
DECstation 210 Service Guide

Order Number EK-PC41A-SV-001

**digital equipment corporation
maynard, massachusetts**

First Edition, December 1988

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Contents

About this Guide	ix
1 Overview	
1.1 Introduction	1
1.2 DECstation Components	2
1.3 DECstation Options	2
1.4 DECstation 210 System Configurations	3
1.4.1 DECstation 210 Main Logic Board	3
1.4.2 Power Supply	3
1.4.3 Monitors	3
1.4.4 Video Graphics Array Board	4
1.4.5 Enhanced Keyboard	4
1.4.6 Math Coprocessor	4
2 Troubleshooting	
2.1 Special Tools	6
2.2 Diagnostics	6
2.3 Normal Power Up	6
2.4 Troubleshooting Procedures	7
2.4.1 Getting Started	7
2.4.2 No Power	8
2.4.3 System Does Not Boot	9
2.4.4 System Boots	9
2.5 Error Codes and Messages	10
2.5.1 Beep Code Error Codes	10
2.5.2 Power Up Error Messages	13
2.6 Troubleshooting by Symptom	16
2.6.1 System Unit Problems	16
2.6.2 Disk Related Problems	18

iv Contents

2.6.3	Monitor Problems	19
2.6.4	Pointing Device Problems	21
2.7	Troubleshooting Problems Occurring During System Operation	22
2.8	Using the System Utility Diskette	23
2.8.1	Running the Setup Program	24
2.8.2	Formatting a Hard Disk Drive	28
3	Ethernet Connections	
3.1	Introduction	29
3.2	Disconnecting From Ethernet	30
3.3	Standard Ethernet Networks	32
4	FRU Replacement	
4.1	Introduction	35
4.1.1	Before Replacing FRUs	37
4.2	Replacing FRUs	37
4.2.1	Keyboard Replacement	40
4.2.2	Monitor Replacement	40
4.2.3	VSXXX Mouse Replacement	40
4.2.4	System Cover Removal	41
4.2.5	Floppy Drive Replacement	42
4.2.5.1	Removing Floppy Drive A	42
4.2.5.2	Removing Floppy Drive B	42
4.2.6	Hard Disk/Tape Drive Replacement	44
4.2.7	Option Board Replacement	46
4.2.8	Single-In-Line Memory Module Replacement	48
4.2.9	RAM Chip Replacement	52
4.2.10	Math Coprocessor Removal and Replacement	52
4.2.11	Power Supply Removal and Replacement	54
4.2.12	Main Logic Board Removal	56
4.2.13	Speaker Replacement	58
4.2.14	Battery Replacement	58

A Jumpers and Switches

A.1	DECstation 210 Main Logic Board	61
A.2	DECstation 210 Memory Configuration	65
A.3	VGA Adapter	67
A.4	Serial/Parallel Board	68
A.5	16-Bit SCSI Host Adapter	70
A.6	40/80 Mbyte Internal SCSI Hard Disk Drive	75
A.7	170 Mbyte Internal SCSI Hard Disk Drive	77
A.8	150 Mbyte SCSI Tape Cartridge System	79

B

B.1	DECstation Powerup Self Testing	83
B.2	PC Microcomputer Architecture	84
B.2.1	The Parts of a Microcomputer	84
B.2.2	The CPU Function	84
B.2.3	Data, Address, and Control Busses	85
B.2.4	Machine Cycles, Interrupts, and Direct Memory Access ..	86
B.2.4.1	Machine Cycle	86
B.2.4.2	Interrupts	87
B.2.4.3	Direct Memory Access	88
B.2.5	CPU	88
B.2.5.1	CPU Registers	89
B.2.5.2	CPU Arithmetic/Logic Unit	89
B.2.5.3	CPU Control Circuitry	89
B.2.6	Addressing Modes	89

C CPU Block Diagram

Figures

1-1	DECstation	1
2-1	Utility Diskette Menu	23
2-2	Setup Screen 1	26
2-3	Setup Configuration	27
3-1	Two Sample ThinWire Networks	29
3-2	Disconnecting a T-Connector from a DECstation 210	30
3-3	Correct and Incorrect ThinWire Segment Connections	31
3-4	DEPCA/AUI Option Network Configurations	32
3-5	DECstation 210 Network Connection through a DELNI	33
4-1	Exploded View of DECstation 210 Chassis	38
4-2	Exploded View of DECstation 210 Main Logic Board and Options	39
4-3	Removing the System Cover	41
4-4	Removing a Floppy Disk Drive	43
4-5	Removing the Hard Disk/Tape Drive	45
4-6	Recommended Option Locations	47
4-7	Removing an Option Board	47
4-8	Location of Components on the Main Logic Board	49
4-9	Removing the Zero KByte Extended Memory Module	50
4-10	SIMM Removal and Replacement	51
4-11	Removing the Math Coprocessor	53
4-12	Removing the Power Supply	55
4-13	Removing the Main Logic Board	57
4-14	Removing the Battery	59
A-1	DECstation 210 Main Logic Board Jumper Locations	62
A-2	VGA Jumper and Switch Locations	67
A-3	Serial/Parallel Board Jumper Locations	68
A-4	16-Bit SCSI Host Adapter Jumper Locations	70
A-5	40/80 Mbyte SCSI Hard Disk Jumper Locations	75
A-6	170 Mbyte SCSI Hard Disk Jumper Locations	77
A-7	150 Mbyte SCSI Tape Drive Jumper and Bus Terminator Locations	80
B-1	Microcomputer Diagram	85
B-2	Inside the CPU	88
C-1	DECstation 210 Block Diagram	91

Tables

2-1	Powerup Test Beep Codes and Test Description	11
2-2	Powerup Test Messages	13
2-3	System Unit Troubleshooting Procedures	16
2-4	Hard Disk and Diskette Drive Troubleshooting Procedures ..	18
2-5	Monitor Troubleshooting Procedures	19
2-6	Pointing Device Troubleshooting Procedures	21
2-7	Diskette Drive Types	24
2-1	CPU/BUS Speed Settings	25
4-1	DECstation 210 Field Replaceable Units	36
A-1	DECstation 210 Jumper and Switch Configurations	63
A-2	DECstation 210 Memory Configuration	65
A-3	VGA Configuration	67
A-4	Serial/Parallel Board Jumper Settings	69
A-5	16-Bit SCSI Host Adapter Configurations	71
A-6	40/80 Mbyte Internal SCSI Hard Disk Drive	76
A-7	170 Mbyte Internal SCSI Hard Disk Drive	78
A-8	150 Mbyte SCSI Tape Cartridge Configuration	81
B-1	Data, Address, and Control Bus Function	86
B-2	Addressing Modes	89

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About this Guide

The DECstation 210 Service Guide is designed to help you diagnose and repair the DECstation 210 system.

Guide Organization

The guide is organized as follows:

- Chapter 1 provides an overview of the DECstation system series.
- Chapter 2 details troubleshooting instructions.
- Chapter 3 contains procedures for disconnecting from an Ethernet.
- Chapter 4 contains procedures for removing and replacing field replaceable units.
- Appendix A provides information about jumpers and switches, memory configuration, the Video Graphics Array (VGA), SCSI adapters, and other DIGITAL supported option boards.
- Appendix B contains a detailed description of the powerup test plus background information about personal computer architecture.
- Appendix C has an illustration of the block diagram.

For information about network troubleshooting, refer to the *PCSA Network Troubleshooting Guide*. For additional information about PC architecture, and the Digital Ethernet Personal Computer Bus Adapter (DEPCA) option board, refer to the *DEPCA Service Guide*.

Intended Audience

The procedures in this guide are for service technicians trained only by DIGITAL.

Conventions

This document uses the following conventions:

Convention	Meaning
Warning	Provides information to prevent personal injury
Caution	Provides information to prevent damage to equipment
Note	Provides general information you should be aware of
Ctrl Alt Del	Press and hold Ctrl while you press both Alt and Del . Control key sequences have special functions.
Strike the F1 key	What the screen displays as a prompt or an instruction is shown in monospaced type.

The computer industry recognizes two open architectures as industry standards: the IBM-PC/AT bus structure and the Microsoft disk operating system, MS-DOS. The term industry-standard refers to compatibility with these architectures. Support for MS-DOS requires a defined set of ROM-BIOS (read-only memory basic I/O system services) which the DECstation offers.

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Customers who maintain their own equipment can order spare parts by either phone or mail, or through any DIGITAL sales office.

To order parts by phone, call 1-800-DIGITAL from 8:30 am to 8:00 pm (Eastern Standard Time).

To order parts by mail, send a purchase order to:

Digital Equipment Corporation
P.O. Box CS2008
Nashua NH 03061

Ordering Documentation

The following documents are referred to in this guide.

Document	Part Number
PCSA Network Troubleshooting Guide	AA-JU54A-TH
DEPCA Service Guide	EK-DEPCB-SV
DECconnect System Stand-alone ThinWire Networks Planning and Installation Guide	EK-DECSY-TG
DECconnect System Planning and Configuration Guide	EK-DECSY-CG
DECconnect System Installation and Verification Guide	EK-DECSY-VG

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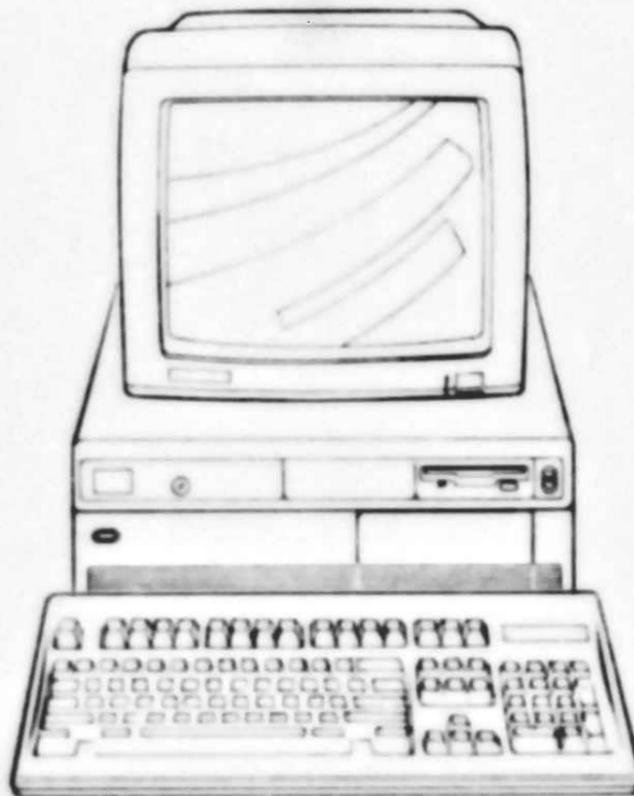
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1.1 Introduction

The DECstation 210 (Figure 1-1) is a desktop computer. It can be used as a standalone personal computer or as a node on a network to a VAX computer or another DECstation with network server software. The DECstation runs DIGITAL and other industry-standard applications.

As a node on a Personal Computing System Architecture (PCSA) network, the DECstation 210 is the user's interface with the applications and services that the PCSA family of products provides. As part of a network, the DECstation 210 communicates with other computers on the network and shares the various resources and services offered by DIGITAL computers and servers.

Figure 1-1 DECstation



2 Overview

1.2 DECstation Components

The DECstation 210 consists of the following major components:

- **Monitor**
- **Enhanced 101 keyboard**
- **System unit containing:**
 - **Main logic board with:**
 - 80286 processor (10 MHz)**
 - 512 Kbyte RAM memory**
 - Sockets for additional 128 Kbyte RAM memory**
 - Serial and parallel ports**
 - Socket for optional 80287 coprocessor and oscillator**
 - Option slots for industry standard options**
 - **135 Watt power supply**
 - **3.5 Inch floppy drive**

1.3 DECstation Options

The following are options available for the DECstation 210:

- **40 Mbyte, 80 Mbyte, or 170 Mbyte SCSI hard disk drive**
- **150 Mbyte SCSI streaming tape drive**
- **Serial/Parallel adapter board**
- **Video Graphics Array (VGA) board**
- **DIGITAL Ethernet Personal Computer Bus Adapter (DEPCA) board**
- **Zero K memory expansion adapter board**

1.4 DECstation 210 System Configurations

The DECstation 210 is available in three basic configurations.

Model Number	Description
PC401	Intel 80286-based, 10 MHz, 16-bit personal computer with 512 Kbytes RAM including all standard features and 101-key enhanced keyboard.
PC410	Base system with 640 Kbytes RAM and VGA board options installed at the factory.
PC415	Base system with 640 Kbytes RAM, VGA board, SCSI board, and 40 Mbyte SCSI hard disk drive options installed at the factory.

1.4.1 DECstation 210 Main Logic Board

The main logic board of the DECstation 210 contains an Intel 80286 CPU chip and 512K of random access memory (RAM). There are sockets for an additional 128 Kbytes of RAM and an optional Intel 80287 math coprocessor with oscillator. The main logic board also contains a floppy disk controller, serial and parallel ports, seven option slots (three 8-bit slots, four 16-bit slots), and an expanded memory slot.

1.4.2 Power Supply

The DECstation 210 has a standard 135 watt power supply that has a North American power cord. The power supply provides the necessary power to operate the main logic board, floppy disk drive, and any other options installed in the system.

1.4.3 Monitors

The DECstation supports both color (PN PC4YV-BA) and monochrome (PN PC4YV-AA) 14-inch diagonal monitors. They are compatible with industry-standard VGA. The color monitor displays a video image from a palette of 256 colors. The color monitor also supports three different scanning modes:

- 720 dots x 350 lines (mode 1)
- 720 dots x 400 lines (mode 2)
- 640 dots x 480 lines (mode 3)

4 Overview

1.4.4 Video Graphics Array Board

The Video Graphics Array (VGA) board provides the video display control functions of the DECstation 210. The VGA board is compatible with the following video standards:

- **MCGA - Multi-color Graphics Array**
- **EGA - IBM Extended Graphics Adapter**
- **CGA - IBM Color Graphics Adapter**
- **MDA - IBM Monochrome Display Adapter**
- **Hercules graphics - Hercules graphic card**

The VGA board can run software written for any of the video standards on any supported monitor. For example, you can run monochrome or color software on the VGM 300 color monitor. The VGA also supports 132 column text mode. The text mode and color or monochrome mapping can be set by using the VGA.EXE utility supplied with the system.

1.4.5 Enhanced Keyboard

The keyboard is a 101-key, enhanced, sculpted keyboard. This keyboard provides the industry-standard key arrangement on a smaller, desktop keyboard.

1.4.6 Math Coprocessor

The Intel 80287 math coprocessor chip and oscillator plug into the system board to allow the DECstation 210 to process numeric data faster.

2

Troubleshooting

This chapter provides troubleshooting instructions for the DECstation 210 system. It is divided into the following sections:

- **Special tools**
- **Diagnostics**
- **Normal power up**
- **Troubleshooting procedures**
- **Error codes and how to use them**
- **Troubleshooting by symptom**
- **Troubleshooting during system operation**
- **Using the System Utilities diskette**

For information about jumper settings, troubleshooting, and servicing of the DEPCA option board, DIGITAL VSXXX mouse, and related network connections refer to the *DEPCA Service Guide*.

2.1 Special Tools

The following tools are needed to troubleshoot the DECstation 210.

- **CTI Diagnose Diagnostics** - These standalone diagnostics are available separately. For information on how to use these diagnostics, refer to the *CTI Diagnose User Manual and Reference*.
- **Serial loopback connectors**
- **Parallel loopback connectors**

2.2 Diagnostics

As an aid to troubleshooting the DECstation 210 has internal system diagnostics. These diagnostics are run at system power up and verify the operation of the machine. Error messages are given in two formats: beep codes and messages on the monitor. These error messages are explained in Section 2.5 of this chapter.

2.3 Normal Power Up

In a normal system power up the following takes place.

1. Power to the monitor and system unit are turned on. Both power indicators are on.
2. The system executes its power-up tests, displays the BIOS ROM version, assorted copyright information, and the memory size. Depending on the option(s) installed in the system additional information may be displayed.

If there is an error during any of the power-up tests the system either generates a beep error code or displays an error message.

3. The system generates a single beep, displays information about the operating system, and gives the date prompt. Note that the actual information displayed at this time depends on the system software.

2.4 Troubleshooting Procedures

This section describes three troubleshooting procedures that can be used depending on the state of the system. These procedures are described as a series of steps. The purpose of each procedure is to get the system to a state where it can run the CTI Diagnose diagnostic package. To determine the procedure to follow perform the steps in Section 2.4.1 and then go to the recommended procedure.

CAUTION

Before troubleshooting the DECstation 210 it must be disconnected from any network.

2.4.1 Getting Started

The following steps prepare you for troubleshooting a DECstation 210.

1. Ask the customer to describe the problem. You might want to find out:
 - When the problem started
 - If any new hardware options were added to the system around the time the problem started and if the options are DIGITAL certified or third party
 - If any new software was added to the system
2. Have the customer supply you with a *copy* of the Utilities diskette and the MS-DOS Startup diskette that came with the system.
3. Have the customer provide you with the system configuration.
 - Type and amount of memory
 - Type of video adapter board
 - Type and number of disk drives
 - Type of disk adapter board
 - Type of serial/parallel adapter board
 - Type of monitor
 - Type of keyboard
 - Type of network adapter board
 - Type of mouse

8 Troubleshooting

- Any other options installed in the system
- 4. **Observe the problem.** Based on what you observe refer to one of the following procedures.
 - If the system does not power up refer to Section 2.4.2, No Power.
 - If the system powers up but will not boot refer to Section 2.4.3, System Does Not Boot.
 - If the system powers up and boots refer to Section 2.4.4, System Boots.

2.4.2 No Power

This procedure is to help determine the cause of the problem when the DECstation 210 does not power up. Before starting this procedure be sure you have done the steps in Section 2.4.1.

1. Check the system for loose cables and connections.
2. Check the 115/220 V switch on the back of the system unit.
3. Plug the system unit and monitor power cord into a working ac outlet.
4. Turn on power to the monitor and system unit. Check for system power. The following are indications that the system and monitor have powered up.
 - Power indicators on the system unit and monitor are on.
 - You can hear the fan running.
 - You can hear the hard disk spinning.
5. If the system does not power up:
 - a. Turn off power to the system unit and monitor.
 - b. Unplug the system and monitor from the ac outlet.
 - c. Turn off the power to all the hard disk drives and remove all options except the VGA board. Refer to Chapter 4 for removing options.
 - d. Plug the monitor and system into a working ac outlet.
 - e. Turn the monitor and system power on. If the system powers up now there was either a faulty device, too many options installed, or another power related problem.
 - f. Try booting the system from the MS-DOS startup diskette.

3. Replace the necessary FRU.

2.5 Error Codes and Messages

During the powerup sequence, the DECstation 210 executes built-in diagnostic and *bootstrap* routines. During the first portion of powerup testing, the system generates beep codes on the speaker if the test program detects a fatal error. The system uses the beep codes to report test results only until screen initialization and screen retrace verification has occurred. After screen initialization and verification the built-in diagnostic sends non-fatal error messages to video memory and the system displays the messages on the monitor.

CAUTION

Do not connect or disconnect the video cable from the monitor or system when the monitor and/or system is on. This can cause damage to the system. Always turn the monitor and system off, then wait 20 seconds and disconnect the power cord before you remove the system unit cover. Observe antistatic precautions.

2.5.1 Beep Code Error Codes

Table 2-1 lists the beep codes and initial power-up tests being performed. The beep codes indicate a main logic board failure, memory failure, memory configuration error, or a video error. If a memory failure is indicated check the memory configuration jumpers and reseal the single-in-line memory modules (SIMMs) on the main logic board. If you suspect a bad SIMM, first replace one and then the other.

Table 2-1 Powerup Test Beep Codes and Test Description

Beep Codes	Test Description or Failure
1-1-3	CMOS write/read test failure
1-1-4	BIOS ROM checksum failure
1-2-1	Programmable Interval Timer test failure
1-2-2	DMA initialization failure
1-2-3	DMA page register write/read test failure
1-3-1	RAM refresh verification failure
1-3-3	1st 64K RAM chip of data line failure - multi-bit ¹
1-3-4	1st 64K RAM odd/even logic failure
1-4-1	1st 64K RAM address line failure
1-4-2	1st 64K parity failure
2-1-1	1st 64K RAM chip or data line failure - bit 0
2-1-2	1st 64K RAM chip or data line failure - bit 1
2-1-3	1st 64K RAM chip or data line failure - bit 2
2-1-4	1st 64K RAM chip or data line failure - bit 4
2-2-1	1st 64K RAM chip or data line failure - bit 4
2-2-2	1st 64K RAM chip or data line failure - bit 5
2-2-3	1st 64K RAM chip or data line failure - bit 6
2-2-4	1st 64K RAM chip or data line failure - bit 7
2-3-1	1st 64K RAM chip or data line failure - bit 8
2-3-2	1st 64K RAM chip or data line failure - bit 9
2-3-3	1st 64K RAM chip or data line failure - bit A
2-3-4	1st 64K RAM chip or data line failure - bit B
2-4-1	1st 64K RAM chip or data line failure - bit C
2-4-2	1st 64K RAM chip or data line failure - bit D
2-4-3	1st 64K RAM chip or data line failure - bit E
2-4-4	1st 64K RAM chip or data line failure - bit F

¹Any of the RAM failures can be caused by a SIMM not being properly seated in its socket.

Table 2-1 (Cont.) Powerup Test Beep Codes and Test Description

Beep Codes	Test Description or Failure
3-1-1	Slave DMA register test failure
3-1-2	Master DMA register test failure
3-1-3	Master interrupt mask register test failure
3-1-4	Slave interrupt mask register test failure
3-2-4	Keyboard controller test failure
3-3-4	Screen memory test failure ²
3-4-1	Screen initialization failure
3-4-2	Screen retraces tests failure

²Test failures from this point on can usually be attributed to the VGA board or the slot connector. Try moving the adapter to a different slot.

2.5.2 Power Up Error Messages

Table 2-2 lists system error messages and suggests steps you can take to correct the problem. If the problem persists, run the CTI Diagnose diagnostics and replace any failing FRUs.

