



DIGITAL PowerStorm 1000 Texture Memory Installation Procedure

EK-PS5DT-IG. A01

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Introduction

Each Image Rendering Module in the graphics subsystem contains four sockets for the Texture Memory Modules. These sockets are numbered 4 through 1 starting from the outside edge of the module. Each Image Rendering Module is shipped with two 16 MB Texture Memory Modules that are installed in sockets 1 and 3 for an initial 32 MB of texture memory. Texture Memory Modules must be installed in pairs on each Image Rendering Module and each Image Rendering Module in the graphics subsystem must have the same amount of texture memory installed. An optional 32 MB of texture memory is available for the PowerStorm 1000 graphics subsystems.

The two 32 MB texture memory options available for the PowerStorm 1000 graphics subsystems along with a description are listed in Table 1.

Table 1 Texture Memory Options

Option	Description
SN-PBXGM-GA	32 MB of texture memory for the entry PowerStorm 1000 graphics subsystem. Consists of four 16 MB Texture Memory Modules.
SN-PBXGM-GB	32 MB of texture memory for the full PowerStorm 1000 and high resolution PowerStorm 1000 graphics subsystems. Consists of eight 16 MB Texture Memory Modules.

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Installation

WARNING

Before servicing the PowerStorm 1000 graphics subsystem, ensure that the power On/Off switch on the front of the deskside chassis is in the OFF position and disconnect the deskside chassis power cord from the ac input receptacle.

ACHTUNG

Stellen Sie sicher, daß vor der Wartung des Graphiksubsystems der PowerStorm 1000-Produktreihe der Ein/Aus-Schalter an der Vorderseite des Tischgerätes ausgeschaltet ist und das Netzkabel aus der Netzsteckdose gezogen wurde.

WARNING

Only a qualified service person should remove and replace components in the PowerStorm 1000 graphics subsystem. A qualified service person should have the technical training and experience necessary to be aware of the hazards to which they are exposed in performing a task and the measures that should be taken to minimize the danger to themselves or other persons.

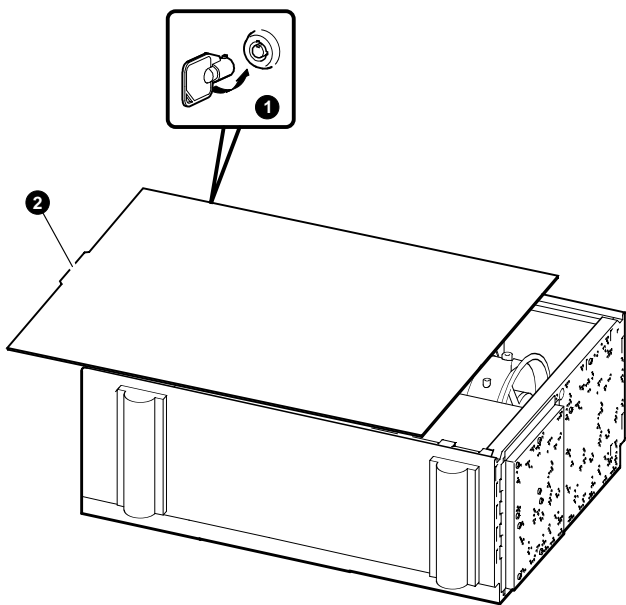
ACHTUNG

Die Komponenten des Graphiksubsystems der PowerStorm 1000-Produktreihe dürfen nur von erfahrenem und dazu qualifiziertem Wartungspersonal entfernt und ersetzt werden. Qualifiziertes Personal sollte entsprechend technisch geschult sein und über die nötige Erfahrung verfügen, um die möglichen Gefahren zu kennen, denen sie bei der Ausführung der notwendigen Wartungsarbeiten ausgesetzt sein könnten, und um die entsprechenden Schritte zur Minimierung dieser Gefahren für das Wartungspersonal und für andere Personen unternehmen zu können.

Perform the following procedure to install the optional texture memory modules:

1. Refer to the AlphaStation system documentation and perform an orderly shutdown of the operating system.
2. Refer to the AlphaStation system documentation and perform an orderly power down of the system.
3. Disconnect the AlphaStation system power cord from the ac input receptacle.
4. Place the On/Off switch on the front of the PowerStorm 1000 graphics subsystem deskside chassis in the OFF position.
5. Disconnect the PowerStorm 1000 graphics subsystem deskside chassis power cord from the ac input receptacle.
6. Lay the deskside chassis over on it's right side.
7. Unlock the left side panel by turning the key ❶, located on the rear of the chassis, counterclockwise (see Figure 1).
8. Insert two fingers into the finger grip ❷ on the rear edge of the left side panel.
9. Slide the left side panel toward the rear of the chassis and remove the panel (see Figure 1).

