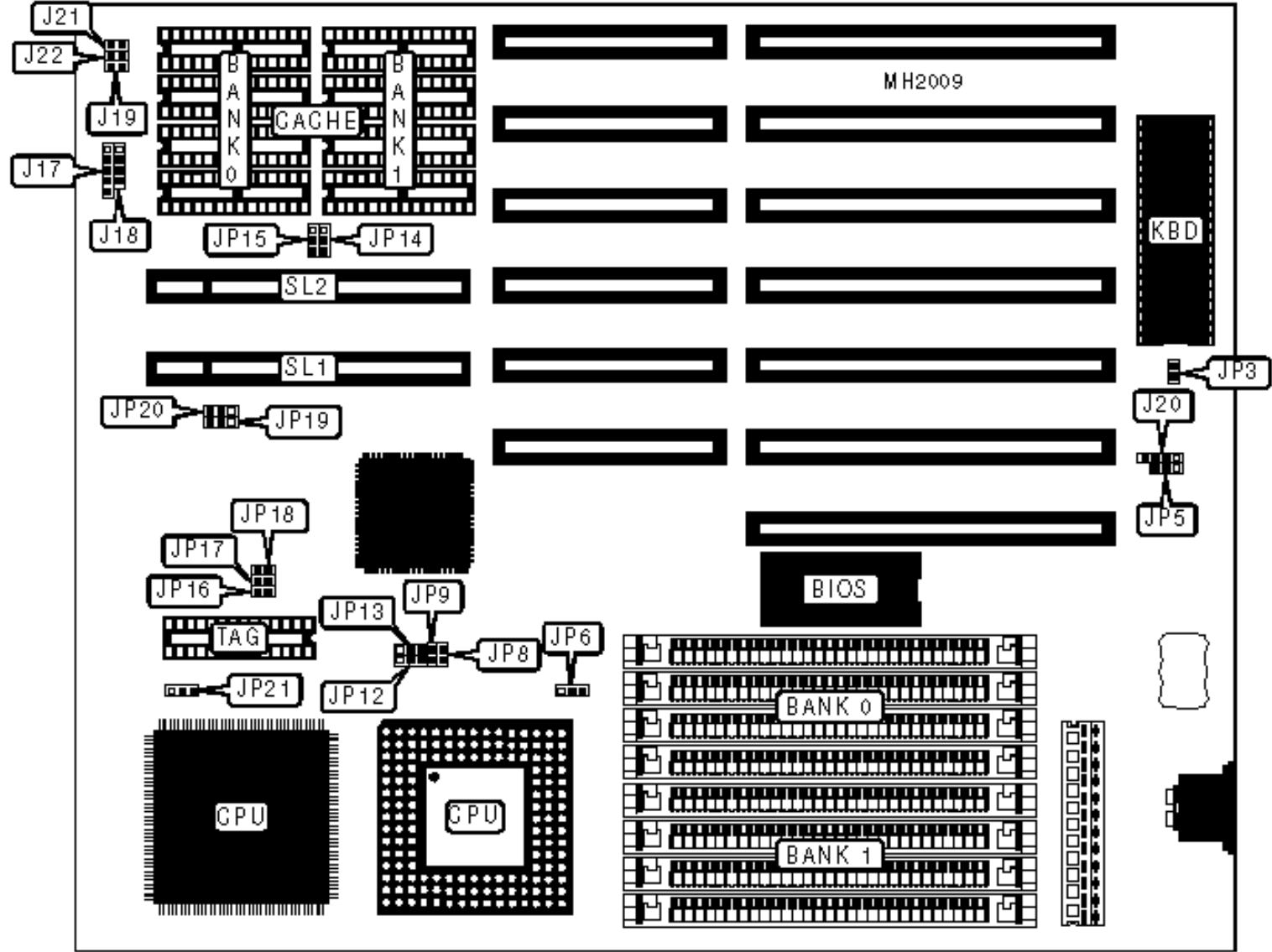


486 VESA

Processor 80486SX/80487SX/80486DX/80486DX2/Pentium Overdrive
Processor Speed 25/33/40/50(internal)/50/66(internal)MHz
Chip Set SIS
Max. Onboard DRAM 32MB
Cache 64/128/256KB
BIOS AMI
Dimensions 230mm x 218mm
I/O Options 32-bit VESA local bus slots (2)
NPU Options None



CONNECTIONS			
Purpose	Location	Purpose	Location
Power LED & keylock	J17	Turbo switch	J21
Speaker	J18	Turbo LED	J22
Reset switch	J19	32-bit VESA Local bus slots	SL1 & SL2
External battery	J20		

USER CONFIGURABLE SETTINGS			
Function		Jumper	Position
»	Monitor type select monochrome	JP3	Open
	Monitor type select color/EGA/VGA	JP3	Closed
»	CMOS memory normal operation	JP5	pins 1 & 2 closed
	CMOS memory clear	JP5	pins 2 & 3 closed
»	Factory configured - do not alter	JP6	pins 2 & 3 closed

DRAM CONFIGURATION		
Size	Bank 0	Bank 1
1MB	(4) 256K x 9	NONE
2MB	(4) 256K x 9	(4) 256K x 9
4MB	(4) 1M x 9	NONE
8MB	(4) 1M x 9	(4) 1M x 9
16MB	(4) 4M x 9	NONE
20MB	(4) 1M x 9	(4) 4M x 9
32MB	(4) 4M x 9	(4) 4M x 9

CACHE CONFIGURATION			
Size	Bank 0	Bank 1	TAG
64KB	(4) 8K x 8	(4) 8K x 8	(1) 8K x 8
128KB	(4) 32K x 8	NONE	(1) 8K x 8
256KB	(4) 32K x 8	(4) 32K x 8	(1) 32K x 8

CACHE JUMPER CONFIGURATION			
Size	JP14	JP15	JP21
64KB	pins 1 & 2 closed	Open	pins 2 & 3 closed
128KB	pins 2 & 3 closed	pins 1 & 2 closed	pins 2 & 3 closed
256KB	pins 2 & 3 closed	pins 2 & 3 closed	pins 1 & 2 closed

CPU TYPE CONFIGURATION				
Type	JP8	JP9	JP12	JP13
80486SX (PQFP)	Open	Open	Open	pins 2 & 3 closed
80486SX (PGA)	Open	Closed	Open	pins 2 & 3 closed
80487SX	Closed	Closed	pins 2 & 3 closed	pins 1 & 2 closed
80846DX/DX2	Closed	Closed	pins 1 & 2 closed	pins 1 & 2 closed
Overdrive	Closed	Closed	pins 2 & 3 closed	pins 1 & 2 closed

CPU SPEED CONFIGURATION			
Speed	JP16	JP17	JP18
25MHz	Closed	Open	Closed
33MHz	Open	Closed	Closed
40MHz	Closed	Open	Open
50iMHz	Closed	Open	Closed
50MHz	Open	Closed	Open
66iMHz	Open	Closed	Closed

VESA WAIT STATE/BUS SPEED CONFIGURATION			
CPU speed	Wait states	JP19	JP20
£ 33MHz	0 wait states	pins 1 & 2 closed	pins 1 & 2 closed
> 33MHz	1 wait state	pins 2 & 3 closed	pins 2 & 3 closed