouse. IRQ12 will be reserved for expansion cards only if a PS/2 mouse is not detected. [Enabled] will always reserve IRQ12, whether on startup a PS/2 mouse is detected or not. Configuration options: [Enabled] [Auto]

USB Legacy Support [Auto]

The default of [Auto] allows the system to detect a USB device on startup. If detected, the USB controller will be enabled. If not detected, the USB controller will be disabled. When this field is set to [Disabled], the USB controller will not function no matter whether you are using a USB device or not. Configuration options: [Disabled] [Enabled] [Auto]

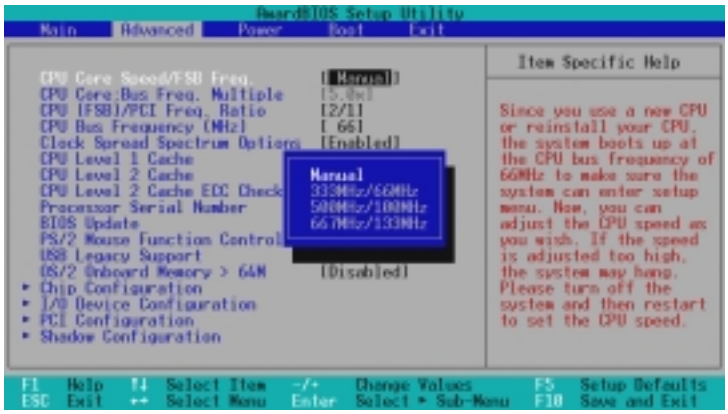
OS/2 Onboard Memory > 64M [Disabled]

When using OS/2 operating systems with installed DRAM of greater than 64MB, you need to set this option to [Enabled]; otherwise, leave this on [Disabled]. Configuration options: [Disabled] [Enabled]

Notes for JumperFree Mode

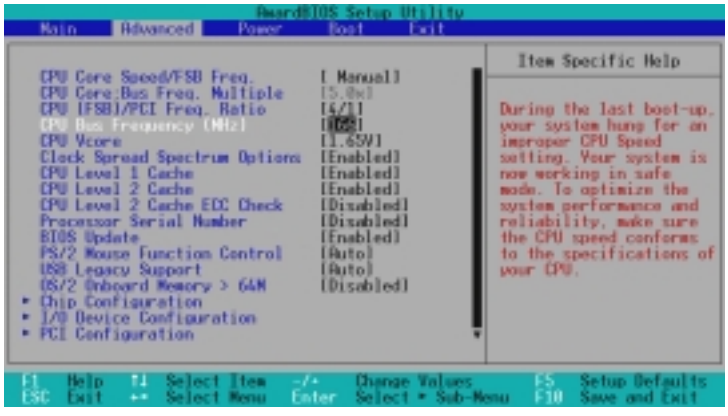
CPU Upgrade/Reinstallation

To ensure that your system can enter BIOS setup after the processor has been changed or reinstalled, your system will start up running at a bus speed of 66MHz and a fail-safe CPU internal frequency (4x66MHz for the Intel Coppermine processor or 2x66MHz for non-Coppermine processors). It will then automatically take you to the Advanced menu with a popup menu of all the officially possible CPU speeds.

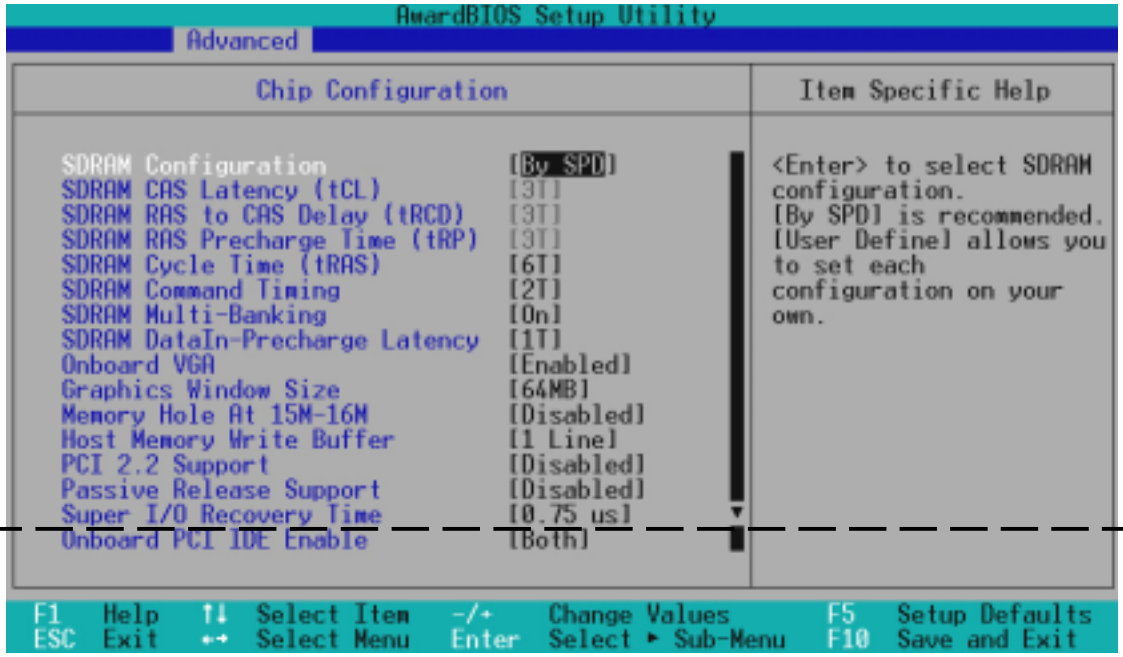


System Hangup

If your system crashes or hangs due to improper frequency settings, power OFF your system and restart. The system will start up in safe mode running at a bus speed of 66MHz and enter BIOS setup.



4.4.1 Chip Configuration



(scroll down to see more items, as shown here)

SDRAM Configuration [By SPD]

This sets the optimal timings for items 2–4, depending on the memory modules that you are using. Default setting is [By SPD], which configures items 2–4 by reading the contents in the SPD (Serial Presence Detect) device. The EEPROM on the memory module stores critical parameter information about the module, such as memory type, size, speed, voltage interface, and module banks. Configuration options: [User Define] [7ns (143MHz)] [8ns (125MHz)] [By SPD]

NOTE: To make changes to the following three field, the **SDRAM Configuration** field must be set to [User Define].

SDRAM CAS Latency (tCL) [2T]

This controls the latency between the SDRAM read command and the time that the data actually becomes available. Configuration options: [2T] [3T]

SDRAM RAS to CAS Delay (tRCD) [2T]

This controls the latency between the SDRAM active command and the read/write command. Configuration options: [2T] [3T]

SDRAM RAS Precharge Time (tRP) [2T]

This controls the idle clocks after issuing a precharge command to the SDRAM. Configuration options: Test[2T] [3T]

SDRAM Cycle Time (tRAS) [6T]

This feature controls the number of SDRAM clocks used per access cycle. Configuration options: [7T] [6T]

SDRAM Command Timing [2T]
Leave on default setting. Configuration options: [1T] [2T]

SDRAM Multi-Banking [On]
Leave on default setting. Configuration options: [On] [Off]

SDRAM DataIn-Precharge Latency [1T]
Leave on default setting. Configuration options: [2T] [1T]

Onboard VGA [Enabled]
Leave on default setting if you want to use the onboard VGA. Configuration options: [Disabled] [Enabled]

Graphics Window Size [64MB]
This feature allows you to select the size of mapped memory for AGP graphic data. Configuration options: [Disabled] [1MB] [2MB] [4MB] [8MB] [16MB] [32MB] [64MB] [128MB] [256MB]

Memory Hole At 15M-16M [Disabled]
This field allows you to reserve an address space for ISA expansion cards that require it. Setting the address space to a particular setting will make that memory space unavailable to the system. Expansion cards can only access memory up to 16MB. Configuration options: [Disabled] [Enabled]

Host Memory Write Buffer [1 Line]
Leave on default setting. Configuration options: [4 Lines] [1 Line]

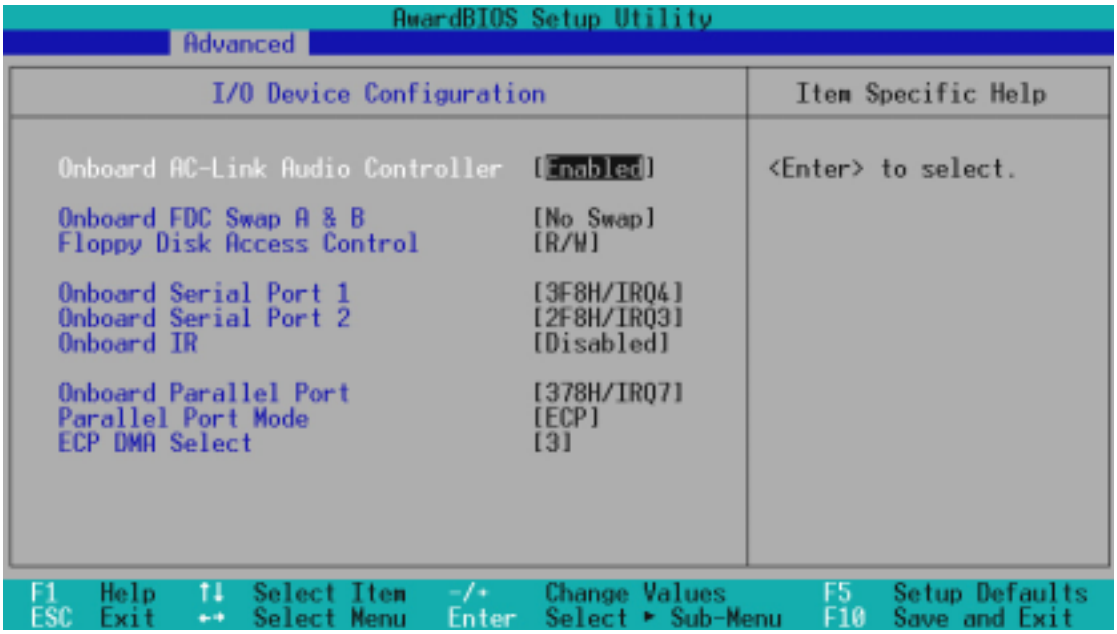
PCI 2.2 Support [Disabled]
This function allows you to enable or disable PCI 2.2 features. Configuration options: [Disabled] [Enabled]

Passive Release Support [Disabled]
Passive release allows the PCI bus to carry out other tasks when it is receiving data from ISA devices. Configuration options: [Disabled] [Enabled]

Super I/O Recovery Time [0.75 us]
Leave on default setting. Configuration options: [0.25 us]...[3.75 us]

Onboard PCI IDE Enable [Both]
You can select to enable the primary IDE channel, secondary IDE channel, both, or disable both channels. Configuration options: [Both] [Primary] [Secondary] [Disabled]

4.4.2 I/O Device Configuration



Onboard AC-Link Audio Controller [Enabled]

[Enabled] allows you to use the onboard audio controller. If you want to use an add-on audio card, set this field to [Disabled]. Configuration options: [Disabled] [Enabled]

Onboard FDC Swap A & B [No Swap]

This field allows you to reverse the hardware drive letter assignments of your floppy disk drives. Configuration options: [No Swap] [Swap AB]

Floppy Disk Access Control [R/W]

When set to [Read Only], this field protects files from being copied to floppy disks by allowing reads from the floppy disk drive but not writes. The setup default [R/W] allows both reads and writes. Configuration options: [R/W] [Read Only]

Onboard Serial Port 1 [3F8H/IRQ4], Onboard Serial Port 2 [2F8H/IRQ3]

These fields allow you to set the addresses for the onboard serial connectors. Serial Port 1 and Serial Port 2 must have different addresses. Configuration options: [3F8H/IRQ4] [2F8H/IRQ3] [3E8H/IRQ4] [2E8H/IRQ10] [Disabled]

Onboard IR [Disabled]

This field allows you to activate the onboard standard infrared feature and to set the address for the second serial UART to support the infrared module connector on the motherboard. If your system already has a second serial port connected to the onboard COM2 connector, it will no longer work if you enable the infrared feature. See **IrDA-Compliant Infrared Module Connector** in ***3.8 External Connectors*.** Configuration options: [3F8H/IRQ4] [2F8H/IRQ3] [3E8H/IRQ4] [2E8H/IRQ10] [Disabled]

Onboard Parallel Port [378H/IRQ7]

This field sets the address of the onboard parallel port connector. If you disable this feature, **Parallel Port Mode** and **ECP DMA Select** configurations will not be available. Configuration options: [Disabled] [3BCH/IRQ7] [378H/IRQ7] [278H/IRQ5]

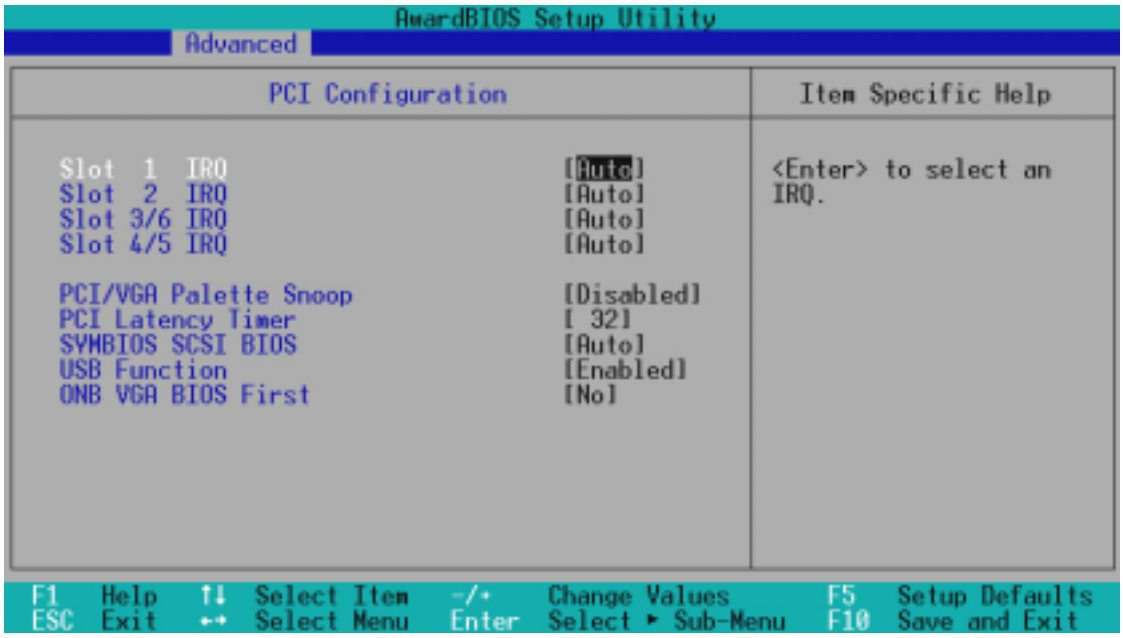
Parallel Port Mode [ECP+EPP]

This field allows you to set the operation mode of the parallel port. [Normal] allows normal-speed operation but in one direction only; [EPP] allows bidirectional parallel port operation; [ECP] allows the parallel port to operate in bidirectional DMA mode; [ECP+EPP] allows normal speed operation in a two-way mode. Configuration options: [Normal] [EPP] [ECP] [ECP+EPP]

ECP DMA Select [3]

This field allows you to configure the parallel port DMA channel for the selected **ECP** mode. This selection is available only if you select [ECP] or [ECP+EPP] in **Parallel Port Mode** above. Configuration options: [1] [3] [Disabled]

4.4.3 PCI Configuration



Slot 1, Slot 2, Slot 3/6, Slot4/5 IRQ [Auto]

These fields set how IRQ use is determined for each PCI slot. The default setting for each field is [Auto], which utilizes auto-routing to determine IRQ use. Configuration options: [Auto] [NA] [3] [4] [5] [7] [9] [10] [11] [12] [14] [15]

PCI/VGA Palette Snoop [Disabled]

Some nonstandard VGA cards, such as graphics accelerators or MPEG video cards, may not show colors properly. The setting [Enabled] should correct this problem. Otherwise, leave this on the default setting of [Disabled]. Configuration options: [Disabled] [Enabled]

PCI Latency Timer [32]

Leave on default setting for best performance vs. stability.

SYMBIOS SCSI BIOS [Auto]

[Auto] allows the motherboard's BIOS to detect whether you have a Symbios SCSI card. If the Symbios SCSI card is detected, the motherboard's Symbios BIOS will be enabled; if no Symbios SCSI card is detected, the onboard Symbios SCSI BIOS will be disabled.

[Disabled] will disable the motherboard's Symbios SCSI BIOS so that the BIOS on an add-on Symbios SCSI card can be used. If your Symbios SCSI card does not have a BIOS, the Symbios SCSI card will not function. Configuration options: [Auto] [Disabled]

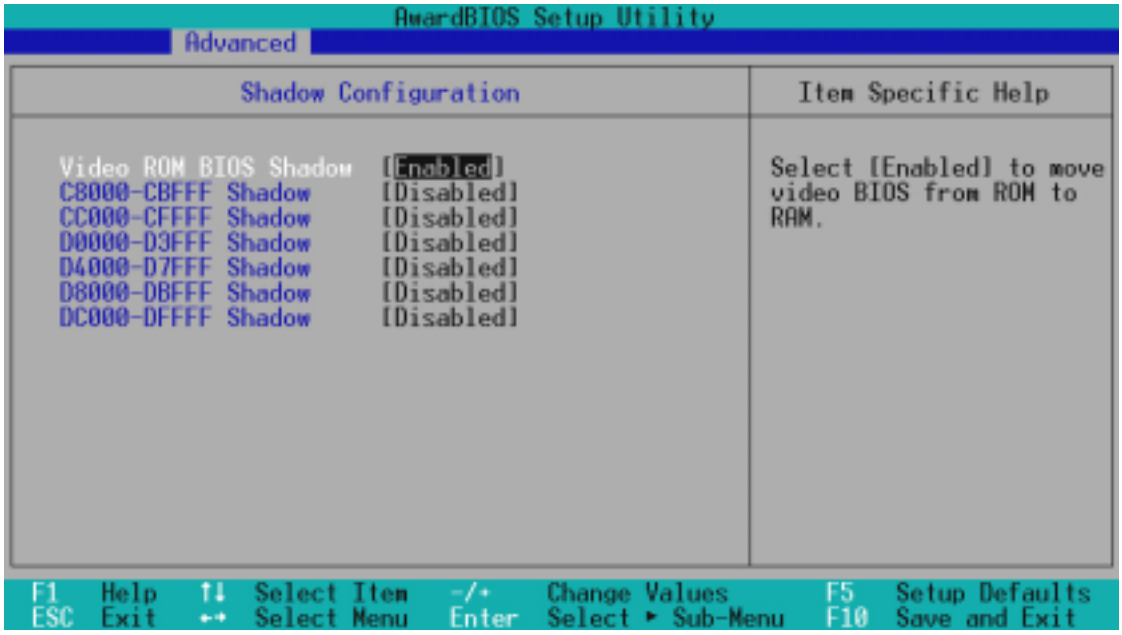
USB Function [Enabled]

This motherboard supports Universal Serial Bus (USB) devices. Set to [Enabled] if you want to use USB devices. Configuration options: [Disabled] [Enabled]

ONB VGA BIOS First [No]

This field, when set to [Yes], gives priority to the onboard VGA BIOS over other VGA controllers. Configuration options: [No] [Yes]

4.4.4 Shadow Configuration



Video ROM BIOS Shadow [Enabled]

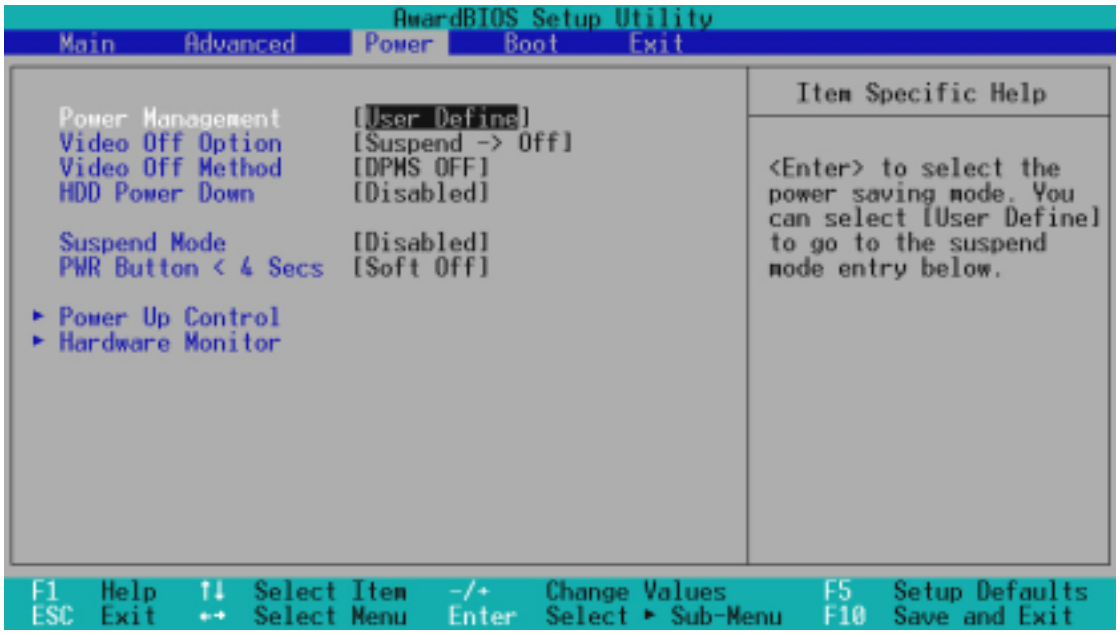
This field allows you to change the video BIOS location from ROM to RAM. Relocating to RAM enhances system performance, as information access is faster than the ROM. Configuration options: [Disabled] [Enabled]

C8000-DFFFF Shadow [Disabled]

These fields are used for shadowing other expansion card ROMs. If you install other expansion cards with ROMs on them, you will need to know which addresses the ROMs use to shadow them specifically. Shadowing a ROM reduces the memory available between 640K and 1024K by the amount used for this purpose. Configuration options: [Disabled] [Enabled]

4.5 Power Menu

The Power menu allows you to reduce power consumption. This feature turns off the video display and shuts down the hard disk after a period of inactivity.



