



Board number
099FXXCSEP0X(X)

Jumpers DS0, DS1, DS2 and DS3

The DS0 to DS3 jumpers determine the *Drive Select* signal the drive should react to.

Only one of the jumpers must be placed.

For PC-AT interfaces only DS0 and DS1 will function, for Shugart interfaces DS0 to DS3 will work.

When using the drive in a system with PC-AT interface, it should be noted that the *Motor Enable* input signal is only taken from pin number 16. There are two options to handle this issues. The first option is to use a ribbon cable with a twist and place the DS1 jumper on all drives. In this case the drive that is connected behind the twist will be drive 0 and the drive that is connected before the twist will be drive 1. The second option is to use a untwisted ribbon cable and shorting the pin number 10 and pin number 16 together, the DS0 or DS1 jumper of the connected drives can then be placed.

When using the drive in a systems with Shugart interface DS0, DS1, DS2 or DS3 can be placed to make it drive 0, drive 1, drive 2 or drive 3 respectively.

The jumper DS1 will be placed in the default setting.

Jumpers DKC and RDY

The DKC and RDY jumpers select what signal shall be output on pin number 34.

When DKC is placed the *Disk Change* signal will be used.

When RDY is placed the *Ready* signal will be used.

For PC-AT interfaces the DKC jumper should be placed, this is also the default setting.

Jumper HL

The HL jumper controls whether or not the input on pin number 4 should be interpreted as *Head Load* signal.

When the HL jumper is not placed the signal will not be interpreted as *Head Load* signal.

When the HL jumper is placed the signal will be interpreted as *Head Load* signal.

This jumper should only be placed when the floppy controller generates a valid *Head Load* signal. It is not placed in the default setting.

Jumper IU

The IU jumper controls whether or not the input on pin number 4 should be interpreted as *In Use* signal.

When the IU jumper is not placed the signal will not be interpreted as *In Use* signal.

When the IU jumper is placed the signal will be interpreted as *In Use* signal.

If it is interpreted as *In Use* signal, an active *In Use* signal might also turn the activity LED in the front panel on.

This jumper should only be placed when the floppy controller generates a valid *In Use* signal. It is not placed in the default setting.

Jumpers MS and \overline{MS}

The MS and \overline{MS} jumper determine how the *Density Select* (Pin number 2) input signal should be interpreted.

When the \overline{MS} jumper is placed a high signal on the *Density Select* pin switches the drive into high density mode and a low signal switches the drive into low density mode.

When the MS jumper is placed the behavior is inverted, a high signal on the *Density Select* pin switches the drive into low density mode and a low signal switches the drive into high density mode.

For PC-AT interfaces the MS should be placed, this is also the default setting.

Jumpers SS (8) and LS (9)

The SS and LS jumpers control the drives rotational speed.

When no jumpers are placed the rotational speed will always be 360 RPM.

When the SS jumper is placed the rotational speed will be 360 RPM when the drive is in high density mode and 300 RPM when the drive is in low density mode.

When the LS jumper is placed the rotational speed will always be 300 RPM.

For PC-AT interfaces the SS jumper can be placed. No jumper is placed in the default setting.

Jumper TERM

The TM jumper connects or disconnects the 1500hm termination resistors from the input data lines.

When TM is not placed the termination resistors are isolated from the input data lines.

When TM is placed the input data lines are pulled up to 5V via the termination resistors.

This jumper is placed in the default setting.