Riser Board

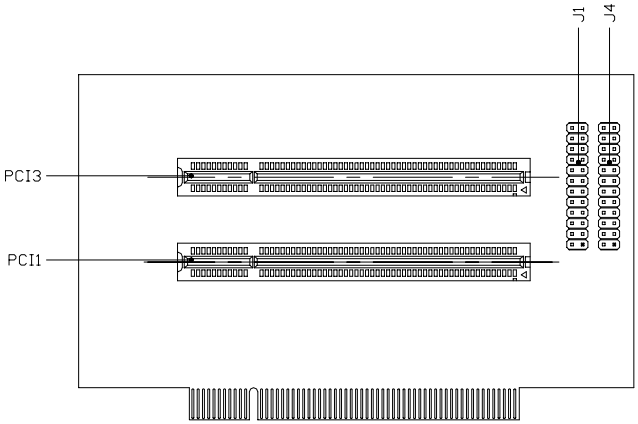
PER-1110

Quick Installation Guide

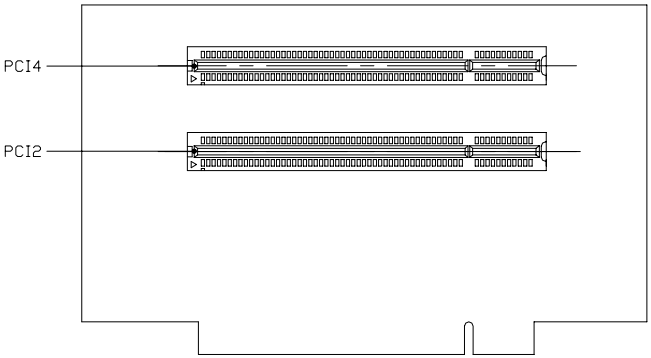
Part No. 2007111010 Printed in Taiwan June 2003

2.1 Location of Connectors and Jumpers

Locating connectors and jumpers (component side)

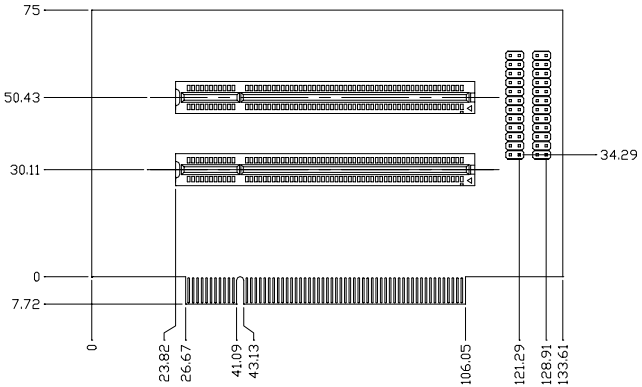


Locating connectors (solder side)

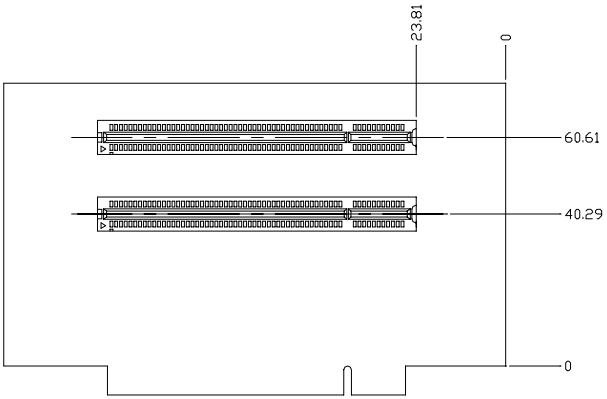


2.2 Mechanical Drawing

Mechanical drawing (component side)



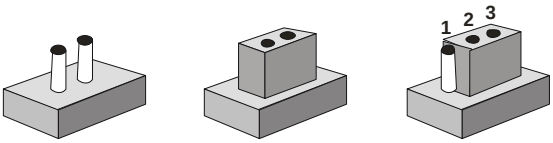
Mechanical Drawing (solder side)



2.3 Setting Jumpers

You configure your card to match the needs of your application by setting jumpers. A jumper is the simplest kind of electric switch. It consists of two metal pins and a small metal clip (often protected by a plastic cover) that slides over the pins to connect them. To “close” a jumper you connect the pins with the clip.

To “open” a jumper you remove the clip. Sometimes a jumper will have three pins, labeled 1, 2 and 3. In this case you would connect either pins 1 and 2 or 2 and 3.



Open **Closed** **Closed 2-3**

A pair of needle-nose pliers may be helpful when working with jumpers.

If you have any doubts about the best hardware configuration for your application, contact your local distributor or sales representative before you make any change.

Generally, you simply need a standard cable to make most connections.

2.4 Jumper setting

Modules	J1 (PCI 1) / IDSEL	J4 (PCI 3) / IDSEL
PCM-4896	11-12 / AD24	23-24 / AD30
PCM-4896L	11-12 / AD24	23-24 / AD30
PCM-6890B	15-16 / AD26	19-20 / AD28
PCM-6892 (Default)	19-20 / AD28	21-22 / AD29
PCM-6894	21-22 / AD29	23-24 / AD30
PCM-6896A	15-16 / AD26	19-20 / AD28
PCM-6896B	15-16 / AD26	19-20 / AD28
PCM-6897	19-20 / AD28	21-22 / AD29