Power Management [User Define]

This option must be enabled to use any of the automatic power saving features. If this menu item is set to [Disabled], power management features will not function regardless of other field settings on this menu. The [User Define] option allows you to make your own selections in the Power menu. When set to [Max Saving], system power will be conserved to its greatest amount. The **Suspend Mode** field will then be set to predefined value that ensures maximum power savings.

This field acts as the master control for the power management modes. [Max Saving] puts the system into power saving mode after a brief period of system inactivity; [Min Saving] is almost the same as [Max Saving] except that the system inactivity period is longer; [Disabled] disables the power saving features; [User Define] allows you to set power saving options according to your preference. Configuration options: [User Define] [Disabled] [Min Saving] [Max Saving]

IMPORTANT: Advanced Power Management (APM) should be installed to keep the system time updated when the computer enters suspend mode activated by the BIOS Power Management. For DOS environments, you need to add the statement, DEVICE=C:\DOS\POWER.EXE, to your CONFIG.SYS file. For Windows 3.x and Windows 95, you need to install Windows with the APM feature. For Windows 98 and later, APM is automatically installed. A battery and power cord icon labeled “Power Management” will appear in the “Control Panel.” Choose “Advanced” in the Power Management Properties dialog box.

Video Off Option [Suspend -> Off]

This field determines when to activate the video off feature for monitor power management. Configuration options: [Always On] [Suspend -> Off]

Video Off Method [DPMS OFF]

This field defines the video off features. The DPMS (Display Power Management System) feature allows the BIOS to control the video display card if it supports the DPMS feature. [Blank Screen] only blanks the screen (use this for monitors without power management or "green" features. If set up in your system, your screen saver will not display with [Blank Screen] selected). [V/H SYNC+Blank] blanks the screen and turns off vertical and horizontal scanning. Configuration options: [Blank Screen] [V/H SYNC+Blank] [DPMS Standby] [DPMS Suspend] [DPMS OFF] [DPMS Reduce ON]

HDD Power Down [Disabled]

Shuts down any IDE hard disk drives in the system after a period of inactivity as set in this user-configurable field. This feature does not affect SCSI hard drives. Configuration options: [Disabled] [1 Min] [2 Min] [3 Min]...[15 Min]

Suspend-to-RAM Capability [Disabled]

Suspend-to-RAM (STR) is an energy-saving feature. In Suspend-to-RAM state, all devices on the computer are turned off, except for the system RAM. Thus, the PC consumes less than 5 Watts of power. [Auto] allows the BIOS to detect if your power supply can supply at least 720mA on the +5VSB lead to support the STR function. If the power supply meets the requirement, the STR function will be enabled; if not, this function will be disabled. If the expansion cards you use on the motherboard do not support the STR function, you must leave this field on the default setting [Disabled]. Configuration options: [Auto] [Disabled]

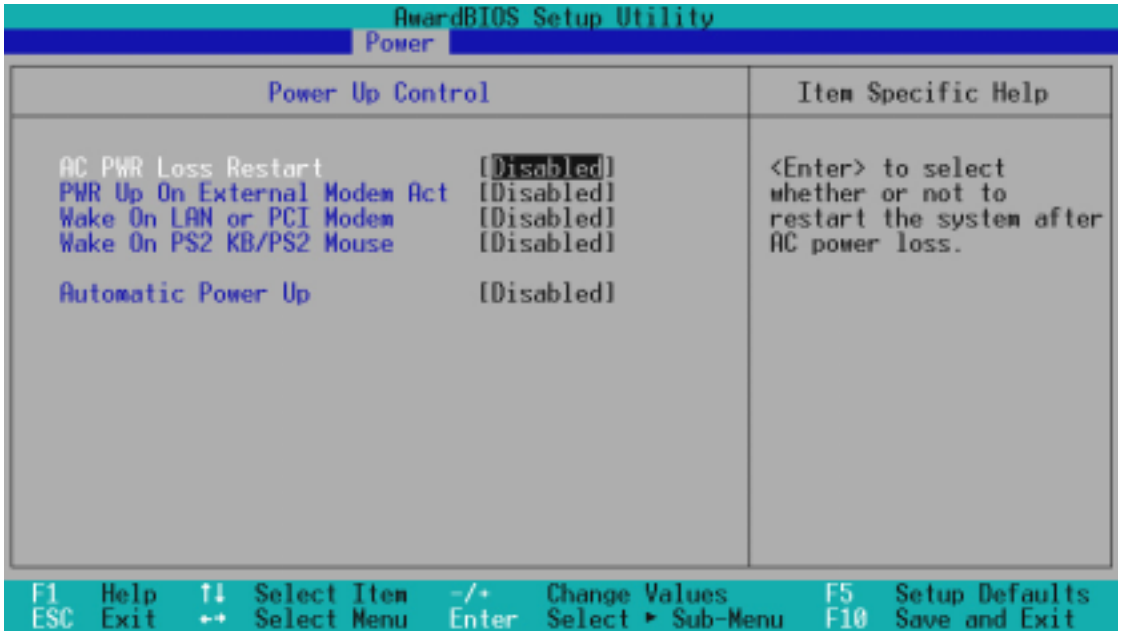
Suspend Mode [Disabled]

Sets the time period before the system goes into suspend mode. Configuration options: [Disabled] [1~2 Min] [2~3 Min] [4~5 Min] [8~9 Min] [20 Min]...[1 Hour]

PWR Button < 4 Secs [Soft off]

When set to [Soft off], the ATX switch can be used as a normal system power-off button when pressed for less than 4 seconds. [Suspend] allows the button to have a dual function where pressing less than 4 seconds will place the system in sleep mode. Regardless of the setting, holding the ATX switch for more than 4 seconds will power off the system. Configuration options: [Soft off] [Suspend]

4.5.1 Power Up Control



AC PWR Loss Restart [Disabled]

This allows you to set whether you want your system to reboot after the power has been interrupted. [Disabled] leaves your system off and [Enabled] reboots your system. [Previous State] sets your system back to the state it is before the power interruption. Configuration options: [Disabled] [Enabled] [Previous State]

PWR Up On External Modem Act [Disabled]

This allows either settings of [Enabled] or [Disabled] for powering up the computer when the external modem receives a call while the computer is in Soft-off mode. **NOTE:** The computer cannot receive or transmit data until the computer and applications are fully running. Thus connection cannot be made on the first try. Turning an external modem off and then back on while the computer is off causes an initialization string that will also cause the system to power on. Configuration options: [Disabled] [Enabled]

Wake On LAN or PCI Modem [Disabled]

Wake-On-LAN/a PCI Modem allows your computer to be booted from another computer via a network by sending a wake-up frame or signal. Configuration options: [Disabled] [Enabled]

IMPORTANT: This feature requires an optional network interface with Wake-On-LAN and an ATX power supply with at least 720mA +5V standby power.

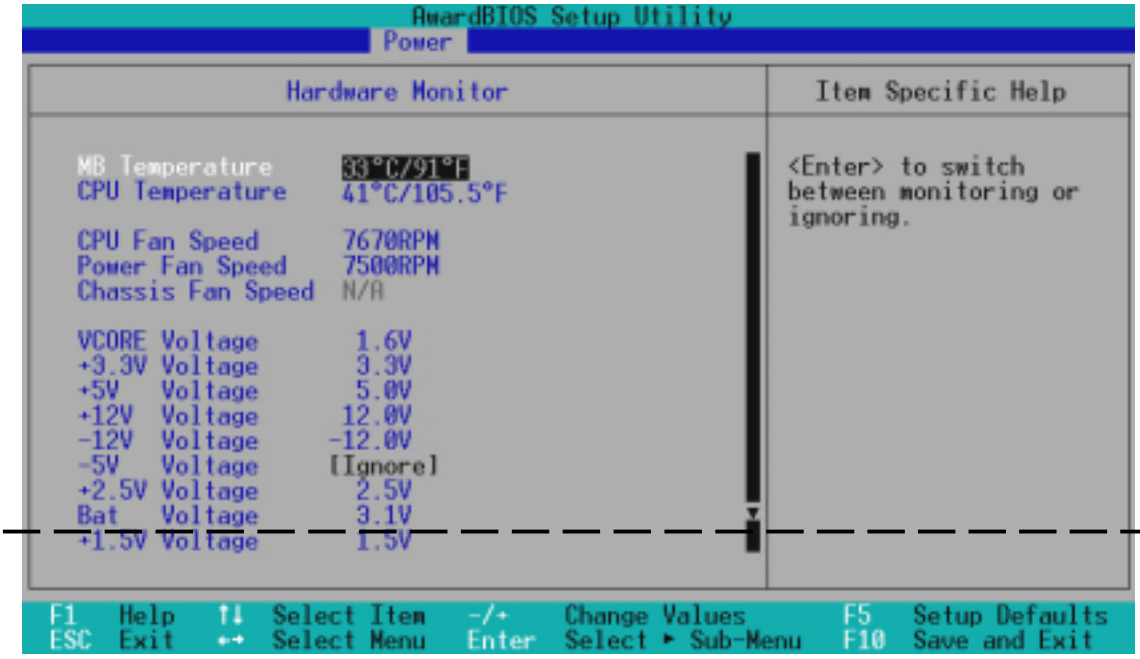
Wake On PS2 KB/PS2 Mouse [Disabled]

Set this field to [Enabled] if you wish to use your PS2 keyboard (by pressing the space key) or PS2 mouse (by clicking the left button) to power up your computer. This feature requires an ATX power supply that can supply at least 300mA on the +5VSB lead. The default is set to [Disabled] because not all computers have the appropriate ATX power supply. Your computer will not power ON if you set this to [Enabled] and do not have the appropriate ATX power supply. Configuration options: [Disabled] [Enabled]

Automatic Power Up [Disabled]

This allows an unattended or automatic system power up. You may configure your system to power up at a certain time of the day by selecting [Everyday] or at a certain time and day by selecting [By Date]. **NOTE: Automatic Power Up** will not work if the system is powered down by operating systems, such as Windows 98/2000/Millenium, that have ACPI support enabled. Configuration options: [Disabled] [Everyday] [By Date]

4.5.2 Hardware Monitor



(scroll down to see more items, as shown here)

MB Temperature, CPU Temperature [xxxC/xxxF]

The onboard hardware monitor is able to detect the MB (motherboard) and CPU temperatures. Set to [Ignore] only if necessary.

CPU Fan, Power Fan, Chassis Fan Speed [xxxxRPM]

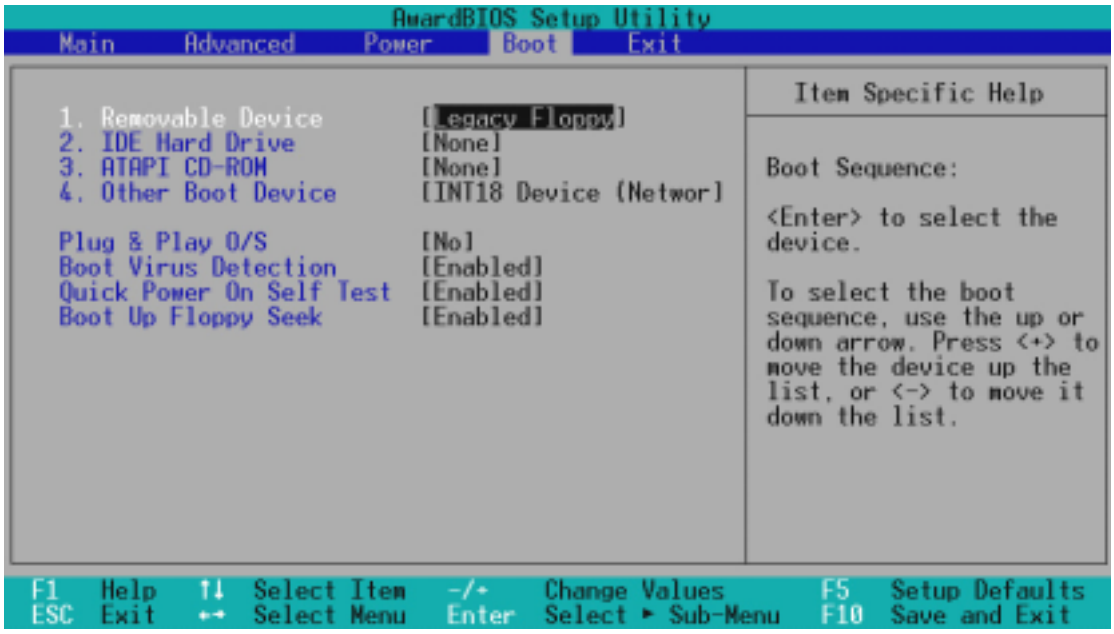
The onboard hardware monitor is able to detect the CPU fan speed, power supply fan speed, and the chassis fan speed in rotations per minute (RPM). The presence of the fans is automatically detected. Set to [Ignore] only if necessary.

VCORE Voltage, +3.3V Voltage, +5V Voltage, +12V Voltage, -12V Voltage, -5V Voltage, +2.5V Voltage, Bat Voltage, +1.5V Voltage [xx.xV]

The onboard hardware monitor is able to detect the voltage output by the onboard voltage regulators. Set to [Ignore] only if necessary.

NOTE: If any of the monitored items is out of range, an error message will appear: “Hardware Monitor found an error. Enter Power setup menu for details”. You will then be prompted to “Press **F1** to continue, **DEL** to enter SETUP”.

4.6 Boot Menu



Boot Sequence

The Boot menu allows you to select among the four possible types of boot devices listed using the up and down arrow keys. By using the <+> or <Space> key, you can promote devices and by using the <-> key, you can demote devices. Promotion or demotion of devices alters the priority which the system uses to search for a boot device on system power up. Configuration options: [Removable Devices] [IDE Hard Drive] [ATAPI CD-ROM] [Other Boot Device]

Removable Device [Legacy Floppy]

Configuration options: [Disabled] [Legacy Floppy] [LS120] [ZIP-100] [ATAPI MO]

IDE Hard Drive

This field allows you to select which IDE hard disk drive to use in the boot sequence. Pressing [Enter] will show the product IDs of all connected IDE hard disk drives.

ATAPI CD-ROM

This field allows you to select which ATAPI CD-ROM drive to use in the boot sequence. Pressing [Enter] will show the product IDs of all your connected ATAPI CD-ROM drives.

Other Boot Device Select [INT18 Device (Network)]

Configuration options: [Disabled] [SCSI Boot Device] [INT18 Device (Network)] [LANDesk (R) Service Agent]

Plug & Play O/S [No]

This field allows you to use a Plug-and-Play (PnP) operating system to configure the PCI bus slots instead of using the BIOS. When [Yes] is selected, interrupts may be reassigned by the OS. When a non-PnP OS is installed or you want to prevent reassigning of interrupt settings, select the default setting of [No]. Configuration options: [No] [Yes]

Boot Virus Detection [Enabled]

This field allows you to set boot virus detection, ensuring a virus-free boot sector. The system halts and displays a warning message when it detects a virus. If this occurs, you can either allow the operation to continue or use a virus-free bootable floppy disk to restart and investigate your system. Configuration options: [Disabled] [Enabled]

Quick Power On Self Test [Enabled]

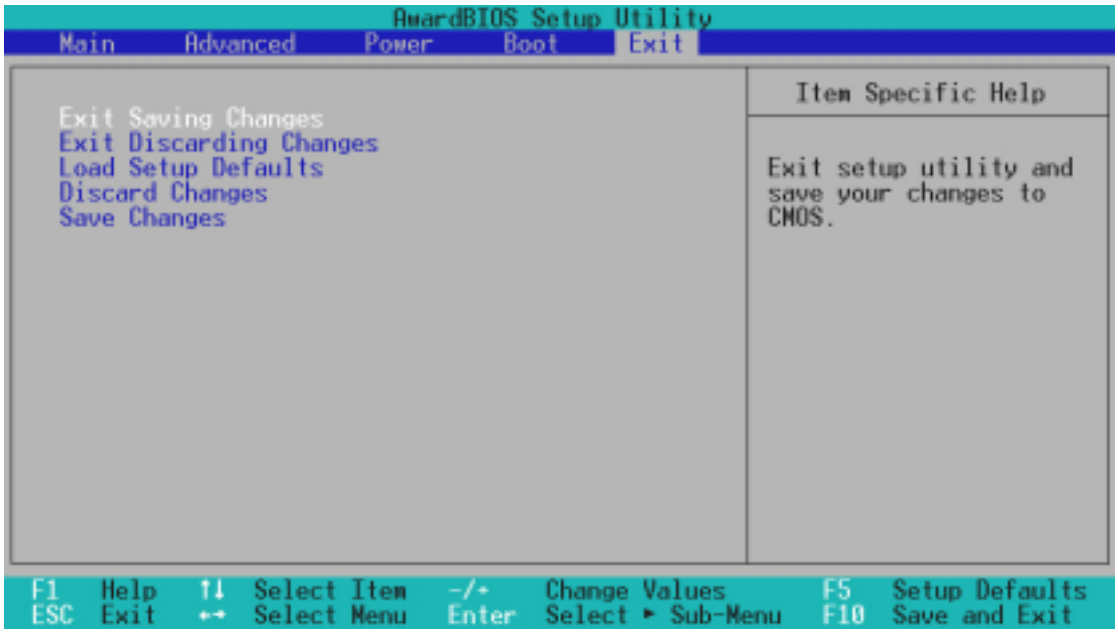
This field speeds up the Power-On-Self Test (POST) routine by skipping retesting a second, third, and fourth time. Configuration options: [Disabled] [Enabled]

Full Screen Logo [Enabled]

Configuration options: [Disabled] [Enabled]

4.7 Exit Menu

Once you have made all of your selections from the various menus in the Setup program, you should save your changes and exit Setup. Select **Exit** from the menu bar to display the following menu:



NOTE: Pressing <Esc> does not exit this menu. You must select one of the options from this menu or <F10> from the legend bar to exit this menu.

Exit Saving Changes

Once you are finished making your selections, choose this option from the Exit menu to ensure the values you selected are saved to the CMOS RAM. The CMOS RAM is sustained by an onboard backup battery and stays on even when the PC is turned off. Once this option is selected, a confirmation is asked. Select [Yes] to save changes and exit.

NOTE: If you attempt to exit the Setup program without saving your changes, the program will prompt you with a message asking if you want to save your changes before exiting. Pressing <Enter> will then save changes while exiting.

Exit Discarding Changes

This option should only be used if you do not want to save the changes you have made to the Setup program. If you have made changes to fields other than system date, system time, and password, the system will ask for confirmation before exiting.