Figure 1 Removing the Left Side Panel



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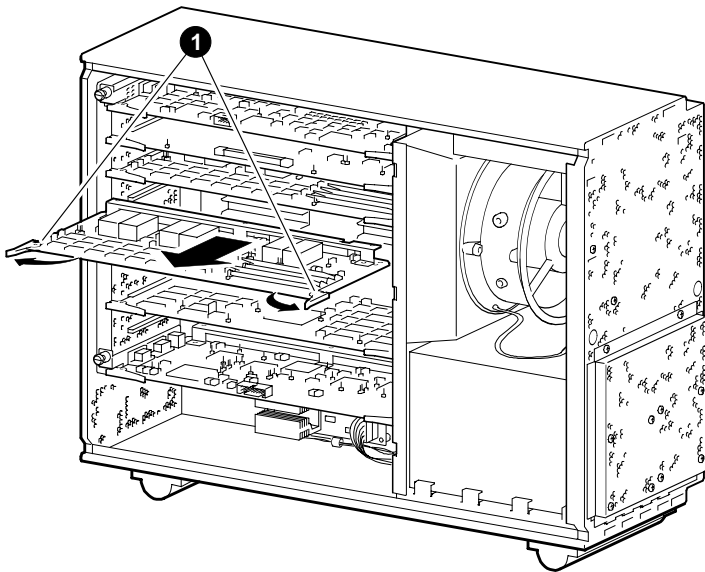
10. Remove the module hold-down bracket by loosening the screw that secures the two pieces of the bracket together, collapsing the bracket, and lifting it out of the chassis.
11. Put on an antistatic wriststrap.

Caution

An antistatic wriststrap *must* be worn when handling any board or module to prevent damage to the board or module.

12. Remove all of the Image Rendering Modules from the graphics subsystem deskside chassis by pulling out on the levers ❶ at each end of the Image Rendering Module being removed and sliding the module out of the card cage (see Figure 2). The entry PowerStorm 1000 graphics subsystem contains two Image Rendering Modules and the full PowerStorm 1000 and the high resolution PowerStorm 1000 graphics subsystems contains four Image Rendering Modules.

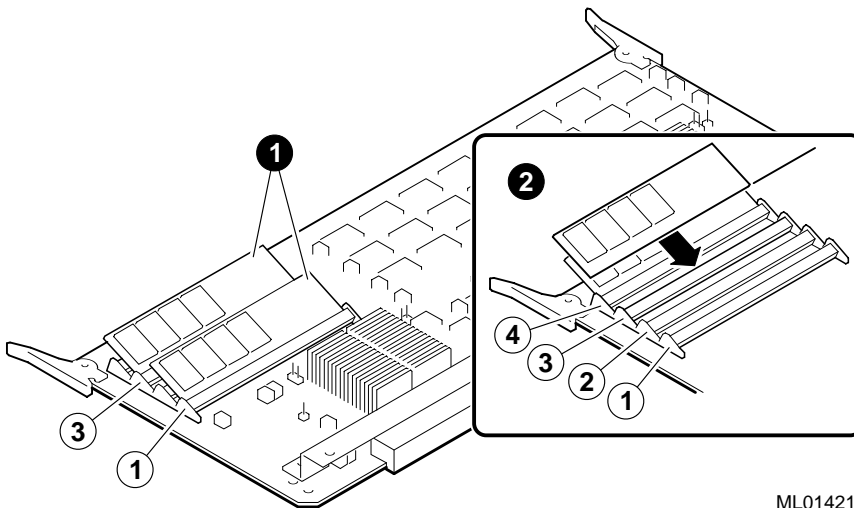
Figure 2 Removing an Image Rendering Module



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13. Remove the existing 16 MB Texture Memory Modules ❶ from sockets 1 and 3 (❶ and ❸) and reinstall them in sockets 4 and 3 (❷ and ❸) on each Image Rendering Module (see Figure 3 ❷).
14. Remove the new 16 MB Texture Memory Modules from their antistatic protective bag.
15. Align a 16 MB Texture Memory Module ❶ with texture memory socket 2 ❷ on the Image Rendering Module (see Figure 3).
16. Push firmly on the Texture Memory Module until it is seated in the socket.
17. Repeat steps 15 and 16 to install a 16 MB Texture Memory Module in texture memory socket 1 ❶ on the same Image Rendering Module.
18. Repeat steps 15 through 17 for each Image Rendering Module in the graphics subsystem.
19. Reinstall all of the Image Rendering Modules into the graphics subsystem desktide chassis (see Figure 2).
20. Reinstall the module hold-down bracket against the edge of the modules by expanding it between the top and bottom of the chassis and tightening the screw that secures the two pieces of the bracket together.
21. Reinstall the left side panel (see Figure 1).

Figure 3 Installing Optional Texture Memory Modules



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