Table 2-2 Powerup Test Messages

Error Message	Possible Problem	Corrective Action
Display adapter failed	VGA board problem, incorrect CMOS RAM setup information, bad CMOS battery, or incorrect main logic board jumper setting.	Check all video jumpers, system set up, and CMOS battery connection.
Keyboard failure	Keyboard connection	Make sure the keyboard cable is firmly in place.
Keyboard stuck key, controller, clock line, or data line failure	Stuck key, poor connection, or main logic board keyboard buffers, clock or data line failures.	Make sure the keyboard is free of obstructions and the keyboard cable is firmly in place.
Keyboard is locked	Keyboard locked, lock not working properly, or problem with the main logic board	Unlock the keyboard. Check to see if the lock mechanism has been bent
Time-of-day not set	Time not entered in setup or CMOS battery failure	Run the utility program and set the time of day. Check the CMOS battery connection, replace a failed CMOS battery.
Hard disk failure	Drive not formatted, loose cables, or incorrect jumper settings	Make sure the drive is formatted, all cables are firmly in place, and all jumpers are set correctly on the drive and SCSI board.
Diskette drive failure	Loose cables or incorrect switch setting	Make sure all drive cables are firmly in place and that the drive switch is set correctly.

Table 2-2 (Cont.) Powerup Test Messages

Error Message	Possible Problem	Corrective Action
No boot device available	System can not get a drive to respond correctly.	Check the floppy and hard drives, controllers, cables, and jumper and switch settings.
Hard disk read failure, or No boot sector on hard disk	Hardware failure in disk drive or drive not initialized with an operating system.	Make sure the drive is initialized. Check all cable connections and jumper settings. Run the diagnostics.
Diskette subsystem reset failed	Diskette drive main logic board jumper removed or controller problem.	Make sure the switch is set at either the primary or secondary position. Run the diagnostics.
Diskette drive 0 seek failure	First diskette drive is not seeking correctly	Make sure any diskette drive is selected as DS1 and that the correct drive termination is present.
Tape drive failure	Loose cable or incorrect jumper settings	Make sure the drive cables are firmly in place and all jumpers are set correctly on the drive and SCSI board.
Invalid configuration	Incorrect setup	Check the setup information on the system Utility diskette.
Configuration record bad	Incorrect setup, hard disk may be incorrectly identified	Check the setup information on the system Utility diskette. Also see the hard disk drive for any labels identifying the number of heads, cylinders, bad blocks, and so on.

Table 2-2 (Cont.) Powerup Test Messages

Error Message	Possible Problem	Corrective Action
Clock chip lost power	Momentary loss of CMOS battery power, or CMOS battery is dead	Turn off the system unit. Wait 20 seconds and then try starting the system again. Check the CMOS battery connection. Replace the battery if necessary.
DEPCA 86	<p>Conflicting jumper settings; IRQ or memory and I/O addressing</p> <p>A diskette generated reset after using the Utility diskette</p>	<p>Check all IRQ, memory, and I/O address settings. See the <i>DEPCA Service Guide</i> for directions.</p> <p>Options 1 through 5 and 9 on the Utilities diskette generate a reset which is not satisfactory to the DEPCA board. At the end of the session press Ctrl Alt Del at the same time (a soft reset) to properly reset the hardware.</p>
Beeps, long, short, long, short ...	VGA adapter missing or incorrectly installed	Make sure the adapter is firmly seated in its socket on the main logic board.

2.6 Troubleshooting by Symptom

This section describes causes and corrective actions for minor system problems that you can fix. The troubleshooting procedures are separated into system unit, hard disk and diskette drives, monitor, and pointing device problems.

2.6.1 System Unit Problems

Table 2-3 lists some common problems with the system unit, possible cause, and a suggested corrective action. If the corrective action does not work and it is possible to run the CTI Diagnose diagnostics, use them to further isolate the problem and then replace the failing FRU.

Table 2-3 System Unit Troubleshooting Procedures

Problem	Possible Cause	Corrective Action
No response when the system is turned on.	System is not plugged in.	Turn the system off. Plug in the system then turn on the system again.
	No power at wall outlet.	Use a working wall outlet.
	Voltage select switch incorrectly set.	Make sure the 115/220 V voltage select switch is set correctly.
Power is on, but there is no monitor display.	Brightness and contrast controls are not set properly.	Adjust brightness and contrast controls.
	Monitor is off.	Turn on the monitor.
	Monitor cable incorrectly installed.	Make sure the monitor cable is installed properly.
	VGA board failure.	Make sure the VGA is firmly seated in the option slot and the jumpers are set correctly.
Coprocessor is present. System comes up in the boot state but hangs after the memory check	Coprocessor jumper installed, oscillator missing	Remove the coprocessor jumper from the main logic board; install the oscillator.

Table 2-3 (Cont.) System Unit Troubleshooting Procedures

Problem	Possible Cause	Corrective Action
A DEPCA is installed but the node does not boot when you try to reboot after using the utility diskette.	Using a diskette generated reset is not compatible with the DEPCA board.	Press Ctrl Alt Del at the same time (a soft reset) to properly reset the hardware, turn system power off and on.
System does not boot from the hard disk.	There is no software on the partition.	Install software on the partition.
	System software is not on the disk.	Load the system software on the hard disk.
	Requested partition does not exist or is not formatted.	Check the partitions. Format the partition; repartition if necessary.
	Primary and secondary drives are set incorrectly.	Make sure the drive jumpers are correctly set.
	Hard disk is not installed properly.	Check hard disk installation.
Tape does not work in the tape drive.	Tape is not fully inserted into the tape drive.	Make sure the tape is fully inserted and the cartridge release handle is locked down.
	Tape is worn or damaged.	Try another tape.
System does not boot from the diskette drive.	Diskette is not in the diskette drive.	Insert a diskette containing bootable system software.
	Drive switch set incorrectly	Make sure the drive switch is set correctly.
	Diskette is not bootable.	Use a diskette containing bootable system software.
	Diskette is worn or damaged.	Try another diskette.
	Hardware conflict (remote boot)	Make sure system is not set up for remote boot.

Table 2-3 (Cont.) System Unit Troubleshooting Procedures

Problem	Possible Cause	Corrective Action
System does not reboot when the power is turned off and on.	Power was not off long enough.	Turn the power off for at least 20 seconds before rebooting.

2.6.2 Disk Related Problems

Table 2-4 lists some common disk related problems, possible cause, and a suggested corrective action. If the corrective action does not work, run the CTI Diagnose diagnostics to further isolate the problem and then replace the failing FRU.

Table 2-4 Hard Disk and Diskette Drive Troubleshooting Procedures

Problem	Possible Cause	Corrective Action
Hard disk cannot read or write information.	Problem exists with the drive or drive adapter.	Make sure all jumpers are set correctly.
Intermittent hard disk read/write problems.	Possible corrupted files.	Restore disk from back-up files.
Hard disk works but produces extra characters or garbled text.	Hard disk is affected by static electricity.	Move system away from any motors, magnetic devices, or photocopiers. Increase the humidity in the room and use antistatic mats around the system.
System won't start from the diskette drive or displays the message Abort, Retry, Ignore	The diskette has been demagnetized.	Make sure the diskette drive cable is correctly installed. Replace the diskette.
	Improperly formatted diskette.	Reformat diskette.
Diskette drive cannot read or write information.	The diskette drive is empty.	Insert a diskette into the diskette drive.
	Diskette is not formatted.	Use a preformatted diskette.

Table 2-4 (Cont.) Hard Disk and Diskette Drive Troubleshooting Procedures

Problem	Possible Cause	Corrective Action
	Diskette is worn or damaged.	Try another diskette.

2.6.3 Monitor Problems

Table 2-5 lists some common monitor problems, possible cause, and a suggested corrective action. If the corrective action does not work and it is possible to run the CTI Diagnose diagnostics, use them to further isolate the problem and then replace the failing FRU.

Table 2-5 Monitor Troubleshooting Procedures

Problem	Possible Cause	Corrective Action
Monitor green LED is not on.	Monitor is not turned on. Power cord is not connected. No power at wall outlet.	Turn on the monitor and then the system. Make sure the power cord is connected to the wall outlet. Use another outlet.
There is no light at the F1 key when you start the system.	Setup program was not run.	Run the Setup program. Use your monitor and adapter card manuals and utility diskette(s).
Screen is blank and monitor LED is on.	Contrast and brightness controls set to minimum. VGA board failed.	Adjust the contrast and brightness controls. Replace the VGA board and then the monitor.
Screen goes blank after successful powerup; monitor LED is off.	Power or Monitor failure	Turn the monitor and system off. Disconnect the monitor from the system and wall. Plug the monitor into an active wall outlet. If the monitor LED does not turn on, there is a problem with the monitor or monitor LED.
Monitor LED is off, but display is OK	Faulty LED.	Replace the monitor.

Table 2-5 (Cont.) Monitor Troubleshooting Procedures

Problem	Possible Cause	Corrective Action
Monitor is on, but no cursor or text displays.	System is not on.	Turn on the system.
	Contrast control is set to minimum.	Turn up the contrast control.
	Video subsystem is defective.	Replace the VGA board and then the monitor.
Screen display distorted, rolling, flickering, or wrong or uneven color.	Monitor cable connector pins bent or broken.	Straighten pins or replace monitor.
	Electromagnetic interference exists.	Move any electromechanical device away from the monitor or move the monitor.
Screen displays distorted images or goes blank when you run your software.	Software is not configured for, or is incompatible with the current settings of the VGA board.	Reconfigure your software for VGA or set the VGA board to a standard supported by your software. See your software and VGA manuals.
Screen displays partially highlighted characters.	Main logic board video and VGA board jumpers incorrectly set.	Make sure the jumper setting on the main logic board match the setting on the VGA board.
You have a color monitor and the display is monochrome	System was turned on <i>before</i> turning on the monitor	Turn off the monitor and system. Wait at least 20 seconds. Turn on the monitor, then the system unit.

2.6.4 Pointing Device Problems

Table 2-6 lists some common pointing device problems, possible cause, and a suggested corrective action. If the corrective action does not work, refer to the *DEPCA Service Guide*.

Table 2-6 Pointing Device Troubleshooting Procedures

Problem	Possible Cause	Corrective Action
Mouse does not track properly.	The tracking ball is dirty.	Clean the tracking ball.
Pointing device indicator does not display on the monitor screen, or the monitor does not respond to the pointing device commands.	Cable is installed incorrectly. Mouse IRQ settings are incorrect. Software does not operate with a pointing device or is configured incorrectly.	Unplug and then reconnect the cable to reset the device. Check the DEPCA mouse IRQ settings for possible conflict with other options. Reconfigure the software if necessary.

2.7 Troubleshooting Problems Occurring During System Operation

Sometimes problems occur during system operation. Use the following list to help isolate a problem to a specific subsystem by determining how or when the problem occurs.

The problem occurs during diskette drive access.

- Check the diskette drive and the jumper setting.
- Look for slightly loose cables.
- Check the main logic board jumper settings.
- If possible, run the diagnostics. The problem may be with the main logic board decoding, resistor pack, or faulty loading on the data bus.

See also Section 2.6.

The problem occurs during hard disk drive access.

- Check the hard disk drive, including jumper and switch settings.
- Check for loose drive cables.
- Check the SCSI board. Make sure it is seated properly and its jumpers are set correctly.

The problem occurs during parallel or serial board access.

- Check the serial/parallel board.
- If two serial devices are present, make sure they are not both configured as COM1.
- Run the diagnostics. The problem may be with the system interface.

The problem seems to be video related.

- Check the main logic board video jumper settings.
- Check the VGA board and the jumper settings

The problem seems to be keyboard related.

- Keyboard lock may be partially engaged.
- Check the keyboard connection.
- Run the CTI Diagnose diagnostics. The problem may be the keyboard interface on the main logic board.

The problem is reproducible or intermittent.

Expansion options may be competing for interrupt request lines, I/O address range, or memory address range.

The problem seems to be heat related.

- Make sure there is sufficient air flow around the system
- The system unit may be clogged with dust

2.8 Using the System Utility Diskette

The menu driven system Utility diskette is shipped with the system. Ask your customer for the diskette. Figure 2-1 lists the options from the Utility diskette menu. The Setup program must be run anytime the following occur.

- The amount of memory in the system is changed.
- Diskette drives are added or removed.
- A different video display board is installed in the system.
- The battery-backed-up date and time are changed.
- The CMOS battery is disconnected or changed.

Figure 2-1 Utility Diskette Menu

1	—	FORMAT DISKETTE
2	—	COPY DISKETTE
3	—	PREPARE SYSTEM FOR MOVING
4	—	SETUP
5	—	FORMAT HARD DISK
9	—	END UTILITIES

2.8.1 Running the Setup Program

NOTE

If you have installed a new SCSI hard disk drive, format the drive before you run the Setup program. See Section 2.8.2, Formatting a Hard Disk Drive for directions.

You need the following information when you run the Setup program:

- The type of diskette drive for drive A and optional drive B (usually 1.44M). Table 2-7 lists the diskette drive types.

Table 2-7 Diskette Drive Types

Media		Standard Drive		High-Density Drive	
Size	Type	Read	Write	Read	Write
3-1/2 in	1.44 MB (High-Density)	No	No	Yes	Yes
3-1/2 in	720 KB (Standard)	Yes	Yes	Yes	Yes
5-1/4 in	1.2 MB (High-Density)	No	No	Yes	Yes
5-1/4 in	360 KB (Standard)	Yes	Yes	Yes	Yes

- System base memory size (displayed on the screen at powerup).
- Expansion memory size (displayed on the screen at powerup; OK means no expanded memory present).
- Primary video adapter type (VGA).
- CPU and BUS clock speeds. Table B-1 shows the possible settings for the DECstation 210.

CPU speed is the CPU processing speed, and BUS speed is the data bus transmission speed.

Table 2-1 CPU/BUS Speed Settings

Speed Settings	CPU	BUS
Factory setting	10 MHz	10 MHz
Fast	10 Mhz	10 MHz
Medium	10 MHz	8 MHz
Slow	8 MHz	8 MHz

The Setup program is run as follows:

1. Turn on power to the monitor.
2. Insert the Utilities diskette in the drive and turn on power to the system.

The power-up tests run, then the system displays either the Utility diskette menu or the instruction **Strike the F1 key to continue.**

- If the Menu is displayed, select option 4 (SETUP), then press **Enter**
- If **Strike the F1 key** is displayed, press the **F1** function key.

The system displays a screen similar to Figure 2-2.

3. Press **Enter**. The next two screen displays describe how to set the system date and time. Follow the instructions on the screens.
4. Press **Y** or **N** in response to the prompts on the following screens then press **Enter**.

If you respond **Y**, the system displays the next selection. If you respond **N**, the system displays the selection again and you can change the values.

When you finish making the selections, the Setup screen should be similar to Figure 2-3.

5. Press **Y** or **N** in response to the **Are these options correct** prompt and press **Enter**.

If you enter **N**, the system redisplay all the setup selections and you can correct your entries. If you enter **Y** the system records the date, time, and hardware information in the CMOS memory.

6. Reboot the system using one of the following methods.

- Press the **Ctrl** **Alt** **Del** keys simultaneously (preferred method).
- Press the **Reset** button on the front of the system unit. When the system displays the copyright page the setup procedure is complete.

NOTE

If the hard disk is not formatted, a hard disk failure message might display on the copyright screen.

Figure 2-2 Setup Screen 1

Phoenix Software Acs. Ltd
Configuration Setup Program Ver x.x
(c) Copyright 198x

This program is used to store system configuration information into battery backed memory in your computer. It is necessary to run this program when any memory, disk drives, or monitors are added to or removed from your system, or to set the battery maintained time or dates.

ERRORS FOUND -
INCORRECT CONFIGURATION INFO
MEMORY SIZE MISCOMPARE
Press <enter> to continue...

Figure 2-3 Setup Configuration

Diskette Drive A: is 1.44M
Diskette Drive B: is NONE
System Base Memory is: 512K
Expansion Memory is: XXXXK
Prime Video Adapter is VGA
CPU Speed is: 10MHz
BUS Speed is: 10MHz

Are these option correct
(Reply Y or N then <enter>)

?

2.8.2 Formatting a Hard Disk Drive

Many hard disk drives come preformatted. (A preformatted hard disk contains documentation stating that it is preformatted.)

Use the following procedure to format an SCSI hard disk drive.

1. Turn on power to the computer and check the BIOS ROM version number displayed on the copyright screen. An SCSI hard disk requires Version 01.03.01 or higher.
2. Install the MS-DOS startup diskette. Ask your customer for this disk; it was shipped with the MS-DOS operating system package.
3. Run FDISK. Follow directions on the screen. Observe all warnings.
4. Run FORMAT. Use Format C:/s for a bootable volume. Observe all warnings and follow the directions on the screen.

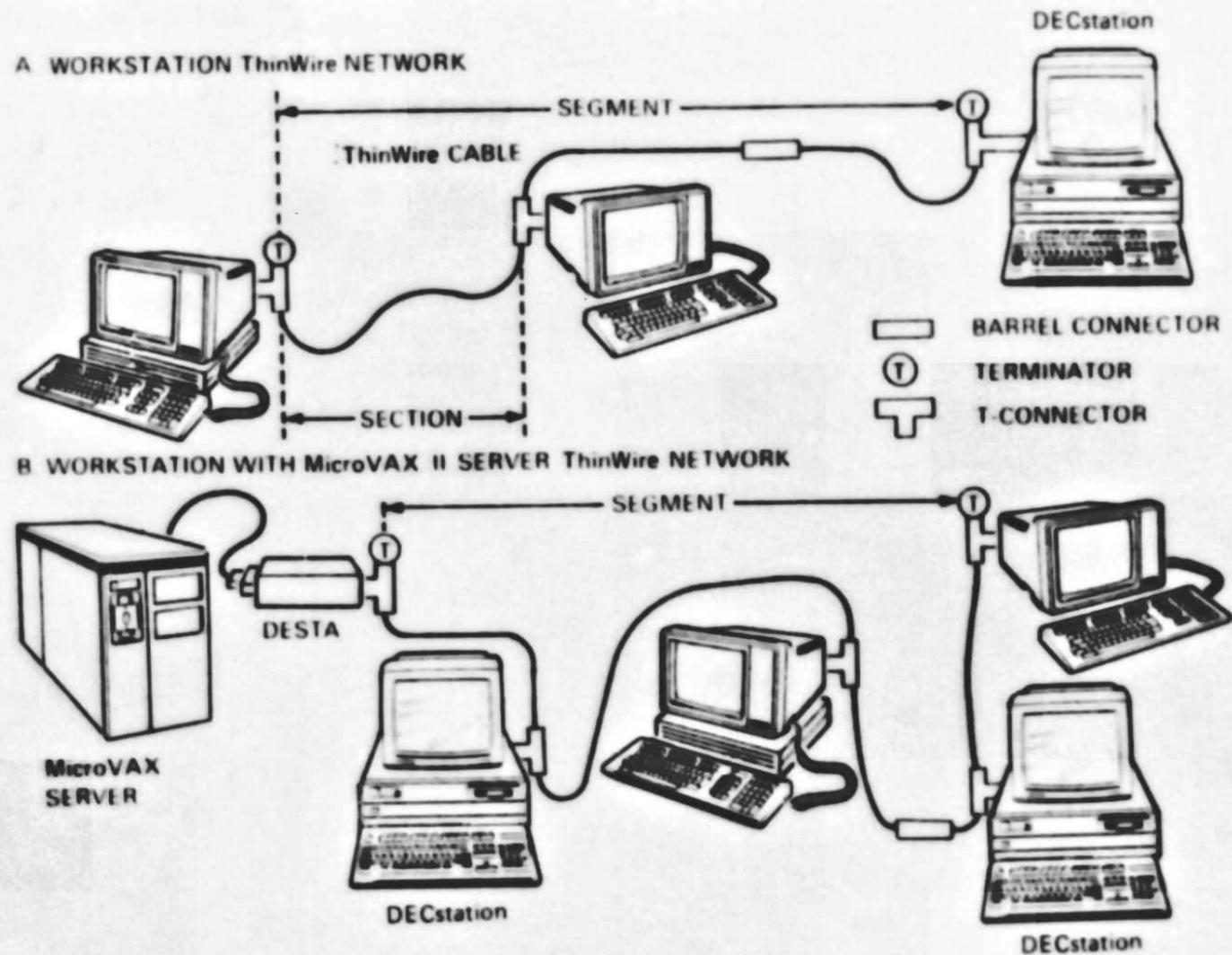
If the hard disk has more than 32 Mbytes, ask your customer if they want you to partition the drive into a D partition. In this case, run FDISK again for an extended partition.

5. Remove the startup diskette and reboot the system from the hard disk drive.
6. Copy MS-DOS to C:\DOS, if it is your responsibility, or have the customer install MS-DOS and then the software applications and data files.

3.1 Introduction

This chapter discusses standard Ethernet and ThinWire Ethernet connections and how to disconnect a DECstation 210 from a network. Figure 3-1 shows the cabling for two ThinWire Ethernet networks linking DECstation systems that have a DEPCA option board.