Load Setup Defaults

This option allows you to load the default values for each of the parameters on the Setup menus. When this option is selected or if <F5> is pressed, a confirmation is requested. Select [Yes] to load default values. You can now select **Exit Saving Changes** or make other changes before saving the values to the non-volatile RAM.

Discard Changes

This option allows you to discard the selections you made and restore the values you previously saved. After selecting this option, a confirmation is requested. Select [Yes] to discard any changes and load the previously saved values.

Save Changes

This option saves your selections without exiting the Setup program. You can then return to other menus and make changes. After selecting this option, all selections are saved and a confirmation is requested. Select [Yes] to save any changes to the non-volatile RAM.

5. SOFTWARE SETUP

5.1 Install Operating System

You should always use the latest operating system and updates when using new hardware to ensure full compliancy. You may use any version of Windows 98/2000/ Millenium, but for Windows 95, you must use OSR 2.0 or later. For Windows NT 4.0, you must use Service Pack 3.0 or later.

5.2 Start Windows

When you start Windows 98 for the first time after installing your motherboard, Windows will detect all plug-and play devices. Follow the Add New Hardware Wizard to install all necessary device drivers. When prompted to restart, select **No** and then follow the setup procedures in this section.

NOTE: Because there are various motherboard settings, options, and expansion cards, the following can only be used as a general reference and may not reflect exactly the screen contents displayed on your screen.

NOTE: The screen displays in this and the following section may not reflect exactly the screen contents displayed on your screen.

5.3 CUA Series Motherboard Support CD

NOTE: The support CD contents are subject to change at any time without notice.

To begin using your support CD disc, just insert it into your CD-ROM drive and the support CD installation menu should appear. If the menu does not appear, double-click or run **D:\ASSETUP.EXE** (assuming that your CD-ROM drive is drive **D:**).

5.3.1 Installation Menu

- **AGP Miniport Driver** Installs the AGP Miniport Driver for Windows 9x.
- **ASUS Display Driver:** Installs the ASUS display driver (NVIDIA RIVA TNT2).
- **ALi Audio Accelerator Driver:** Installs ALI Audio Accelerator Driver
- **AMR Modem Driver:** Installs AMR modem driver (PCtel HSP).
- **ASUS PC Probe Vx.xx:** Installs a smart utility to monitor your computer's fan speed, voltage, and CPU temperature.
- **ASUS Update Vx.xx:** Installs ASUS Update to allow download of the latest BIOS for your motherboard and other driver updates.
- **YAMAHA Soft Synthesizer S-YXG50:** Installs the Yamaha XGplayer for playing MIDI files, audio files, movie files and audio CDs. See online help for more information.
- **PC-Cillin 98 Vx.xx:** Installs the PC-cillin virus protection software. View the online help for more information.
- **ADOBE Acrobat Reader Vx.xx:** Installs the Adobe Acrobat Reader software necessary to view user's manuals saved in PDF format. Updated or other language versions of this motherboard's manual is available in PDF format at any of our web sites.
- **Cyberlink Video and Audio Applications:** Installs Cyberlink PowerPlayer SE, PowerDVD Trial, and Cyberlink VideoLive Mail.
- **Show Motherboard Information:** Allows you to view information about your motherboard, such as product name, BIOS version, and CPU.
- **Browse Support CD:** Allows you to view the contents of the CD.
- **ReadMe:** Allows you to view the support CD file list and contact information.
- **Exit:** Exits the CD installation menu.

Additonal CD Content: Flash BIOS writer in the **AFLASH** folder.

5.4 AGP Miniport Driver

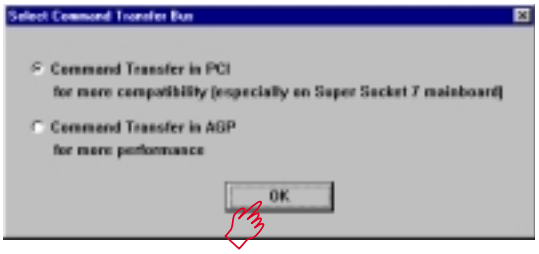
Insert the Support CD that came with your motherboard into your CD-ROM drive or double-click the CD drive icon in **My Computer** to bring up the setup screen.

Setup will automatically install the AGP Miniport Driver into your computer. To make use of the driver immediately, restart your system after the installation procedures are finished.

NOTE: You may choose to restart your computer later when this option is offered, especially if you still want to install other drivers and/or software. You may not, however, be able to use immediately the devices associated with the drivers or software because these drivers need to be enabled. These drivers are enabled when Windows starts/restarts.

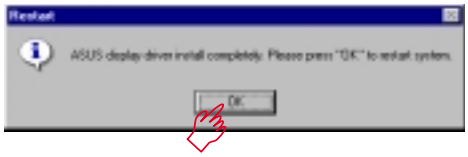
5.5 ASUS Display Driver

Insert the Support CD that came with your motherboard into your CD-ROM drive or double-click the CD drive icon in **My Computer** to bring up the setup screen.



(2) Click on preferred option and then click here.

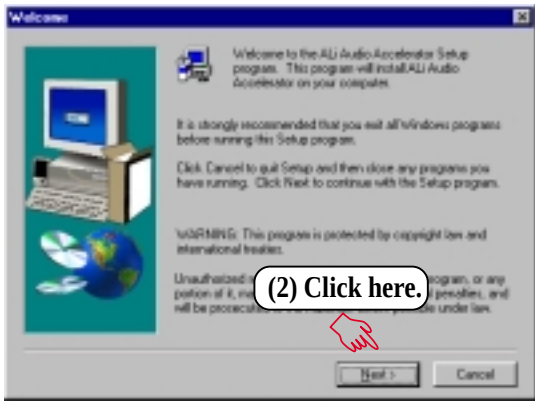
Setup starts to copy the display driver into your computer...



(3) Click here to complete setup.

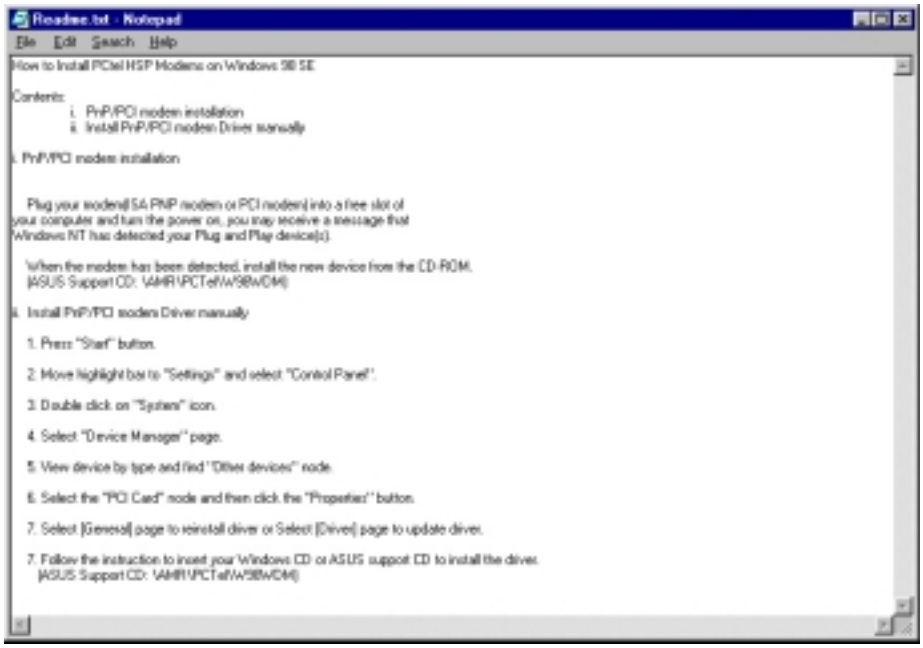
5.6 ALi Audio Accelerator Driver

Insert the Support CD that came with your motherboard into your CD-ROM drive or double-click the CD drive icon in **My Computer** to bring up the setup screen.



5.7 AMR Modem Driver

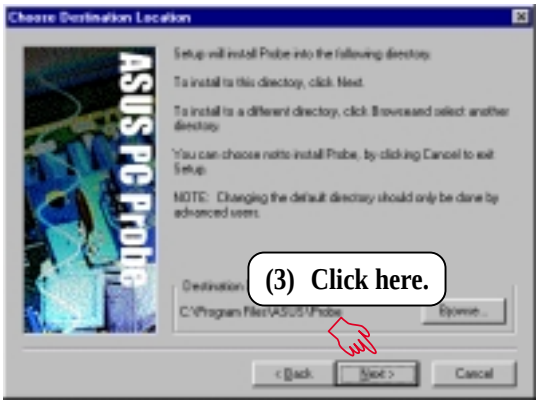
Insert the Support CD that came with your motherboard into your CD-ROM drive or double-click the CD drive icon in **My Computer** to bring up the setup screen.

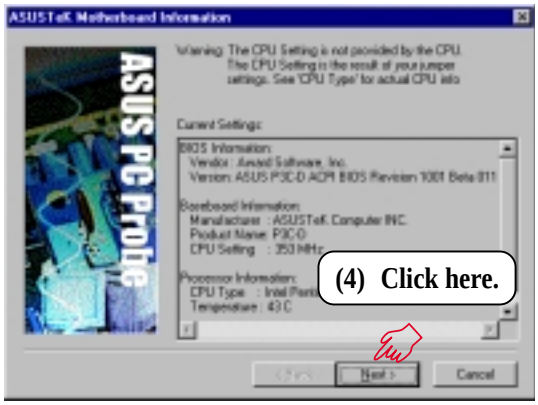


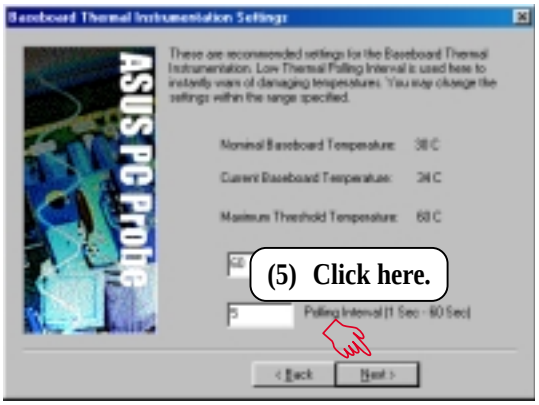
5.8 ASUS PC Probe Vx.xx

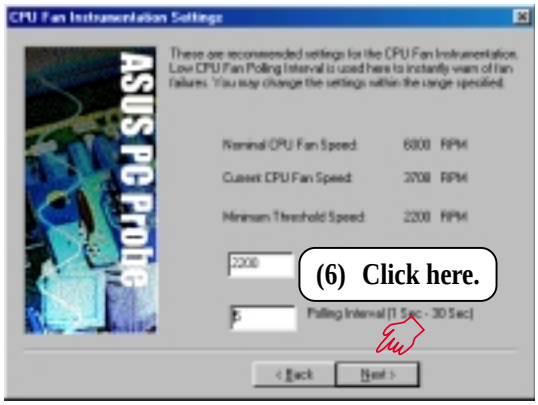
Insert the Support CD that came with your motherboard into your CD-ROM drive or double-click the CD drive icon in **My Computer** to bring up the setup screen.

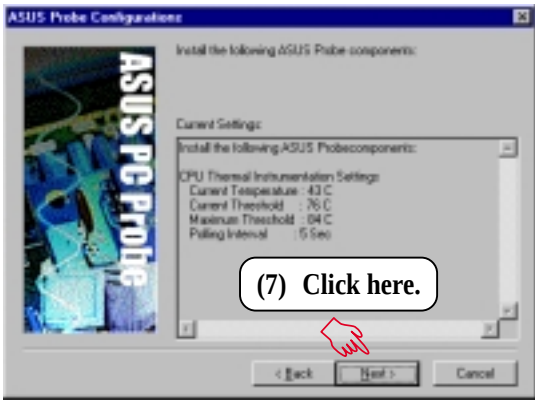
NOTE: ASUS PC Probe will not run if another hardware monitoring utility is installed. To uninstall any program, see ***5.14 Uninstalling Programs***.

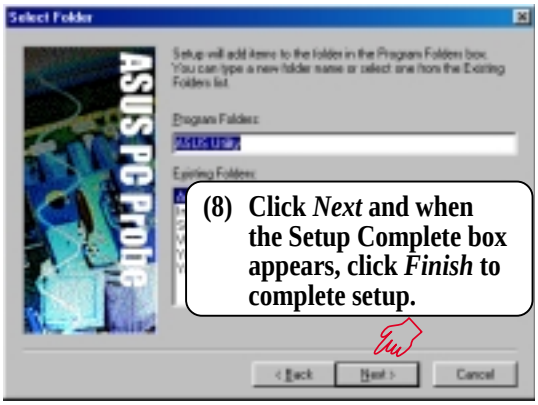






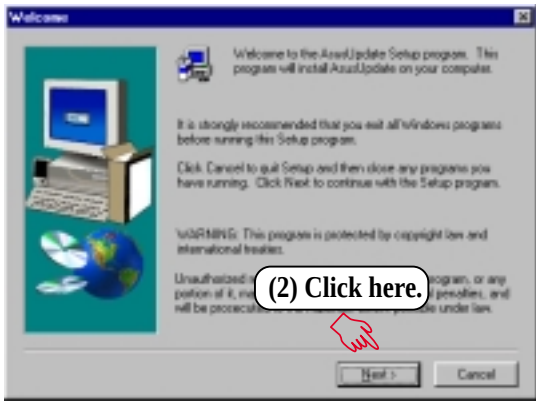


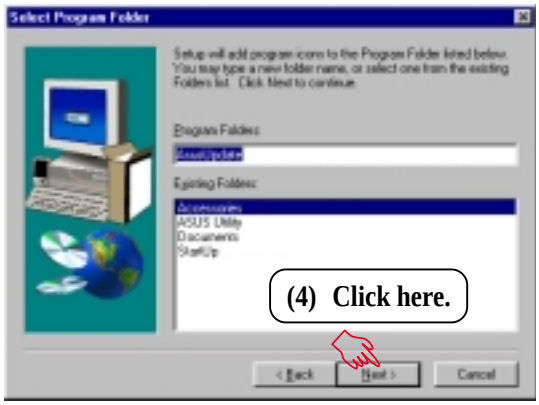


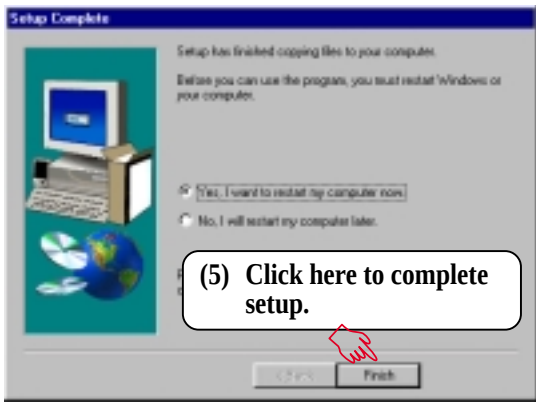


5.9 ASUS Update Vx.xx

Insert the Support CD that came with your motherboard into your CD-ROM drive or double-click the CD drive icon in **My Computer** to bring up the setup screen.



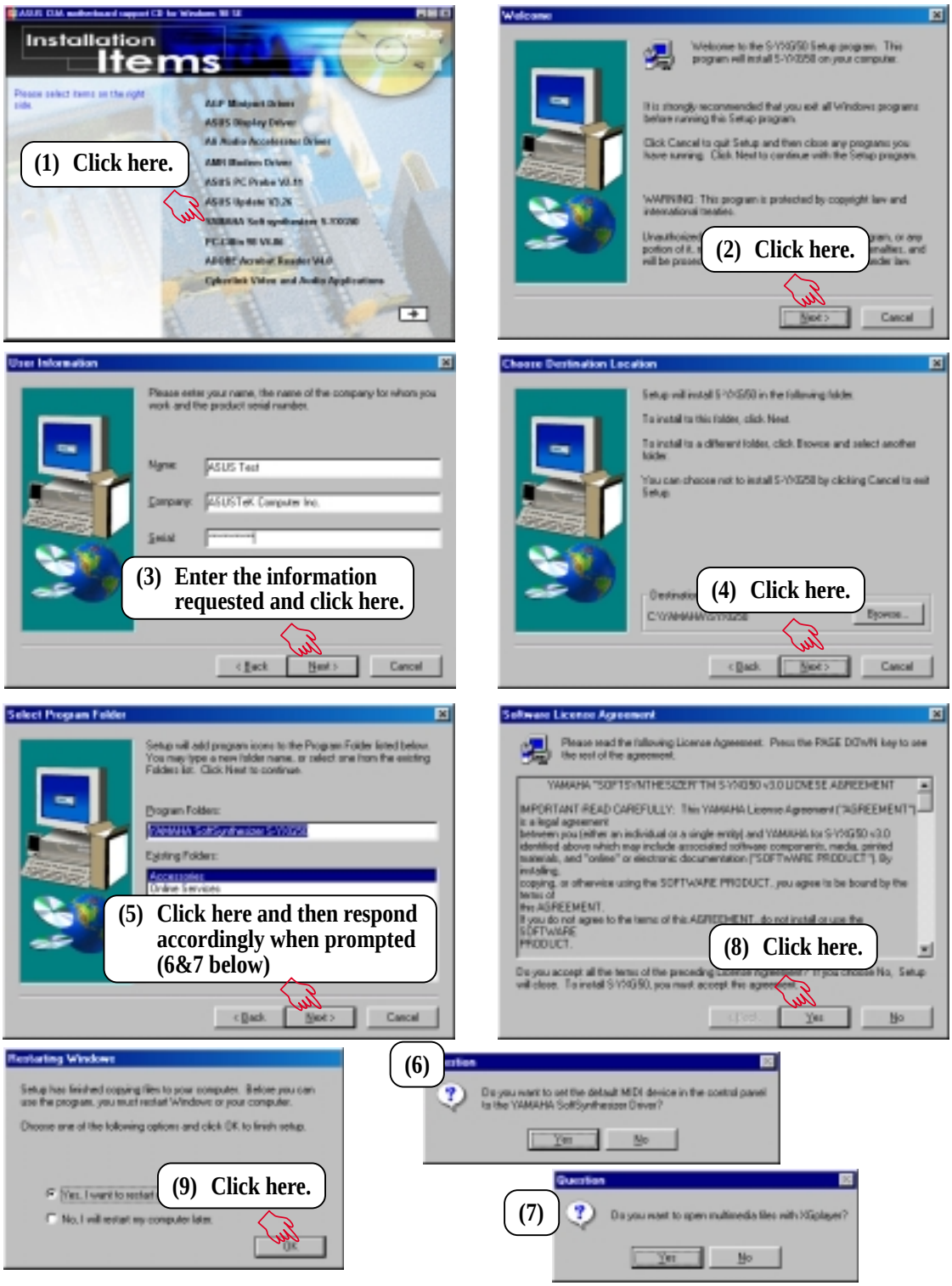




5.10 YAMAHA Soft Synthesizer S-YXG50

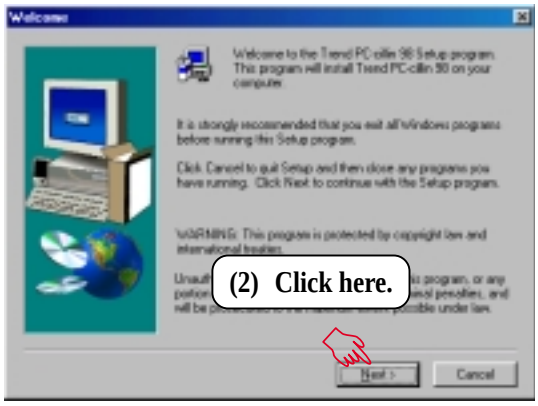
Insert the Support CD that came with your motherboard into your CD-ROM drive or double-click the CD drive icon in **My Computer** to bring up the setup screen.

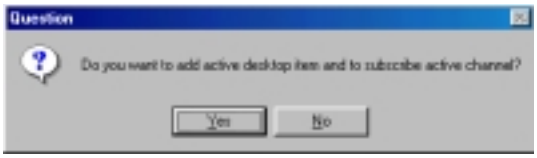
NOTE: Make sure that you have uninstalled any old version of the YAMAHA SoftSynthesizer/XGplayer before installing this version. If you can't uninstall your old version using the procedures in ***5.14 Uninstalling Programs***, see the README.TXT files under the Yamaha folder of your support CD for uninstallation information.



