

Installing the ZX Board in a Two-slot SPARCstation



This chapter describes how to install the ZX board in the SBus slot of a two-slot SPARCstation and connect the monitor.

Installation Summary

Installation of the ZX board requires about 30 minutes. The following is an overview of the installation steps:

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Shut Down the System

Shut down the system as described on page 8.

Remove the Monitor

If a monitor is currently attached to the system, and you do not intend to attach a second monitor to the system, remove the monitor as follows:

- 1. Remove the monitor cable from the system unit.**
Refer to your system *Installation Guide* for the locations of all the ports and connectors.
- 2. Remove the monitor from on top of the system enclosure and put it aside.**
Get someone's help if necessary. Beware of the static discharge from the monitor's face.



Warning - After the monitor is turned off, there is a residual charge of static electricity built up on the monitor's picture tube. The monitor power cord should be left connected at least one minute to allow static discharge after turning off the monitor power. Lifting the monitor too soon after turning off the power may result in static discharge to the body which may cause you to *drop* the monitor. Please note, a 19" color monitor may weigh as much as 75 pounds. Get someone's help if you cannot move it easily.

Do not disconnect the power cord from the system unit. Connection to the power outlet provides the ground path necessary to safely install the ZX board.

Open the System Unit

Open the system unit as follows:

1. **Remove the screw from the system unit back panel.**
See Figure 3-1. Use a #2 Phillips screwdriver.

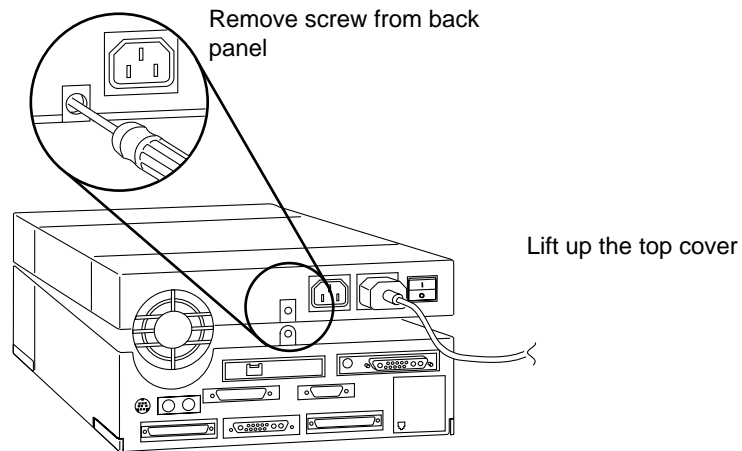


Figure 3-1 Opening the System Unit of a Two-slot SPARCstation

2. **Lift up the top cover from the rear panel.**
The cover hinges at the front.
3. **Flip the top cover of the system unit completely over, as shown in Figure 3-2.**