Figure 3-1 Two Sample ThinWire Networks

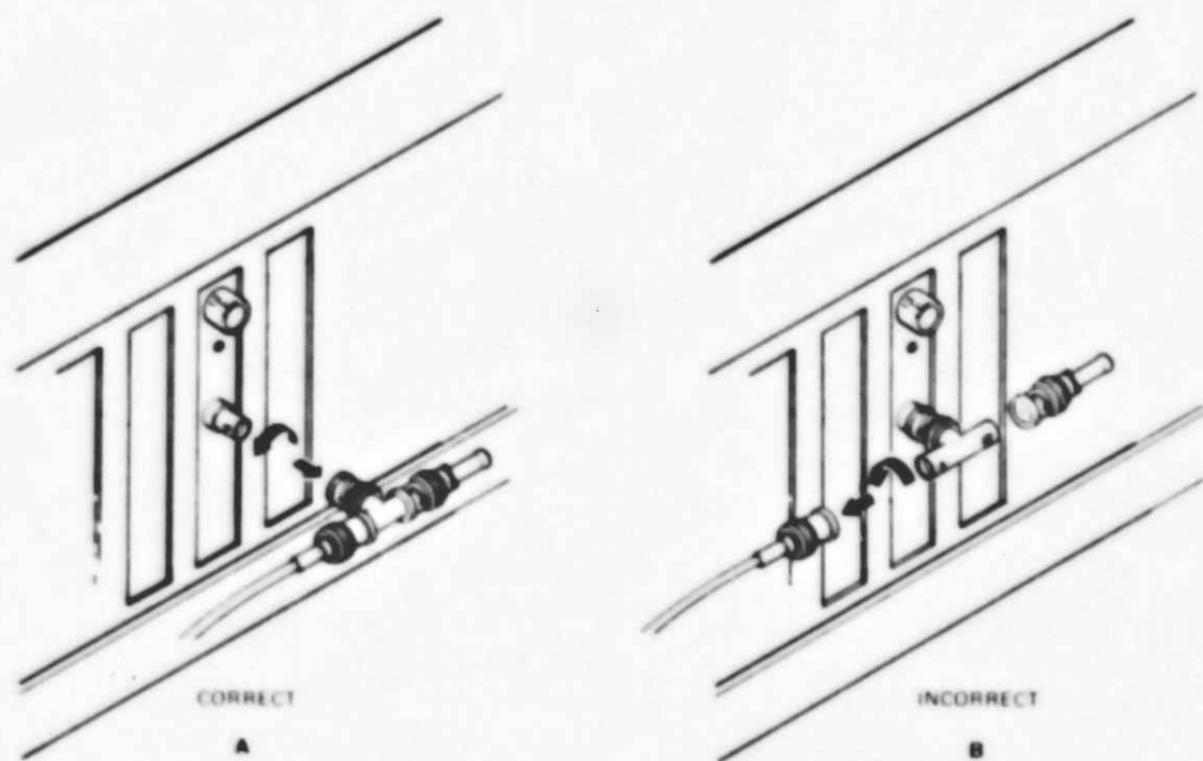


3.2 Disconnecting From Ethernet

Before servicing a DECstation 210, disconnect it from the ThinWire network. Use the following procedure to do this.

1. Inform the system administrator that you are going to disconnect the DECstation system.
2. Turn power to the system off.
3. Disconnect the T-connector from the DECstation system (Figure 3-2). **Do not** disconnect the T-connector from the ThinWire Ethernet cable or from the terminator, if one is present.

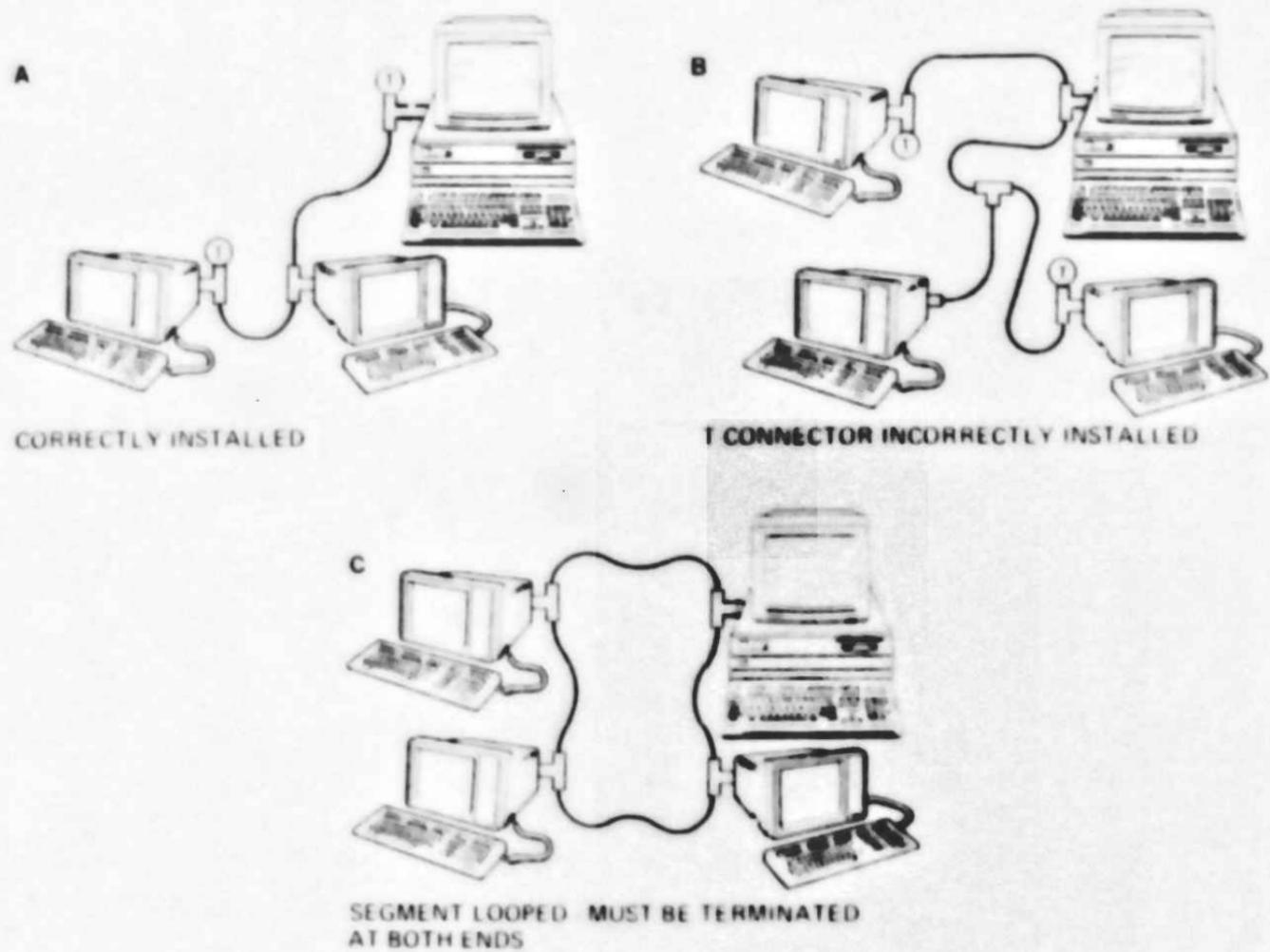
Figure 3-2 Disconnecting a T-Connector from a DECstation 210



When re-connecting a DECstation system to a ThinWire network, be careful to observe the following guidelines.

- Never install a cable at the stem of a T-connector. **Example A in Figure 3-3 shows a correct Ethernet installation.**
- Never join two T-connectors or a barrel and a T-connector together.
- Never create a loop configuration. (Figure 3-3, example C). There must be a terminator at both ends of a segment (Figure 3-3, example A). Only one end can be a DEMPR.

Figure 3-3 Correct and Incorrect ThinWire Segment Connections



To learn how to install complex ThinWire networks, see the *DECconnect System Stand-alone ThinWire Networks Planning and Installation Guide*, the *DECconnect System Planning and Configuration Guide*, and the *DECconnect System Installation and Verification Guide*.

3.3 Standard Ethernet Networks

A DECstation 210 can also be linked directly to a standard Ethernet network. A DEPCA board with the Attachment Unit Interface (AUI) can connect to a standard Ethernet network through a Digital Ethernet Local Network Interconnect (DELNI) or H4000 transceiver (Figure 3-4).

Figure 3-4 DEPCA/AUI Option Network Configurations

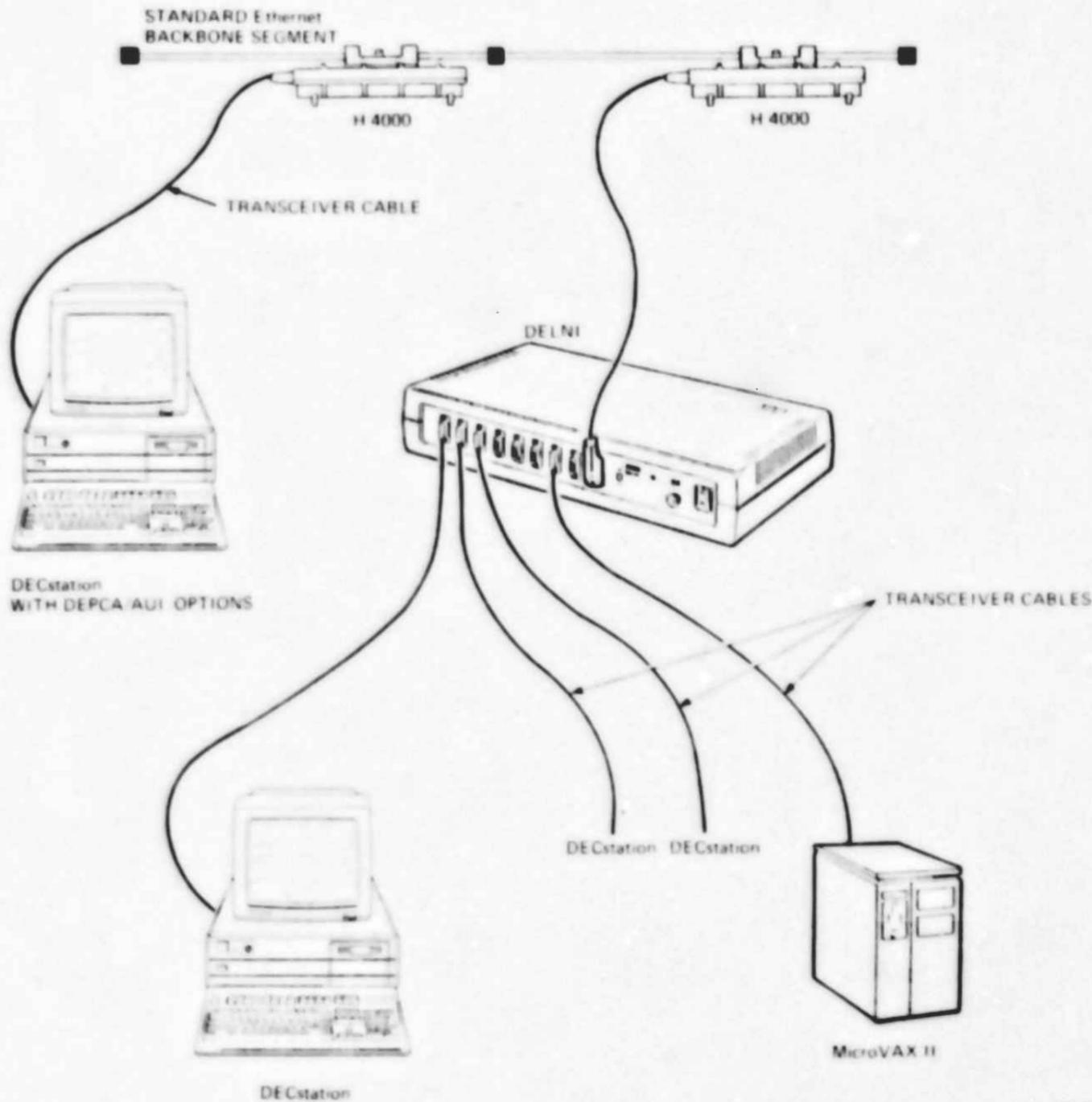
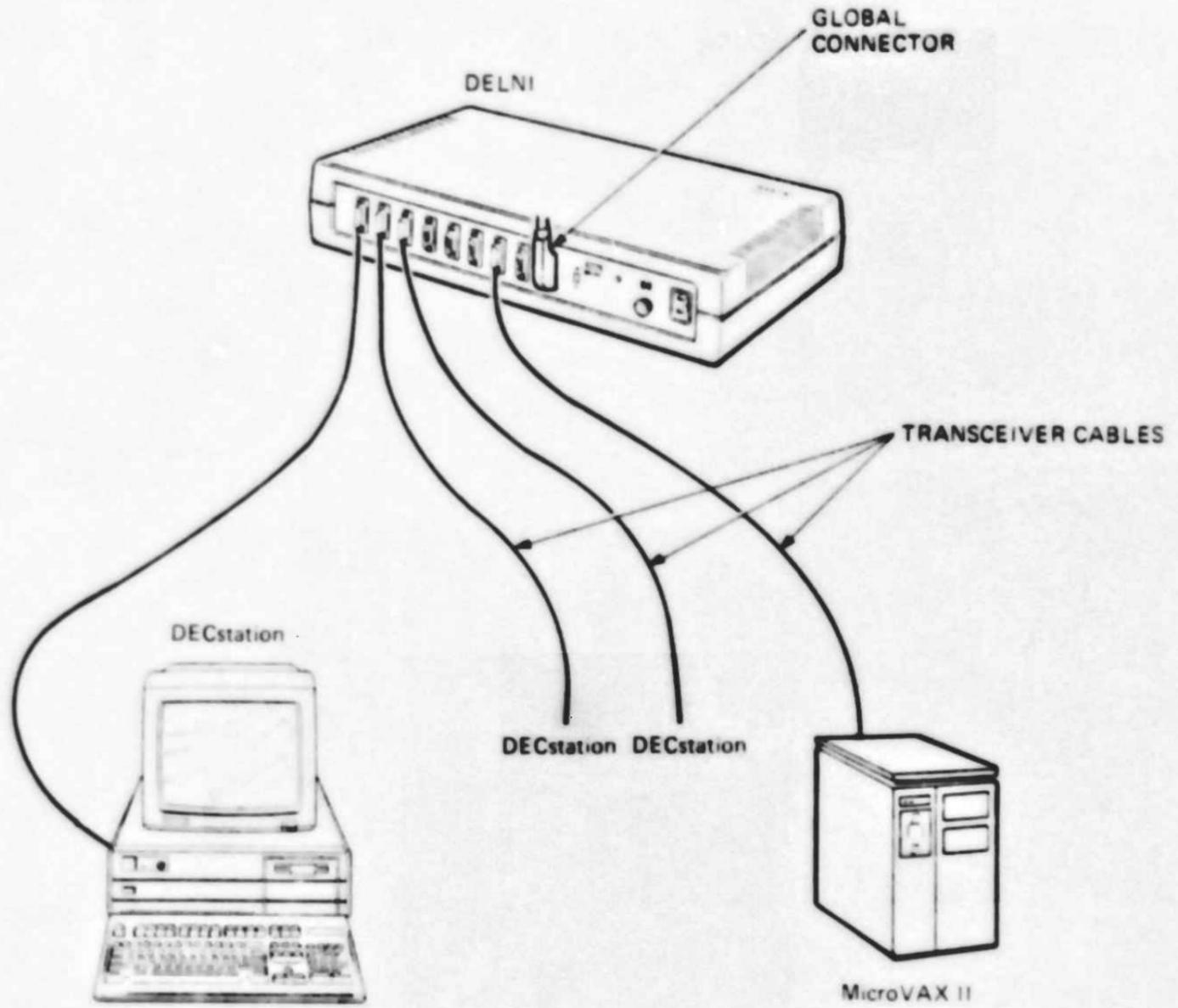


Figure 3-5 shows a network connection for a DECstation system with a DEPCA/AUI option through a DELNI.

Figure 3-5 DECstation 210 Network Connection through a DELNI



34 Ethernet Connections

To disconnect a DECstation 210 from a standard Ethernet network, use the following procedure.

- 1. Inform the system administrator that you are going to disconnect the DECstation system.**
- 2. Turn power to the system off.**
- 3. Disconnect the transceiver cable from the connector on the DECstation system.**

To connect the DECstation 210 to a standard Ethernet network, reverse this procedure.

For more information about connecting a DECstation system to a standard Ethernet network, see the *DECconnect System Planning and Configuration Guide*.

4

FRU Replacement

4.1 Introduction

This chapter contains procedures for removing and replacing each DECstation 210 field replaceable unit (FRU). To install many of the FRUs perform the reverse of the procedure when it is so noted. Only qualified service technicians should remove and replace FRUs. Use only DIGITAL supplied spares.

Table 4-1 lists the FRUs for the DECstation 210 and their part numbers.

Table 4-1 DECstation 210 Field Replaceable Units

FRU	Digital Part Number
Enhanced 101 Keyboard	29-27442-01.A01
DIGITAL VSXXX Mouse	30-25322-01.A01
Color monitor	30-30901-01.A01
Monochrome monitor	30-30902-01.A01
Power supply (135W)	29-27430-01.A01
Main logic board	29-27429-01.A01
Math coprocessor (Intel 80287, 10 MHz)	19-30951-01.A01
512K SIMM (150 ns)	19-30954-01.A01
2 Mbyte SIMM (150 ns)	19-30955-01.A01
128K RAM	19-30952-01.A01
Zero Kbyte Extended memory board	20-30953-01.A01
1.44 Mbyte 3.5 inch Floppy disk drive	30-30942-01.A01
40 Mbyte 5.25 inch SCSI hard disk drive	30-30903-01.A01
80 Mbyte 5.25 inch SCSI hard disk drive	30-30904-01.A01
170 Mbyte 5.25 inch SCSI hard disk drive	30-30905-01.A01
150 Mbyte 5.25 inch SCSI tape drive	30-30906-01.A01
VGA board	20-30947-01.A01
16-bit SCSI board	20-30945-01.A01
Parallel/Serial board	20-30946-01.A01
DEPCA Adapter board	70-24252
Speaker/LED assembly and cable	29-27440-01.A01
Battery	29-27439-01.A01
SCSI drive ribbon cable	29-27441-01.A01
Floppy drive ribbon cable	29-27432-01.A01

4.1.1 Before Replacing FRUs

The following criteria apply when removing or installing DECstation 210 FRUs.

CAUTION

After you turn power off to the system, do not disconnect the power cord from the system unit or wall outlet for at least 20 seconds.

- Always turn off the power to the system and monitor and disconnect all external cables before removing any FRU.

NOTE

Before disconnecting the DECstation 210 from a network, inform the system administrator that you are going to disconnect the ThinWire T-connector from the computer. Do not disconnect any cable or terminator from the T-connector. Doing so disrupts network operation.

- Always use a grounded wrist strap and grounded work surface when opening the system unit or handling any external component and its replacement. Static electricity can damage printed circuit boards and mass storage devices.
- After replacing a FRU verify that it and the system function properly.

4.2 Replacing FRUs

This section describes how to remove and replace the various FRUs in the DECstation 210. Figure 4-1 shows an exploded view of the DECstation 210 chassis. Figure 4-2 shows an exploded view of the DECstation 210 main logic board and options.

Figure 4-1 Exploded View of DECstation 210 Chassis

(MONITOR, KEYBOARD, COVER
MOUSE AND CABLES NOT SHOWN)

