

IMPORTANT: READ BEFORE INSTALLING!

VXL-30 Upgrade Notes for Use with RAM-32 Edition 1.1

IDENTIFYING YOUR VXL-30:

Your VXL-30 board is serialized via a paper label to be found near the gold colored pins on the right side of the board. If your serial number begins with "V-3..." you do NOT need to read any further (you do not need to upgrade your VXL-30 to install RAM-32).

IF YOUR SERIAL NUMBER BEGINS WITH "V-2..." then you must install the included chip set labelled "V-2" in your VXL-30.

IF YOUR SERIAL NUMBER BEGINS WITH "V-1..." then you should contact MicroBotics Customer Service and inform them you need to have your V-1 board upgraded by MicroBotics Technical Support to operate your new RAM-32. When you make this authorized return, you must include the PAL sets, your VXL-30, and RAM-32. Protect the pins of VXL-30 with the original foam padding.

These chips (Programmable Array Logic known as "PALs") upgrade your V-2 VXL-30 Accelerator to a V-3 revision. VXL-30's must be upgraded to V-3 status for proper operation with RAM-32

memory. NOTE: If your VXL-30 has a V-1 serial number and has NOT been subsequently serviced or upgraded to at least V-2 by your dealer or MicroBotics contact your dealer or MicroBotics.

INSTALLING THE PAL UPGRADE SET

Remove your VXL-30 Accelerator from your Amiga (turn the power off first and consult your original documentation). Support the underside of the board with the pink anti-static foam and a couple of books (letting the long pins on the underside of VXL-30 fall between these supports to protect them from any pressure).

If your VXL is a V-2, you need to remove old chips numbered 2, 7, 8, 10, and 12 (see the diagram).

REMOVING CHIPS

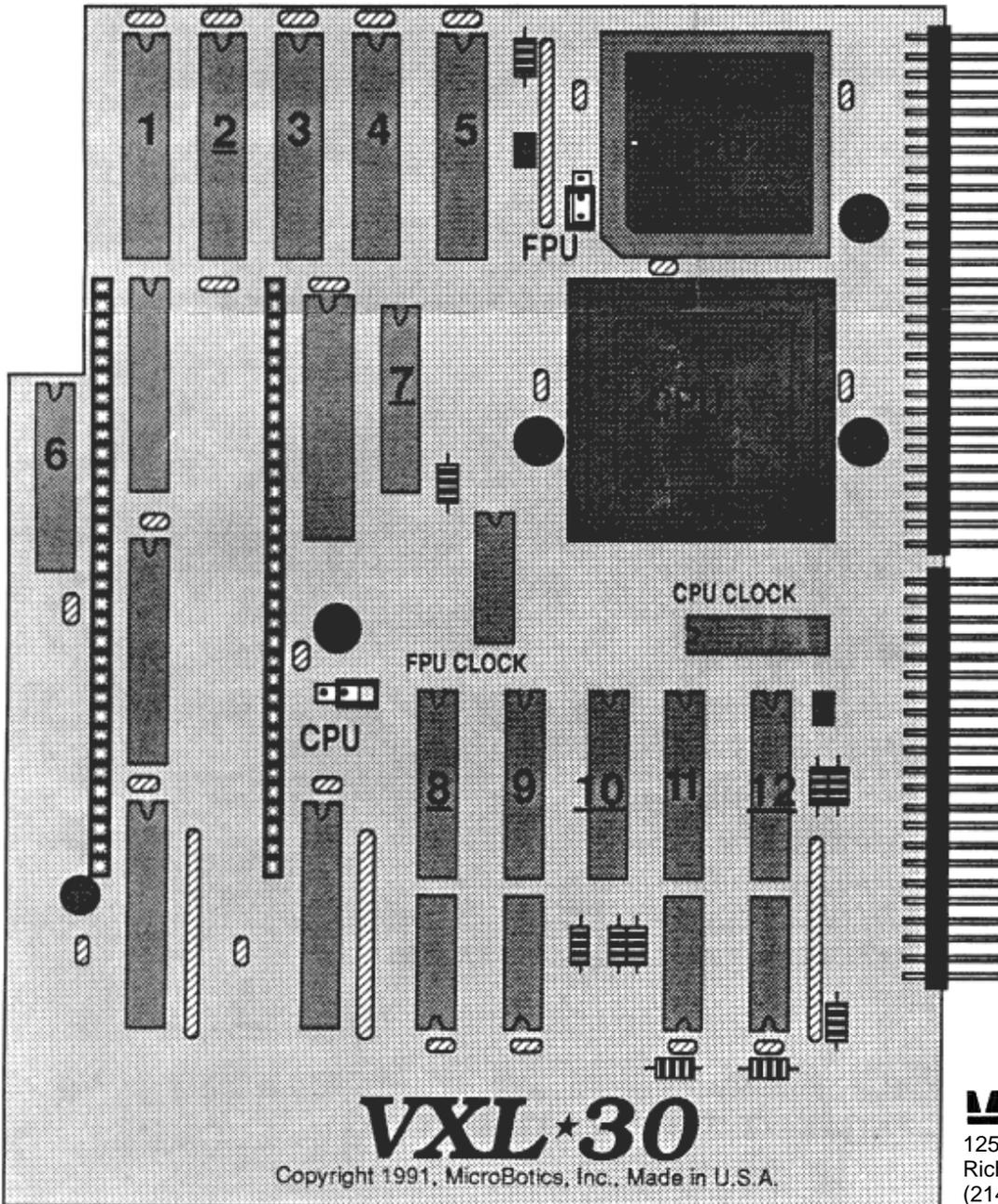
Remove PAL chips using a small, flat-bladed screw driver. Carefully insert it under one end of the chip and pry up slightly. Then do the same to the other end. Alternate prying until you can lift out the chip with the length of the screwdriver blade. Remove all the old chips first and place them aside to avoid confusing them with the new chips.

INSERTING CHIPS

Carefully identify each new chip by looking at the first two digits of the number printed on the label on the chip, for example: "02-" or "07-". Use these numbers as your guide to the matching socket on the board as per the diagram. Note also, that the chips have a correct orientation in the socket as indicated by the semi-circular notch on one end. VERY IMPORTANT: you MUST get the right chips in the right sockets and have them correctly oriented otherwise your board will not work and you may damage it permanently. Insert each chip carefully and completely, making very sure that all the legs of the chip are lined up with the socket holes before firmly pressing it into its socket.

CHIP 8 AND /AS WIRE

PAL chip number 8 has a 10-inch wire attached to it. When all chips have been inserted and RAM-32 is attached, run the wire over past the connector on RAM-32 and plug the end into the small metal socket to be found just to the left of the big square chip on RAM-32. This wire carries the Address Strobe signal (/AS) necessary for certain DMA disk interfaces.



MicroBotics, Inc.

1251 American Parkway
Richardson, Texas 75081
(214) 437-5330 ©1992

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