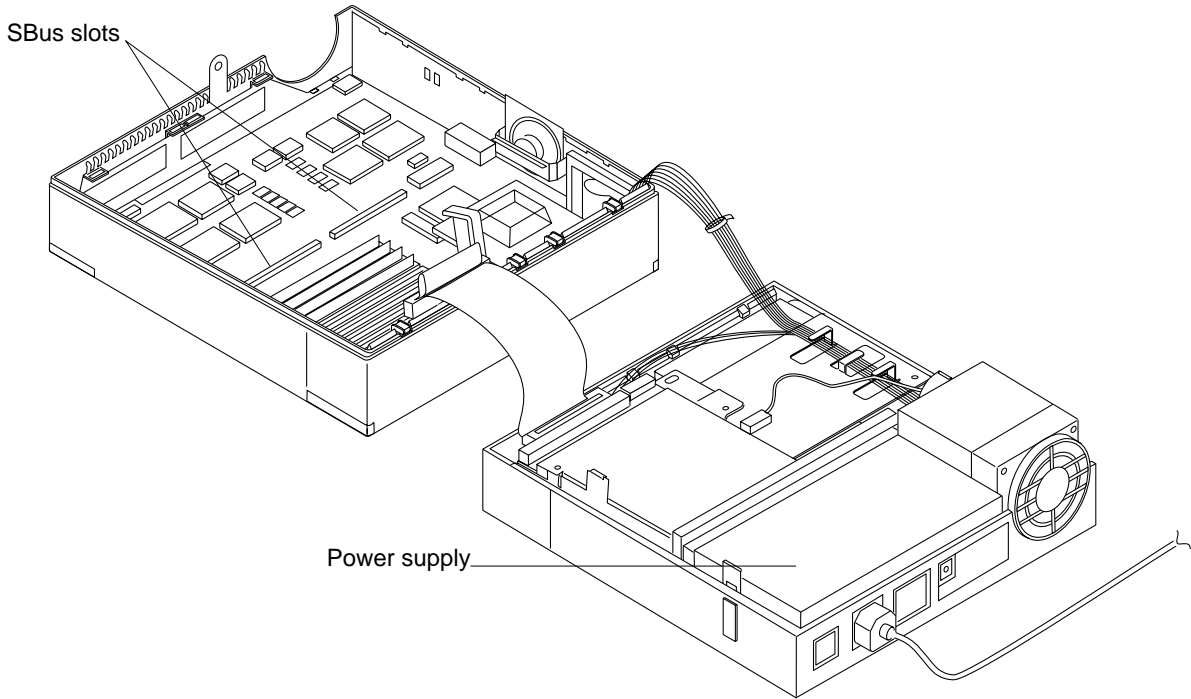


Figure 3-2 Open Two-slot SPARCstation System Unit

Attach the Antistatic Wrist Strap

The antistatic wrist strap is provided with the installation kit. The wrist strap provides grounding for static electricity between your body and the system unit chassis. See Figure 3-3.



Caution – boards, modules, and components can be damaged by harmful electrical charges if you do not wear a wrist strap.

To use a wrist strap:

- 1. Wrap the grounding strap with the conductive adhesive tape twice around your wrist.**
Make sure the adhesive side is against your skin.
- 2. Attach the other end with the adhesive copper strip to the metal case of the power supply.**
Figure 3-2 shows the power supply.

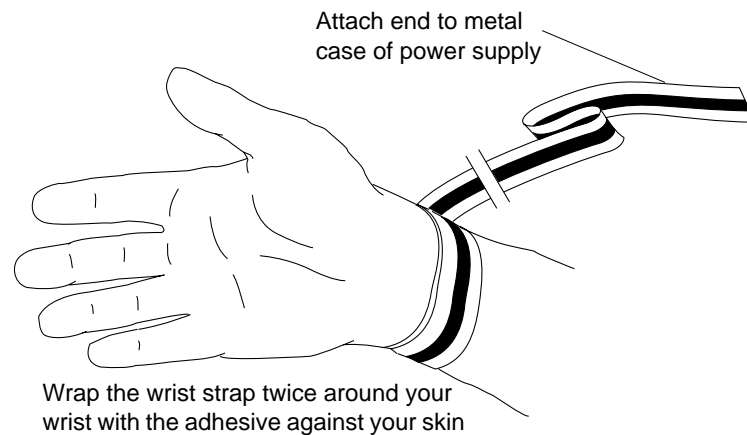


Figure 3-3 Attaching the Wrist Strap

Remove the Filler Plates

You must remove both SBus filler plates before you can install the ZX board in the SBus slot. See Figure 3-4.

- ◆ **Using a medium straight screwdriver, release the two clips at the bottom of the filler plate that hold the plate to the system unit's back panel. Remove both filler plates.**