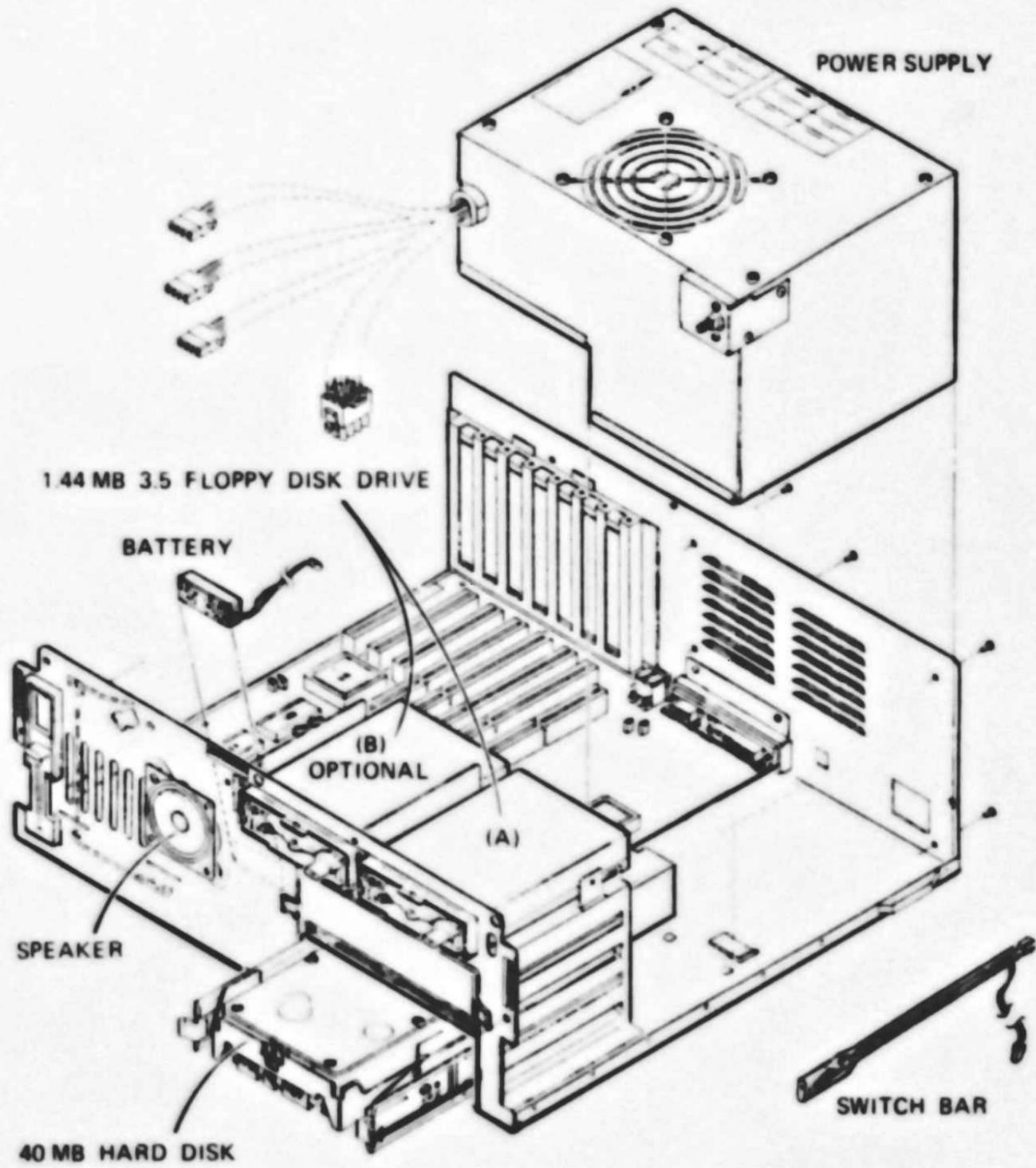
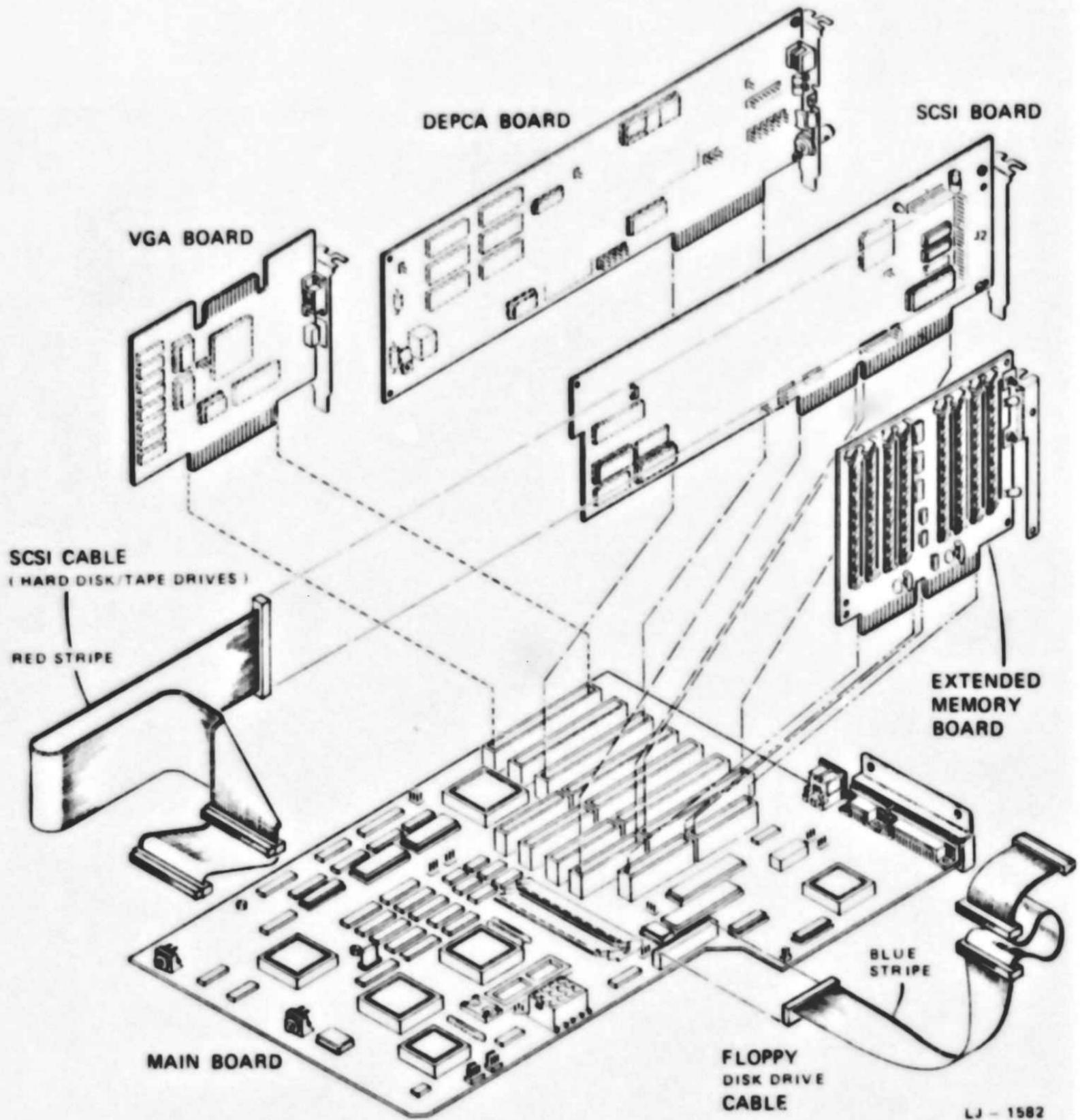


Figure 4-2 Exploded View of DECstation 210 Main Logic Board and Options



4.2.1 Keyboard Replacement

Replace the keyboard as follows:

1. Turn off power to the system unit and monitor.
2. Disconnect the keyboard cable from the system unit.
3. Connect the cable from the new keyboard to the system unit.
4. Turn the power on again.

4.2.2 Monitor Replacement

Replace the monitor as follows:

1. Turn off power to the system unit and monitor.
2. Unplug the power cord to the monitor from the wall outlet.
3. Disconnect the monitor cable from the system unit.
4. Connect the cable from the new monitor to the system unit.
5. Plug the power cord from the new monitor into the wall outlet.
6. Turn the power on again.

4.2.3 VSXXX Mouse Replacement

Replace the mouse as follows:

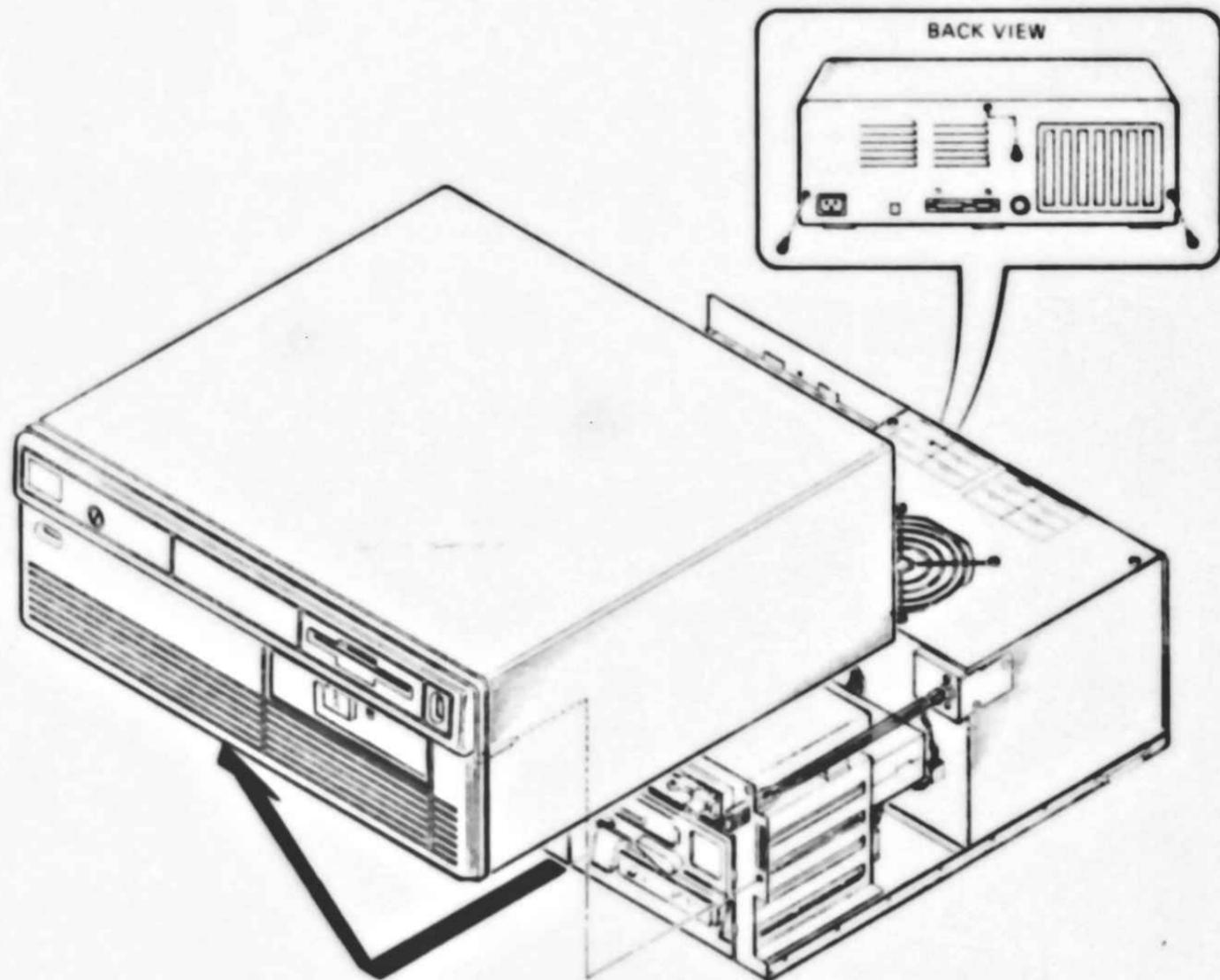
1. Turn off power to the system unit and monitor.
2. Disconnect the mouse cable from the system unit.
3. Connect the cable from the new mouse to the system unit.
4. Turn the power on again.

4.2.4 System Cover Removal

Use the following procedure to remove the system cover:

1. Turn off power to the system unit and monitor.
2. Disconnect all cables from the back of the system unit.
3. Remove the three screws that secure the cover to the back of the system unit (Figure 4-3).
4. Remove the cover as shown in Figure 4-3.

Figure 4-3 Removing the System Cover



4.2.5 Floppy Drive Replacement

Replace the floppy disk drive as follows (Figure 4-4):

1. Remove the system cover (Figure 4-3).
2. Identify the drive to be replaced and remove it.
 - If floppy drive A needs to be replaced, see Section 4.2.5.1.
 - If floppy drive B needs to be replaced, see Section 4.2.5.2.
3. After replacing the drive(s) reconnect all system cables.
4. Verify the operation of the replaced drive.
5. Reinstall the system cover.

4.2.5.1 Removing Floppy Drive A

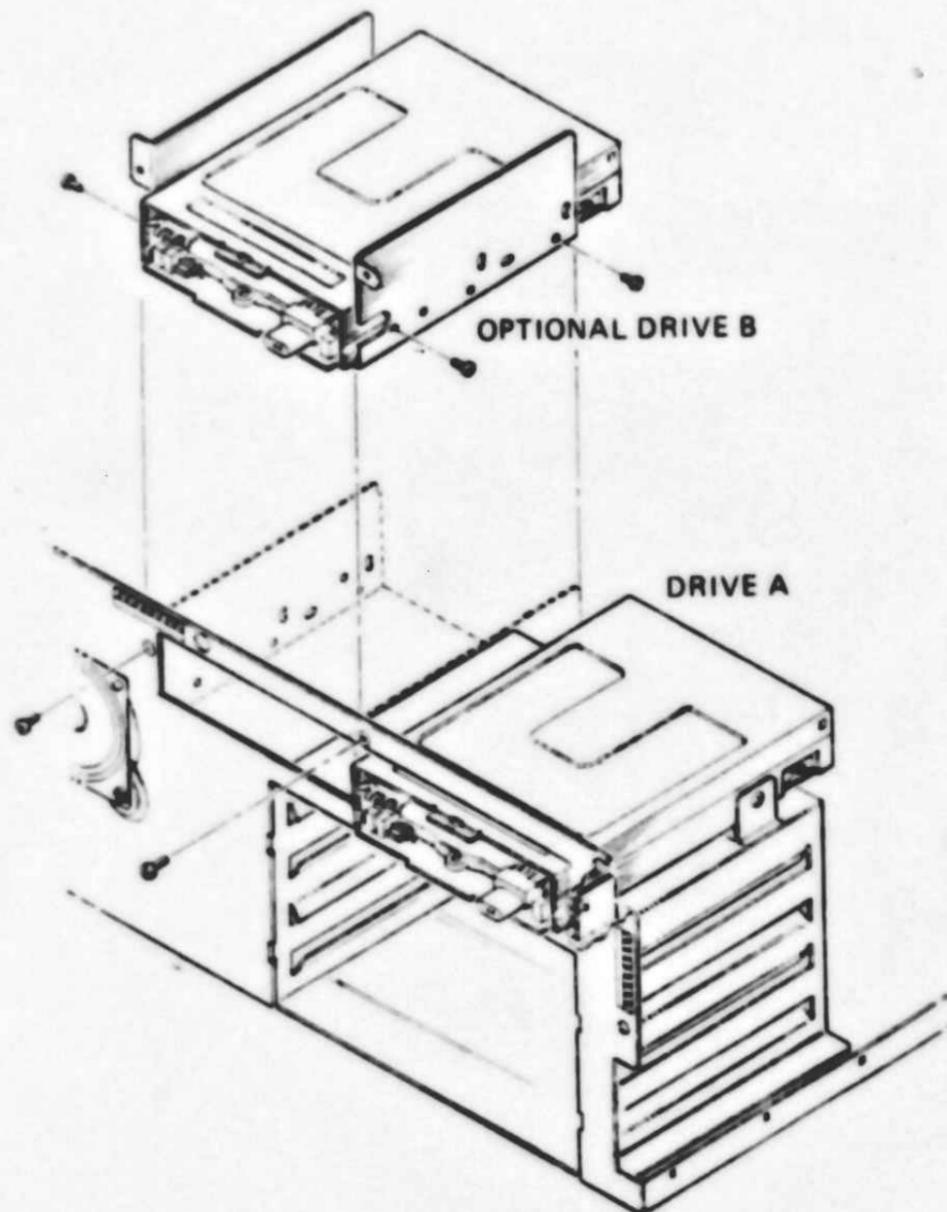
1. Remove the power switch extender (Figure 4-12).
2. Remove the ribbon cable from the back of drive A.
3. Remove drive B if installed (Section 4.2.5.2).
4. Remove the three mounting screws that hold drive A in place and remove the drive.
5. Set the switch on the replacement drive to match that of the removed drive.
6. Install the replacement drive using the three mounting screws.
7. Reinstall floppy drive B if necessary.
8. Reconnect the ribbon cable to the floppy drive and the power switch extender to the switch on the power supply (Figure 4-12).

4.2.5.2 Removing Floppy Drive B

1. Remove the ribbon cable from the back of the drive.
2. Remove the two mounting screws that hold the mounting tray in place.
3. Remove the mounting tray from the system unit.
4. Remove the mounting screws that hold the drive in the mounting tray. Note the location of the mounting holes used on the drive and the mounting tray.

5. Set the switch on the replacement drive to match that of the removed drive.
6. Install the replacement drive in the mounting tray.
7. Install the mounting tray in the system unit using the two mounting screws.
8. Reconnect the ribbon cable to the drive.

Figure 4-4 Removing a Floppy Disk Drive

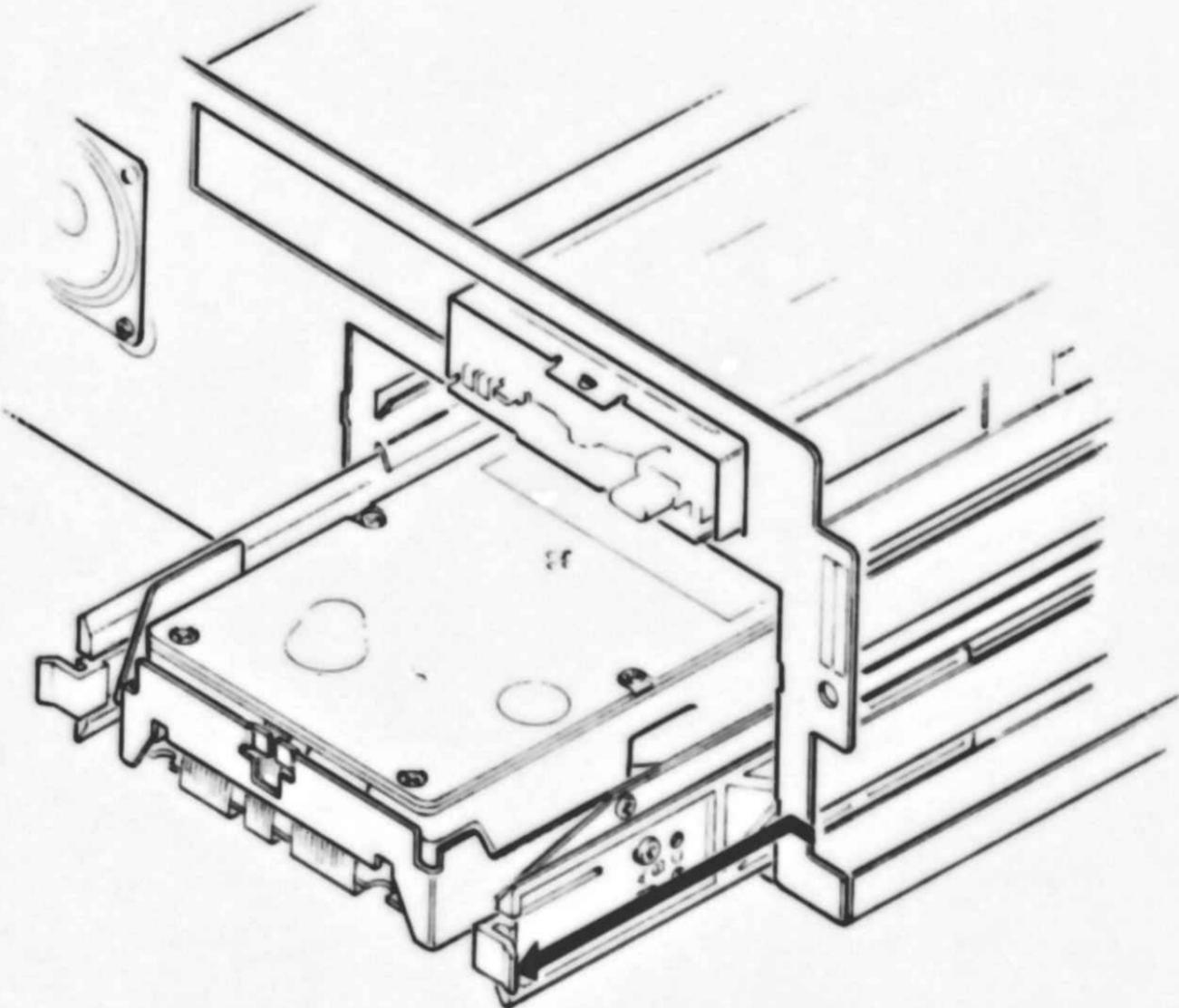


4.2.6 Hard Disk/Tape Drive Replacement

Replace the SCSI hard disk and tape drive as follows (Figure 4-5):

1. Remove the system cover. (Section 4.2.4).
2. Identify the drive to be replaced.
3. Disconnect the power cable from the drive.
4. Remove the drive by pressing both catches in toward the drive and sliding the drive out of the unit. If a second hard disk or a tape drive is installed it may be necessary to partially remove that unit.
5. Disconnect the ribbon cable from the drive.
6. Note the location of the mounting screws and orientation of the grounding tabs on the drive. Remove the mounting slides and grounding tabs from the bad drive.
7. Install the mounting slides and grounding tabs on the new drive. Make sure the location of the mounting screws and orientation of the grounding tabs are the same as on the bad drive.
8. Set any jumpers or switches on the drive to match those on the bad drive. Refer to Appendix A for the location of the jumpers and switches.
9. Connect the ribbon cable to the new drive.
10. Slide the replacement drive and any other drives into the system unit.
11. Connect the power cable.
12. Verify the operation of the replaced drive.
13. Close the system unit.

Figure 4-5 Removing the Hard Disk/Tape Drive



LJ - 1585

4.2.7 Option Board Replacement

The procedure for replacing an option board in the DECstation 210 is similar for the different options in the system. Figure 4-6 shows the recommended location of DIGITAL supplied options.

1. Remove the system cover (Section 4.2.4).
2. Locate the option board to be replaced.
3. Note the position of any cables connected to the board and disconnect them.
4. Remove the mounting screw that secures the option board to the chassis (Figure 4-7).
5. Note the slot that the board is in.
6. Remove the board by pulling it up and out of the expansion slot connector.
7. Configure the jumpers and switches on the new board to match those on the old board
8. Install the new board in the slot from which the bad board was removed. Make sure the board is firmly seated in the connector(s) on the main logic board.
9. Secure the board to the chassis with the mounting screw.
10. Reconnect any cables you removed.
11. Verify the operation of the replaced board.
12. Reinstall the system cover.

