

Model 2000
External 128K RAM Board
Installation Instructions

100-443886-100

Introduction

Thank you for purchasing the Model 2000 External 128K RAM Board. This board adds 128K of random access memory to any 256K Tandy Model 2000.

Note: A 256K Model 2000 is one that is equipped with an **Internal** 128K RAM Board (Catalog #26-5160).

You can install up to two external boards and two 128K RAM Upgrade Kits (Catalog #26-5162) to expand memory as needed. Note, however, that memory must be added in the following order:

1. Install an External 128K RAM Board to expand memory to 384K.
2. Upgrade the first board, using the 128K RAM Upgrade Kit (Catalog #26-5162), to expand memory to 512K.
3. Install a second External 128K Board to expand memory to 640K.
4. Upgrade the second board to expand memory to 768K.

This booklet explains how to install an External 128K Board. If you wish to upgrade the board, see instructions provided with the upgrade kit.

THE UNIVERSITY OF CHICAGO

DEPARTMENT OF CHEMISTRY

REPORT OF THE COMMITTEE ON THE PROGRESS OF THE WORK

OF THE UNIVERSITY OF CHICAGO

FOR THE YEAR 1900

PRESENTED TO THE BOARD OF TRUSTEES

AT THE ANNUAL MEETING

HELD AT CHICAGO, ILL., IN MAY, 1901

Installation

We highly recommend that you have the External 128K RAM Board installed by the service technicians at your Radio Shack Service Center. Doing so not only ensures expert installation, but also enables the technicians to quickly check to make sure all the equipment is functioning properly.

If, however, you **do** decide to install the board yourself, follow these steps exactly:

Note: Installation differs slightly, depending upon whether the board is the first or second External 128K Board installed. Be sure to note the difference in Step 4.

1. **Warning: Turn off all equipment.** If it is on, you could damage the central processing unit, as well as the option board.
2. To avoid possible static charge buildup, touch a metal object to ground yourself before you begin.
3. You can install the External 128K Board in any slot. If, however, you have a Monochrome Graphics Option Board (Catalog #26-5140), do not install the memory board in the lowest slot. The graphics board must go there.

After selecting a slot, "unlock" the panel covering it. Do this by pulling the buttons on either side of the panel. (See Figure 1. Do not try to remove the buttons.) Remove the panel.

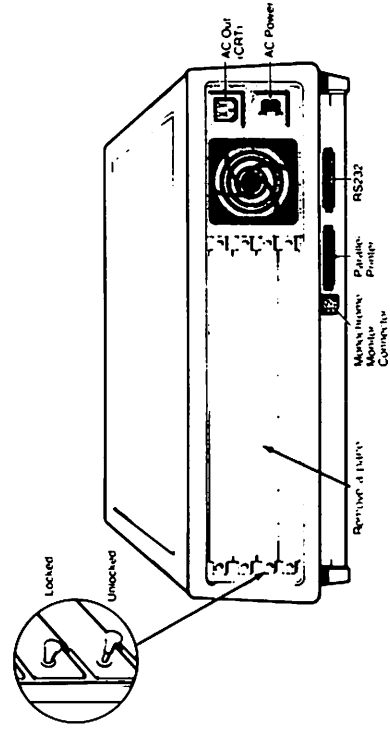


Figure 1

4. If the board you are installing is the **first External 128K Board** added to your computer, do Step 4a. If it is the **second**, do Step 4b instead.

7. Then apply steady, equal pressure to both edges of the panel (near the buttons) to push the pan all the way in and "seat" the connector. Push the buttons in to lock the board into position. (See Figure 6.)