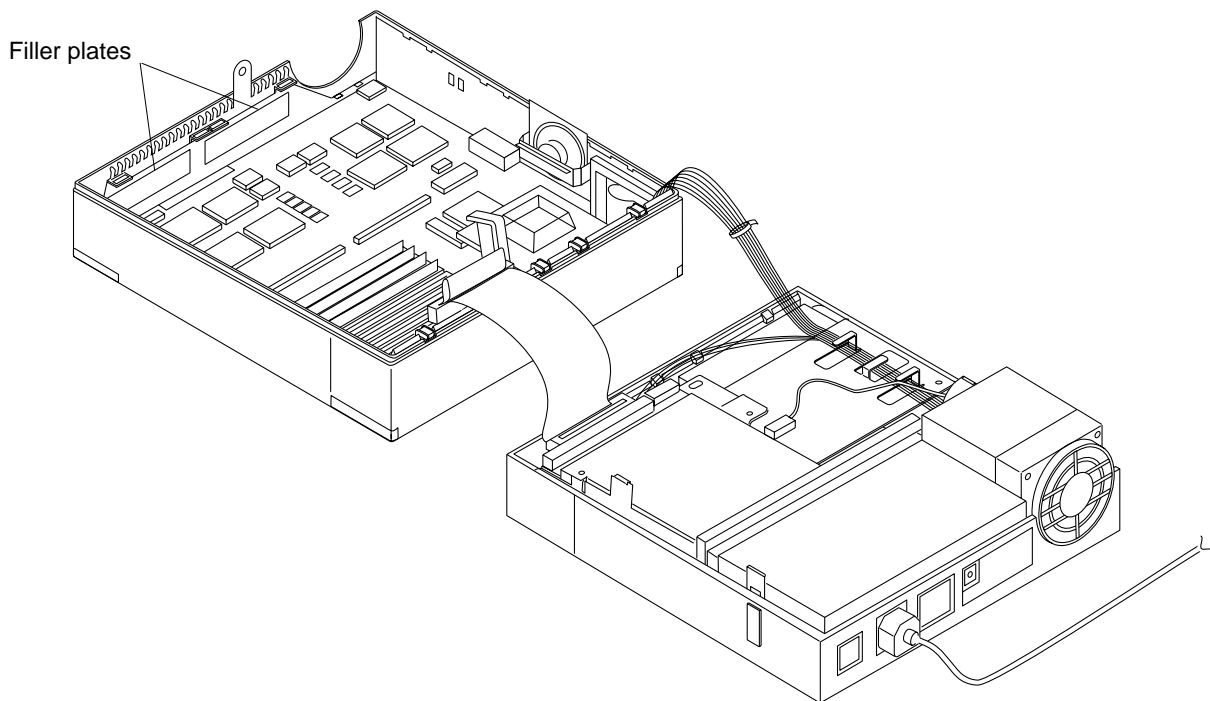


Figure 3-4 SBus Slot Filler Plates in a Two-slot SPARCstation

Prepare the ZX Board for Installation

In the next steps you will remove the ZX Board from the antistatic container and install the bumpers on the board.

- 1. Remove the ZX board from its antistatic envelope.**
Hold the board by the edges as shown in Figure 3-5.

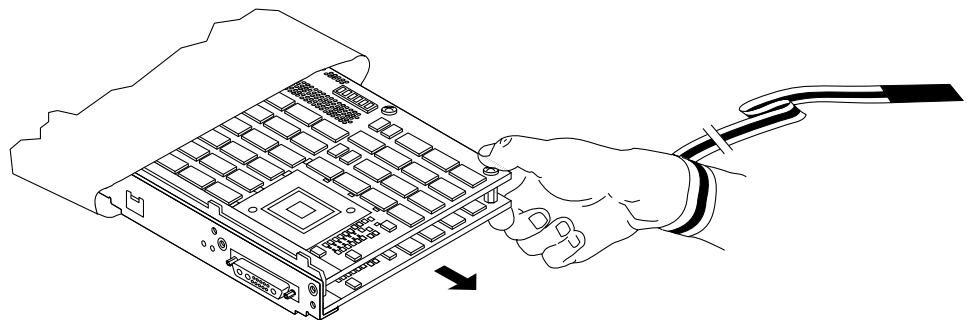


Figure 3-5 Removing the ZX Board from the Antistatic Envelope

- 2. Install three bumpers on the ZX Board as shown in Figure 3-6.**
The three bumpers are provided in the installation kit. Peel off the protective paper and attach the bumper to the board, adhesive side down.