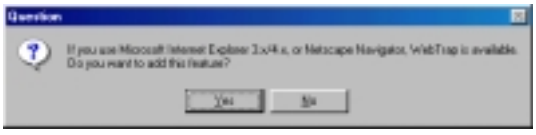
5.11 PC-Cillin 98 Vx.xx

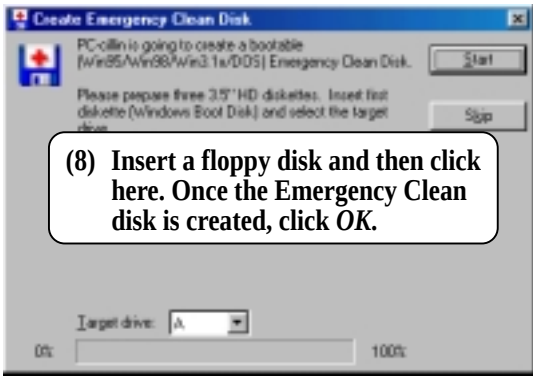
Insert the Support CD that came with your motherboard into your CD-ROM drive or double-click the CD drive icon in **My Computer** to bring up the setup screen.

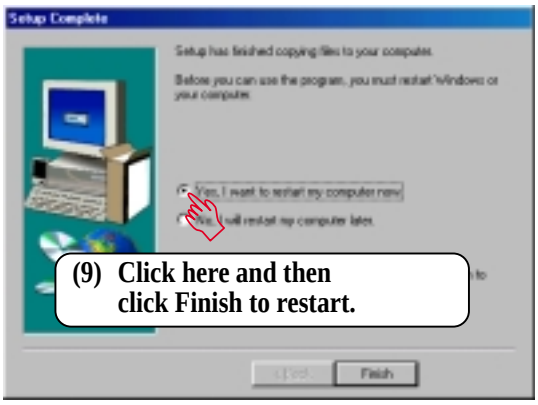




(6) & (7) Select the preferred features by clicking the appropriate buttons.

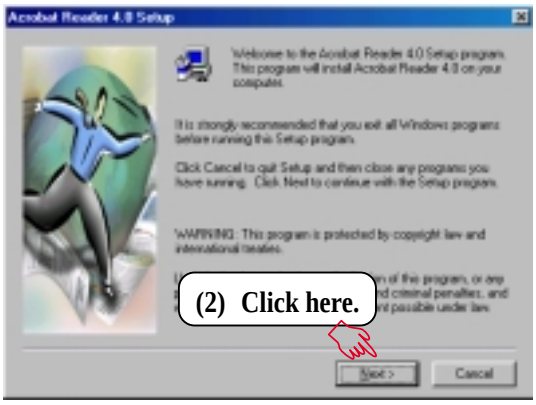


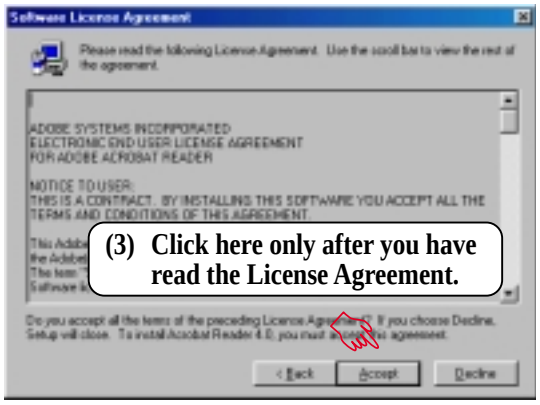


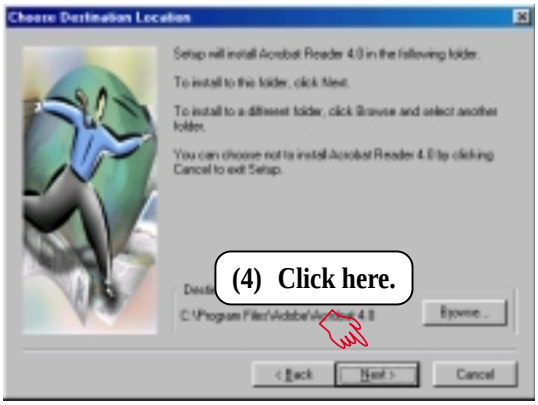


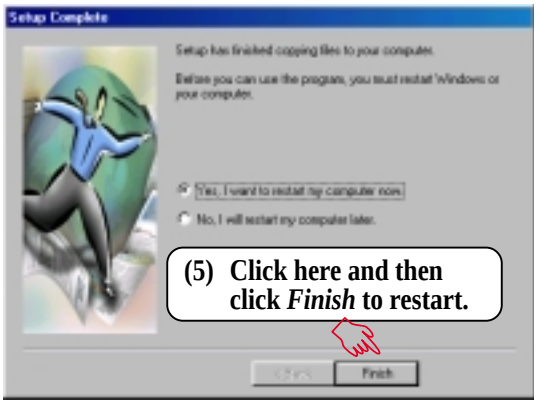
5.12 ADOBE Acrobat Reader Vx.xx

Insert the Support CD that came with your motherboard into your CD-ROM drive or double-click the CD drive icon in **My Computer** to bring up the setup screen.









5.13 Cyberlink Video and Audio Applications

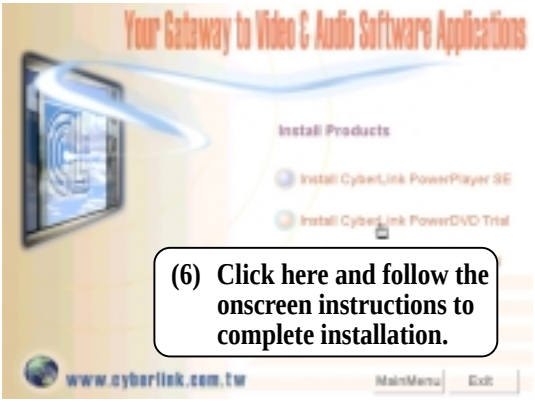
5.13.1 System Requirements

- Pentium-100MHz PC compatible
- Microsoft Windows 95/98/NT/2000
- Hard disk drive with at least 10MB of free space
- 4x speed or above CD-ROM drive
- Sound card with a Windows wave audio driver
- 256 (or above) color VGA card is required. A VGA card with
- DirectDraw support
- 8MB system memory

5.13.2 Cyberlink Contact Information

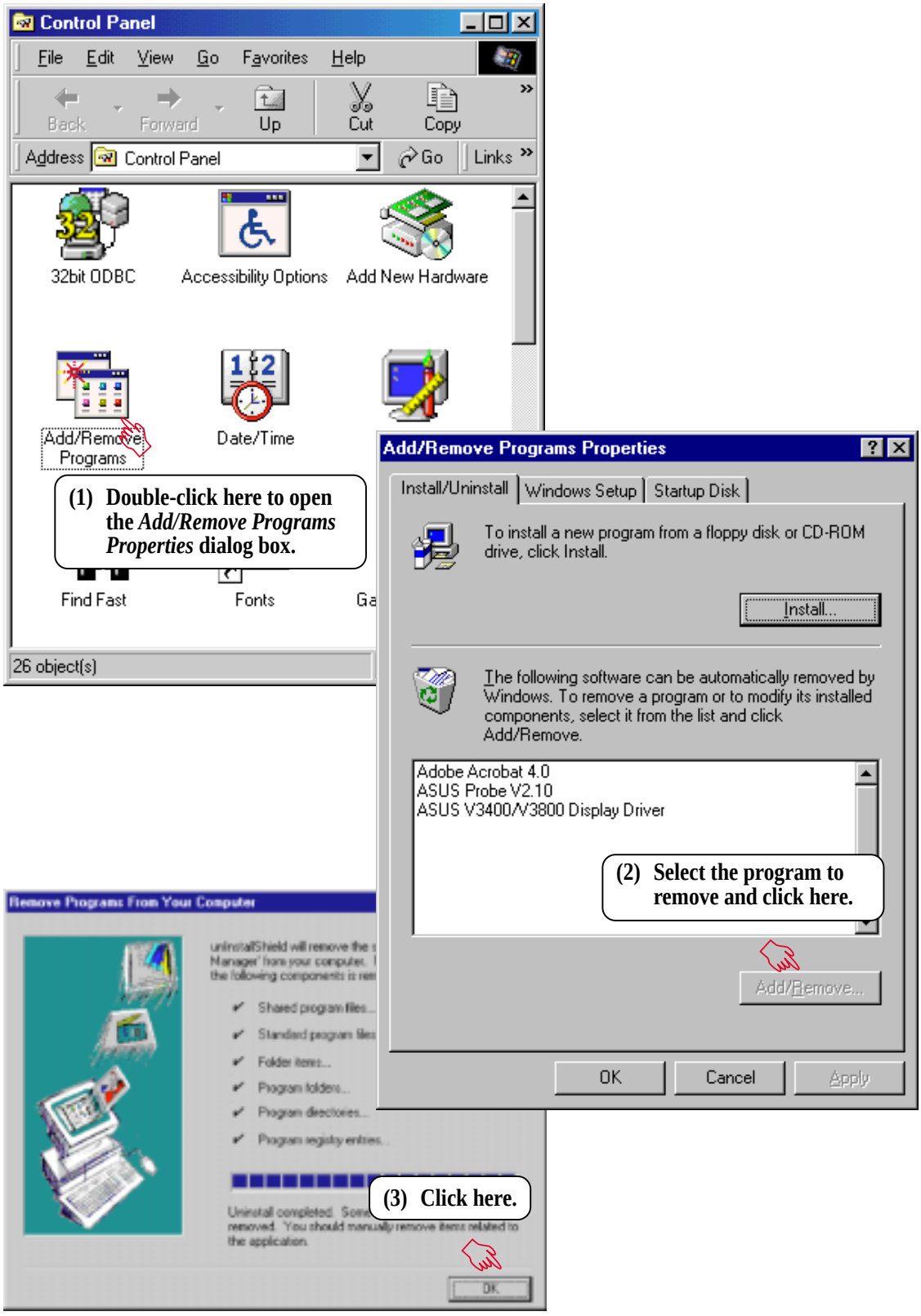
5.13.3 Installation Procedures

Insert the Support CD that came with your motherboard into your CD-ROM drive or double-click the CD drive icon in **My Computer** to bring up the setup screen.



5.14 Uninstalling Programs

Add/Remove Programs is a basic component within Windows. You may use this function if a program does not provide its own uninstallation program.



6.1 ASUS PC Probe

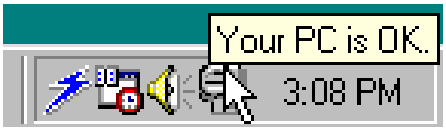
ASUS PC Probe is a convenient utility to continuously monitor your computer system's vital components, such as fan rotations, voltages, and temperatures. It also has a utility that lets you review useful information about your computer, such as hard disk space, memory usage, and CPU type, CPU speed, and internal/external frequencies through the DMI Explorer.

6.1.1 Starting ASUS PC Probe

When ASUS PC Probe starts, a splash screen appears allowing you to select whether to show the screen again when you open PC Probe or not. To bypass this startup screen, clear the **Show up in next execution** check box.

To open **ASUS PC Probe**, click the Windows **Start** button, point to **Programs**, and then **ASUS Utility**, and then click **Probe Vx.xx**.

The PC Probe icon  will appear on the taskbar's system tray indicating that ASUS PC Probe is running. Clicking the icon will allow you to see the status of your PC.



6.1.2 Using ASUS PC Probe

Monitoring

Monitor Summary

Shows a summary of the items being monitored.

Temperature Monitor

Shows the PC's temperature (for supported processors only).

Temperature Warning threshold adjustment
(Move the slider up to increase the threshold level or down to decrease the threshold level)

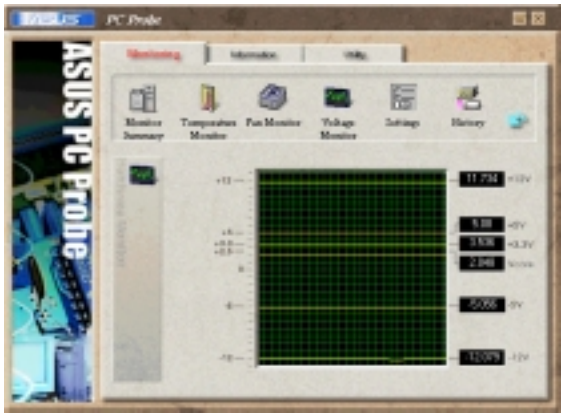
Fan Monitor

Shows the PC's fan rotation.

Fan Warning threshold adjustment
(Move the slider up to increase the threshold level or down to decrease the threshold level)

Voltage Monitor

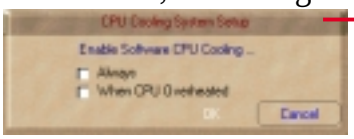
Shows the PC's voltages.



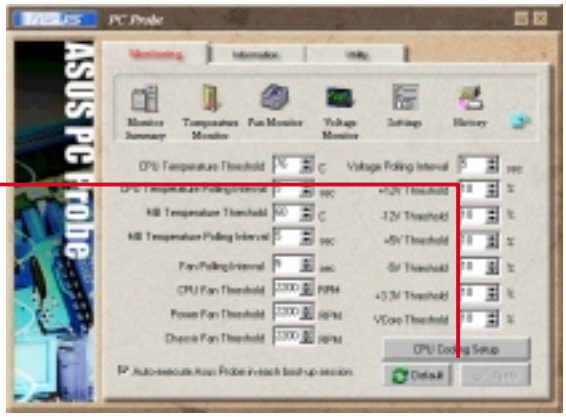
6. SOFTWARE REFERENCE

Settings

Lets you set threshold levels and polling intervals or refresh times of the PC's temperature, fan rotation, and voltages.

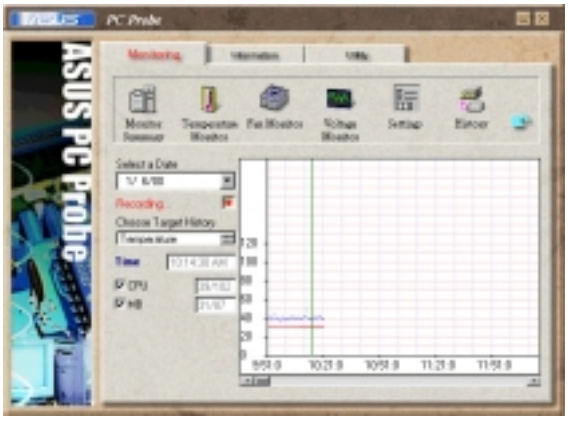


CPU Cooling System Setup
Lets you select when to enable software CPU cooling. When **When CPU Overheated** is selected, the CPU cooling system is enabled whenever the CPU temperature reaches the threshold value.



History

Lets you record the monitoring activity of a certain component of your PC for future reference.



Click  to open the next set of **Monitoring** options.

Fan Control

Lets you enable/disable Smart Fan Control. Smart Fan Control adjusts the fan speed automatically based on the current CPU temperature and predefined threshold.

Click  to open the previous set of **Monitoring** options.

Information

Hard Drives

Shows the used and free space of the PC's hard disk drives and the file allocation table or file system used.

6. SOFTWARE REFERENCE

Memory
Shows the PC's memory load, memory usage, and paging file usage.

Device Summary
Shows a summary of devices in your PC.

DMI Explorer
Shows information pertinent to the PC, such as CPU type, CPU speed, and internal/external frequencies, and memory size.

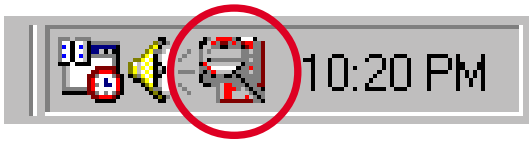
Utility

Lets you run programs outside of the ASUS Probe modules. To run a program, click **Execute Program**. **NOTE:** This feature is currently unavailable.

6.1.3 ASUS PC Probe Task Bar Icon

Right clicking the PC Probe icon will bring up a menu to open or exit ASUS PC Probe and pause or resume all system monitoring.

When the ASUS PC Probe senses a problem with your PC, portions of the ASUS PC Probe icon changes to red, the PC speaker beeps, and the ASUS PC Probe monitor is displayed.



6.2 YAMAHA SoftSynthesizer S-YXG50

The XGplayer that is installed when you choose this option is an application that is used to playback multimedia files. The XGplayer allows playback of MIDI files (.mid, .rmi), audio files (.wav, .mp3), movie files (.avi, .mpg) and audio CDs all from a single application. With MIDI files, you can mix, arrange (change voices/ effects) and attach MIDI files to e-mails. Also, its links to various Internet services allows you to listen to music on web sites or purchase music easily.

6.2.1 Using YAMAHA XGplayer

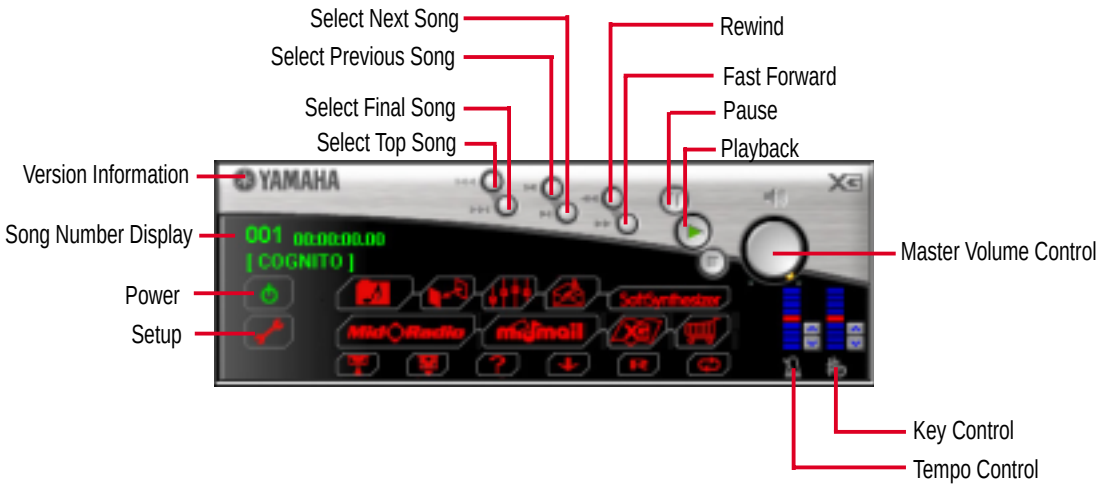
To set up the S-YXG50 SoftSynthesizer to match your system's performance (for example, playback sound, quality priority/CPU load reduction priority), click **Start**, point to **Programs**, point to **YAMAHA SoftSynthesizer S-YXG50**, and then click **S-YXG50 Setup**. You may also right-click the YAMAHA SXG Driver icon on the taskbar and then click **SoftSynthesizer Setup**.

To get help on the SoftSynthesizer settings, click **Start**, point to **Programs**, point to **YAMAHA SoftSynthesizer S-YXG50**, and then click **S-YXG50 Help.**

To start the YAMAHA XGplayer, click **Start**, point to **Programs**, point to **YAMAHA SoftSynthesizer S-YXG50**, and then click **XGplayer**. You may also right-click the YAMAHA SXG Driver icon on the taskbar and then click **XGplayer**.

