

# Quick Reference EIDE Combicontroller



This IDE Combi Controller Card has one IDE Port (IDE for hard disk or CD-ROM), one Floppy Port (FDC), two Serial Ports (ASYNC1 and ASYNC2), one Parallel Port (PRN) as well as one Game Port (GAME Port). Please gather the possible Jumper settings as well as a short description of each different port from the following table. The standard settings are marked with \*.

Floppy	1-2	2-3
JP3	A/B-Swap	Normal*
JP4	Disable	Enable*

IDE	1-2	2-3
JP5	Primary*	Secondary
JP6	Disabled	Enabled*
JP17	IRQ 14*	IRQ 15

JP13	JP14	Printer mode
1-2	2-3	ECP + EPP*
2-3	1-2	EPP
2-3	2-3	SPP
1-2	1-2	Reserved
JP11	JP12	I/O-Address
1-2	2-3	378
2-3	1-2	278*
2-3	2-3	3BC
1-2	1-2	Disable

JP7	JP8	I/O-Address COM2
2-3	1-2	2F8
2-3	2-3	3E8
1-2	2-3	2E8*
1-2	1-2	Disable
JP9	JP10	I/O-Address COM1
2-3	1-2	3F8
1-2	2-3	3E8*
2-3	2-3	2E8
1-2	1-2	Disable

GAME	1-2	2-3
JP15	Enabled*	Disabled

COM2	1-2	2-3
JP2	Serial*	IrDA

IRQ	1	1	1	3	4	5	7	9
COM2				■				
COM1					■			
LPT							■	

**Floppy Disk (FDC):** This 34-pole port is used to replace the On-Board Port. The Jumpers JP5 and JP6 are on the top left of the card. **Attention:** It is necessary to disable the On-Board Port in BIOS to guarantee undisturbed operation!

**IDE:** The 40-pole IDE Port is used to replace an On-Board Port. It is on the top left of the card. In principle, each PC can only run two IDE Ports. In this connection a maximum of two devices (hard disk or CD-ROM), i.e. altogether four IDE devices, can be connected to each port. On the left of the port there is a two-pole Jumper Group (JP1). Here you can plug the connector for the HDD-LED. Please plug the red cable on the left.

**LPT Print Mode and I/O Address:** The Printer Port (PRN) can be used to replace the On-Board Port (LPT1) or as additional Printer Port (LPT2). If the "ECP" Mode is used, please set a DMA Channel under "DMA" on the bottom right of the card (standard is 1). **Attention:** In this connection always set two Jumpers, i.e. in the case of DMA1 set the two Jumpers in the middle. Only use the I/O Address 03BC to operate the LPT Port in the "SPP" Mode.

**I/O Address COM2 and COM1:** You can replace the existing Serial Ports in the PC (COM1 and COM2) or use (COM3 and COM4) as additional ports. They can also be used for quick modems in accordance with the standards V.90, X2 and K56flex.

**Attention:** Do not define the ports on the expansion card as COM1 and COM3 or COM2 and COM4! Use the addresses 3E8 and 2E8 to use the card as additional ports. Use the addresses 3F8 and 2F8 to replace the existing ports.

**GAME:** Enable or disable the Game Port with the Jumper JP15.

**IrDA:** The Jumper Group JP16 is a standardized Infrared Port for data transmission. Enable the Serial COM2 Port or the Infrared Port in the Jumper Group JP2.

**IRQ:** Here you can set the Interrupt for the Serial and Parallel Port. Connect COM1 with IRQ4, COM2 with IRQ3 and LPT with IRQ7. Although this corresponds to the configuration of the integrated ports, they have other I/O addresses.

**Connection of flat strip cables:** Always connect the red wire of the flat strip cable with the white side of the connector block (in the case of GAME, ASYNC1, ASYNC2 and IDE it is always on the top right of FDC). The LPT Port is on the card's slot panel (25-pole coupler plug and socket connection). The 9-pole connector (COM1) is connected to "ASYNC1". Connect "ASYNC2" to the 25-pole connector (COM2) on the other slot panel. Connect the 15-pole couple plug and socket connection (Game Port) to the connector "GAME".

**Important information** to install under Windows 95 and 98: As this card is not plug-and-play-compatible, always implement **plug-and-play** after the PC has been installed and booted. Disable all unused ports. Always use the attached cables.