Figure 4-6 Recommended Option Locations

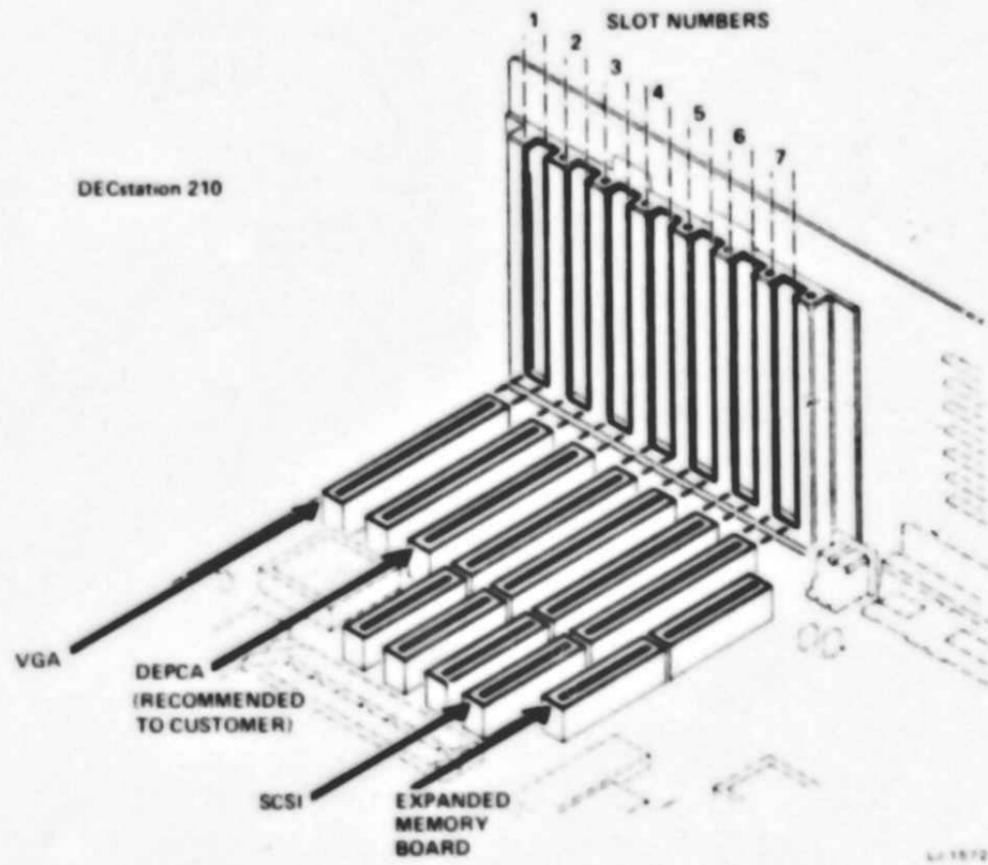
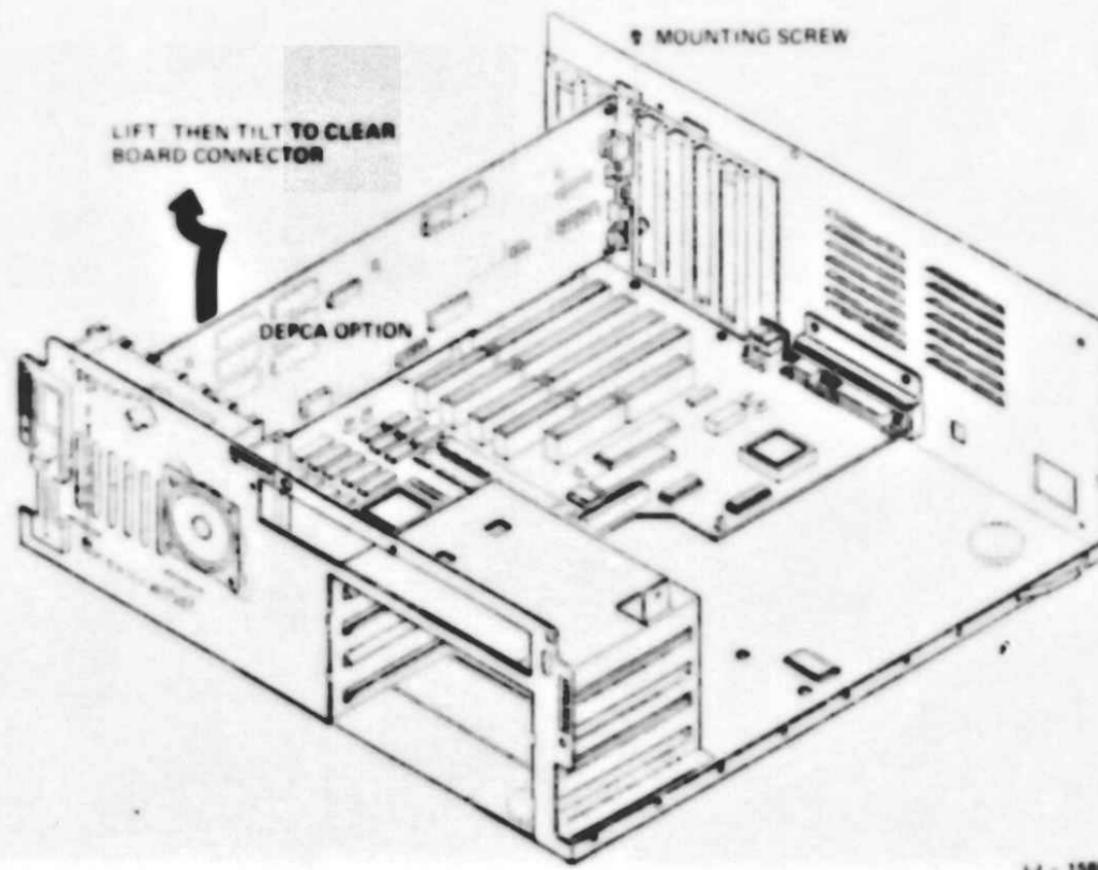


Figure 4-7 Removing an Option Board

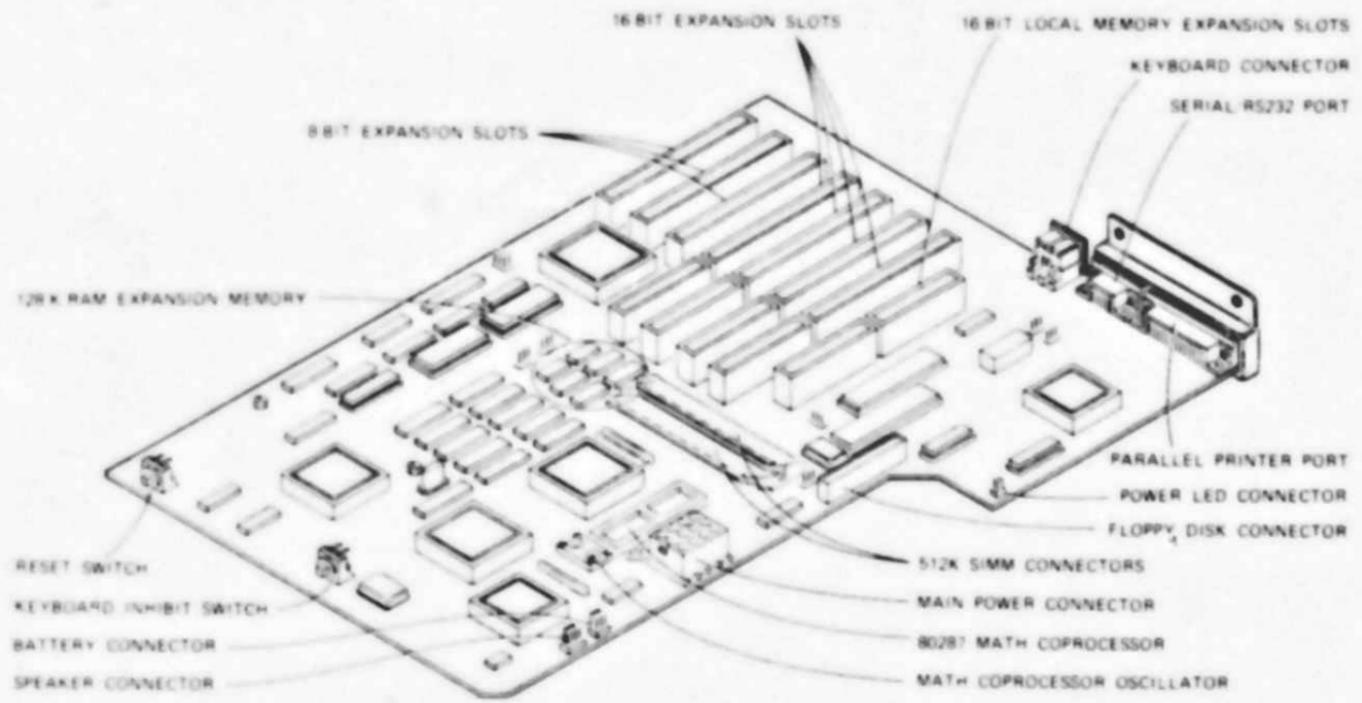


4.2.8 Single-In-Line Memory Module Replacement

Use the following to replace Single-In-Line Memory Modules (SIMMs):

1. Remove the system cover (Section 4.2.4).
2. Locate the SIMM to be replaced. This can be on the main logic board (Figure 4-8) or the extended memory board (Figure 4-9).
3. If the SIMM to be replaced is on the main logic board, remove the options necessary to gain access to the SIMM. If the SIMM is on the extended memory board, remove the memory board from the system (Figure 4-9).
4. To remove a SIMM use both hands to spread the retaining clips that hold the SIMM in place (Figure 4-10). If the SIMM to be replaced is the bottom one in a pair it will be necessary to remove the top one first and then the bottom one.
5. Move the SIMM forward to the vertical position.
6. Use your index fingers to pull the SIMM away from the retaining brackets.
7. To install a SIMM, grasp it at both ends and insert it into the socket as shown in Figure 4-10. Make sure the SIMM is fully seated in the connector.
8. Press backward and down on the SIMM to lock it into place.

Figure 4-8 Location of Components on the Main Logic Board



CA-11987

Figure 4-9 Removing the Zero KByte Extended Memory Module

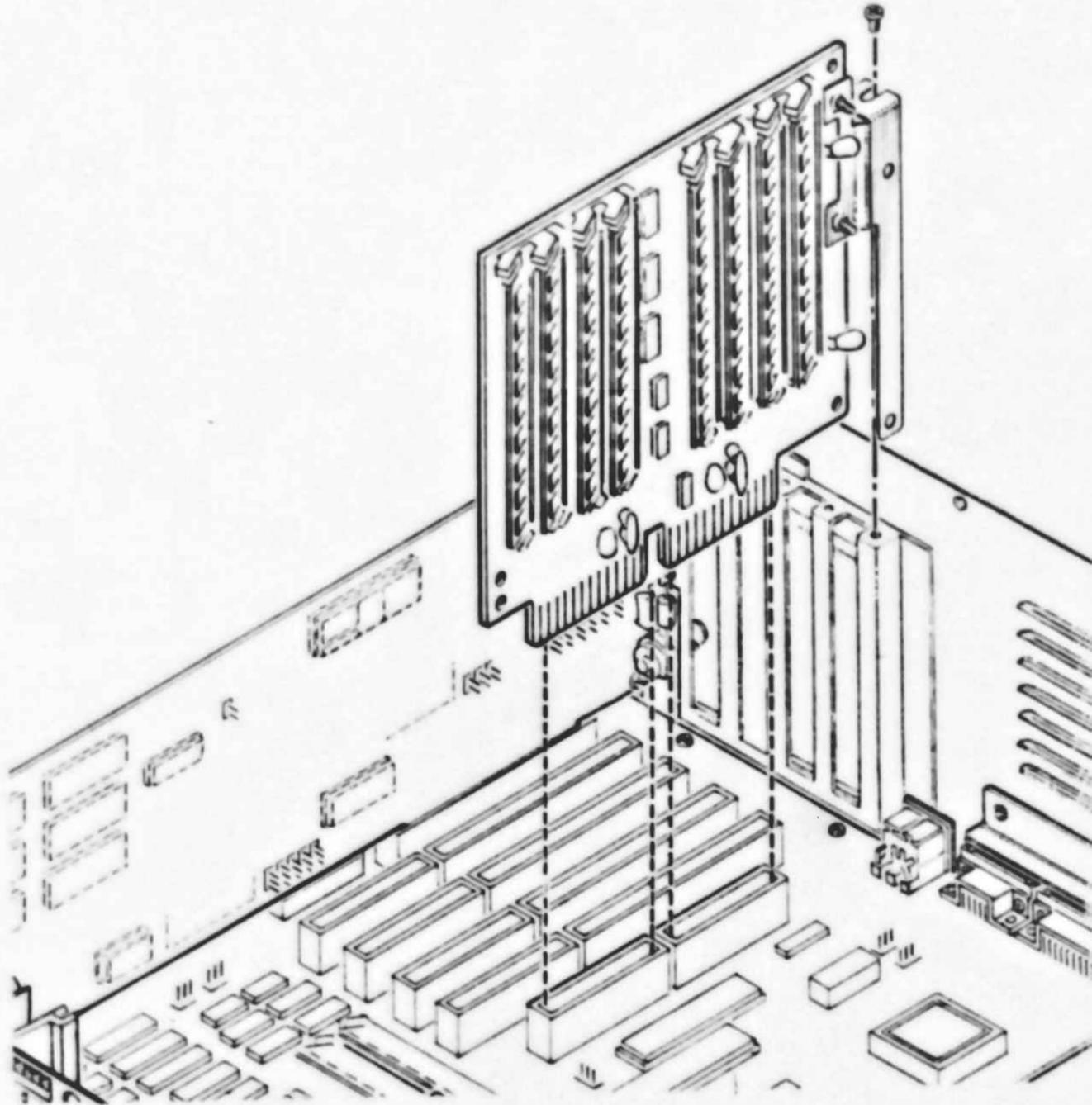
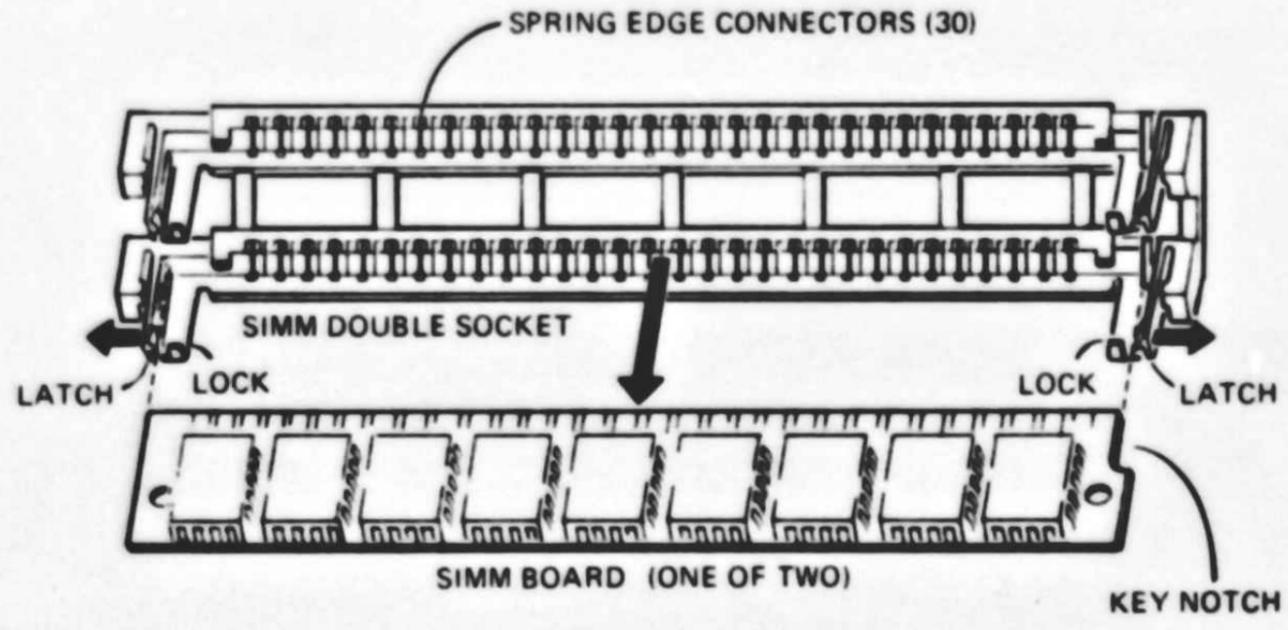


Figure 4-10 SIMM Removal and Replacement



4.2.9 RAM Chip Replacement

Replace the RAM chip(s) as follows:

1. Locate, on the main logic board, the RAM chip(s) to be replaced (Figure 4-8).
2. Remove any option modules that block access to the RAM chip(s).
3. Remove the chip(s) using a small, flat-blade screwdriver to alternately lift each end of the chip. While lifting the chip out of the socket be careful not to damage the socket and chip or bend any of the pins on the chip.
4. Before installing the new RAM chip, straighten any pins so they align with the holes in the socket.
5. Make sure pin one of the RAM chip is aligned with pin one of the socket.
6. Install the RAM chip in the socket by alternately pressing each end of the chip into the socket. Do this until the chip is firmly seated in the socket.

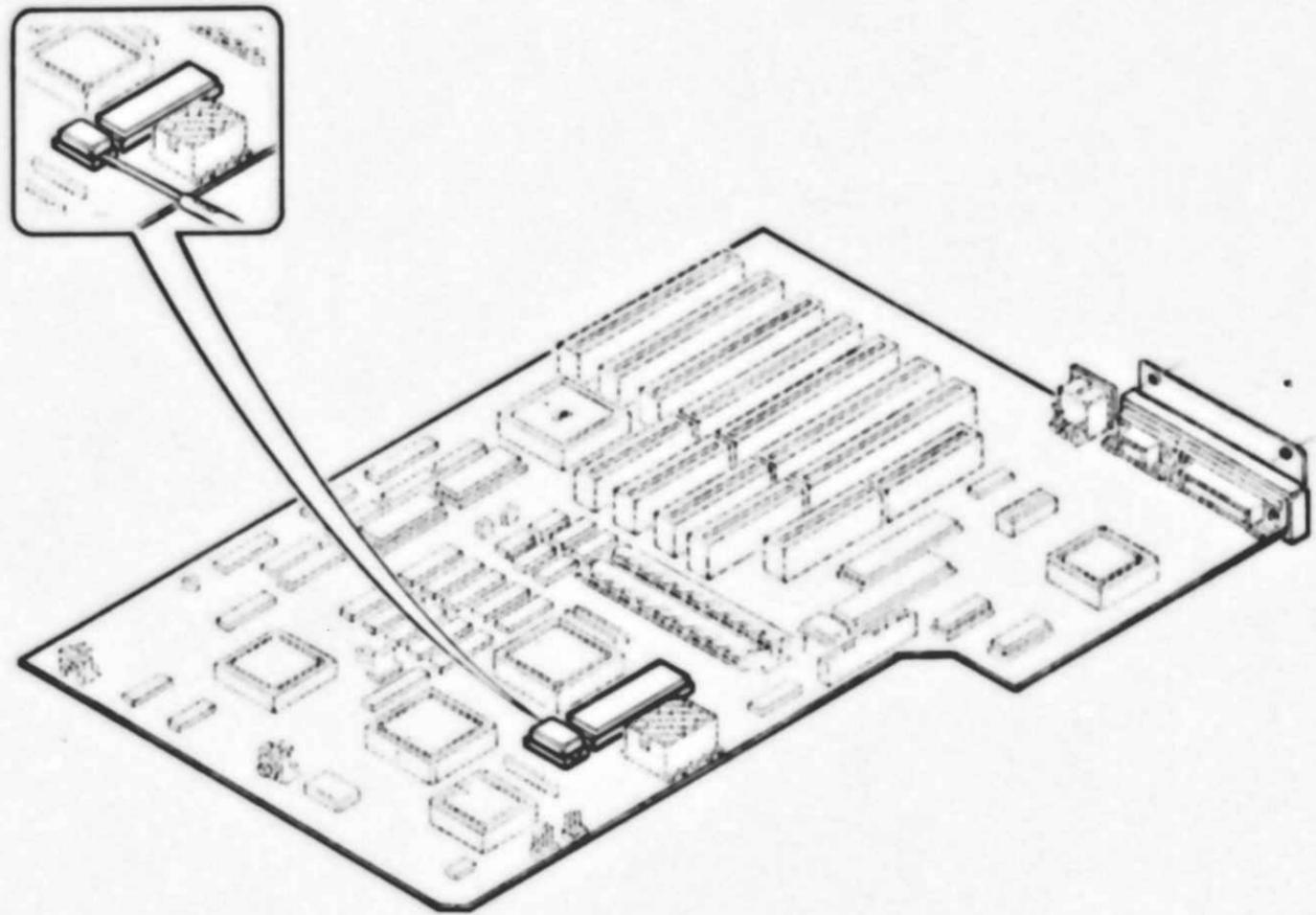
4.2.10 Math Coprocessor Removal and Replacement

The math coprocessor and oscillator are removed and replaced as follows (Figure 4-11):

1. Locate, on the main logic board, the math coprocessor and oscillator (Figure 4-8).
2. Remove any option modules that block access to the math coprocessor and oscillator.
3. Remove the chip(s) using a small, flat-blade screwdriver to alternately lift each end of the chip. While lifting the chip out of the socket be careful not to damage the socket and chip or bend any of the pins on the chip.
4. Before installing the new math coprocessor or oscillator, straighten any pins so they align with the holes in the socket.
5. Make sure pin one of the chip is aligned with pin one of the socket.
6. Install the chip in the socket by alternately pressing each end of the chip into the socket. Do this until the chip is firmly seated in the socket.

7. Install the chip in the socket by alternately pressing each end of the chip into the socket. Do this until the chip is firmly seated in the socket.

Figure 4-11 Removing the Math Coprocessor



4.2.11 Power Supply Removal and Replacement

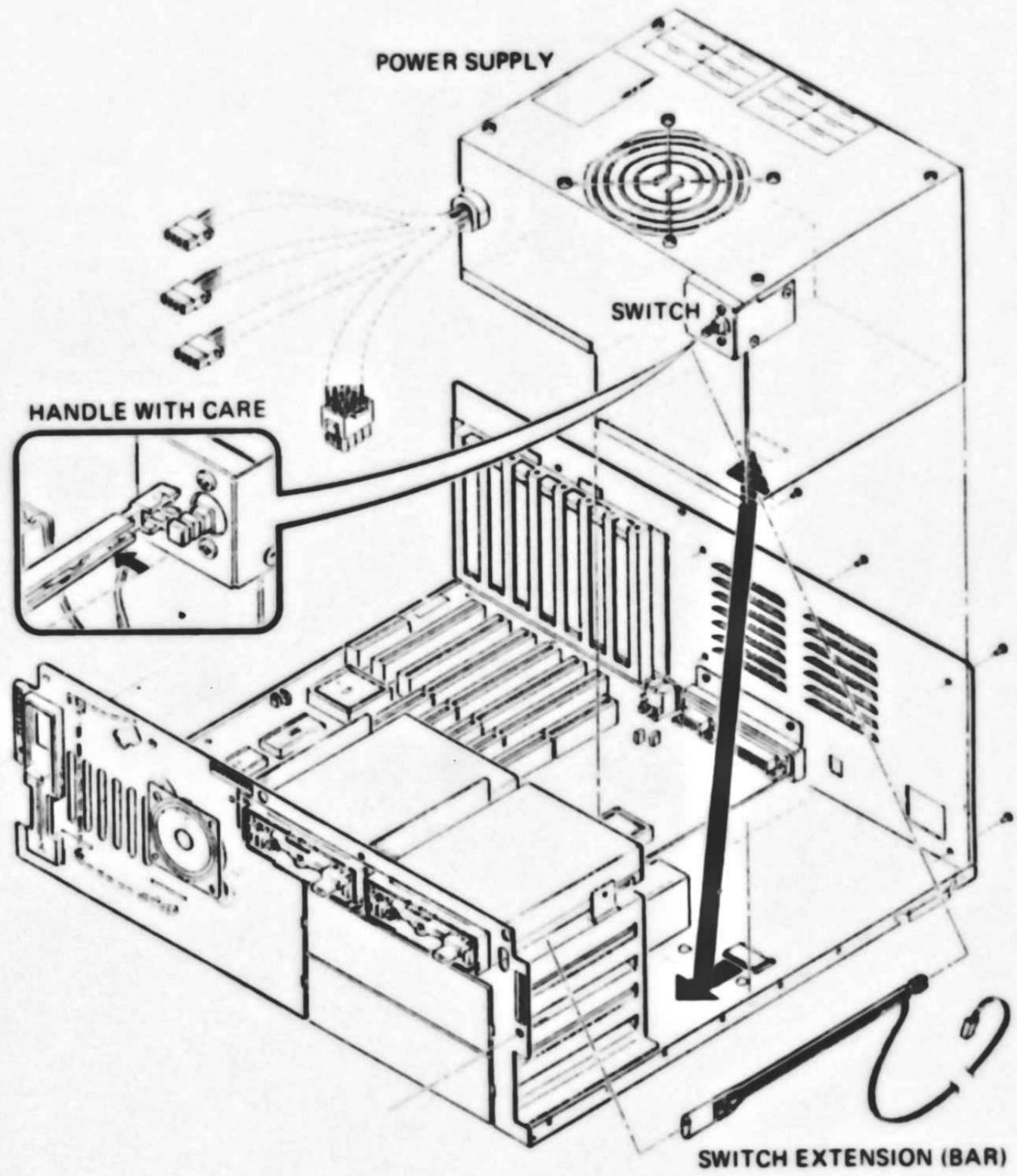
Remove the power supply as follows (Figure 4-12):

CAUTION

After you turn power off to the system, do not disconnect the power cord from the system unit or ac outlet for at least 20 seconds.