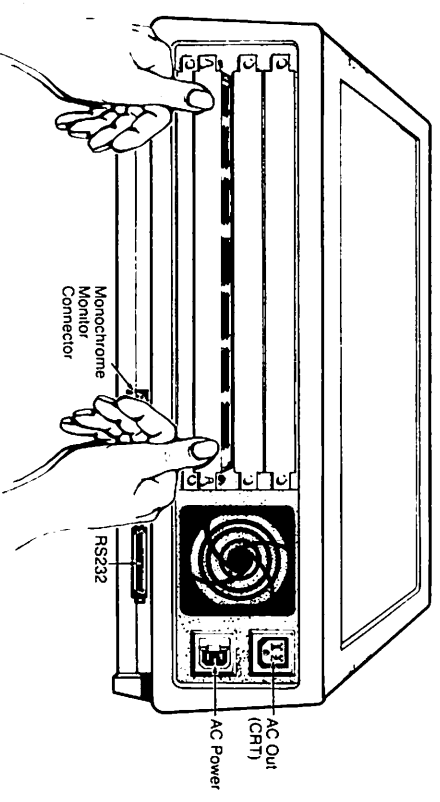


Figure 6

To test your memory board, start up MS-DOS as instructed in *Introduction to the Model 2000*. Check the copyright/startup message to see if it indicates the correct amount of memory (128K plus the amount added). If this is not the case, contact personnel at the Radio Shack Computer Center or Radio Shack store at which you purchased the board.

5. If you are adding the 128K RAM Upgrade, do so now as described in the instruction sheet provided with the upgrade kit.
6. Unlock the buttons on the External 128K Board's panel. (Note: Handle the pan containing the board, **not** the board itself.) Slowly slide the pan between the guides along the sides of the card slot until the board meets the connector. (See Figure 5.)

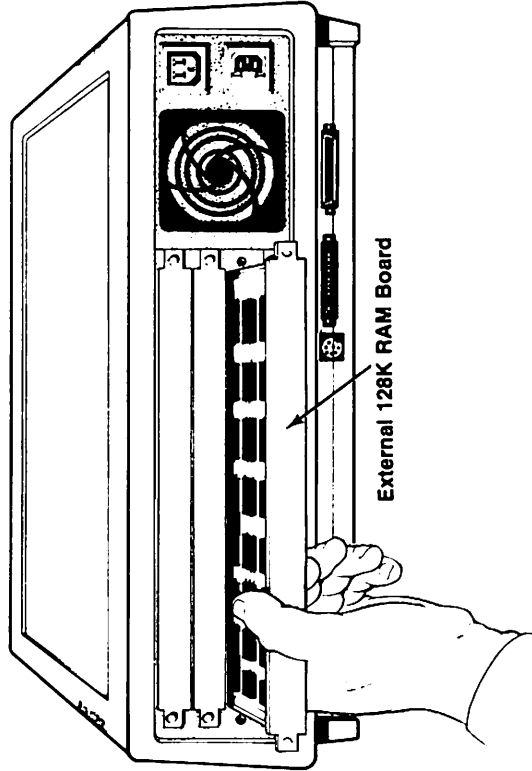


Figure 5

- 4a. Remove the jumper that connects Test Points E and F. This jumper is between Locations U70 and U71. (See Figure 2.)

The S-B1/B2/B3 jumper, which is near Location U65, must connect Test Points S and B2. It should already be positioned correctly. If it is not, however, pull it up and reposition it. (See Figure 3.)

