

Congratulations on your purchase of the Progressive Peripherals & Software Mercury accelerator card.

This README file contains IMPORTANT INFORMATION not available at the time the user manual had gone to press. Please read it before you install the Mercury. Thank You!

1. If you are working in 68030 mode and you are running enforcer, the supplied software will appear to cause enforcer hits. This is due to the nature of the hardware. Enforcer sees the communication with the Mercury as illegal. Enforcer will prevent the software from properly talking with Mercury, and enforcer MUST be disabled for this to work. Enforcer currently does not work on a 68040, hence the problem does not exist when in Mercury's 68040 mode.

2. The Mercury card uses a small fan to super cool the processor. This fan MUST be connected to the floppy drive power connector, using the mini power cable supplied. If the fan is not connected, we can not guarantee Mercury's reliability.

3. The Mercury disk contains version 38.1 of 'SetPatch'. This is the version which must be installed in C: directory of the system partition of your hard drive or system disk. Many 'final' release disks of Workbench 2.04 DO NOT have this version of SetPatch on them. YOU MUST USE VERSION 38.1 OR HIGHER, or the Mercury will not function properly. You can find out what version of SetPatch is running by simply typing 'SetPatch' from a Shell and pressing return.

4. Amiga 3000 Tower installation. Section 2.1.4 of the manual describes installation of Mercury into A3000 Tower systems. In some systems, the metal spacers were left off the tower motherboard. We recommend that you obtain metal spacers for proper installation; however, the spacers are not absolutely necessary for the Mercury to operate. Also, it is NOT necessary to place jumpers on J106 and J107 and we DO NOT recommend that you do so. Installing the 74F08 is still required.

5. SIMM module recommendations. Mercury supports "RAM bursting" to Page Mode and Static Column mode simms. Since Page Mode SIMMs are typically less expensive and offer comparable performance, we recommend Page Mode SIMMs for use with Mercury. With a 28MHz CPU, we recommend either 80ns or 60ns speed; RAM operations, i.e. large animations or graphic projects, will run much faster with 60ns SIMM modules. The speed of many other operations is also increased. When the 33MHz 68040 processor is available, 40ns SIMM modules will offer a tremendous performance advantage. With 28MHz systems, there is no advantage to using 40ns SIMM modules, and we therefore do not recommend 40ns SIMM modules for use in 28MHz Mercury systems.

6. Upgrading to a 33MHz and 40MHz processor. When the 33MHz and 40MHz processors are available commercially from Motorola, users who have sent in their WARRANTY CARDS will be notified immediately of the upgrade availability and pricing. Simply replacing the 040 processor and crystal will NOT work; the upgrade must be performed by the PP&S technical department. The 33MHz processor's estimated availability date is Summer 1992. The 40MHz processor's release date has not been determined by Motorola.

7. 20MB Mercury Users: there are TWO ways of installing SIMM modules into the Mercury for a 20MB configuration. We recommend that you install the 4MBx8 SIMM modules in BANK 1 ONLY, and the 1MBx8 SIMMs in BANK 0. This configuration supports the Mercury's FASTROM utility. On current revisions of Mercury, the other configuration does not. Install the 4 1MBx8 SIMMs in Bank 0, install the 4 4MBx8 SIMMs in bank 1, and set "B" jumpers with 1 and 2 open (not jumpered), and 3 and 4 closed (jumpered).

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MANUAL ERRATA:
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Pages 12 and 13 of the Mercury user manual incorrectly state the C3 and C4 jumper settings for off-board and on-board burst. Follow the information below for the correct setting information.

3.2.3. Jumper C3 - Off-Board Burst
C3 present - Off-Board Burst disabled (default)
C3 absent - Off-Board Burst enabled
3.2.4. Jumper C4 - On-Board Burst
C4 present - On-board Burst disabled
C4 absent - On-board Burst enabled (default)
3.3.3. Jumper E - Reserved
The jumper should short pins 1 and 2 only. Disregard the reference to pins 2 and 3.

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