1. Remove the cover from the system unit (Section 4.2.4).
2. Remove the power switch extension from the power supply.
3. Disconnect the power supply cables from the main logic board and disk drives.
4. Remove the four mounting screws that hold the power supply in the system unit.
5. Slide the power supply unit toward the front of the system unit to disengage it from the catch on the bottom of the system unit.
6. Remove the power supply unit from the system unit by lifting it up.
7. To replace the power supply unit perform the previous steps in reverse order.

Figure 4-12 Removing the Power Supply

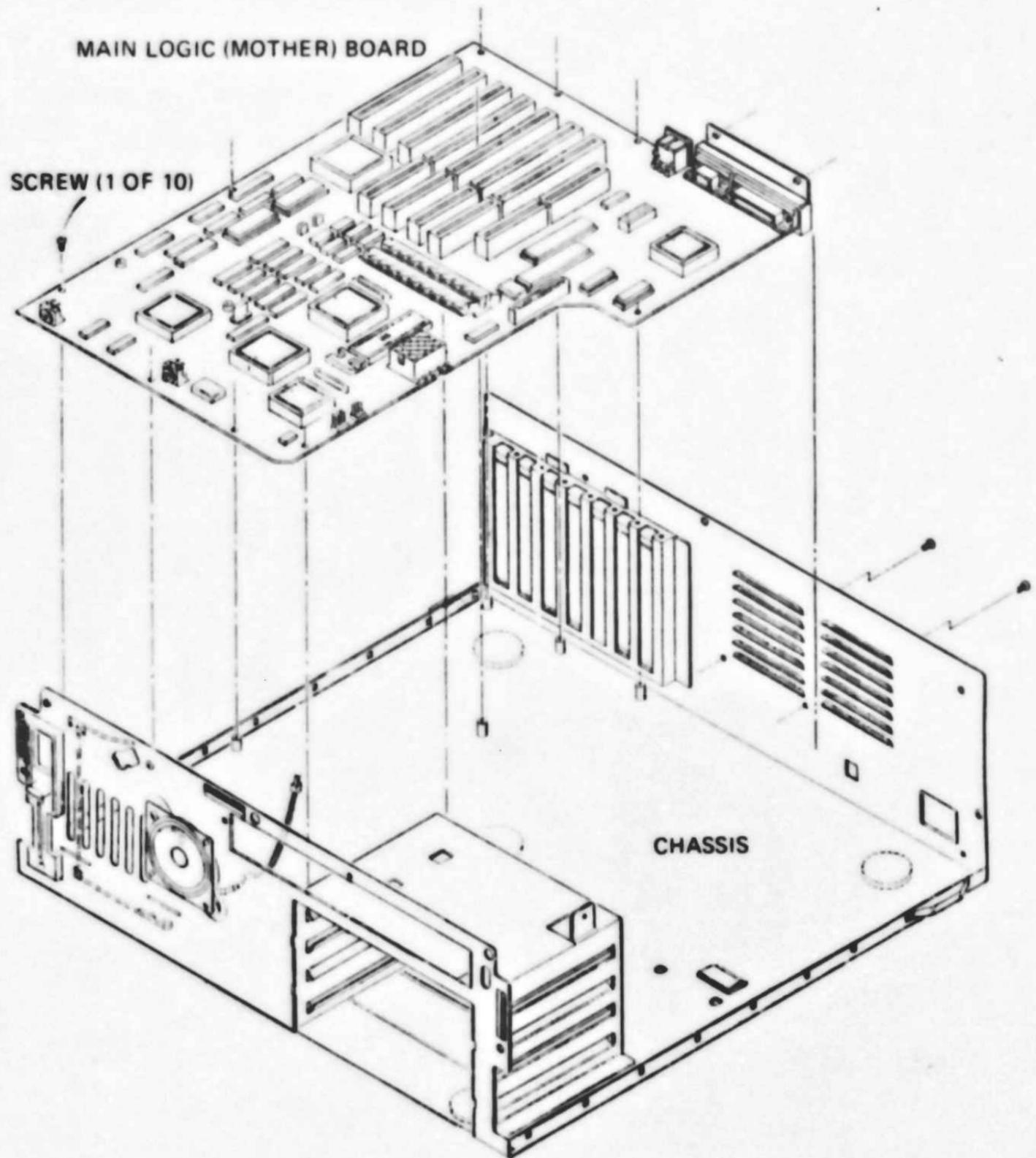


4.2.12 Main Logic Board Removal

Use the following procedure to remove and replace the main logic board. Refer to Figure 4-13 during the removal process.

1. Remove the system cover (Section 4.2.4).
2. Remove all option boards from the system board. When removing each board note its location and the location and routing of any cables attached to the option. Disconnect any cables attached to the option board (if necessary). Remove the board. Do this for each option board in the system.
3. Remove the power supply from the system (Figure 4-12).
4. Disconnect all cables connected to the main logic board and note their location and routing.
5. Remove the mounting tray for floppy drive B by removing the two mounting screws that secure the tray to the front of the system chassis.
6. Remove the card guide by removing the two mounting screws that secure it to the front of the system chassis.
7. Remove the main logic board by performing the following steps:
 - a. Remove the two screws that secure the keyboard/serial connector to the back of the chassis.
 - b. Remove the 10 screws that secure the main logic board to the chassis.
 - c. Remove the main logic board as shown in Figure 4-13.
8. Before installing the replacement module, the coprocessor and oscillator (if present) need to be removed from the bad board and installed on the replacement board as described in Section 4.2.10.
9. Set the jumpers and switches on the replacement board to match those on the bad board
10. Install the new board by reversing the steps used to remove the board.

Figure 4-13 Removing the Main Logic Board



4.2.13 Speaker Replacement

Replace the speaker by performing the following steps (Figure 4-1):

1. Remove the system cover (Section 4.2.4).
2. Disconnect the speaker cable from the main logic board.
3. Remove the two screws securing the speaker to the front of the chassis.
4. Remove the speaker.
5. Installation of the speaker is the reverse of its removal.

4.2.14 Battery Replacement

Replace the battery by performing the following steps:

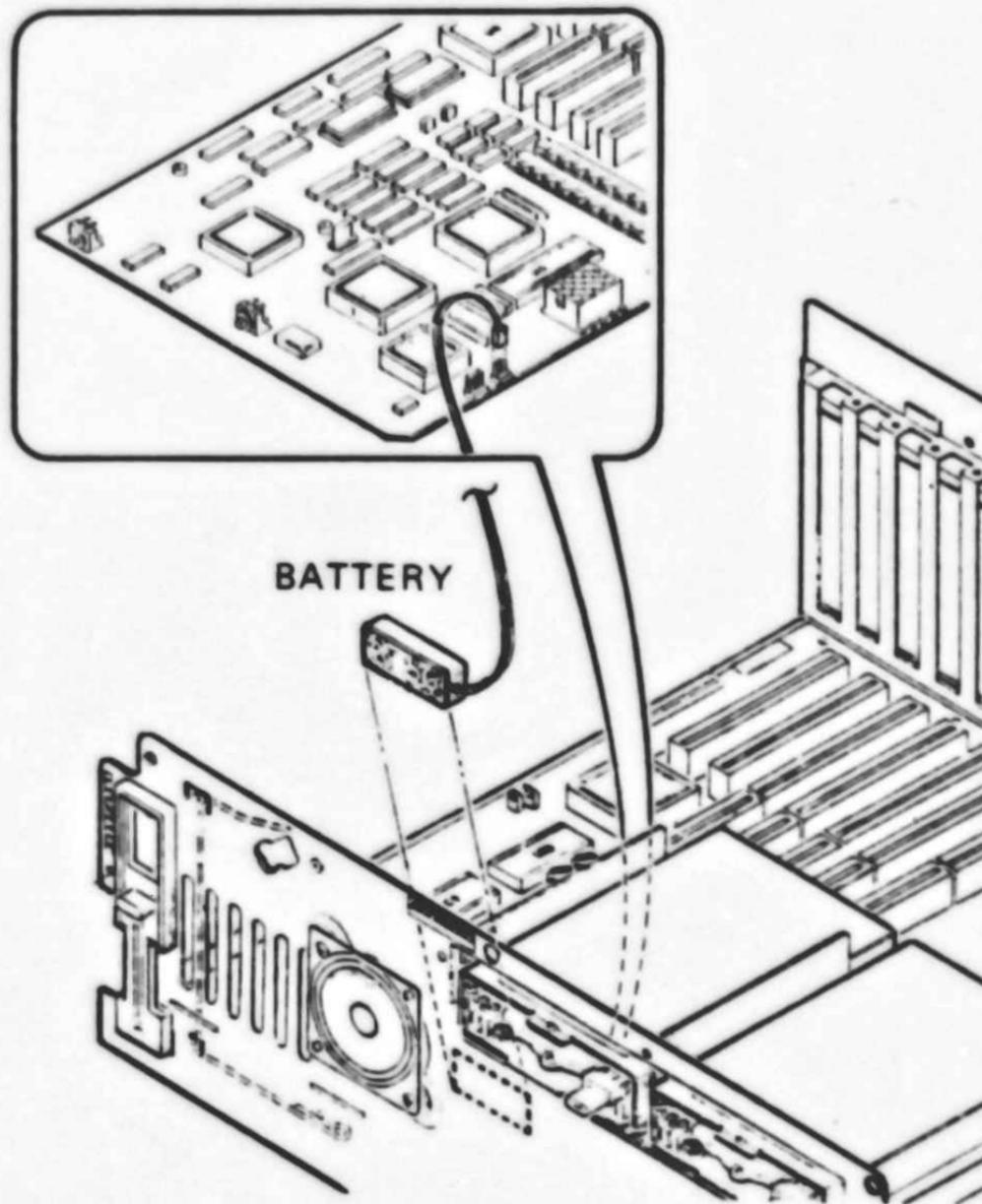
1. Remove the system cover (Section 4.2.4).
2. Disconnect the battery from the main logic board (Figure 4-14).
3. Remove the battery from the system by pulling it off of the velcro mounting strip.

WARNING

Do not dispose of the battery at the customer site. Do not burn the battery or take it apart.

4. Replace the battery and connect it to the main logic board.

Figure 4-14 Removing the Battery



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A

Jumpers and Switches

This appendix shows the location and describes the function of the jumpers and switches on the following boards used in the DECstation 210:

- Main logic board
- VGA option board
- Serial/Parallel board
- 16 bit SCSI board
- 40/80 Mbyte SCSI hard disk
- 170 Mbyte SCSI hard disk
- 150 Mbyte tape drive

A recommended default setting for the jumpers and switches is also provided.

A.1 DECstation 210 Main Logic Board

Figure A-1 shows the jumper locations on the DECstation 210 main logic board. Table A-1 lists the jumper and switch configurations for the DECstation 210 main logic board.

62 Jumpers and Switches

Figure A-1 DECstation 210 Main Logic Board Jumper Locations

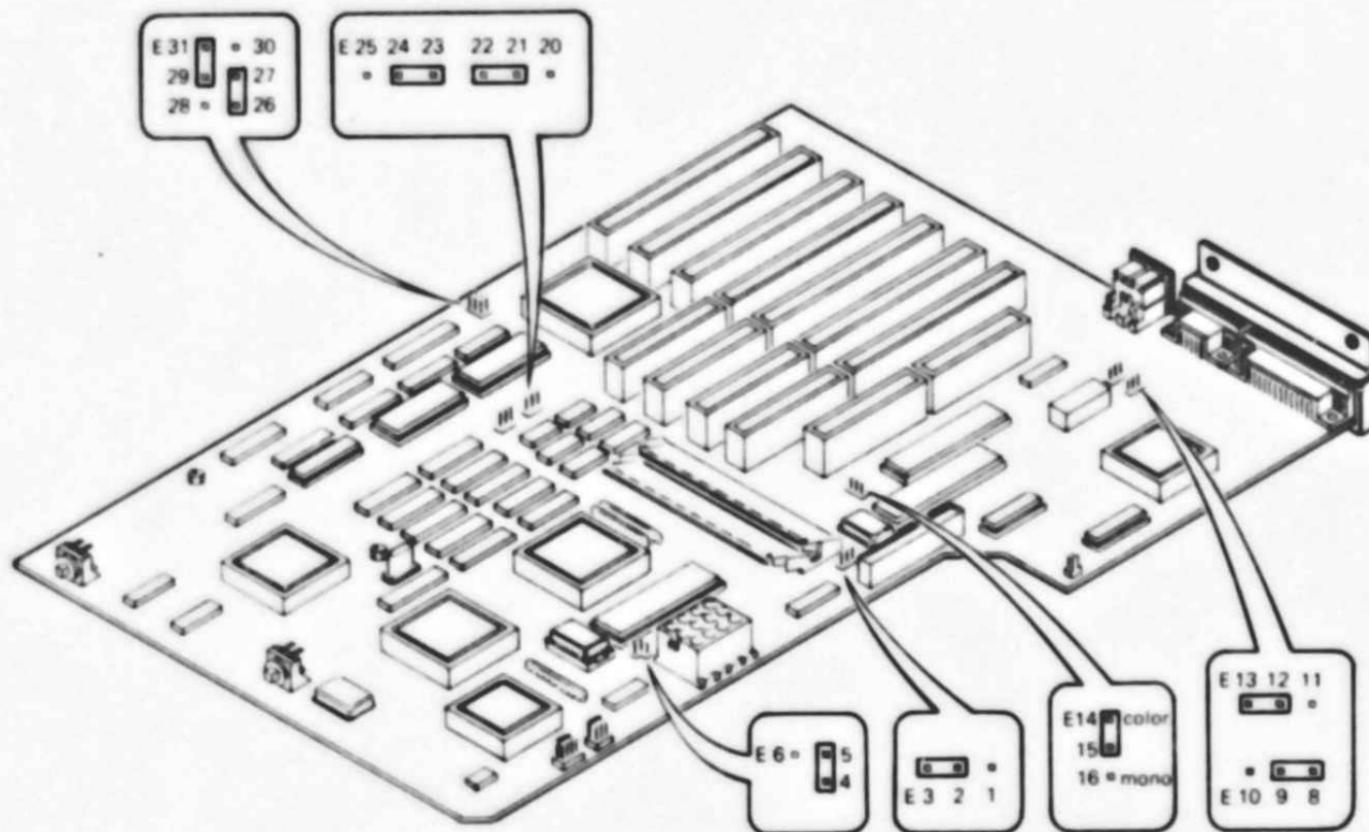


Table A-1 DECstation 210 Jumper and Switch Configurations

Configuration	Jumper Setting	Dip Switch
Monitor		
Color	E15-E16*	
Monochrome	E14-E15	
BIOS ROM Type		
128K (16K x 8)	E26-E27 E29-E31*	
256K (32K x 8)	E26-E27 E28-E29	
512K (64K x 8)	E27-E30 E28-E29	
DRAM Bank Select		
Bank 0 On-board (512K)	E23-E24*	
Bank 0 on Local Memory ExBd (512K/2M)	E24-E25	
Bank 1 On-board (128K)	E21-E22*	
Bank 1 on Local Memory ExBd (512K/2M)	E20-E21	
On-board Parallel Port		
Port One Enabled		SW1 = ON* SW2 = ON*
Parallel Port Interrupt = IRQ7	E12-E13*	
Port Two Enabled		SW1 = ON SW2 = OFF
Parallel Port Interrupt = IRQ5	E11-E12	
On-board Parallel Port Disabled		SW1 = OFF
On-board Serial Port		
Port One Enabled		SW3 = ON* SW4 = ON*
Serial Port Interrupt = IRQ4	E8-E9*	
Port Two Enabled		SW3 = ON

*Default Setting

Table A-1 (Cont.) DECstation 210 Jumper and Switch Configurations

Configuration	Jumper Setting	Dip Switch
		SW4 = OFF
Serial Port Interrupt = IRQ3	E9-E10	
On-board Serial Port Disabled		SW3 = OFF
On-board Floppy		
Primary Port		SW5 = ON*
Secondary Port		SW5 = OFF
Math Coprocessor		
10MHz Option Kit	E2-E3 E4-E6*	
8MHz Option Kit	E1-E2 E6-E7	
Coprocessor Not Present	No Jumper	
*Default Setting		

A.2 DECstation 210 Memory Configuration

Table A-2 lists the jumper settings for the different memory configurations available on the DECstation 210. In the table, the abbreviation for main logic board is MBd and the abbreviation for the memory expansion board is ExBd.

Table A-2 DECstation 210 Memory Configuration

Total Memory	Bank 0 MBd	Bank 0 ExBd	Bank 1 MBd	Bank 1 ExBd	Bank 2 MBd	Bank 2 ExBd	Bank 3 MBd	Bank 3 ExBd	Jumper Settings
512K	512K	-	-	-	-	-	-	-	E23-E24 E21-E22
Standard amount of memory. No ExBd.									
640K	512K	-	128K	-	-	-	-	-	E23-E24 E21-E22
128K RAM Upgrade. No ExBd.									
1 MB*	-	512K	-	512K	-	-	-	-	E24-E25 E20-E21
Move two 256K SIMMs to ExBd. Add two more.									
1.64 MB	-	512K	128K	-	-	512K	-	512K	E24-E25 E21-E22
Add 128K Upgrade. Move two 256K SIMMs to ExBd. Add four more.									
2 MB*	-	512K	-	512K	-	512K	-	512K	E24-E25 E20-E21
Move two 256K SIMMs to ExBd. Add six more.									
4.64 MB	-	512K	128K	-	-	2MB	-	2MB	E24-E25 E21-E22
Add 128K Upgrade. Move two 256K SIMMs to ExBd. Add four 1 MB SIMMs.									
8 MB*	-	512K	-	512K	-	2MB	-	2MB	E24-E25 E20-E21
Move two 512K SIMMs to ExBd. Add two more. Add four 1 MB SIMMs.									

*These memory configurations are the most efficient because they can use page mode. Page mode can be used because they have the same amount of memory in Banks 0 and 1 and the same amount of memory in Banks 2 and 3.

Table A-2 (Cont.) DECstation 210 Memory Configuration

Total Memory	Bank 0		Bank 1		Bank 2		Bank 3		Jumper Settings
	MBd	ExBd	MBd	ExBd	MBd	ExBd	MBd	ExBd	
8 MB*	-	2MB	-	2MB	-	2MB	-	2MB	E24-E25 E20-E21

Remove 512K SIMMs from main board. Add eight 1 MB SIMMs to ExBd.

*These memory configurations are the most efficient because they can use page mode. Page mode can be used because they have the same amount of memory in Banks 0 and 1 and the same amount of memory in Banks 2 and 3.

A.3 VGA Adapter

Figure A-2 shows the location of the jumpers and switches on the VGA board. Table A-3 lists the jumper settings for the VGA board.

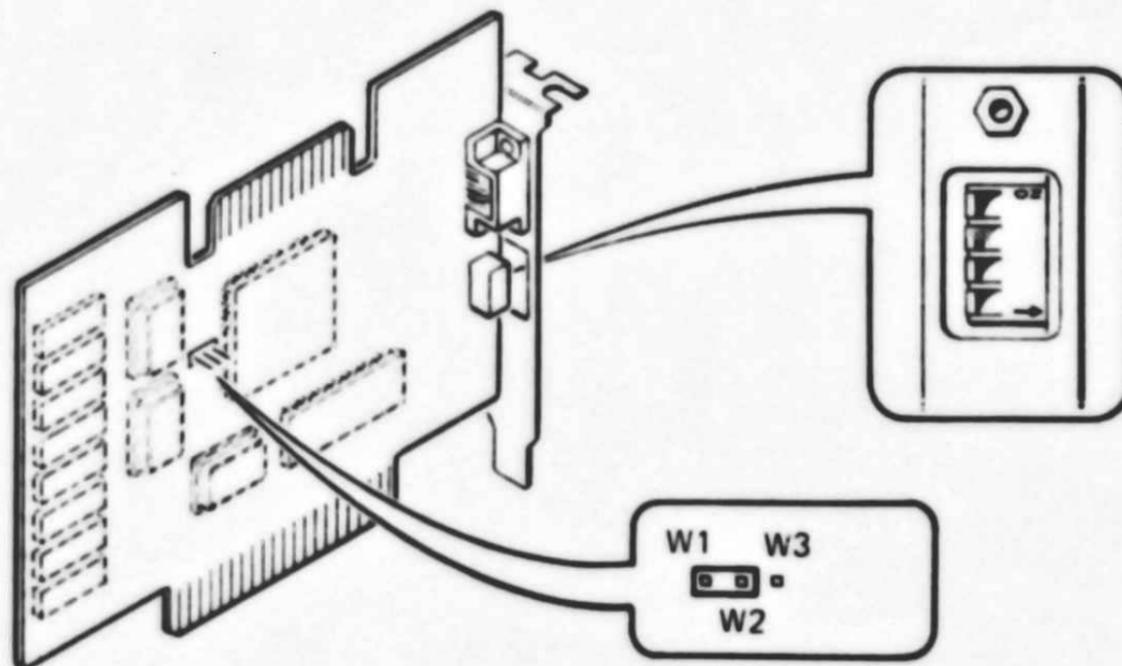
NOTE

Verify that the dip switches on the VGA board are all OFF.