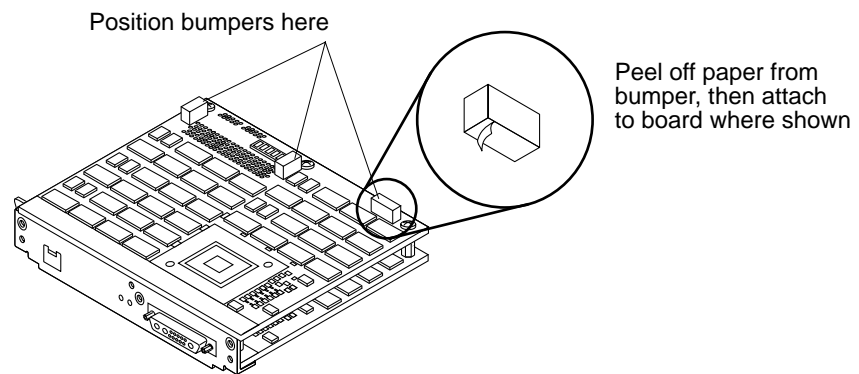


Figure 3-6 Installing the Bumpers on the ZX Board

- 3. Install the adapter bracket with the three screws, as shown in Figure 3-7.** Use a #1 Phillips screwdriver to install the adapter bracket screws.

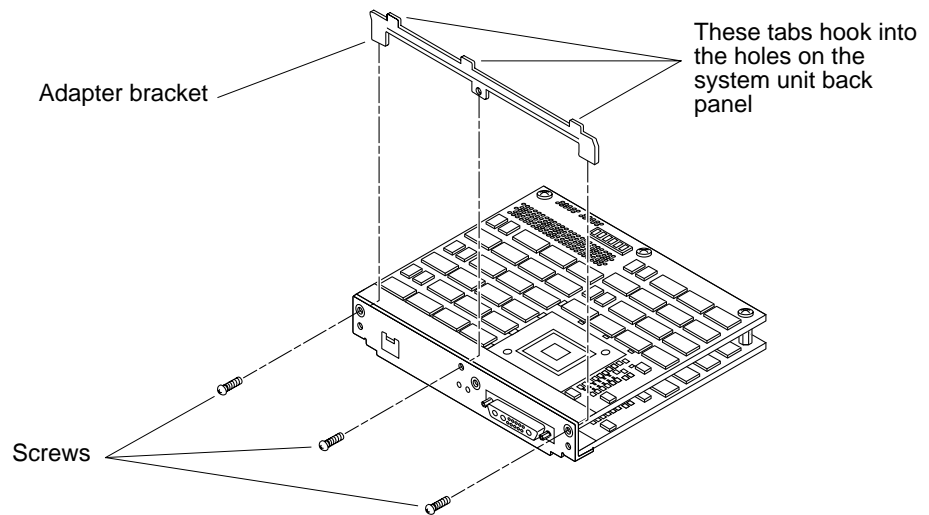


Figure 3-7 Installing the Adapter Bracket

Install the ZX Board

In the next steps, you will install the ZX board in the system unit.

- 1. Line up the rear of the board with the system unit back panel.**
- 2. Slide the board's interface connector through the rear panel at an angle.** Make sure the adapter bracket tabs are engaged in the rear panel holes (see Figure 3-8).
- 3. Holding the board in place against the back panel, align the board's connectors with the main logic board's corresponding SBus slots.** See Figure 3-8.
- 4. Gently press the board into the SBus slots.** Apply pressure over the three screws to avoid bending the board.



Caution – To avoid any damage to the board, do not use excessive force.