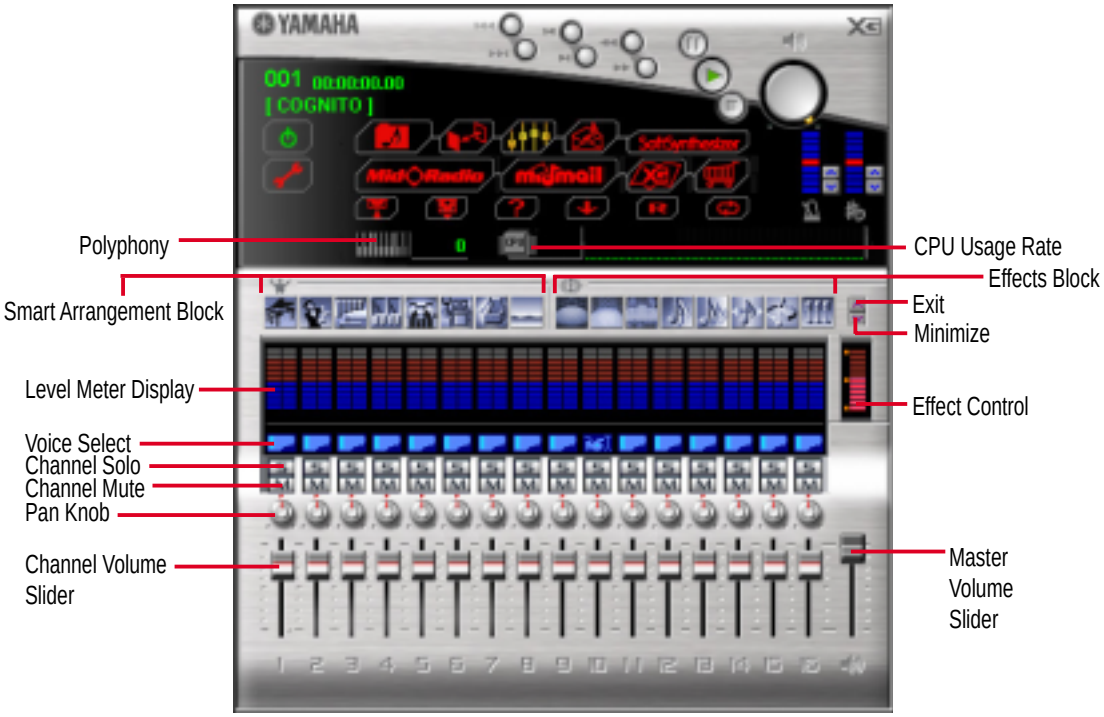
For details on the YAMAHA XGplayer, click the Help icon on the Main Panel. You may also right-click the YAMAHA SXG Driver icon on the taskbar and then click **SoftSynthesizer Help**.

6.2.2 YAMAHA XGplayer Main Panel



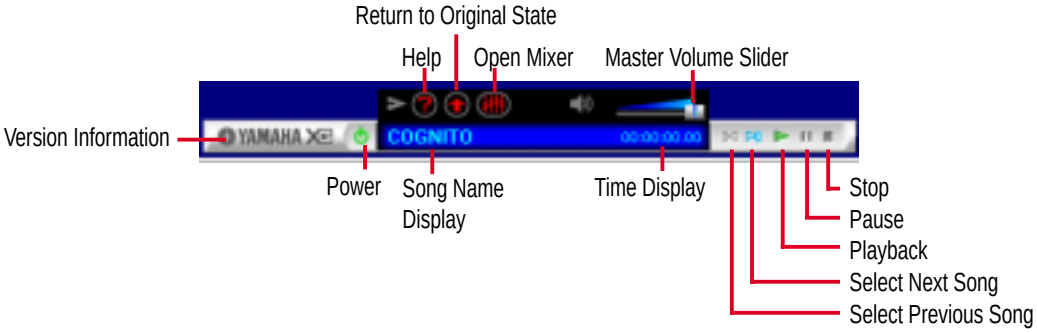
6.2.3 YAMAHA XGplayer Mixer Panel

To open the Mixer Panel, click the Open Mixer icon  on the Main Panel.



6.2.4 YAMAHA XGplayer Minimize Panel

To open the Minimize Panel, click theMinimize icon  on the Main Panel.



6.2.5 Troubleshooting

Cannot install

- Do you have the required hardware, such as hard disk and memory?
- Do you have the required software, such as MS-DOS and Windows?
- Installation may not be possible if you have insufficient space on your hard disk. Delete unneeded files to increase the free space on your disk.

Does not start

- Do you have the required hardware, such as hard disk and memory?
- Do you have the required software, such as MS-DOS and Windows?
- Were you able to install using the specified procedure?

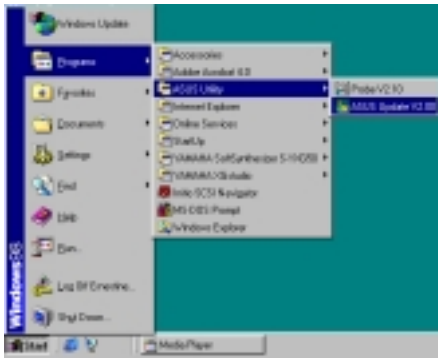
No sound

- Is the MIDI driver correctly installed?
- Is the tone generator set correctly?
- Is volume set to zero in the XGstudio Player or XGstudio Mixer panels?
- If you are using an external tone generator, is the serial or MIDI cable and the audio cables connected correctly?
- Are the volumes of your tone generator, audio playback system, and application raised?
- If you have connected an external tone generator via a serial cable, is the rear panel select switch set correctly? (For the name of the select switch, refer to the owner's manual for your external tone generator.)
- If you are using a Soft Synthesizer, is it set so that the computer sound output is heard correctly?

6.3 ASUS LiveUpdate

ASUS LiveUpdate is a utility that allows you to update your motherboard's BIOS and drivers. The use of this utility requires that you are properly connected to the Internet through an **I**nternet **S**ervice **P**rovider (ISP).

1. Start ASUS Update.
Launch the utility from **Start | Programs | ASUS Utility | ASUS LiveUpdate.**



2. Select an update method.

3. If you selected updating/downloading from the Internet, you will need to select an Internet site. Choose the site that is closest to you or click **Auto Select**.

If you selected **Update from a file**, you will be prompted to locate the file.

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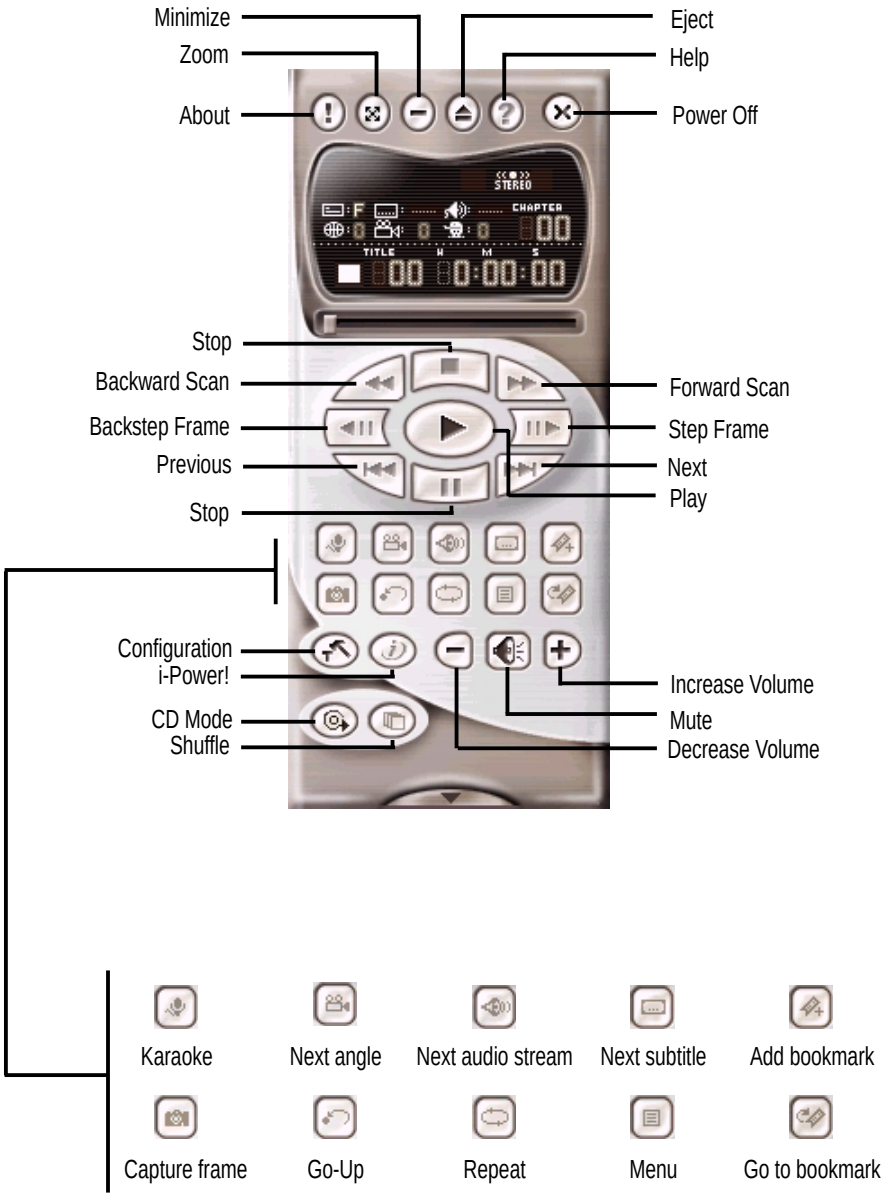
6.4 CyberLink PowerPlayer SE

CyberLink PowerPlayer SE is an intelligent software player that can automatically detect and playback all kinds of video/audio files, CD and MP3 files as well. This is the only software you need for all types of video and audio files. No need to waste time identifying your file types.

6.4.1 Starting CyberLink PowerPlayer SE

To start **CyberLink Power Player**, click the Windows **Start** button, point to **Programs**, and then **CyberLink PowerPlayer SE**, and then click **PowerPlayer**.

6.4.2 CyberLink PowerPlayer Control Panel



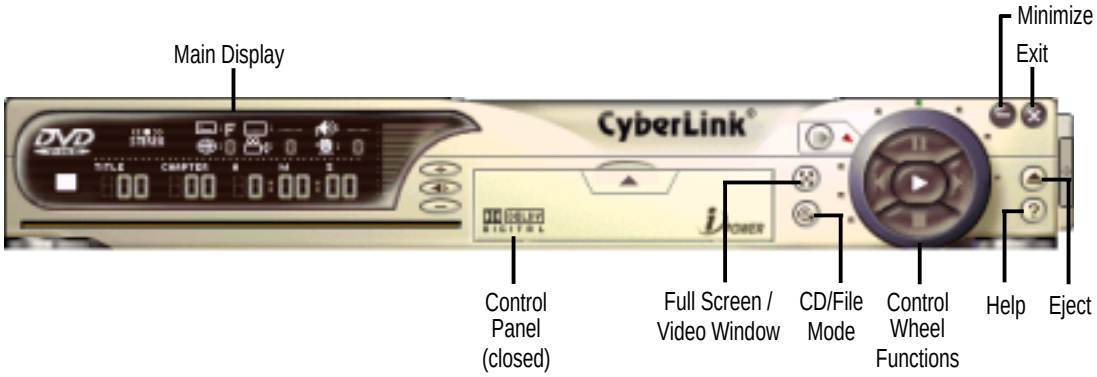
6.5 CyberLink PowerDVD

CyberLink PowerDVD is the flagship of CyberLink's complete range of video and audio software products. It features unrivaled functions allowing users to view high quality video and media-rich DVD contents on the personal computer. With the i-Power Internet Enabling feature, PowerDVD opens DVD enthusiasts to on-line DVD resources via the PowerDVD Desktop Portal Page.

6.5.1 Starting CyberLink PowerDVD

To start **CyberLink PowerDVD**, click the Windows **Start** button, point to **Programs**, and then **CyberLink PowerDVD**, and then click **PowerDVD**.

6.5.2 CyberLink PowerDVD User Interface



6.6 CyberLink VideoLive Mail

CyberLink's VideoLive Mail Plus Ver 3.0 (a.k.a. VLM 3) is a convenient and excellent way to create professional quality video mails from PC video/audio input devices and to send the mails to any recipients via VLM 3's built-in e-mail system through the Internet. VLM 3's mails comprise video, sound, or snapshot information; and thus may convey the most profound information to target audiences. It is very convenient for mail recipients who do not need to install additional software component in order to view VLM 3 mails.

VLM 3 works as a very applicant sales tool. It efficiently delivers profound and live product information to your target customers without costing a fortune. VLM 3 also helps corporate managers easily give vivid speeches and broadcast through corporate E-mail system. For personal or home users, VLM 3 easily records live video clips allowing users to send them to friends or family members across the Internet.

VLM 3 loads video messages from PC cameras, digital camcorders, analog camcorder via video capture cards, or from an existing AVI video clips, and captures audio messages from PC microphones. Video and audio messages are encoded at a very high compressed rate in a real-time mode. From data input, data conversion, to sending video mails via Internet, or saving data to disks, the whole procedure is done in an easy and continuous process.

VLM 3's video clip compression rate is up to 1:900, and its playback rate is up to 30 frame per second. VLM 3 provides CIF (352 x 288 pixel) display resolution, and support true color configuration. A one-minute video mail with QCIF (176 x 144) resolution takes up less than 500KB of memory, making it easy to transmit and save mail. Users may always adjust resolution and recording parameters for different purpose.

VLM 3 supports all the hardware devices that are compliant with Video for Windows standard. Video for Windows is a well-accepted and well-tested standard. Thus, users do not have to worry about compatibility issues.

6.6.1 Starting VideoLive Mail

To start **VideoLive Mail**, click the Windows **Start** button, point to **Programs**, and then **CyberLink VideoLive Mail**, and then click **VideoLive Mail x.x**. VLM 3's Setup Wizard will start and guide you through configuring the video and audio input peripherals and to setup the e-mail environment.

1. Setup Wizard first will prompt a dialog to confirm that you want to configure the hardware and E-mail setting. Click **Yes** to continue the system parameter configuration.
2. The e-mail configuration screen appears. You will need to enter your name and the e-mail address. Click **Next** to continue.
3. The Internet e-mail configuration screen appears. You may choose to use the VLM 3 built-in E-mail functionality (SMTP mail), or use MAPI compliant e-mail system. Consult your ISP or MIS staff for the E-mail server IP address if you are not sure. Click **Next** to continue.
4. Then the Video Configuration screen shows up. You may have to specify the video driver for VLM 3, if there are several video-input devices installed. Then configure the number of video frames to be captured per second. Note that the more frames you choose, the bigger the file size will be. Click **Next** to continue.
5. Then the Setup Wizard will then search for the GSM CODECS module for audio compression, and prompt you with the result. Click **Next** to continue.
6. Setup Wizard then tests the audio volume during playing and recording. Click **Next** when ready.
7. Configuration done. Click **Finish** to complete the environmental setting procedure.

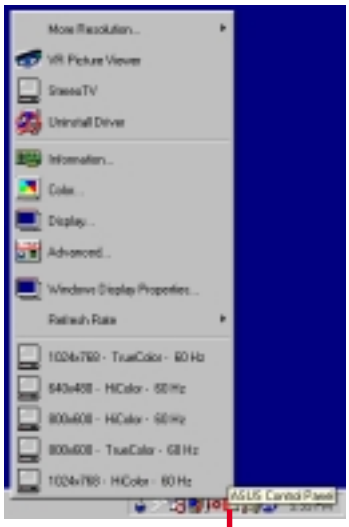
6.7.2 CyberLink VideoLive Mail User Interface

6.7 ASUS Control Panel

The motherboard's built-in 2D/3D AGP VGA supports high-end professional graphics design, gaming, learning, and business applications.

NOTE: Depending on your system configuration, components, and options, your system may not show all of the settings displayed in the following pictures.

After installation of the display drivers, you will find an ASUS icon on the taskbar's status area. Clicking or right-clicking this icon opens the ASUS Control Panel, showing a menu composed of shortcuts of the graphics board's enhanced and other functions.



ASUS Control Panel icon

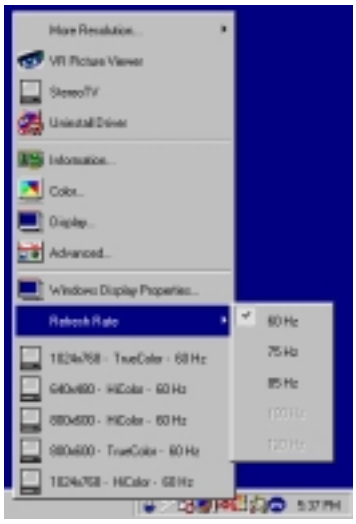
NOTE: Instead of clicking the ASUS Control Panel icon, you may right-click the Windows95/98 desktop, click **Properties**, and then click **Settings**. Under Windows98, click **Advanced** after clicking **Settings**. Click the appropriate tab to change your display settings.

6.7.1 Refresh Rate

Refresh Rate lets you change the refresh rate of your current screen resolution.

WARNING! Be sure that the refresh rate that you select is supported by your monitor. Selecting a refresh rate that is beyond your monitor's specification may damage it. **Press ESC to restore your original settings in case of problems.**

1. Click/right-click the ASUS Control Panel icon, point to **Refresh Rate**, and then click the desired refresh rate.

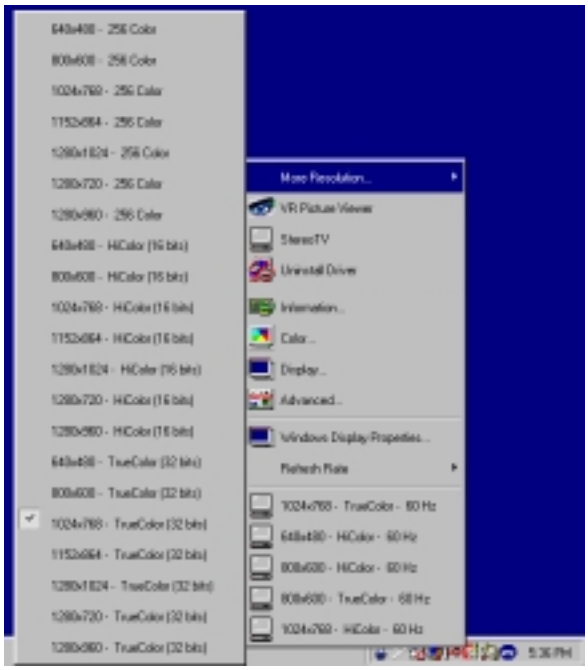


2. The system will then prompt you whether you want to keep the setting you just selected. Click **OK** to keep the setting, otherwise, click **Cancel** or press ESC.

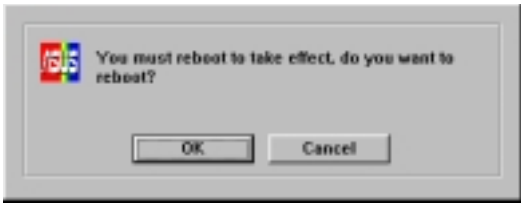
6.7.2 More Resolution

More Resolution lets you change the screen resolution of your monitor.

1. Click/right-click the ASUS Control Panel icon, point to **More Resolution**, and then click the desired screen resolution. The system will automatically set the resolution selected without restarting your computer.



WINDOWS95 USERS: You will be prompted to restart your computer if you select a screen resolution with a different color depth, for example, from 800x600 HiColor to 800x600 TrueColor. Click **OK** to restart your computer to make the change.



6.7.3 Information

Information lists the relevant information about your card. Aside from this, it has links to the ASUSTeK COMPUTER, INC. web site for updated information about the graphics board, latest drivers, and other information.

6.7.4 Color

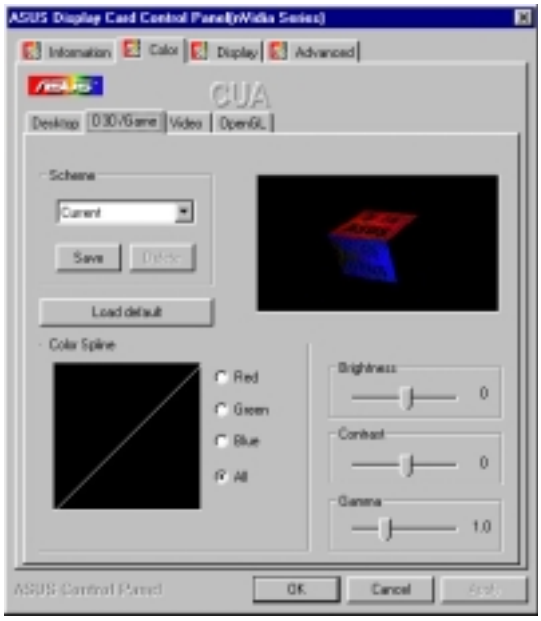
Color allows you to make color adjustments, such as brightness, contrast, and gamma values for each or all of the RGB colors. These adjustments can be made for Desktop, D3D/Game, Video, and OpenGL. The color settings of Desktop, D3D/Game, and OpenGL are not adjustable under 8-bit colr depth.

Desktop

Desktop lets you adjust the color of your Windows desktop.

D3D/Game

D3D/Game lets you make your favorite color settings for D3D games.



Video

Video lets you make your favorite color settings for videos.

OpenGL

OpenGL lets you make your favorite color settings for OpenGL applications.

