

SWITCH SETTINGS

```

+-----+
|1|2|3|4|5|6|7|8| SW1: 1=ON, 0=OFF
+-----+
| | | | | +----- Not used - always OFF
| | | | |
| | +----- Extended Memory on-board
| | 0 0 0 No Extended Memory
| | 0 1 0 512K
| | 1 1 0 1M
| | 0 0 1 1.5M
| | 1 0 1 2M
| | 0 1 1 2.5M
| | 1 1 1 3M
| | |

```

Extended Memory uses 256K DRAMS and must be filled starting with bank 0 in both the High Byte and Low Byte areas.

```

+---- Base Memory on-board
0 0 No base memory
1 0 128K
0 1 256K
1 1 384K

```

Base Memory uses 64K DRAMS and must be filled starting with bank 5 in both the High Byte and Low Byte areas.

```

+-----+
|1|2|3|4|5|6|7|8| SW2: 1=ON, 0=OFF
+-----+
| | | | | +-- Not used - always OFF
| | | | |
| | +----- Extended Memory Starting Address
| | 1 1 1 1 1 No Extended Memory
| | 1 0 0 0 0 1M
| | 0 1 0 0 0 1.5M
| | 1 1 0 0 0 2M
| | 0 0 1 0 0 2.5M
| | 1 0 1 0 0 3M
| | 0 1 1 0 0 3.5M
| | 1 1 1 0 0 4M
| | 0 0 0 1 0 4.5M
| | 1 0 0 1 0 5M
| | |

```

Extended Memory can be started on any 0.5M boundary. Not all settings are shown here.

```

+---- Base Memory Starting Address
0 0 No Base Memory
1 0 256K
0 1 384K
1 1 512K

```

MEMORY PARITY JUMPER

```

E1-E2 Parity Enabled
E2-E3 Parity Disabled
[]

```