

Address Setting

As an aid to setting the base address DIP switch, run the INSTALL.EXE program from the DOS prompt. INSTALL.EXE, a graphical switch position display program, will round your address to the nearest 4 bit boundary and display the correct positions of the switches on the base address DIP switch. Set the ML8-P base address switches to correspond with the displayed settings. Alternatively, you can look up the correct switch settings in the ADDRESS SETTINGS table on the following page.

ML8-P uses 4 consecutive I/O addresses that are set by the BASE ADDRESS DIP switch to be on a 4-bit boundary anywhere in the PC decoded I/O space. The ML8-P's address may be changed to avoid conflict with other peripheral cards or previously reserved internal I/O addresses. The PC AT's I/O address space extends from 256-1018 (Hex 100-3FA) allowing for the use of more than one ML8-P in a single computer. Most of this space is available if your system does not have one or more of the components listed in the table below. H300 is a normally free area and is the recommended address for installing the board. The reserved I/O addresses for standard devices are as follows:

ADDRESS(Hex)	DEVICE
000-1FF	Internal system
200-20F	Game
210-217	Expansion unit
220-24F	Reserved
278-27F	Reserved
2F0-2F7	LPT2:
2F8-2FF	COM2:
300-31F	Prototype card
320-32F	Hard disk
3F8-3FF	COM1:

ADDRESS(Hex)	DEVICE
378-37F	LPT1:
380-38C	SDLC comm.
380-389	Binary comm. 2
3A0-3A9	Binary comm. 1
3B0-3BF	Mono dsp/LPT1:
3C0-3CF	Reserved
3D0-3DF	Color graphics
3E0-3E7	Reserved
3F0-3F7	Floppy disk

This covers the standard I/O options but if you have special peripherals installed, they may use I/O addresses not listed in the table above. Memory addressing is separate from I/O addressing so there is no possible conflict with any add-on memory that may be in your computer. A good choice is to put the ML8-P at base address Hex H300 or H310 (decimal 768 or 784).

The only other setting on the ML8-P is the choice of hardware interrupt level. If you are not going to use interrupts in your programming, the interrupt jumper can be left in the "X" (inactive) position. If you intend to use interrupts, set the jumper to a level that is not in use by any other peripheral board.