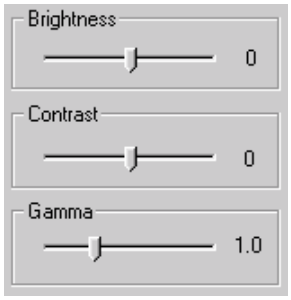
General Functions

Brightness / Contrast / Gamma

Brightness / Contrast / Gamma sliders let you calibrate the brightness, contrast, and gamma output of your display card.

Desktop
Changes to your color settings are shown immediately on your monitor. You may change the preview picture by clicking **Load** from the **Desktop** box.

D3D/Game / OpenGL
Changes to your color settings are shown immediately on your monitor.

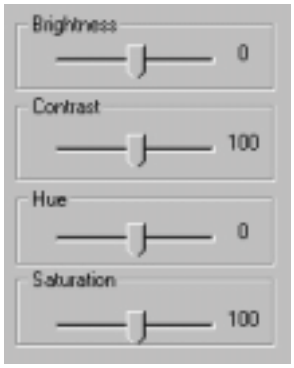


Dragging a slider to the left decreases the level and to the right increases it. The number at the right of each slider displays the brightness (value range: -128 to +128, default: 0), contrast (-30 to 30, default: 0), or gamma value (0.2 to 3.0, default: 1.0).

Brightness / Contrast / Hue / Saturation

Brightness / Contrast / Hue / Saturation sliders let you calibrate the brightness, contrast, hue, and saturation output of your display card.

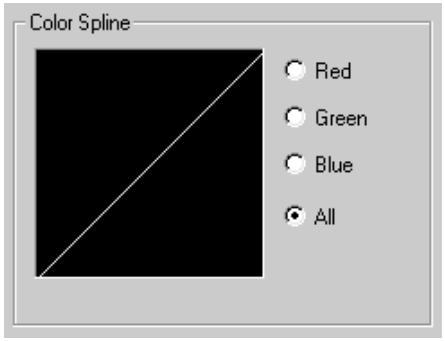
Video
Changes to your settings can be viewed on the displayed picture (shown as race horses).



Dragging a slider to the left decreases the level and to the right increases it. The number at the right of each slider displays the brightness (value range: -100 to 100, default: 0), contrast (0 to 200, default: 100), hue (-180 to 180, default: 0), or saturation value (0 to 200, default: 100).

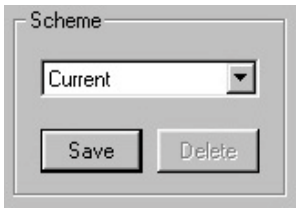
Color Spline

Color Spline shows how each (R, G, or B) or all channels are distributed when you move the Brightness, Contrast, or Gamma slider to make your adjustments. You can adjust all channels at once (**All**) or individual channels (**R**, **G**, or **B**).



Scheme

Scheme lists schemes that you can use to change the appearance of many screen elements simultaneously. You can use existing schemes, or create and save your own scheme by saving your current settings, or delete unwanted schemes. You may want to save a scheme that you created for some special situations, such as when you want to use the same settings when playing a certain game or a movie.



6. SOFTWARE REFERENCE

Important Notes

D3D/Game
The color settings of **D3D/Game** take effect only when you are playing a **full-screen** DirectDraw/Direct3D game.

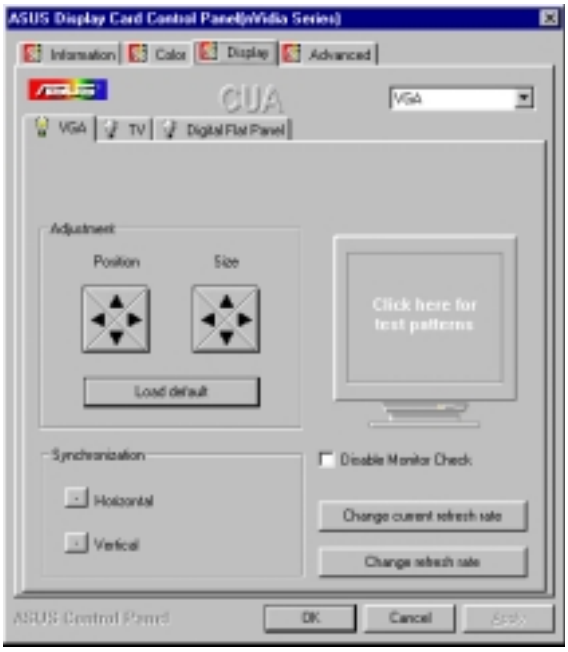
Video
Only one overlay is allowed at a time. That is, when you click *Video* first and then run your favorite video player, you can only see the adjustments you made to the settings in the preview window because the video player cannot use the hardware acceleration function (overlay). On the other hand, if you run your video player first before opening *Video*, the preview window will show a warning message. The message may also appear when you click *Video* and the dialog box is on the wrong monitor in a Windows 98/2000 multiple display environment.

6.7.5 Display

Display lets you make monitor adjustments, such as position, size, and refresh rate.

WARNING! Adjusting position or size, especially refresh rate is a highly dangerous operation. Selecting a value that is beyond your monitor's specification may damage it. **Press ESC to restore your original settings in case of problems.**

VGA



Adjustment

Position sets the screen position

Size sets the screen size

Synchronization

Adjusts the synchronization polarity settings

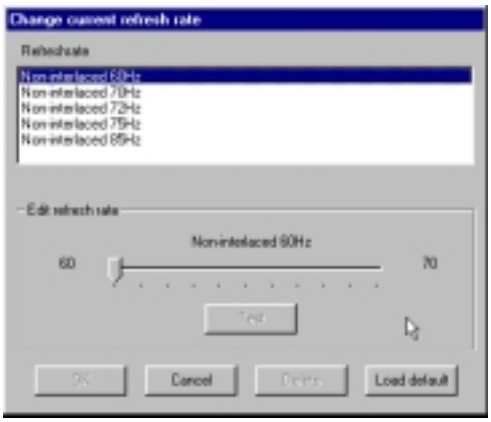
Disable Monitor Check

Lets you disable the specification check of your monitor. That is, you may select all the resolutions and refresh rates that the VGA card can support.

Note: Choosing a resolution or refresh rate beyond the monitor specifications may damage your monitor.

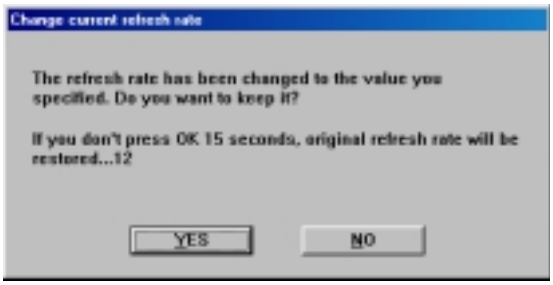
Change current refresh rate
(Windows 98 only)

Displays the **Change current refresh rate** box to let you customize a new refresh rate.



To change the current refresh rate

1. Click **Change current refresh rate**.
2. In the **Refresh rate** list under **Change current refresh rate**, click the nearest default refresh rate and then adjust the **Edit refresh rate** slider to the rate you want, click **Test** and then click **YES** when prompted to add the new refresh rate into the list. Otherwise, the original refresh rate will be restored.

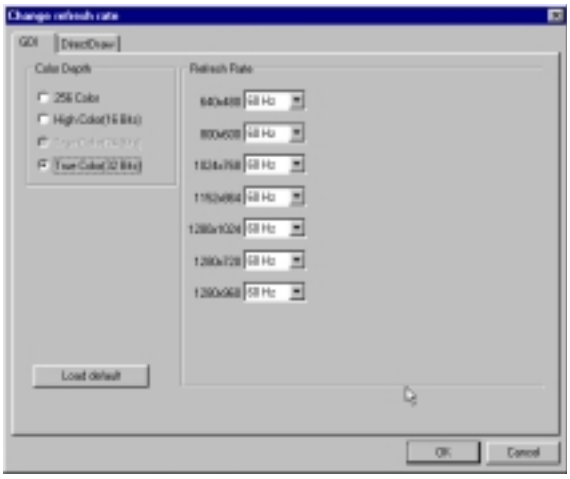


Load default

Restores the settings to their defaults.

Change refresh rate

Displays the **Change refresh rate** box to let you change the refresh rate of any screen resolution.



GDI
(Windows 98 only)

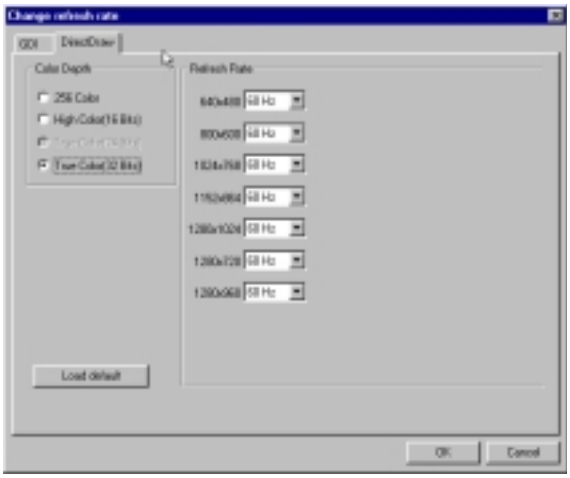
GDI lets you change the refresh rate of the Windows desktop.

To change the refresh rate

1. Click **Change refresh rate**.
2. In the **Refresh Rate** list under the **GDI** tab, select the refresh rate you want to use. A **Test** button appears to let you test the selected refresh rate and resolution combination. Click **YES** when prompted whether to keep the new refresh rate. Otherwise, the original refresh rate will be restored.

DirectDraw

DirectDraw lets you change the refresh rate of DirectDraw. It is most useful when you are playing a **full-screen** game.



To change the refresh rate

1. Click **Change refresh rate**.
2. In the **Refresh Rate** list under the **DirectDraw** tab, select the refresh rate you want to use.

TV

NOTE: This tab will not be available if your computer is not connected to a TV.

Position
Sets the screen position.

Standard
Sets the TV signal format, for example, PAL or NTSC.

Output type
Displays the connection status of composite and S-Video.

Scan type
Sets the scan type of the TV display.

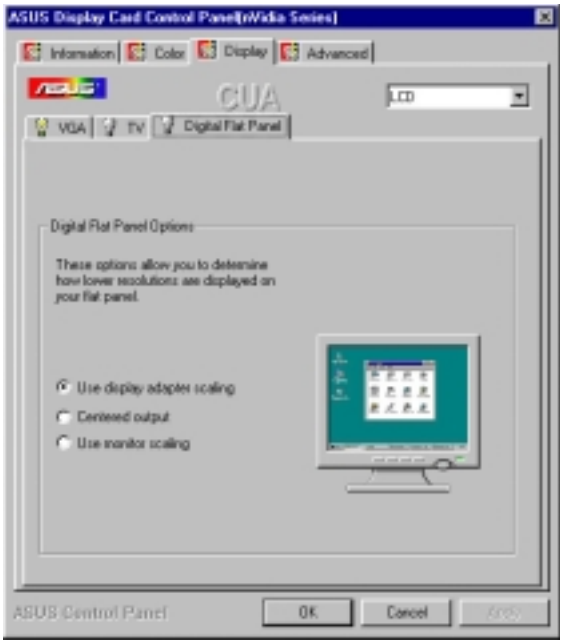
Black Level
Sets the brightness of the TV display.

Contrast
Sets the contrast of the TV display.

Flicker Filter
Sets the anti-flicker effect.

Digital Flat Panel

NOTE: This tab will not be available if your computer is not connected to a digital flat panel.



This tab lets you determine how lower resolutions are displayed on your device, whether to **Use display adapter scaling**, **Centered output**, or **Use monitor scaling**.

6.7.6 Advanced

Advanced provides some advanced settings for the onboard VGA chip and ASUS VR-100G 3D Glasses (optional) and Direct3D and OpenGL, which are software interfaces for the VGA chip.

Direct3D VR

VR Effect

Lists all parameters to fine tune the stereoscopic effects for your Direct 3D games.

Enable Stereoscopic Mode

When selected, this enables you to use the stereoscopic mode when playing games or watching 3D videos. This mode is available only with an ASUS 3D glasses connected.

NOTE: You must quit all running DirectDraw/ Direct3D applications and then restart them for this option to take effect.

Load Default

Restores the settings to their defaults.

Depth

Adjust this to add more depth to the scene.When set to a too high value, eye discomfort/fatigue may occur.

Embossment

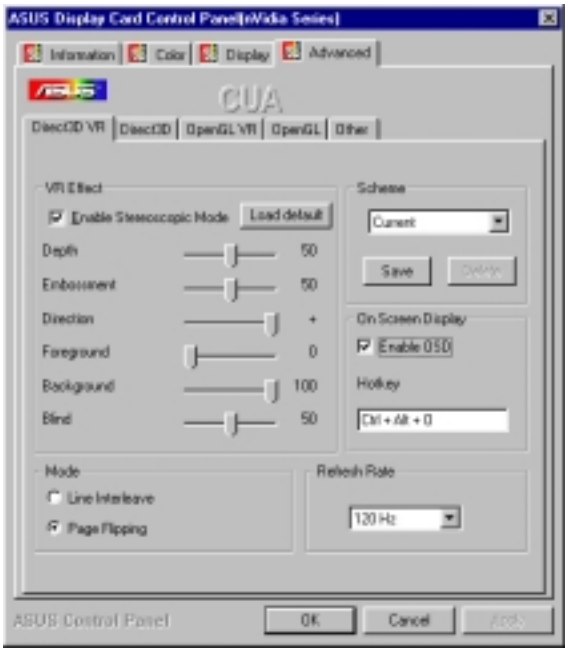
Adjust this to add more to the illusion of objects being pulled or popping out of the screen. See **On Screen Display** later in this section for details. When set to a too high value, eye discomfort/fatigue may occur.

Direction

Move the slider to the left when adjusting Embossment does not give the expected effects (e.g., some objects being pulled or popping out of the screen and other objects being pulled into the screen) to some games. This should not be a concern because only a few games require the default "+" setting to be changed, that is setting it to "–".

Foreground

Foreground is set in conjunction with Background to extend or stretch the histogram chart on the D3D OSD box to scale the depth of 3D objects. Some games require only a little range of Z to make bad stereoscopic effect. On the D3D OSD box, move the Foreground slider to the left to adjust Foreground to the Z value of objects stretched toward 0.0. On the Advanced dialog box (see above), several current games set their Foreground to 60.



Background

Background is set in conjunction with Foreground to extend or stretch the histogram chart on the D3D OSD box to scale the depth of 3D objects. On the D3D OSD box, move the Foreground slider to the left to adjust Foreground to the Z value of objects toward 1.0. On the Advanced dialog box (see above), several current games set their Background to 100.

Blind

Lets you discard "garbage" or crop the unwanted areas of your leftmost/rightmost display. Setting this to 0 will not discard any of the display area while setting it to a higher value will clear them.

Tips

1. Make sure that the 3D objects of your games do not appear extremely separated between the scenes of two eyes, especially near objects.
2. Make some objects appear outside your screen and other objects inside the screen. A ratio of 1:3 to 1:5 of objects outside and inside is recommended.
3. For car racing games, you can use Embossment to make just your car appear outside the screen.
4. For first-person shooting games, you can use Embossment to make just your hand/weapon appear outside the screen.

IMPORTANT: *Before enabling stereoscopic mode and using your optional stereoscopic or 3D glasses (ASUS VR-100G)*, make sure that your monitor can support the selected refresh rate (interlaced mode) under the following display modes:

16 bits: 640 x 480, 800 x 600, 960 x 720, 1024 x 768, 1152 x 864
32 bits: 640 x 480, 800 x 600

WARNING! To prevent discomfort and eye fatigue when using your stereoscopic or 3D glasses, DO NOT try to use your 3D glasses for an extended period of time. Take frequent short breaks to give your muscles and eyes a chance to rest by taking off your 3D glasses and then looking up and focusing on distant objects.

Mode

Line Interleave

Select for better compatibility with most monitors, particularly monitors with less bandwidth or less range of horizontal/vertical frequency. Stereoscopic visual quality, however, will be poor because only half the number of vertical lines are generated with this mode.

Page Flipping

Select for the best stereoscopic visual quality. Page Flipping provides double vertical resolution compared with Line Interleave. Your monitor must be able to support the high frequency (at least 100Hz) necessary for this mode.

Refresh Rate

To prevent eye discomfort and fatigue, high refresh rates are preferred. Some monitors, however, may not be able to support a high refresh rate. Make sure that your monitor supports a selected refresh rate; otherwise, your monitor may become unstable, for example, a blank screen may occur.

Scheme

Scheme lists schemes that you can use to change the appearance of many screen elements simultaneously. You can use existing schemes, or create and save your own scheme by saving your current settings, or delete unwanted schemes. You may want to save a scheme that you created for some special situations, such as when you want to use the same settings when playing a certain game or a movie.

On Screen Display

Enable OSD

When selected, this lets you open the D3D On Screen Display (you may use the defined **Hotkey**) and then adjust onscreen the settings of your 3D glasses and display card when playing Direct 3D games.

Hotkey

This lets you assign hot keys to enable onscreen display or OSD. To use this function, select **Enable OSD**. You may want to change the default hot key (CTRL + ALT + O) when it conflicts with hot keys of certain games, video players, or Windows programs.

To change the default hot keys

1. With your mouse cursor in the **Hotkey** box, press the hot key combination of your choice (you can only define CTRL + ALT key combinations). Hot keys automatically include CTRL+ALT. Press any valid key (you cannot use ESC, ENTER, TAB, SPACEBAR, PRINT SCREEN, or BACKSPACE) you want to add to this combination. For example, to define the hot key combination CTRL+ALT+D, press D.

NOTE: The hot keys will be available only if you selected the **Enable OSD** check box.

OSD Settings

The OSD settings include **Depth**, **Embossment**, **Direction**, **Background**, **Foreground**, **Blind**, **Brightness**, **Contrast**, and **Gamma**. *See* **6. Software Reference | Advanced** for a description of the 3D glasses settings and **6. Software Reference | Color** for a description of the display settings.

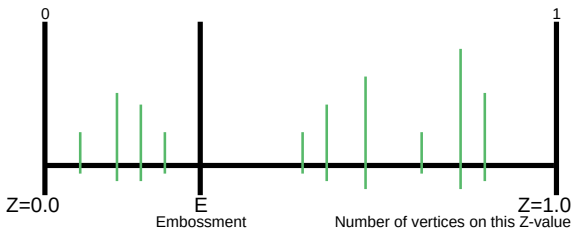
When selected, this lets you to adjust onscreen the settings of your 3D glasses and display card when playing games or watching 3D videos. These settings include **Eyes**, **Distance**, **Embossment**, **Background**, **Foreground**, **Blind**, **Brightness**, **Contrast**, and **Gamma**. *See* **6. Software Reference | Advanced** for a description of the 3D glasses settings and **6. Software Reference | Color** for a description of the display settings.

Use the UP or DOWN arrow keys on your keyboard to select a setting that you want to change or adjust and the PLUS or MINUS keys to move or drag the slider.

To restore the settings to their defaults, press the HOME key.

To close the onscreen display, press the END key.

OSD Histogram Chart



The OSD Histogram Chart lets you determine at which Z range 3D objects are located and how they gather. For example, if this chart (simulated) was displayed on a car racing game, the vertices to the left of the E line could be the model of your car and to the right of the E line could be the road, houses, other cars or trees in front of your car.

So, with this information, you could

- Adjust Embossment by moving the E line.
- Adjust Foreground/Background, thus stretching the histogram to make objects more evenly distributed.

NOTE: Using the histogram chart requires games using Direct3D 6.0 or earlier.

Known Issues on Specific Games

See the included support CD for the latest information (D3DVR.TXT in the WIN9X folder).