Table A-3 VGA Configuration

Configuration	Jumper Setting
Feature Connector	
132 Column Text Mode Enabled	W1-W2*
132 Column Text Mode Disabled	W2-W3
*Default Setting	

Figure A-2 VGA Jumper and Switch Locations



A.4 Serial/Parallel Board

Figure A-3 shows the location of the jumpers on the Serial/Parallel board. Table A-4 describes the function of each jumper.

Figure A-3 Serial/Parallel Board Jumper Locations

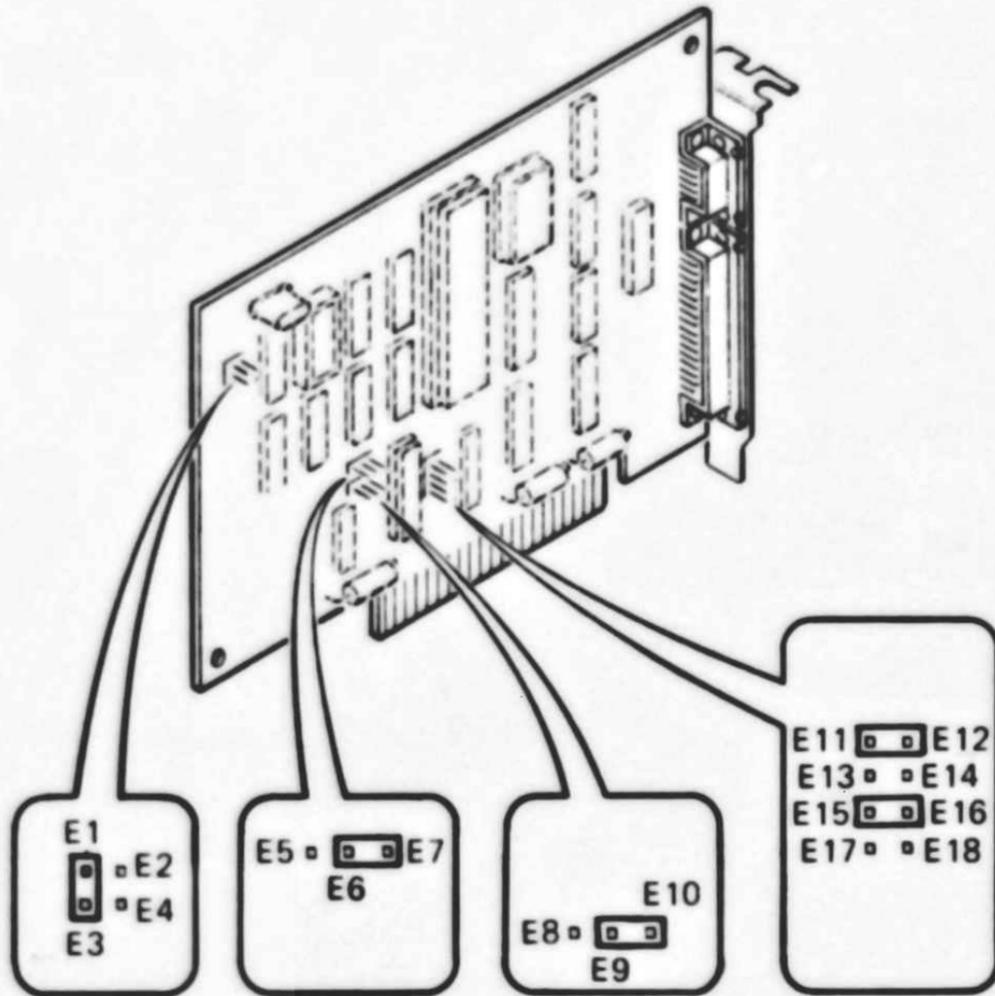


Table A-4 Serial/Parallel Board Jumper Settings

Configuration	Jumper Setting
Serial Port	
Port 1	E9-E10*
Port 2	E8-E9
Interrupt for Serial Port	
Interrupt 4 for Serial Port 1	E15-E16*
Interrupt 3 for Serial Port 2	E17-E18
Baud Rate Generator	
USA Standard	E1-E3*
International	E1-E2, E3-E4
Parallel Port	
Port 1	E6-E7*
Port 2	E5-E6
Interrupt for Parallel Port	
Interrupt 7 for Parallel Port 1	E11-E12*
Interrupt 5 for Parallel Port 2	E13-E14
*Default Setting	

A.5 16-Bit SCSI Host Adapter

Figure A-4 shows the locations of the jumpers and bus terminators on the 16-Bit SCSI host adapter. Table A-5 describes the function of each jumper. The jumpers in the table are referred to as pin pair numbers.

NOTE

The pins at some locations are numbered from left to right, at other locations from right to left.

Figure A-4 16-Bit SCSI Host Adapter Jumper Locations

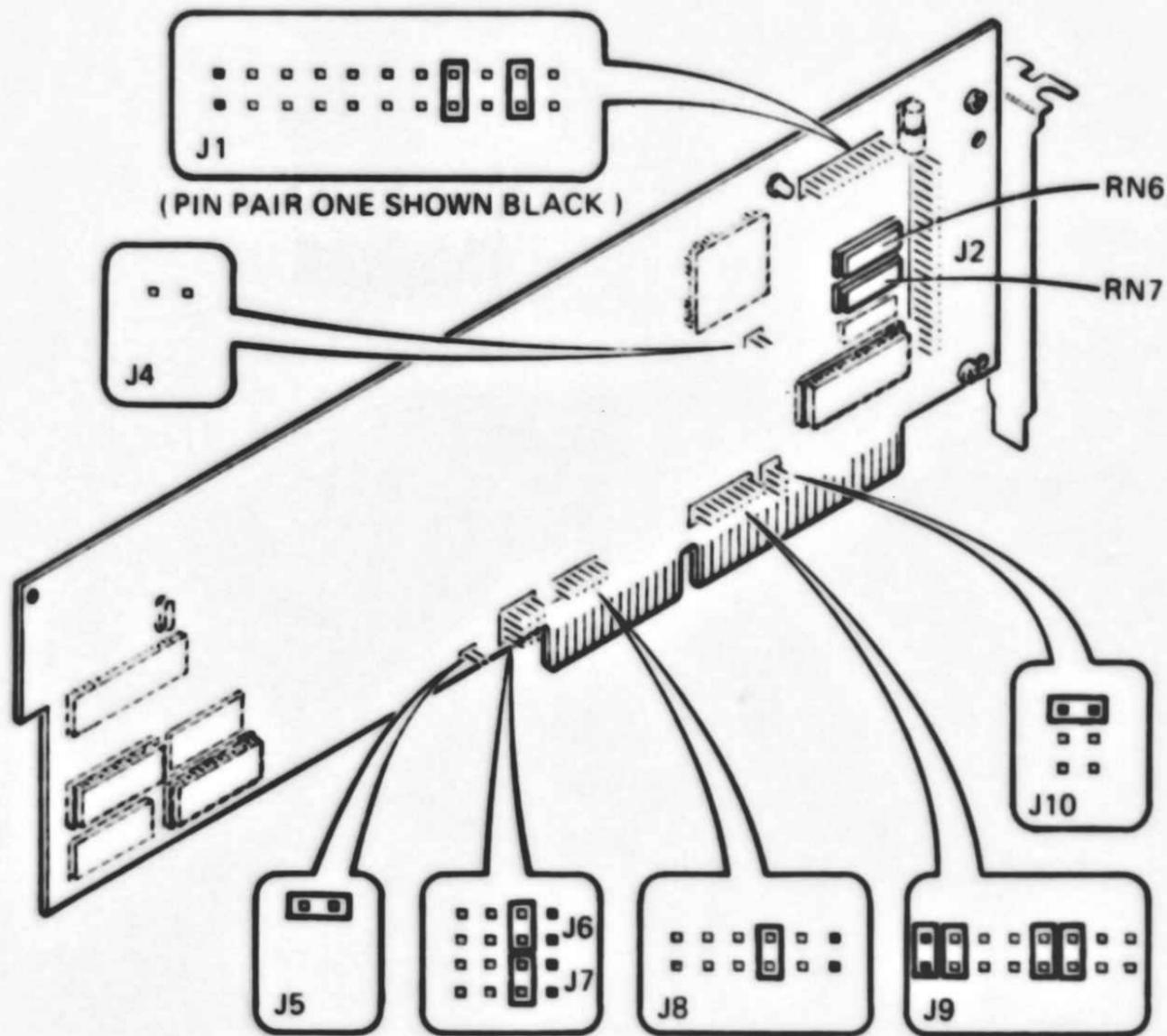


Table A-5 16-Bit SCSI Host Adapter Configurations

Configuration	Jumper Setting		
	J1, Pair 4	J1, Pair 5	J1, Pair 6
SCSI Address			
Address 0	X	X	X
Address 1	-	X	X
Address 2	X	-	X
Address 3	-	-	X
Address 4	X	X	-
Address 5	-	X	-
Address 6	X	-	-
Address 7*	-	-	-
SCSI Parity			
Parity checking enabled*	No jumper		
Parity checking disabled	J1, Pair 3		
SCSI Terminators			
Installed*	RN6, RN7		
Removed	No Jumper		
SCSI Terminator Power			
Installed*(Host adapter supplies the terminator power.)	F1		
Removed	No Jumper		
SCSI Synchronous Negotiation			
Disabled*	No jumper		
Enabled	J1, Pair 1		
DMA Channel Selection	J1, Pair 7	J1, Pair 8	
DMA Channel 0	X	X	
DMA Channel 5*	-	X	
DMA Channel 6	X	-	
DMA Channel 7	-	-	
*Default Setting			

Table A-5 (Cont.) 16-Bit SCSI Host Adapter Configurations

Configuration	Jumper Setting		
DMA Acknowledge			
DMA Channel 0	J7, Pair 1		
DMA Channel 5*	J7, Pair 2		
DMA Channel 6	J7, Pair 3		
DMA Channel 7	J7, Pair 4		
DMA Request			
DMA Channel 0	J6, Pair 1		
DMA Channel 5*	J6, Pair 2		
DMA Channel 6	J6, Pair 3		
DMA Channel 7	J6, Pair 4		
Interrupt Channel	J1, Pair 9	J1, Pair 10	J1, Pair 11
Not Defined	X	X	X
Not Defined	X	X	X
Interrupt Channel 15	X	-	X
Interrupt Channel 14	-	-	X
Interrupt Channel 12	X	X	-
Interrupt Channel 11*	-	X	-
Interrupt Channel 10	X	-	-
Interrupt Channel 9	-	-	-
Interrupt Channel 9	J8, Pair 1		
Interrupt Channel 10	J8, Pair 2		
Interrupt Channel 11*	J8, Pair 3		
Interrupt Channel 13	J8, Pair 4		
Interrupt Channel 14	J8, Pair 5		
Interrupt Channel 15	J8, Pair 6		
Port Address	J9		
Address Bit	Pair		

*Default Setting

Table A-5 (Cont.) 16-Bit SCSI Host Adapter Configurations

Configuration	Jumper Setting	
Address Bit 004H	1	LSB
Address Bit 008H	2	
Address Bit 010H	3	
Address Bit 020H	4	
Address Bit 040H	5	
Address Bit 080H	6	
Address Bit 100H	7	
Address Bit 200H	8	MSB

NOTE

The default port address is 0330H. The jumper installed deasserts the bit.

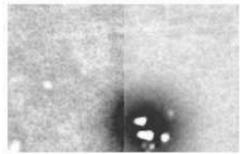
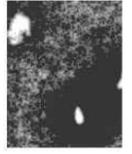
BIOS Address	J10, Pair 1	J10, Pair 2	J10, Pair3
Address 0C0000H	X	X	X
Address 0D0000H	-	X	X
Address 0C8000H	X	-	X
Address 0D8000H	-	-	X
Address 0C4000H	X	X	-
Address 0C8000H	X	-	X
Address 0D4000H	-	X	-
Address 0CC000H*	X	-	-
Address 0DC000H	-	-	-
BIOS Wait State			
No Wait State*	No Jumper		
Wait State	J4		
Computer Configuration Jumper			
DECstation 210	J5		
DECstation 3XX	No Jumper		

*Default Setting

Table A-5 (Cont.) 16-Bit SCSI Host Adapter Configurations

Configuration	Jumper Setting
Reserved Jumpers	
Normal operation*	No Jumper
Normal operation prevented	J1, Pair 2

*Default Setting



A.6 40/80 Mbyte Internal SCSI Hard Disk Drive

Figure A-5 shows the location of the jumpers and terminators on the 40/80 Mbyte SCSI hard disk drive. Table A-6 lists the jumper settings for the 40/80 Mbyte SCSI hard disk drive.

The selection of the SCSI ID number is done with pin pairs A0, A1, and A2. These pins form a 3-bit binary number, with A2 the most significant bit and A0 the least significant bit. An installed jumper represents a logical one and an uninstalled jumper represents a logical zero.

NOTE

Jumpers are partially installed on A1 and A2 for shipping purposes only. Remove these jumpers before installation.

Figure A-5 40/80 Mbyte SCSI Hard Disk Jumper Locations

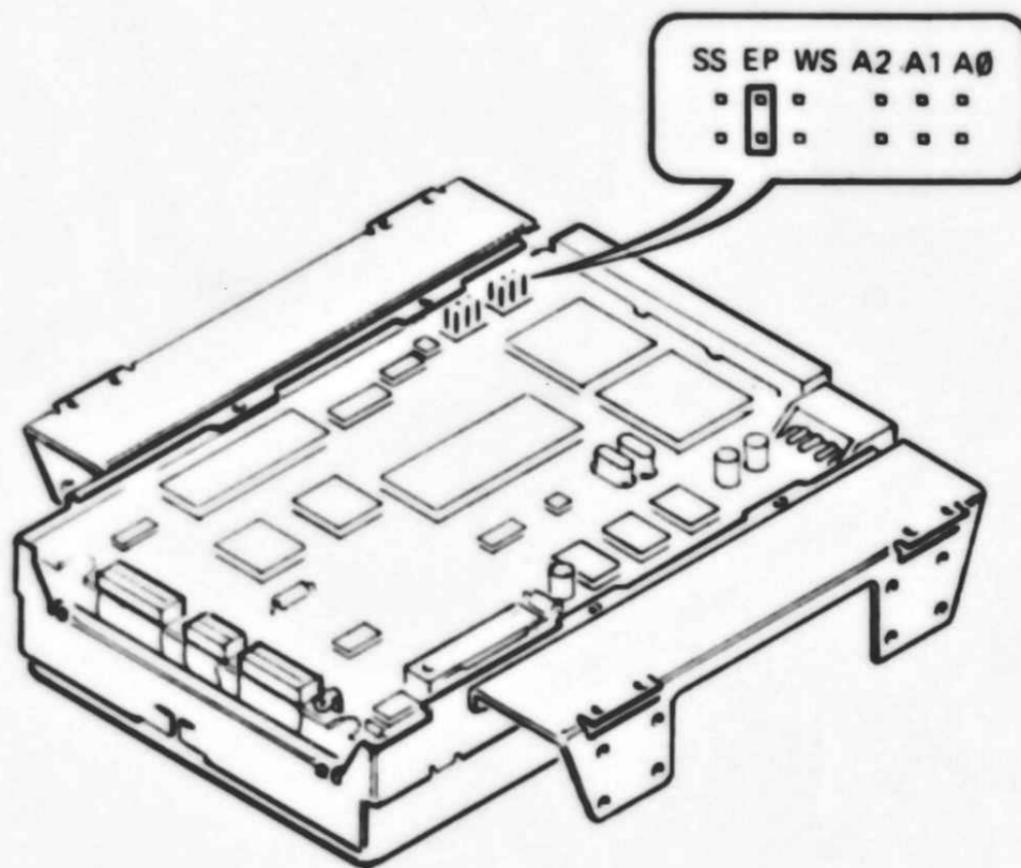


Table A-6 40/80 Mbyte Internal SCSI Hard Disk Drive

Configuration	Jumper Setting		
	Pair A0	Pair A1	Pair A2
SCSI ID number			
SCSI ID 0*	-	-	-
SCSI ID 1	X	-	-
SCSI ID 2	-	X	-
SCSI ID 3	X	X	-
SCSI ID 4	-	-	X
SCSI ID 5	X	-	X
SCSI ID 6	-	X	X
SCSI ID 7	X	X	X
Enable Parity Option (EP)			
Parity Enabled	EP installed*		
Parity Disabled	EP not installed		
Bus Terminators			
Terminate bus	Terminators installed (if primary drive)		
Do not terminate bus	Terminators removed (if secondary drive)		
Wait Spin (WS) Option			
Motor spin at power-up	WS not installed*		
Wait Spin (WS), Motor spins after host sends start/stop command across the SCSI bus	WS installed		
Self Seek (SS) Option			
No Self-Seek test	SS Not installed*		
Self Seek test, Drive performs random seek patterns and cuts off communication with SCSI bus	SS installed		
<hr/> *Default Setting <hr/>			

A.7 170 Mbyte Internal SCSI Hard Disk Drive

Figure A-6 shows the location of the jumpers and terminators on the 170 Mbyte SCSI hard disk drive. Table A-7 lists the jumper settings for the 170 Mbyte SCSI hard disk drive.

The selection of the SCSI ID number is done with pin pairs 1, 2, and 4. These pins form a 3-bit binary number, with pair 4 the most significant bit and pair 1 the least significant bit. An installed jumper represents a logical one and an uninstalled jumper represents a logical zero.

NOTE

Jumpers are partially installed on pair 1 and pair 2 for shipping purposes only. Remove these jumpers before installation.

Figure A-6 170 Mbyte SCSI Hard Disk Jumper Locations

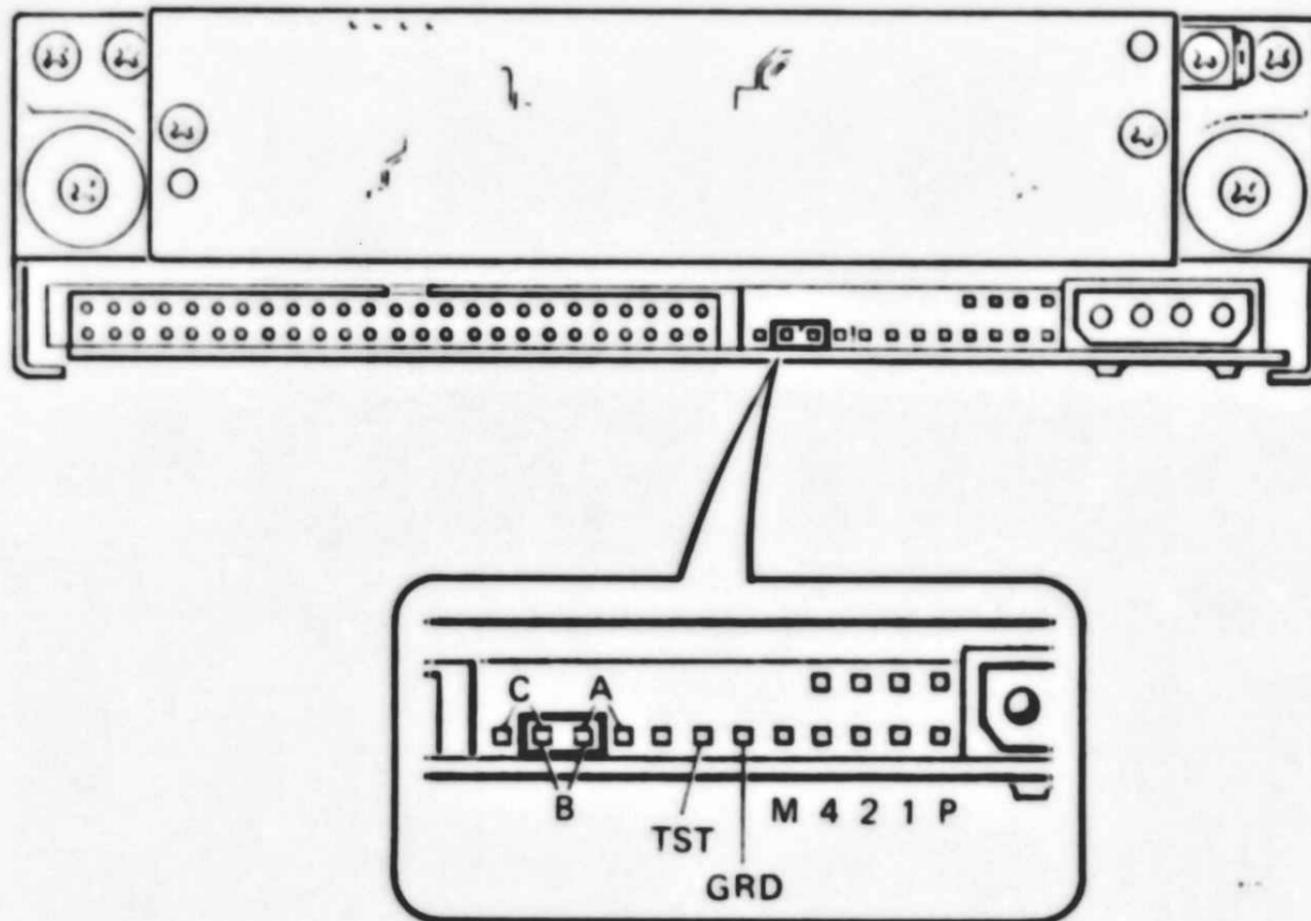


Table A-7 170 Mbyte Internal SCSI Hard Disk Drive

Configuration	Jumper Setting		
	Pair 4	Pair 2	Pair 1
SCSI ID number			
SCSI ID 0*	-	-	-
SCSI ID 1	-	-	X
SCSI ID 2	-	X	-
SCSI ID 3	-	X	X
SCSI ID 4	X	-	-
SCSI ID 5	X	-	X
SCSI ID 6	X	X	-
SCSI ID 7	X	X	X
Enable Parity Option (P)			
Parity Disabled	P not installed*		
Parity Enabled	P installed		
Terminator Power Option			
Jumper in A position	Terminator power supplied		
Jumper in B position	No Terminator power supplied		
Motor Start (M) Option			
Motor spin at power-up	M not installed*		
Wait Spin, Motor spins after host sends start/stop command across the SCSI bus	M installed		
Test Seek Option			
No Test Seek	TST Not installed*		
Test Seek, Drive performs continuous seeks to random cylinders	TST installed		

