7. STANDARD SETTINGS

PORT	FDC	HDC	GAME	LPT1	LPT2	LPT3	COM1	COM2	COM3	COM4
I/O	3F0h	1F0h	201h	3BCh	378h	278h	3F8h	2F8h	3E8h	2E8h
IRQ	IRQ6	IRQ14	N/A	IRQ7	IRQ7	IRQ5	IRQ4	IRQ3	IRQ4	IRQ3

8. PIN ASSIGNMENTS

Signal Name	HDD Pin No.		Signal Name
-RESET	1	2	GND
HD7	3	4	HD8
HD6	5	6	HD9
HD5	7	8	HD10
HD4	9	10	HD11
HD3	11	12	HD12
HD2	13	14	HD13
HD1	15	16	HD14
HD0	17	18	HD15
GND	19	20	KEY
NC	21	22	GND
-HIOW	23	24	GND
-HIOR	25	26	GND
-IOCHRDY	27	28	BALE
NC	29	30	GND
HIRQ	31	32	-IOCS16
HA1	33	34	NC
HA0	35	36	HA2
-HCS0	37	38	-HCS1
-ACTIVE	39	40	GND

FDD Pin No.		Signal Name
	2	-REDWC
	4	NC
	6	NC
	8	-INDEX
	10	-MOTEA
	12	-DRVSB
	14	-DRVSA
	16	-MOTEB
	18	-DIR
	20	-STEP
	22	-WDATA
	24	-WGATE
	26	-TRK00
	28	-WPT
	30	-RDATA
	32	-SIDE1
	34	-DSKCHG
1,3,5...33		GND

LPT Pin No.	Signal Name
1	-STROBE
2	DATA0
3	DATA1
4	DATA2
5	DATA3
6	DATA4
7	DATA5
8	DATA6
9	DATA7
10	-ACK
11	BUSY
12	PE
13	SCLT
14	-AUTOFD
15	-ERROR
16	-INIT
17	-SLCT
18-25	GND

Pin No. on COM A, COM B	Signal Name	Pin No. on COM B (Ext.)
1	CD	8
2	RX	3
3	TX	2
4	DTR	20
5	GND	7
6	DSR	6
7	RTS	4
8	CTS	5
9	RI	22

Signal Name	Game Pin No.		Signal Name
VCC	1	2	BT4
PB0	3	4	GND
GND	5	6	PB1
BT5	7	8	NC
NC	9	10	NC

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SUPER IDE I/O CARD (SMT)

USER'S MANUAL

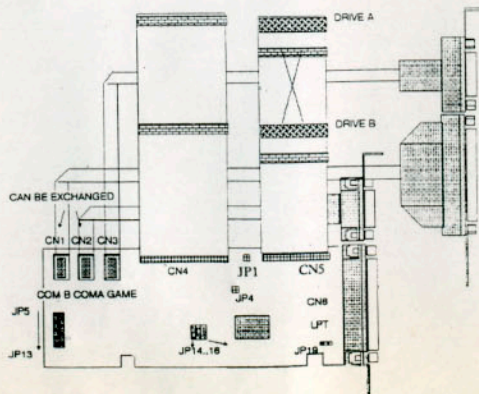# SUPER IDE I/O CARD (SMT)
USER'S MANUAL

1. DESCRIPTION

The Super IDE I/O card is a slim add-on card for 286^{TM} 386^{TM} and 486^{TM} systems with two serial ports, one parallel port, one game port , one floppy drive controller and one IDE hard disk interface.

2. FEATURES

- Fully compatible with 286, 386 and 486 machines
- Employing fully Surface Mount Technology (SMT)
- One IDE buffer for two AT-bus hard disk drives; supporting 1:1 interleave, up to 640Mb capacity.
- One floppy drive controller for two floppy disk drives; supporting 360Kb, 720Kb, 1.2 Mb and 1.44Mb disk formats
- Floppy drives A and B can be exchanged by pressing buttons on the front panel
- Two RS-232 serial ports; supporting COM1 , COM2 , COM3 and COM4 ; IRQ3 and IRQ4 interrupt request line supported
- One Centronics parallel port; supporting LPT1 (3BCh), LPT2 (378h) and LPT3 (278h); IRQ5 and IRQ7 selectable
- Supporting bidirectional data transfer on parallel port
- One game port for one joystick (w/ game version only)
- All ports can be disabled

3. BOARD LAYOUT

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4. CONNECTORS

CN1: Serial Port B (COM B) Connector
CN2: Serial Port A (COM A) Connector
CN3: Game Port Connector
CN4: AT-Bus Hard Disk IDE Connector
CN5: Floppy Drive (FDD) Connector
CN6: Parallel Port (LPT) Connector
JP1: HDD LED Connector

5. I/O SETTINGS

JP5 JP6	COM A	*COM1	COM3	COM4	DISABLE
JP7 JP8	COM B	*COM2	COM4	COM3	DISABLE
JP9 JP10	LPT	*LPT2	LPT3	LPT1	DISABLE

JP11	FDC	*ENABLE	DISABLE
JP12	HDC	*ENABLE	DISABLE
JP13	GAME	*ENABLE	DISABLE

JP4	PARALLEL PORT	*OUTPUT ONLY	INPUT/OUTPUT
JP19	DRIVE A & B	EXCHANGED	*NORMAL

Remarks:

JP4: is used to set the function of the parallel port; normally JP4 is set to ON for unidirectional parallel port function.
To use the parallel port as a bidirectional port, remove the jumper on JP4 or cut the trace connecting the two pins of JP4.

JP19: is used to exchange floppy drive A: and B:, normally JP19 is set to OFF for normal floppy drives position.
When the system starts with JP19 ON, the drive A: and B: will be exchanged physically, and will remain exchanged until it restarts with JP19 OFF.
Please connect JP19 to the Turbo switch on the front panel, and do not forget to correct the drive types in the CMOS SETUP after drives A: and B: exchanged.

6. IRQ SETTINGS

	COM A JP14	COM B JP15	LPT JP16
	IRQ3	*IRQ3	*IRQ7
	*IRQ4	IRQ4	IRQ5