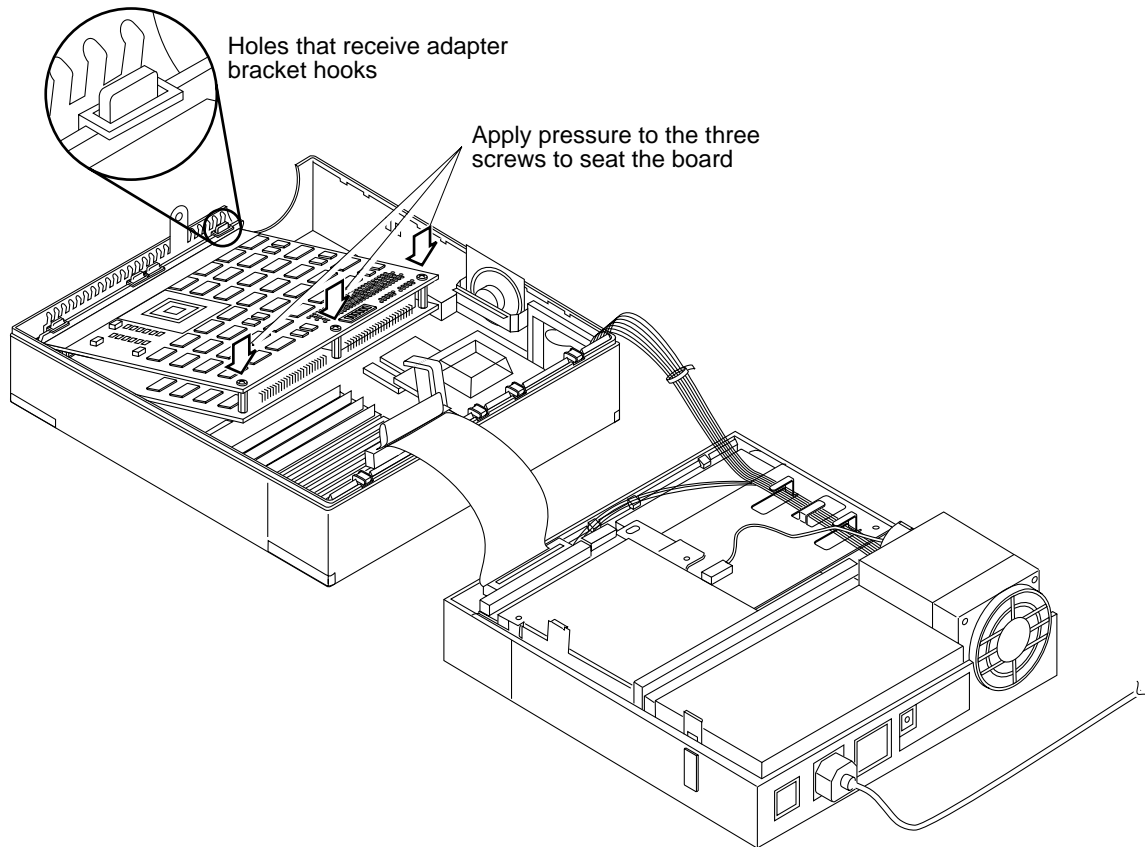


Figure 3-8 Installing the ZX Board in the System Unit of a Two-slot SPARCstation

Close the System Unit

Remove the wrist strap from your wrist and the power supply. Close the system unit as described below.

- 1. Grasp the front of the unit near the power supply as shown in Figure 3-9.** Tilt the unit top at a 45-degree angle and line up the five interlock hooks on the front panel.

Note – The interlock hooks in the front do not touch until the top is lowered to a 45-degree angle.