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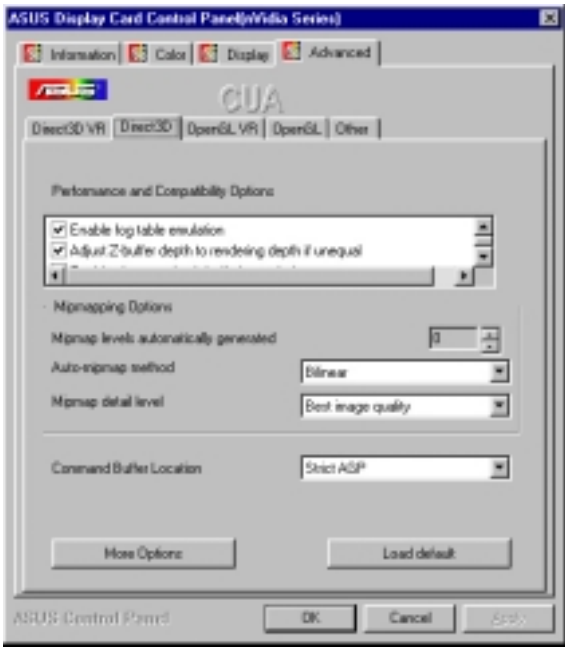
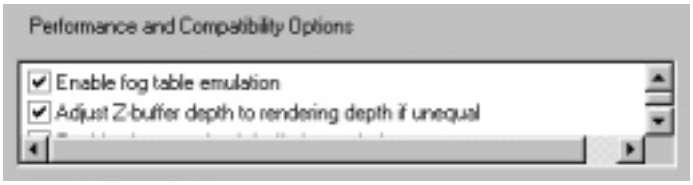
Direct3D

Windows 98 Only



Performance and Compatibility Options



Enable fog table emulation

Some old games do not correctly query the D3D hardware capabilities and expect table fog support. Choosing this option will ensure that such games will run properly.

Adjust Z-buffer depth to rendering depth if unequal

This option forces the hardware to automatically adjust the depth of its Z-buffer to the depth that the application requests. Normally, you will want to keep this option enabled, unless your work absolutely requires a specific Z-buffer depth.

Enable alternate depth buffering technique

This option lets the hardware use a different mechanism for depth buffering in 16-bit applications. Enabling this setting can produce higher quality rendering of 3D images.

Display logo when running Direct3D applications

This option lets you display the Nvidia logo in the lower corner of the screen while running Direct3D applications.

Mipmapping Options

Mipmap levels automatically generated

This option lets the hardware automatically generate mipmaps to increase the efficiency of texture transfers across the bus and provide higher application performance.

Auto-mipmap method

This option lets you choose the auto-mipmap method. Choose bilinear method for a generally improved performance or anisotropic method for a generally higher quality image.

Mipmap detail level

This option lets you adjust the level of detail bias for mipmaps. A lower bias will increase the application performance.

Command Buffer Location

Command Buffer Location lets you choose the location of the command buffer. Default setting is **Strict AGP**.

Strict AGP

This option forces all the command buffer into the AGP memory. Choose for best performance.

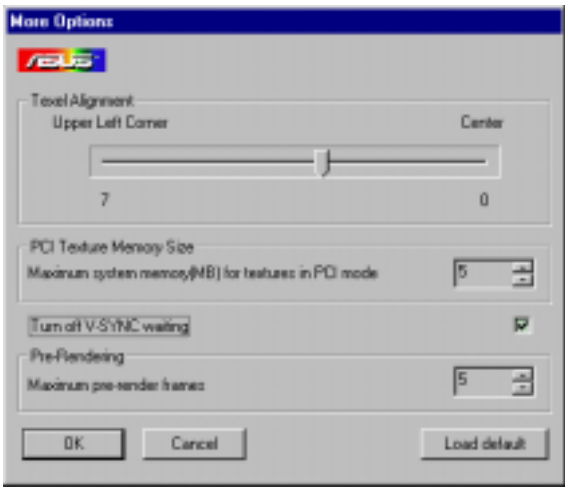
PCI

This option forces the command buffer to be created into the PCI memory. If you are experiencing stability problems with your system (especially with some Socket 7 motherboards), choose this option for better compatibility.

PCI with reduced heap

This option forces the command buffer to be created into the PCI memory. This, however, also reduces the AGP heap size by an amount equal to the size of the command buffer. If you are experiencing stability problems with your system (especially with some Socket 7 motherboards), choose this option for best compatibility. Performance is, however, poorer using this option compared with the **PCI** option.

More Options



Texel Alignment

Changing these values will change where the texel origin is defined. The default values conform to the Direct3D specifications. Some software may expect the texel origin to be defined elsewhere. The image quality of such applications will improve if the texel origin is redefined.

Dragging the slider to the left positions the texel origin toward the upper left corner and to the right positions it toward the center (range: 0 to 7, default: 3).

PCI Texture Memory Size

NOTE: This setting applies only when running in PCI compatibility mode.

PCI Texture Memory Size lets you set the amount of system memory for texture storage.

Clicking the up arrow increases the memory size while clicking the down arrow decreases the size of system memory for textures. The maximum amount of system memory for texture storage depends on the physical memory installed on your system.

Turn off V-SYNC waiting

Turn off V-SYNC waiting lets an image to be immediately rendered to the screen without waiting to be synchronized with the vertical retrace of the monitor. This option allows for frame rates higher than the refresh rate of your monitor. This may, however, produce visual artifacts and tearing, resulting in reduced image quality.

Pre-Rendering

Maximum pre-render frames allows you to limit the number of frames the CPU can prepare before they are processed by the graphics chip when vertical sync is turned off. Reduce this value if you experience, while playing games, a noticeable delay in the response of the input devices connected to your computer.

OpenGL VR

VR Effect

Enable Stereoscopic Mode

When selected, this enables you to use the stereoscopic mode when running OpenGL 3D applications and games. This mode is available only with an ASUS 3D glasses connected.

Eyes

Distance between both eyes. Adjust this to bring objects into focus. Default: 0.

View Angle

The angle by which your two viewing directions intersect. Adjust this to add more depth to the scene.When set to a too high value, eye discomfort/fatigue may occur.

Embossment

Adjust this to add more to the illusion of objects being pulled or popping out of the screen. See **On Screen Display** later in this section for details. When set to a too high value, eye discomfort/fatigue may occur. To achieve a better stereoscopic visual quality, set **Embossment** in conjunction with **View Angle**.

Mode

Line Interleave

Select for better compatibility with most monitors, particularly monitors with less specifications. Stereoscopic visual quality, however, will be poor because only half the number of vertical lines are generated with this mode.

Page Flipping

Select for the best stereoscopic visual quality. Page Flipping provides double vertical resolution compared with Line Interleave. Your monitor must be able to support the high frequency (at least 100Hz) necessary for this mode.

Refresh Rate

To prevent eye discomfort and fatigue, high refresh rates are preferred. Some monitors, however, may not be able to support a high refresh rate. Make sure that your monitor supports a selected refresh rate; otherwise, your monitor may become unstable, for example, a blank screen may occur.

Scheme

Scheme lists schemes that you can use to change the appearance of many screen elements simultaneously. You can use existing schemes, or create and save your own scheme by saving your current settings, or delete unwanted schemes. You may want to save a scheme that you created for some special situations, such as when you want to use the same settings when playing a certain game or a movie.

IMPORTANT: *Before enabling OpenGL stereoscopic mode and using your stereoscopic or 3D glasses (ASUS VR-100G)*, make sure that you select a high resolution. The equivalent Stereo Mode resolution of a particular resolution is lower, thus:

16 bits: 2048x1536 → 1024x768 Stereo Mode
32 bits: 1280x960 → 640x480 Stereo Mode, 1280x1024 → 640x480 Stereo Mode, 1600x900 → 800x600 Stereo Mode, 1600x1200 → 800x600 Stereo Mode

WARNING! To prevent discomfort and eye fatigue when using your stereoscopic or 3D glasses, DO NOT try to use your 3D glasses for an extended period of time. Take frequent short breaks to give your muscles and eyes a chance to rest by taking off your 3D glasses and then looking up and focusing on distant objects.

6. Software Reference

On Screen Display

Enable OSD

When selected, this lets you open the D3D On Screen Display (you may use the defined **Hotkey**) and then adjust onscreen the settings of your 3D glasses and display card when playing games or watching 3D videos.

Hotkey

This lets you assign hot keys to enable onscreen display or OSD. To use this function, select **Enable OSD**. You may want to change the default hot key (CTRL + ALT + O) when it conflicts with hot keys of certain games, video players, or Windows programs.

To change the default hot keys

1. With your mouse cursor in the **Hotkey** box, press the hot key combination of your choice (you can only define CTRL + ALT key combinations). Hot keys automatically include CTRL+ALT. Press any valid key (you cannot use ESC, ENTER, TAB, SPACEBAR, PRINT SCREEN, or BACKSPACE) you want to add to this combination. For example, to define the hot key combination CTRL+ALT+D, press D.

NOTE: The hot keys will be available only if you selected the **Enable OSD** check box.

OSD Settings

Unreal Tournament™ is copyright © 1999 by Epic Games, Inc.

When selected, this lets you to adjust onscreen the settings of your 3D glasses and display card when playing games or watching 3D videos. These settings include **Eyes**, **View Angle**, **Embossment**, **Brightness**, **Contrast**, and **Gamma**. *See* **6. Software Reference | Advanced** for a description of the 3D glasses settings and **6. Software Reference | Color** for a description of the display settings.

Use the UP or DOWN arrow keys on your keyboard to select a setting that you want to change or adjust and the PLUS or MINUS keys to move or drag the slider.

To restore the settings to their defaults, press the HOME key.

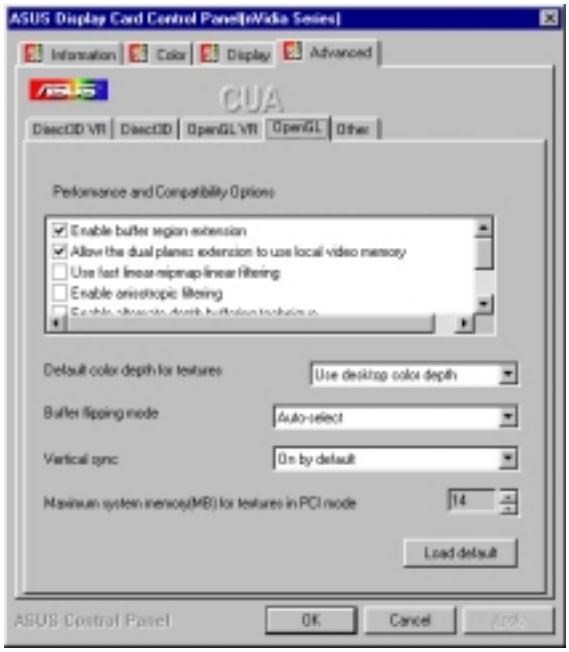
To close the onscreen display, press the END key.

Known Issues on Selected Games/Applications

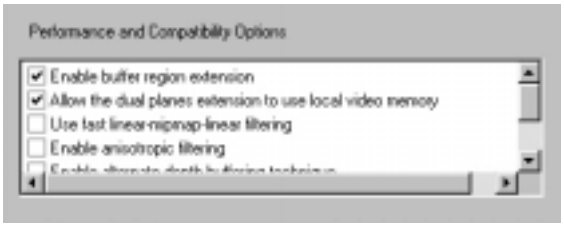
See the included support CD for the latest information (OPENGLVR.TXT in the WIN9X folder).

OpenGL

Windows 98 Only



Performance and Compatibility Options



Enable buffer region extension

This option allows the drivers to use the OpenGL extension GL_KTX_buffer_region.

Allow the dual planes extension to use local video memory

This option allows the use of local video memory when the GL_KTX_buffer_region extension is enabled.

Use fast linear-mipmap-linear filtering

This option allows increased application performance at the expense of some image quality loss. In many cases, the loss of image quality may not be noticeable.

Enable anisotropic filtering

This option allows OpenGL to use anisotropic filtering for improved image quality.

Enable alternate depth buffering technique

This option lets the hardware use a different mechanis, for depth buffering in 16-bit applications. Enabling this setting produces higher quality rendering of 3D images.

Disable support for enhanced CPU instruction sets

This option disables driver support for enhanced 3D instruction sets by certain CPUs.

Enable full scene antialiasing

This option lets OpenGL use full scene antialiasing.

Default color depth for textures

Default color depth for textures determines whether textures of a specific color depth should be used by default in OpenGL applications. Options are **Use desktop color depth** (default), **Always use 16 bpp**, and **Always use 32 bpp**.

Buffer flipping mode

Buffer flipping mode determines the buffer flipping mode for full-screen OpenGL applications. Options are **Auto-select** (default), **Use block transfer**, and **Use page flip**.

Vertical sync

Vertical sync lets you specify how vertical sync is handled in OpenGL. Options are **Always off** (default), **Off by default**, **On by default**.

Maximum system memory (MB) for textures in PCI mode

Maximum system memory (MB) for textures in PCI mode lets you set the amount of system memory for texture storage.

NOTE: This setting applies only when running in PCI compatibility mode.

Clicking the up arrow increases the memory size while clicking the down arrow decreases the size of system memory for textures. The maximum amount of system memory for texture storage depends on the physical memory installed on your system.

Other

Windows 98 Only

Monitor Timing

Monitor Timing lets you select the proper timing mode for your monitor.

Auto-Detect (let Windows determine the proper mode)

This option allows Windows to receive the proper timing information directly from the monitor itself. This is the default setting.

NOTE: Some older monitors may not support this feature.

General Timing Formula (GTF)

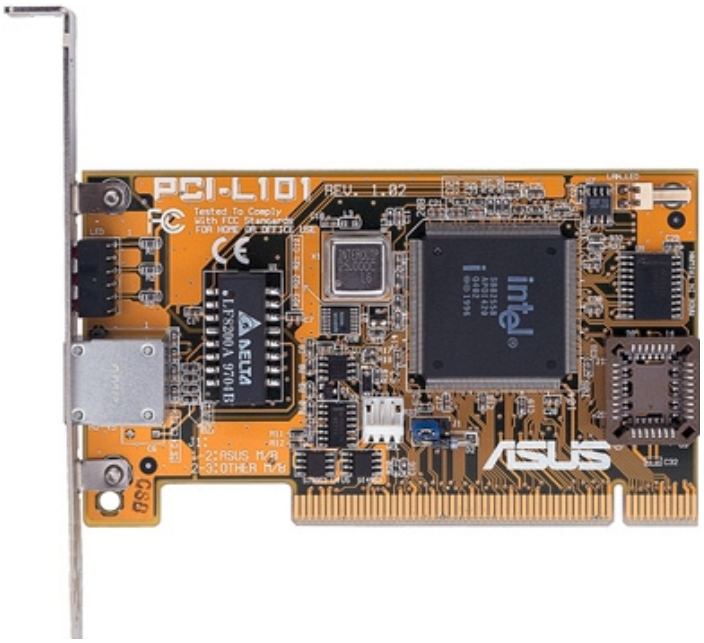
GTF is a standard used by most new hardware.

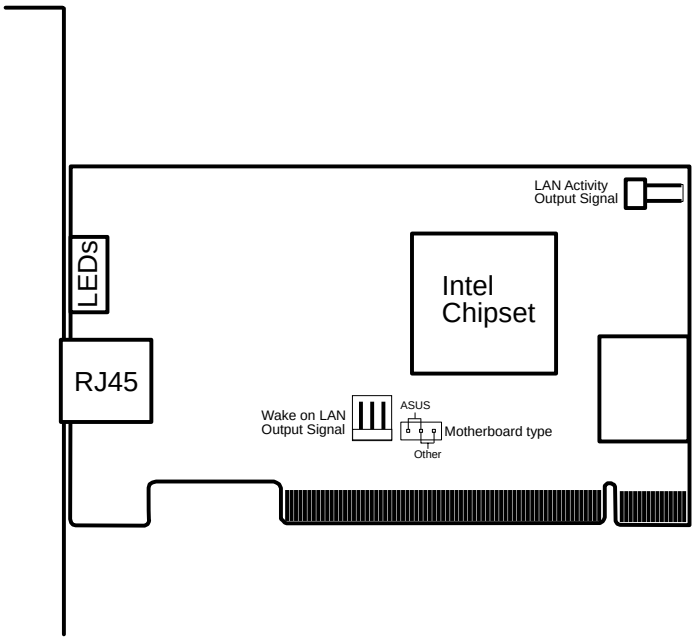
Discrete Monitor Timings (DMT)

DMT is an older standard still in use on some hardware. Select this option if your hardware requires DMT.

7. APPENDIX

7.1 PCI-L101 Fast Ethernet Card





If you are using the ASUS PCI-L101 on an ASUS motherboard, leave the jumper on its defaut setting of "ASUS." If you are using another brand of motherboard, set the jumper to "Other." Connect the Wake on LAN (WOL) output signal to the motherboard's WOL_CON in order to utilize the wake on LAN feature of the motherboard. Connect the LAN activity output signal (LAN_LED) to the system cabinet's front panel LAN_LED in order to display the LAN data activity.

7.1.1 Features

- Intel 82558 Ethernet LAN Controller (Fully integrated 10BASE-T/100BASE-TX)
- Wake-On-LAN Remote Control Function Supported
- PCI Bus Master Complies to PCI Local Bus Rev. 2.1 specifications
- Consists of MAC & PHY (10/100Mbps) interfaces
- Complies to IEEE 802.3 10BASE-T and IEEE 802.3u 100BASE-TX interfaces
- Fully supports 10BASE-T & 100BASE-TX operations through a single RJ45 port
- Supports 32-bit Bus Master Technology / PCI Rev. 2.1
- Enhancements on ACPI & APM
- Adheres to PCI Bus Power Management Interface Rev. 1.0, ACPI Rev. 1.0, and Device Class Power Management Rev. 1.0
- IEEE 802.3u auto-negotiation for 10Mbps/100Mbps Network Data Transfer Rates.
- Provides LED indicators for monitoring network conditions
- Plug and Play

7.1.2 Software Driver Support

- **NetWare ODI Drivers -** Novell Netware 3.x, 4.x, DOS, OS/2 Client
- **NDIS 2.01 Drivers -** Microsoft LAN Manager, Microsoft Windows 3.11, IBM LAN Server
- **NDIS 3.0 Drivers -** Microsoft Windows NT, Microsoft Windows 95, Microsoft Windows 3.11

7.1.3 Question and Answer

Q: What is Wake-On-LAN ?

A: The Wake-On-LAN feature provides the capability to remotely power on systems supporting Wake-On-LAN by simply sending a wake-up frame. With this feature, remotely uploading/downloading data to/from systems during off-peak hours will be feasible.

Q: What can Wake-On-LAN do for you ?

A: Wake-On-LAN is a remote management tool with advantages that can reduce system management workload, provide flexibility to the system administrator's job, and then of course save you time-consuming efforts and costs.

Q: What components does Wake-On-LAN require to be enable?

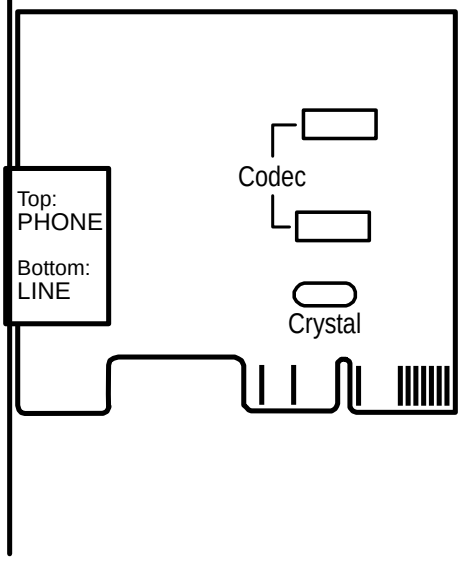
A: To enable Wake-On-LAN function, your system requires Ethernet LAN adapter card that can activate Wake-On-LAN function, a client with Wake-On-LAN capability, and software such as LDCM Rev. 3.10 or up that can trigger wake-up frame.

7.2 Modem Riser

7.2.1 56K Software Modem

The Modem Riser (MR) is a high-speed PC communication peripheral which works with AMC'97/MC'97 compliant codecs. With this software modem, you can connect your computer to a remote location, receiving data at up to 56 Kbps in V.90 or K56flex modes.

Layout of Primary MR



7.2.2 Primary/Seconday MR

There are two types of modem risers: primary MR and secondary MR. In appearance, the primary MR has a crystal onboard but the secondary does not. If your motherboard has an audio codec and no PCI audio chipset onboard, you may use the secondary MR; otherwise, you should use the primary MR.

7.2.3 Hardware Installation Procedure

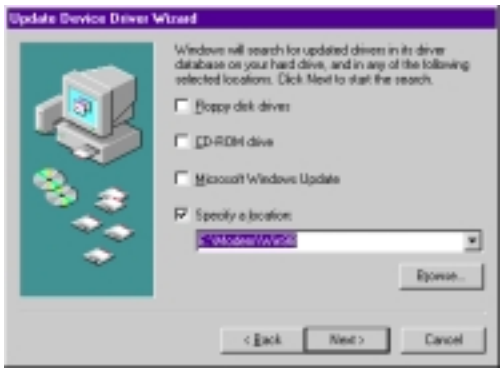
1. Power OFF your computer.
2. Open the computer chassis and remove the metal plate on the AMR expansion slot.
3. Carefully align the MR card's connector to the AMR slot and press firmly.
4. Secure the MR card onto the chassis with the screw removed in step 2.
5. Connect the MR card's **LINE** connector to a telephone wall jack. Connect the **PHONE** connector to a telephone (optional).
6. Replace the computer chassis.

