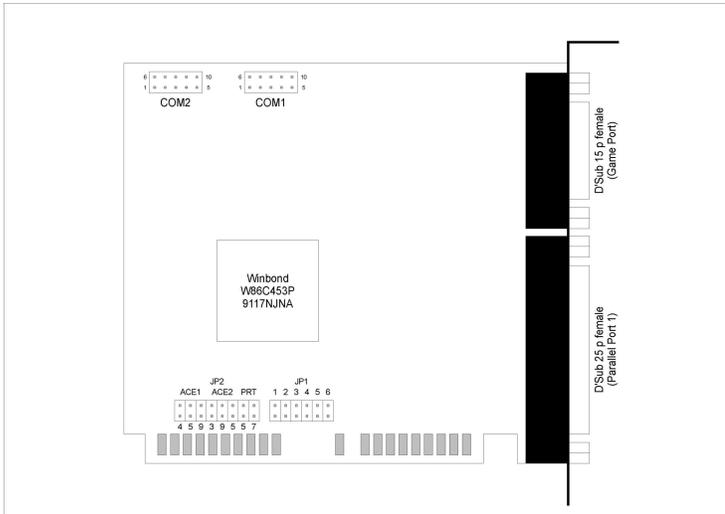


Winbond, W86C453P, 9117NJNA

ISA Controller Card with Game Port, 1 Parallel Port and 2 Serial Ports



Although the manufacturer is known and still in business (something very uncommon with older PC hardware, it is awfully hard finding information on this card on the internet. So I tried messing a bit with it myself. These are the results:

- The address of the Gameport can't be changed.
- Jumper Block JP2 is very easy to use. Default is COM1/ACE1: IRQ4, COM2/ACE2: IRQ3, LPT/PRT: IRQ7
- Jumper Block JP1 is a bit harder to figure out.
The 4 double-pins to the left are responsible for the serial I/O addresses.
the 2 double-pins on the right are responsible for the parallel I/O addresses.
- If none of JP1.1 - JP1.4 is set then all serial ports are disabled.
- JP1.1 sets COM1 to 3F8. JP1.3 sets COM1 to 3E8.
- JP1.2 sets COM2 to 2F8. JP1.4 sets COM2 to 2F8.
- Setting JP1.1 and JP1.3 (or JP1.2 and JP1.4) at the same time leads to some rather funny results and should not be necessary
(I experienced setting COM1 to 2F8 so you can somehow exchange the ports.)
- If none of JP1.5 and JP1.6 is set, then the parallel port is disabled.
- JP1.5 sets parallel port to 378. LP1.6 sets parallel port to 278
- Okay... I tried JP1.5 and JP1.6 at the same time. The port remained at 278.
- There is something uncommon with the serial connector here. (It might be common, but out my four boards only this one has this kind of connector, so I name it uncommon.)
"Normally" the wires are alternating between the two pins of the connector:

2468x

13579

On this board the wires are straight in a line:

6789x

12345

So if you use this board, be sure to have/build the right cable. I noticed no damage when using the wrong kind of cable - but the hardware just didn't work. (And it took me some time to figure out, so I thought I could save you some time by telling here)