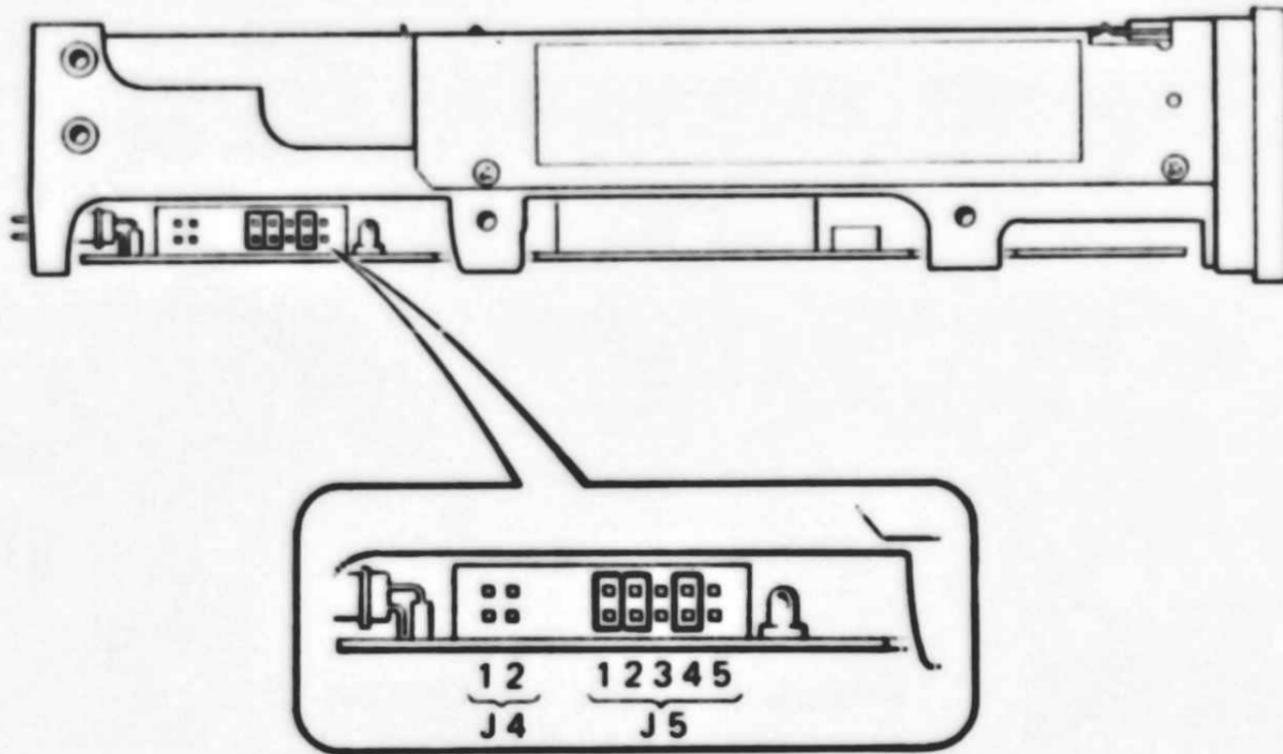
*Default Setting

A.8 150 Mbyte SCSI Tape Cartridge System

Figure A-7 shows the location of the jumpers and bus terminators on the 150 Mbyte SCSI tape drive. Table A-8 lists the jumper settings for the 150 Mbyte SCSI tape drive.

The selection of the SCSI ID number is done with pins 3, 4, and 5 on J4. These pins form a 3-bit binary number, with Pin 3 the most significant bit and pin 5 the least significant bit. An installed jumper represents a logical one and an uninstalled jumper represents a logical zero.

Figure A-7 150 Mbyte SCSI Tape Drive Jumper and Bus Terminator Locations



LJ - 1600

Table A-8 150 Mbyte SCSI Tape Cartridge Configuration

Configuration	Jumper Setting		
	J4, Pin 3	J4, Pin 4	J4, Pin 5
SCSI ID number			
0	-	-	-
1	-	-	X
2*	-	X	-
3	-	X	X
4	X	-	-
5	X	-	X
6	X	X	-
7	X	X	X
Enable Parity Option			
Parity Enabled	J4, Pin 2*		
Parity Disabled	No jumper		
Terminator Power Option			
Power supplied to the terminators	J4, Pin 1*		
Power not supplied to the terminators	No jumper		
Autoload Option			
Drive automatically loads cartridge	No jumper*		
Drive does not automatically load cartridge, a Load command must be issued before any other commands can be executed.	J5, Pin 2		
Terminators			
One SCSI device installed	Terminators installed.*		
More than one SCSI device installed	Remove terminators.		
*Default Setting			

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B.1 DECstation Powerup Self Testing

When you turn on power to the DECstation 210 system, a power-up self-test (sometimes referred to as POST) and system initialization occur. When you supply power:

1. The 80286 CPU starts program execution. A jump instruction tells the CPU to go to the powerup test routines located in the BIOS ROM.
2. The CPU executes the powerup test routines and initializes the screen. The routines test just enough to determine if the screen can be used to display error messages during further testing. Basic testing of the following major subsystems is performed: the CPU, interrupt timer, RAM circuitry, RAM, DMA, and interrupt controllers, and the video board. Video verification tests are the last operations to take place during the first phase of powerup testing. The powerup test "beep codes" give you some diagnostic information in case a fatal error occurs *before* screen initialization. See Chapter 2 for a list of beep codes.
3. The CPU attempts to determine what peripheral devices are available in the system, for example, serial ports, parallel ports, diskette and hard drives, and expansion memory.
4. The CPU displays the BIOS version message on the screen and further tests system RAM. The CPU displays on the screen any RAM error found during testing.
5. The CPU compares the devices found to those in the CMOS RAM setup and reports any mismatches with an Invalid configuration information message. The system can display a variety of other messages during this process. The messages are partially determined by the option boards that are installed in the system. See Chapter 2 for a partial list of these messages.

6. The CPU checks for the presence of expansion ROMs in the system. For example, expansion ROMs are found associated with SCSI hard drive controllers and video options. Where appropriate, the system turns over test execution to the expansion ROM. These expansion ROMs can display messages about the status of the hardware with which they are associated.
7. The CPU attempts to start the boot drive and load the operating system. The system attempts to boot from the diskette drive first (a floppy disk must be present). If a bootable diskette is not present, the system then attempts to boot from the hard disk drive. Failure to boot from the diskette drive can indicate that a system diskette is not present, or that there is a problem with the drive, drive setting, or drive cables. Failure to boot from the hard disk can indicate that the drive has not been initialized, or that there is a problem with the drive, drive and/or controller settings, or drive cables.

B.2 PC Microcomputer Architecture

The PC microcomputer architecture consists of the CPU, bus structure, instructions, memory, I/O, CPU registers, arithmetic/logic unit (ALU), control circuitry, and addressing modes.

B.2.1 The Parts of a Microcomputer

The DECstation is technically a microcomputer. A microcomputer is a system of one or more very large scale integrated circuit (VLSI) devices and associated control logic that are used to provide large computer functionality on a smaller scale.

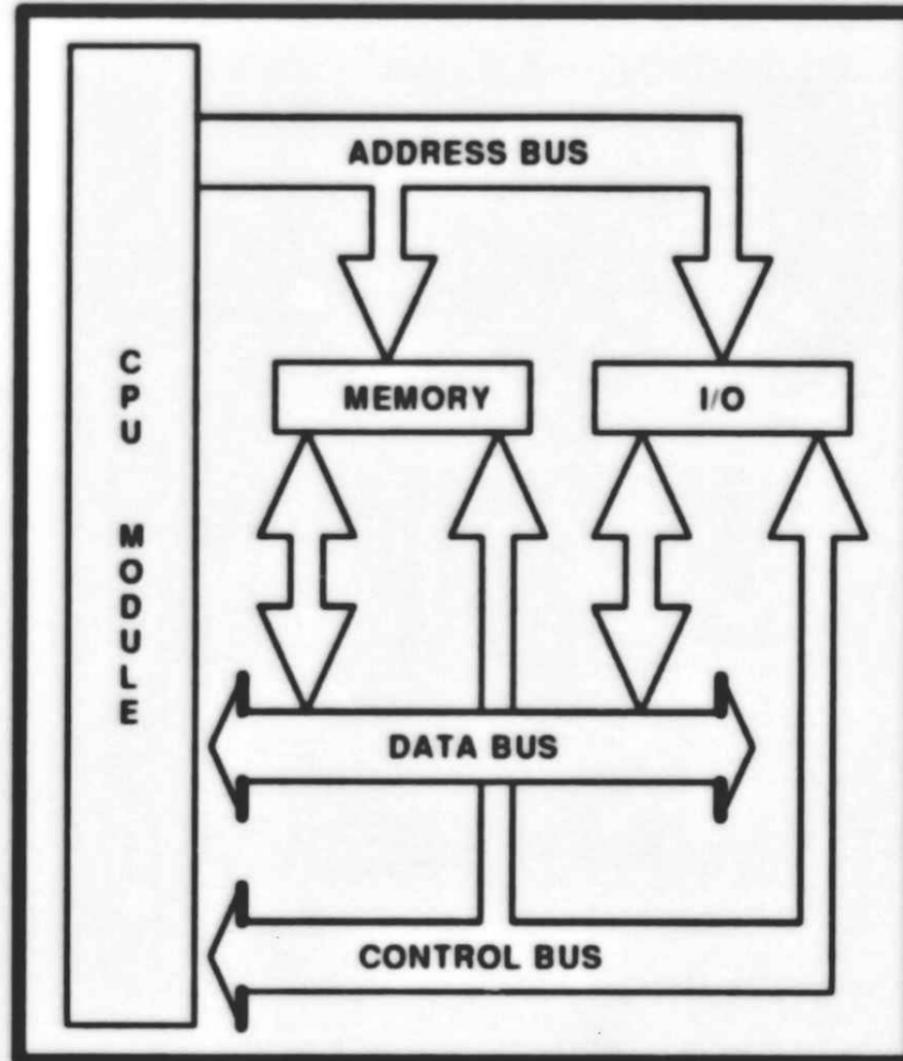
A microcomputer has a central processing unit (CPU), memory, and input/output (I/O) ports (Figure B-1).

B.2.2 The CPU Function

The CPU does the actual work: numeric processing, logical operations, and timing. *Programs* stored in memory contain sequences of instructions. These programs tell the CPU what to do. Programs also contain instructions for processing data that is stored in memory.

The I/O ports let the CPU communicate with the outside world through I/O devices such as printers, disk drives, terminals, and modems. I/O devices are called peripherals.

Figure B-1 Microcomputer Diagram



The CPU executes one instruction at a time. The speed of execution depends on the type of instruction and speed of memory or I/O device. The CPU receives data and control signals through the input ports; it sends data or control signals through the output ports.

B.2.3 Data, Address, and Control Busses

The CPU is physically connected to memory and I/O devices by the bus interface. A bus interface is a connection of parallel wires (lines) that perform similar functions. A microcomputer has a data bus, address bus, and control bus (Figure B-1). Table B-1 describes the function of each bus.

The number of lines in each bus varies between CPUs.

- An 8-bit CPU has eight data lines. A 16-bit CPU has 16 data lines. These are sometimes referred to as an 8-bit wide data path or a 16-bit wide data path.
- An address bus can have 16, 20, or 24 lines; sometimes referred to as 16-bits wide (64 Kbytes), 20-bits wide (one Mbyte) or 24-bits wide (16 or more Mbytes).
- The number of lines in a control bus depends on the design of the particular CPU.

Table B-1 Data, Address, and Control Bus Function

Bus	Function
Data bus	A set of lines used to transfer data between the CPU, memory, and I/O. Data can be instructions for the CPU or information that the CPU passes to or from memory or the I/O ports.
Address bus	A set of lines used by the CPU to decode and locate the unique address that corresponds to memory or I/O elements in the system.
Control bus	A set of lines that carry control signals to and from the CPU to various system components. The signals determine which function is to be performed and when it is to be executed.

B.2.4 Machine Cycles, Interrupts, and Direct Memory Access

B.2.4.1 Machine Cycle

When a program is running, data is transferred to and from memory and I/O devices. Each time the CPU transfers data between itself and another part of the system is called a *machine cycle*. Machine cycles include instructions for such things as memory read/write and I/O read/write.

At the completion of a machine cycle, the next one starts. Here is what happens in a machine cycle:

1. The CPU issues a code to the *address bus* to identify the memory location or I/O device to be accessed.
2. The CPU issues an activity command on the *control bus*.
3. The CPU receives or sends data over the *data bus*.

The CPU has a program counter or instruction pointer register which it uses to keep track of the instruction sequence in a program. The program counter or register contains the address of the next instruction located in memory.

The CPU executes the instructions in sequence until the program ends or until special instructions tell the CPU to execute instructions in other parts of program memory.

Sometimes memory or I/O devices can not respond quickly enough to give valid data to a fast processor during a normal machine cycle. In these cases, the system hardware must be designed so that it can impose a *wait state* in the machine cycle. When the data is available, the wait state is released and the CPU resumes the machine cycle.

B.2.4.2 Interrupts

Interrupts temporarily suspend a program sequence and switch the CPU to a service routine. When the service routine is completed the CPU returns to the main program sequence where it left of.

For example, the computer is processing a program. Part of the program needs to be printed on the printer. The CPU is capable of sending the parts to be printed to the printer in one machine cycle. But, the printer takes the equivalent of many machine cycles worth of time to print the data.

With interrupts, the CPU can temporarily suspend the program and send data to the printer when the printer signals the CPU it is ready to receive data. While the data is being printed, the CPU returns to processing the program until it receives an interrupt from the printer for the next data byte.

Here is how an interrupt works:

- The external device needing service sends an interrupt request to the interrupt controller.
- The interrupt controller sends the request to the CPU.
- The CPU "acknowledges" the interrupt request.
- The interrupt controller then sends a vector to the CPU. The vector tells the CPU where to look in memory to find the address of the unique service routine for the device requesting the interrupt.
- The CPU gets the service routine and provides the requested service to the device.

In systems like the DECstation, many devices may use the interrupt for service. In these cases a method exists for establishing which device has priority for service. See the appendices in *The DEPCA Service Guide* for more information about interrupt requests.

B.2.4.3 Direct Memory Access

Direct memory access (DMA) allows for high speed data transfers between devices such as that required for data transfer to and from diskette and hard disk drives and memory.

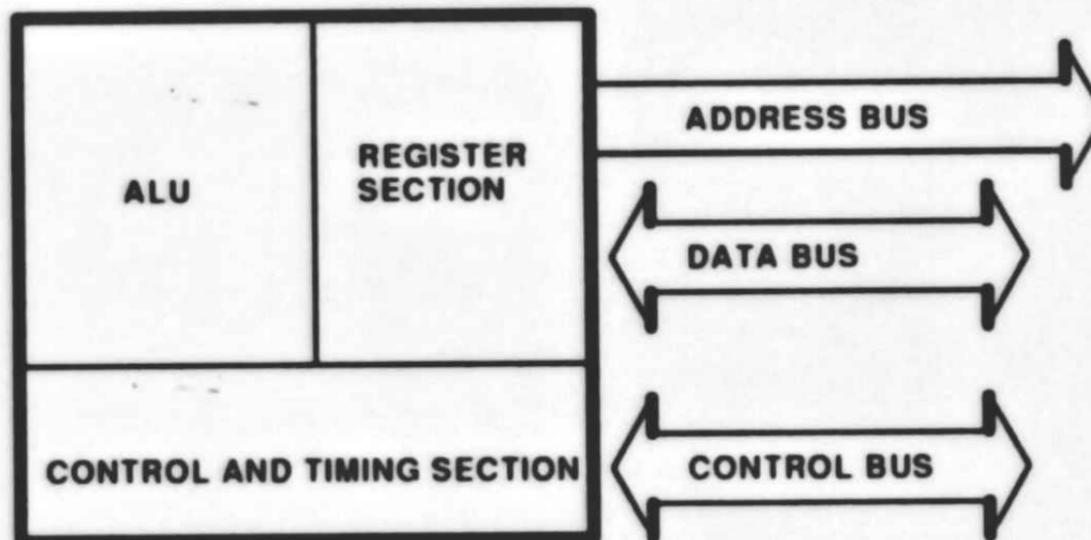
In ordinary I/O operations, the CPU supervises all data transfer operations from a device to memory. But some peripheral devices transfer data faster than the CPU can do it under program control. In a DMA operation, the DMA device:

1. Takes control of the data and address busses temporarily suspending processor operation.
2. Transfers the data without involving the CPU
3. Returns control of the busses to the CPU which then resumes normal operation

B.2.5 CPU

The CPU typically contains registers, the arithmetic/logic unit (ALU), and control circuitry (Figure B-2).

Figure B-2 Inside the CPU



B.2.5.1 CPU Registers

Registers are for temporary storage for data, addresses, status codes, and other information useful to the CPU. The size and number of registers varies between CPUs.

B.2.5.2 CPU Arithmetic/Logic Unit

The arithmetic/logic unit (ALU) is the hardware in the CPU for performing arithmetic and logical manipulation of binary data. The ALU contains an adder for arithmetic operations on data from registers, memory locations, and other sources.

B.2.5.3 CPU Control Circuitry

The control circuitry coordinates all CPU activity. The control circuitry uses clock inputs to maintain the proper sequence of events for any processing task and:

- Issues control signals for CPU internal and external units
- Responds to external control signals such as wait, interrupt, and bus requests.

B.2.6 Addressing Modes

The address that the CPU sends on the address bus lines selects one specific memory or I/O device from all the available devices. This address can be generated in different ways, called *addressing modes*. The addressing mode depends on the operation being performed.

Table B-2 Addressing Modes

Mode	Way Generated
Simple	The desired data is contained within the instruction being executed.
Complex	The instruction contains the memory address of the desired data or the instruction references a CPU register containing the address of the desired data.
Indexed	A logical address is added to a base address located in a specified CPU register.

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C

CPU Block Diagram

Figure C-1 shows a block diagram of the DECstation 210 CPU.

Index

B

- Battery disposal, 58
- beep codes
 - table, 11
- Bus types, 86
 - address, 86
 - control, 86
 - data, 86

C

- CPU/BUS speeds, 25

D

- DECstation 210 FRUs, 36

E

- error messages
 - table, 13
- Ethernet
 - DEPCA/AUI configurations, 32
 - DEPCA/AUI configuration with DELNI, 33
 - how not to connect, 31
 - how to connect to ThinWire, 31
 - how to disconnect from standard network, 34
 - how to disconnect from ThinWire, 30
 - sample networks, 29

F

- Field Replaceable Unit (FRU)
 - battery, 58
 - floppy drive, 42
 - hard disk drive, 44

Field Replaceable Unit (FRU) (cont'd.)

- keyboard, 40
- main logic board, 56
- math coprocessor, 52
- math coprocessor oscillator, 52
- monitor, 40
- mouse, 40
- option board, 46
- power supply, 54
- power switch extender, 54
- RAM Chips, 52
- SIMMs, 48
- speaker, 58
- system cover, 41
- tape drive, 44

H

- hard disk formatting, 28
- How to run Setup, 24 to 27

J

- jumper settings
 - 16 bit SCSI host adapter, 70
 - main logic board, 61
 - 150 MB SCSI tape cartridge system, 79
 - 40/80 Mbyte internal SCSI hard disk drive, 75
 - 170 Mbyte internal SCSI hard disk drive, 77
 - serial/parallel board, 68
 - vga adapter, 67

M

- Main Logic Board

2 Index

Main Logic Board (cont'd.)

- location of components, 48
- removal, 56

Math Coprocessor

- replacement of coprocessor, 52
- replacement of oscillator, 52

memory configuration, 65

Microcomputer architecture, 84

- busses, 85
- central processor unit (CPU), 88
- CPU, 84
- direct memory access (DMA), 88
- instruction execution, 86
- interrupts, 87
- machine cycle, 86

P

Power Switch Extender, removal of, 54

power up

- beep error codes, 6
- error messages, 6

Power-Up, 83

R

Removing and Replacing FRUs

- Criteria, 37

S

Self Test, 83

Setup

- when to run, 23

SIMM Removal, 48

system utility diskette, 23

T

Tools, 6

troubleshooting

- blank screen, 19
- blank screen after power up, 19
- boot, 9
- diagnostic routines, 10
- disks, 18

troubleshooting (cont'd.)

- distorted screen, 20
- during operation, 22
- error codes and messages, 10
- F1 setup error, 19
- floppy disk cannot read/write, 18
- hard disk cannot read/write, 18
- hard disk produces inaccurate text, 18
- intermittent hard disk read/write, 18
- LED is not on, 19
- LED off with monitor on, 19
- monitor on without text or cursor, 20
- monochrome display, 20
- mouse does not track, 21
- no boot, 9
- no boot from floppy drive, 17
- no boot from hard disk, 17
- node not booted with DEPCA, 17
- no monitor display, 16
- no power, 8
- no reboot, 17
- no response, 16
- no start from floppy disk, 18
- pointing device, 21
- preparation, 7
- procedure, 7
- system hang with coprocessor, 17
- tape does not work, 17