7.2.4 Software Setup in Windows 98

The Modem Riser supports the Plug and Play feature. It allows your computer to automatically set the optimal configurations for the MR and communication software. Follow the procedure below to install the modem driver.

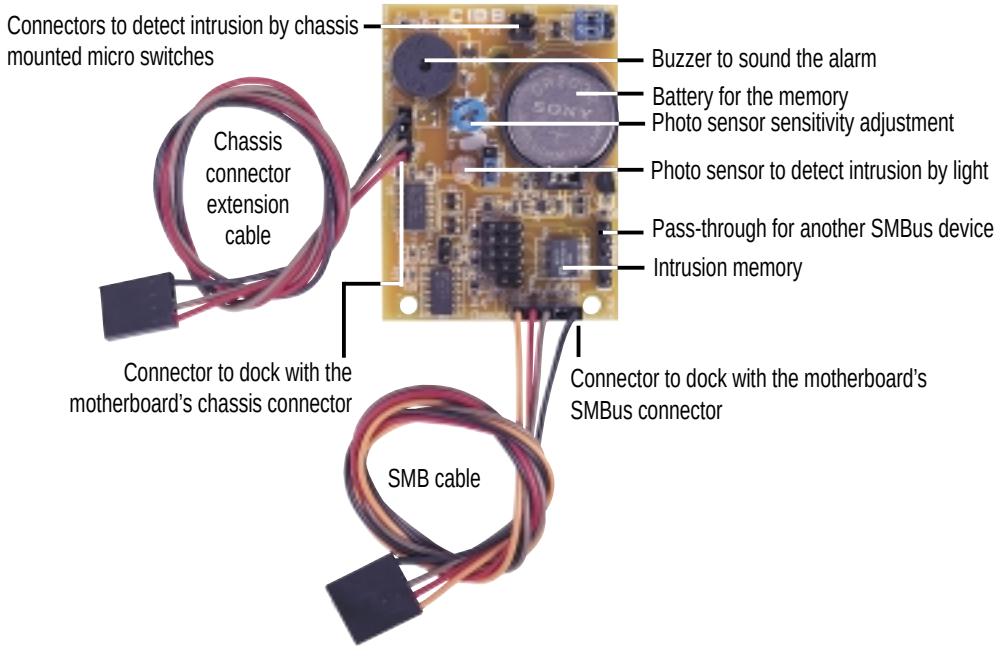
1. Power ON the computer after the hardware installation is completed.
2. Windows 98 will automatically detect the modem and display a "PCI Card" message under "Add New Hardware Found".
3. Select **Search for the best driver for your device** and click **Next**.
4. Insert the Support CD that came with your motherboard into your CD-ROM drive. Enter the path **E:\Modem\Win98** (assuming that your CD-ROM drive is drive E:) for the MR driver.
5. After the driver is located, click **Next** and then click **Finish**.
6. Restart your computer. Double click the modem icon at the bottom-right corner of the window. 

7. Click the **Settings** tab. Select your country and language. Click **OK**.
8. Click **Start**, point to **Settings**, click **Control Panel**, double click **Modems**, click the **General** tab, and click **Motorala SM56 AC-L Modem**.
9. Click **Diagnostic** and then click the designated COM port as shown.
10. Click **More Info....** If the computer system successfully communicates with the modem, responses will be displayed as shown.



7.3 ASUS CIDB

The optional ASUS CIDB is a module for providing audible intrusion alarm and logging for ASUS motherboards equipped with the chassis connector. The module detects a chassis intrusion by either light striking its photo sensor or by the closing or opening of a chassis-mounted momentary toggle switch. An intrusion memory function allows detection and clearing the intrusion notification by the BIOS program on the next bootup.



7.3.1 Using the ASUS CIDB

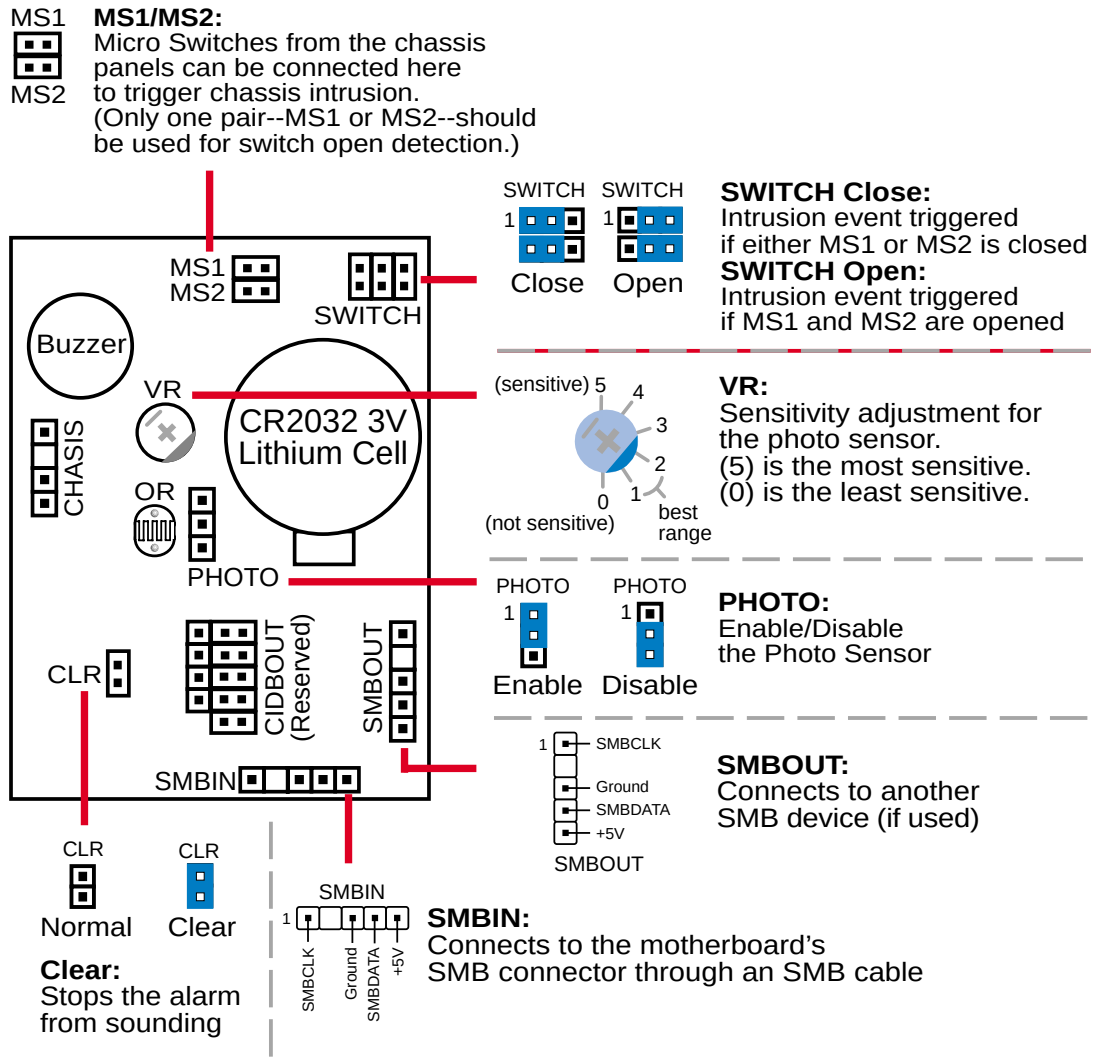
1. You must have an ASUS motherboard with: (1) a chassis connector and (2) a System Management Bus (SMB) connector.
2. Connect the CIDB directly to the chassis connector or use the provided extension cable and mount the CIDB to the chassis using a double-sided foam adhesive tape or with screws and spacer posts.

CAUTION! The CIDB's component pins and metallic points must not come in contact with another metallic surface or else shorting will occur!

3. Use the SMBIN connector and the provided SMB cable to connect the CIDB to the SMB connector on the motherboard. If another SMB device is already used on the motherboard, you may unplug it and connect it to the SMBOUT connector on the CIDB.
4. Check the hardware settings:
   - PHOTO jumper should be enabled to use the photo sensor.
   - MS1 and/or MS2 connectors should be connected to momentary toggle switches mounted on the chassis to use the switch close or switch open method for triggering an intrusion event.

5. To stop the alarm from sounding, use the BIOS setup or momentarily place a jumper on (or short manually) the CLR jumper. Note that the jumper must be removed for the CIDB to work normally again.
6. If you have an updated BIOS with intrusion support, booting the computer after an intrusion may require a password if configured through BIOS.

7.3.2 Setting up the ASUS CIDB



7.3.3 ASUS CIDB Additional Considerations

1. If there is no power to the motherboard (i.e. removing the power cord or turning the power supply's switch off), the alarm will not sound but the CIDB will still memorize an intrusion event which BIOS will detect on the next bootup.
2. Any chassis intrusion detection components on the motherboard will not work if the CIDB is used.
3. The P2B-LS motherboard must use an external battery pack on the EXTBATT connector or else neither the alarm or intrusion memory functions will work.

7.4 Glossary

1394
1394 is the IEEE designation for the high performance serial bus at 12.5, 25 or 50MBytes/sec speeds. This serial bus defines both a back plane physical layer and a point-to-point cable-connected virtual bus. The primary application of the cable version is the integration of I/O connectivity at the back panel of personal computers using a low-cost, scalable, high-speed serial interface. The 1394 standard also provides new services such as live connect/disconnect capability for external devices including disk drives, printers and hand-held peripherals such as scanners and cameras. This is a new standard to complement the slower USB interface and to compete with the more expensive SCSI interface.

AC97 (Audio Codec '97)
AC '97 is the next step in enabling PCs with audio quality comparable to consumer electronics devices. The specification defines new cost-effective options to help integrate the components necessary to support next-generation auto-intensive PC applications such as DVD, 3-D multiplayer gaming and interactive music. The specification also defines new extensions supporting modem and docking to help both desktop and mobile manufacturers adopt these new technologies more quickly and cost-effectively. This specification uses software emulation to compete with the PCI SoundBlaster specification.

ACPI (Advanced Configuration and Power Interface)
The ACPI specification defines a cross-platform interface designed to support many operating systems. ACPI defines a flexible and abstract hardware interface that provides a standard way to integrate power management features throughout a PC system, including hardware, operating system and application software. This enables the system to automatically turn ON and OFF peripherals such as CD-ROMs, network cards, hard disk drives, and printers, as well as consumer devices connected to the PC such as VCRs, TVs, phones, and stereos. With this technology, peripherals will also be able to activate the PC. For example, inserting a tape into a VCR can turn on the PC, which could then activate a large-screen TV and high-fidelity sound system.

AGP (Accelerated Graphics Port)
An interface specification that enables high-performance 3D graphics on mainstream PCs. AGP was designed to offer the necessary bandwidth and latency to perform texture mapping directly from system memory.

Bus	Bus Frequency	Bandwidth	Data Transfer Rate
PCI	33MHz	33MHz	133MByte/sec
AGP 1X	66MHz	66MHz	266MByte/sec
AGP 2X	66MHz	133MHz	512MByte/sec
AGP 4X	66MHz	266MHz	1024MByte/sec

BIOS (Basic Input/Output System)
BIOS is a set of routines that affect how the computer transfers data between computer components, such as memory, disks, and the display adapter. The BIOS instructions are built into the computer's read-only memory. BIOS parameters can be configured by the user through the BIOS Setup program. The BIOS can be updated using the provided utility to copy a new BIOS file into the EEPROM.

Bit (Binary Digit)
Represents the smallest unit of data used by the computer. A bit can have one of two values: 0 or 1.

Boot
Boot means to start the computer operating system by loading it into system memory. When the manual instructs you to "boot" your system (or computer), it means to turn ON your computer. "Reboot" means to restart your computer. When using Windows 95 or later, selecting "Restart" from "Start | Shut Down..." will reboot your computer.

Bus Master IDE
PIO (Programmable I/O) IDE requires that the CPU be involved in IDE access and waiting for mechanical events. Bus master IDE transfers data to/from the memory without interrupting the CPU. Bus master IDE driver and bus master IDE hard disk drives are required to support bus master IDE mode.

Byte (Binary Term)
One byte is a group of eight contiguous bits. A byte is used to represent a single alphanumeric character, punctuation mark, or other symbol.

COM Port
COM is a logical device name used by to designate the computer serial ports. Pointing devices, modems, and infrared modules can be connected to COM ports. Each COM port is configured to use a different IRQ and address assignment.

Concurrent PCI
Concurrent PCI maximizes system performance with simultaneous CPU, PCI and ISA bus activities. It includes multi-transaction timing, enhanced write performance, a passive release mechanism and support for PCI 2.1 compliant delayed transactions. Concurrent PCI provides increased bandwidth, reduced system latencies, improves video and audio performance, and improves processing of host based applications.

CPU (Central Processing Unit)
The CPU, sometimes called "Processor," actually functions as the "brain" of the computer. It interprets and executes program commands and processes data stored in memory. Currently, there are socket 370 (for Pentium III FC-PGA and Celeron-PPGA), socket 7 (for Pentium, AMD, Cyrix, IBM), slot 1 (for Pentium II and III), slot 2 (for Xeon), and slot A (for AMD) processors.

Device Driver
A device driver is a special set of instructions that allows the computer's operating system to communicate with devices such as VGA, audio, printer, or modem.

DOS (Disk Operating System)
DOS is the foundation on which all other programs and software applications operate, including Windows. DOS is responsible for allocating system resources such as memory, CPU time, disk space, and access to peripheral devices. For this reason, DOS constitutes the basic interface between you and your computer.

DRAM (Dynamic Random Access Memory)
There are several different types of DRAM such as, EDO DRAM (Extended Data Output DRAM), SDRAM (Synchronous DRAM), and RDRAM (Rambus DRAM).

Flash ROM
The flash ROM is designed to be a resident program and can be updated by a specific programming method. Normally, the flash ROM is used for system BIOS which initiates hardware devices and sets up necessary parameters for the OS. Since the contents of flash ROM can be modified, users are able to update the BIOS by themselves.

IDE (Integrated Drive Electronics)
IDE devices integrate the drive control circuitry directly on the drive itself, eliminating the need for a separate adapter card (in the case for SCSI devices). UltraDMA/33 IDE devices can achieve up to 33MB/Sec transfer.

LPT Port (Line Printer Port)
Logical device name reserved by DOS for the computer parallel ports. Each LPT port is configured to use a different IRQ and address assignment.

MMX
A set of 57 new instructions based on a technique called Single Instruction, Multiple Data (SIMD), which is built into the new Intel Pentium PP/MT (P55C) and Pentium II (Klamath) CPU as well as other x86-compatible microprocessors. The MMX instructions are designed to accelerate multimedia and communications applications, such as 3D video, 3D sound, video conference.

OnNow
The OnNow design initiative is a comprehensive, system-wide approach to system and device power control. OnNow is a term for PC that is always ON but appears OFF and responds immediately to user or other requests. The OnNow design initiative involves changes that will occur in the Microsoft Windows operating system, device drivers, hardware, and applications, and also relies on the changes defined in the Advanced Configuration and Power Interface (ACPI) specification.

PC100
SDRAM is Intel's goal is to ensure that memory subsystems continue to support evolving platform requirements and to assure that memory does not become a bottleneck to system performance. It is especially important to ensure that the PC memory roadmap evolves together with the performance roadmaps for the processors, I/O and graphics.

PCI Bus (Peripheral Component Interconnect Local Bus)
PCI bus is a specification that defines a 32-bit data bus interface. PCI is a standard widely used by expansion card manufacturers.

PCI Bus Master
The PCI Bus Master can perform data transfer without local CPU help and furthermore, the CPU can be treated as one of the Bus Masters. PCI 2.1 supports concurrent PCI operation to allow the local CPU and bus master to work simultaneously.

Plug and Play BIOS
The ISA bus architecture requires the allocation of memory and I/O address, DMA channels and interrupt levels among multiple ISA cards. However, configuration of ISA cards is typically done with jumpers that change the decode maps for memory and I/O space and steer the DMA and interrupt signals to different pins on the bus. Further, system configuration files may need to be updated to reflect these changes. Users typically resolve sharing conflicts by referring to documentation provided by each manufacturer. For the average user, this configuration process can be unreliable and frustrating. Plug and play (PnP) BIOS eliminates the ISA add-on card hardware conflict problem. The PnP BIOS uses a memory block to define and remember each card's configuration, which allows the user to change the card's IRQs and DMA in BIOS either automatically or manually.

POST (Power On Self Test)
When you turn ON the computer, it will first run through the POST, a series of software-controlled diagnostic tests. The POST checks system memory, the motherboard circuitry, the display, the keyboard, the diskette drive, and other I/O devices.

PS/2 Port
PS/2 ports are based on IBM Micro Channel Architecture. This type of architecture transfers data through a 16-bit or 32-bit bus. A PS/2 mouse and/or keyboard may be used on ATX motherboards.

RDRAM (Rambus DRAM)
Developed by Rambus, Inc., this type of memory can deliver up to 1.6GB of data per second. RDRAM is the first interface standard that can be directly implemented on high performance VLSI components such as, CMOS DRAMs, memory controllers, and graphics/video ICs.

ROM (Read Only Memory)
ROM is nonvolatile memory used to store permanent programs (called firmware) used in certain computer components. Flash ROM (or EEPROM) can be reprogrammed with new programs (or BIOS).

SCSI (Small Computer System Interface)
High speed multi-threaded I/O interface defined by the X3T9.2 committee of the American National Standards Institute (ANSI) for connecting many peripheral devices. The standard started from 10MBytes/sec to 160MBytes/sec available today.

SDRAM (Synchronous DRAM)
The SDRAM features a fully synchronous operation referenced to a positive edge clock whereby all operations are synchronized at a clock input which enables the coexistence of high performance and a simple user interface. SDRAM takes memory access away from the CPU's control; internal registers in the chips accept the request, and let the CPU do something else while the data requested is assembled for the next time the CPU talks to the memory. As they work on their own clock cycle, the rest of the system can be clocked faster. There is a version optimized for video cards, and main memory for motherboards.

SPD for SDRAM module
Serial Presence Detect (SPD) is most like an ID detect for SDRAM module, it using a EEPROM component on DIMM module for storing module configuration information inside. The Serial Presence Detect function is implemented using a 2048 bit EEPROM component. This nonvolatile storage device contains data programmed by the DIMM manufacturer that identifies the module type and various SDRAM organization and timing parameters.

SSE (Streaming SIMD Extensions)
A set of new instructions added to existing architectures that enables a better visual experience with an accelerated 3D geometry pipeline and support for new applications, such as real-time video encoding and speech recognition.

System Disk
A system disk contains the core file of an operating system and is used to boot up the operating system.

UltraDMA
Ultra DMA/33 is a "synchronous DMA" protocol designed by Intel. This function is included into Intel's PIIX4 chipset. The traditional IDE transfer only uses one edge of the data stroke as the data transfer. Ultra DMA/33 uses both edges of data strobe when the data is transferred. Hence, the data transfer rate is double of the PIO mode 4 or DMA mode 2 (16.6MB/s x2 = 33MB/s) on ATA-2 devices.

Ultra ATA/66, also known as Ultra DMA/66, is an extension of current Ultra ATA/33 interface. This new high-speed interface has doubled the Ultra ATA/33 burst data transfer rate to 66.6 Mbytes/sec and maximized disk performance under current PCI local bus environment

USB (Universal Serial Bus)
A 4-pin serial cable bus that allows up to 127 plug and play computer peripherals such as keyboard, mouse, joystick, scanner, printer, modem, and monitor to share a bandwidth through a host scheduled token based protocol. This allows attaching or detaching while the host and other peripherals are in operation. Supports synchronous and asynchronous transfer types over the same set of wires up to 12Mbit/sec. USB 2.0 provides twice the transfer rate compared to USB 1.0 and competes with the 1394 standard.

Wake-On-LAN
Computer will automatically wake-up upon receiving a wake-up packet through a Network interface when it is under power soft-off, suspend or sleep mode.

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