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DIGITAL PowerStorm 4D51T Texture Memory Upgrade Information

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Introduction

The PowerStorm 4D51T graphics option is shipped with 4 MB texture memory that permits you to store several sets of MIP-mapped textures for subsequent texture mapping. The PowerStorm 4D51T graphics option texture memory can be upgraded to 16 MB texture memory by removing the 4 MB texture memory module and replacing it with a 16 MB texture memory module.

Note

The texture memory module for the PowerStorm 4D51T graphics option is not compatible with the texture memory DIMMs for the PowerStorm 4D40T/4D50T/4D60T graphics options.

Upgrade Procedures

Figure 1 shows the texture memory removal and replacement. To upgrade the PowerStorm 4D51T texture memory, follow these steps:

- 1. Attach the wriststrap if you have not already done so.
- 2. Remove the graphics module from the system.
- 3. Place the module on an antistatic surface.
- 4. Remove the retaining screw **0** that secures the texture memory module to the PowerStorm 4D51T graphics accelerator module. See Figure 1.
- 5. Remove the 4 MB texture memory module **2** from its sockets **3** by lifting it straight up.

Caution

Do not bend, twist or drop texture memory modules as damage may occur.

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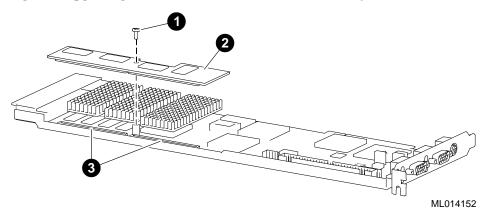
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Note

A 16 MB texture memory module is identified by having memory devices mounted on both sides of the module while a 4 MB texture memory module has memory devices mounted on only one side of the module.

- 6. Remove the 16 MB texture memory module from its antistatic protective bag.
- 7. Align the texture memory module with the texture memory sockets and the retaining screw hole. Insert the texture memory module into the sockets. See Figure 1.

Figure 1 Upgrading the PowerStorm 4D51T Texture Memory



- 8. Push firmly down on the texture memory module until it is seated in the sockets.
- 9. Reinstall the retaining screw to secure the texture memory module to the PowerStorm 4D51T graphics accelerator module.
- 10. Insert the graphics module into the system.