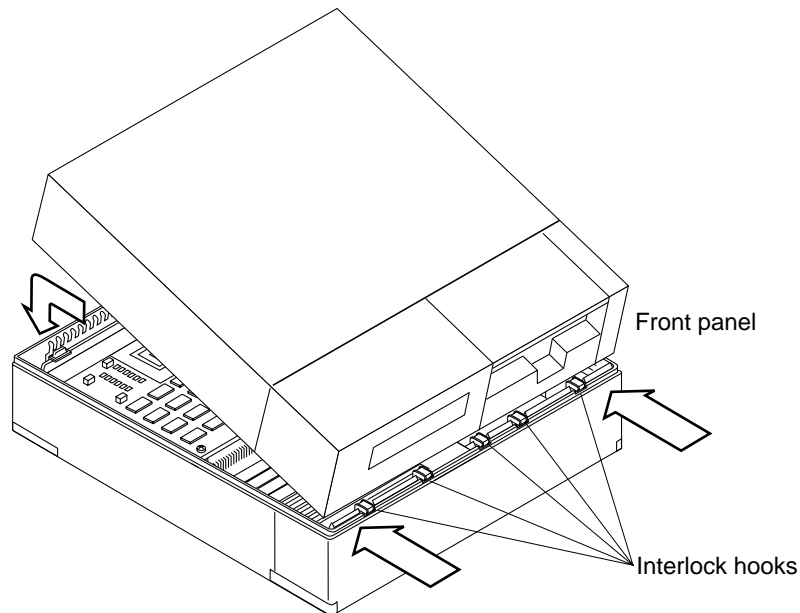


Figure 3-9 Closing the System Unit of a Two-slot SPARCstation

- 2. Rest the front edges together to connect the interlock hooks by pulling gently towards the back of the unit.**

As you lower the unit top, continue to pull gently back to secure the connection. The unit top will rest slightly forward. Push unit top gently back a few millimeters.

3. **Insert the screw through the hole in the rear panel, through the security loop, and into the power supply.**
4. **Tighten the screw with a Phillips screwdriver.**
Be careful not to overtighten the screw as excessive force may strip the screw.

Connect the Monitor

1. **Remove the monitor from the packing container, if this is a new monitor.**
Save the packaging material in case the monitor needs to be returned in the future.
2. **Connect the monitor to the system unit.**
Use the monitor cable that came with the monitor.

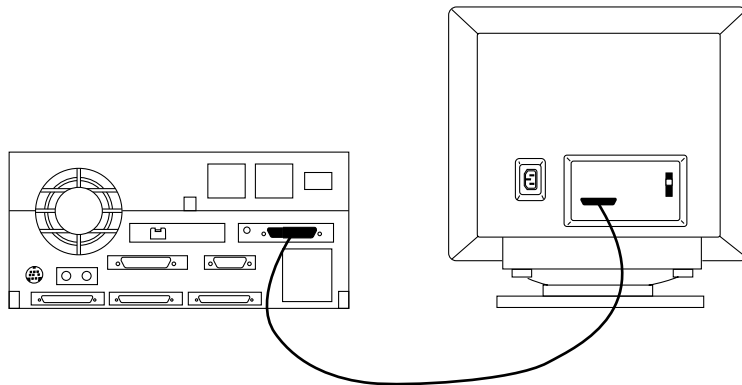


Figure 3-10 Connecting the Monitor to a Two-slot SPARCstation



Caution – The 13W3 D-shell monitor connector cable (Part Number 530-1509-02) that came with your system has toroids for reduction of RFI. For regulatory compliance reasons, you must use this cable to connect the ZX to the monitor.

3. **Connect the power cable to the electrical outlet.**

Power On the System



Warning – Before powering on the system unit, you must replace the cover and secure it. Failure to take this precaution may result in personal injury and system damage.

Turn the power on in this order:

1. Monitor
2. All peripherals
3. System unit

Refer to your system *Installation Guide* for the power-on procedure if your system is part of a network.

Reconfigure the System

In Solaris 2.x, when an SBus board or peripheral device is added, the system does not recognize it automatically. You need to execute either the `touch /reconfigure` command before halting the system or `boot -r` command when the system is powered up after a device is added.

If the system did not recognize the normal halting procedure when you turned it off, you did not have the opportunity to execute the `touch /reconfigure` command. In that case, you need to execute the `boot -r` command which does the same thing as the `touch /reconfigure` command.

The `boot -r` command is executed after interrupting the boot process. It is assumed that you have installed a new SBus board in the system and the system power is off.

Follow this procedure to execute the `boot -r` command.

1. Power up the system and wait about one minute.

The system starts to execute normal power up diagnostic and memory checking routines.

2. Abort the system by simultaneously pressing the L1-a key, Stop-a key, or Break key as appropriate for your keyboard.

You will see `ok` prompt.

3. Type `boot -r` and press Return.

A reconfiguration script is executed. The system then boots.

If you experience any trouble with the system at this point, see “Troubleshooting Procedure” on page 74.

What's Next

Configure the ZX Graphics Accelerator to work properly with your monitor, as described in Chapter 8, “Changing the Screen Resolution,” on page 65.