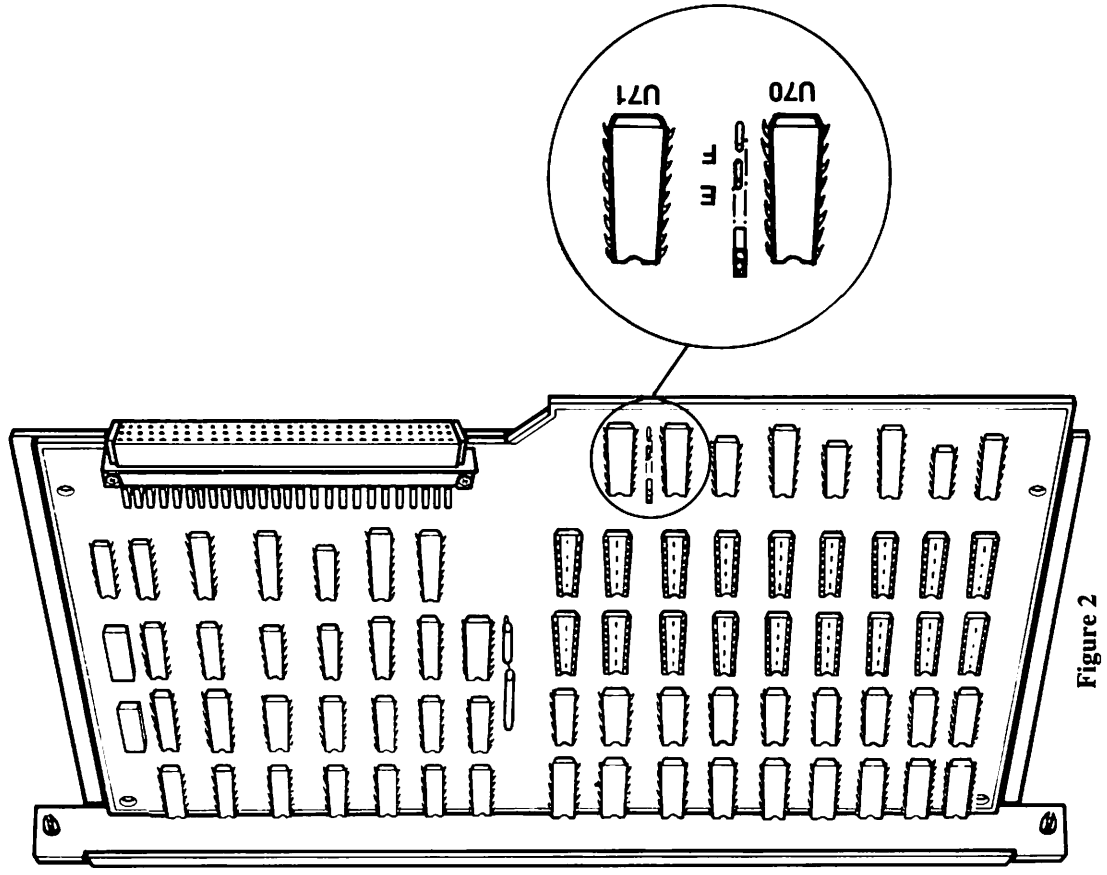


Figure 2

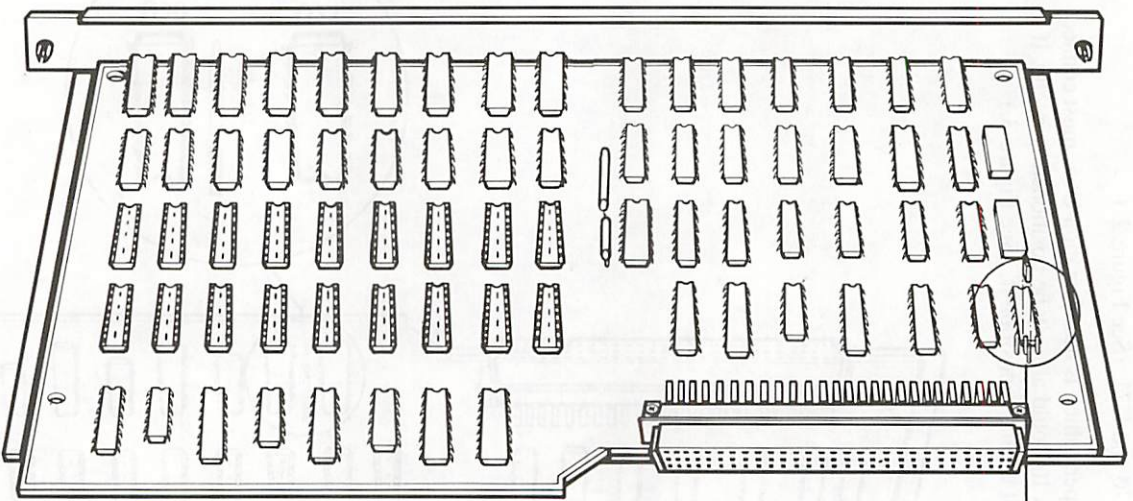


Figure 3

4

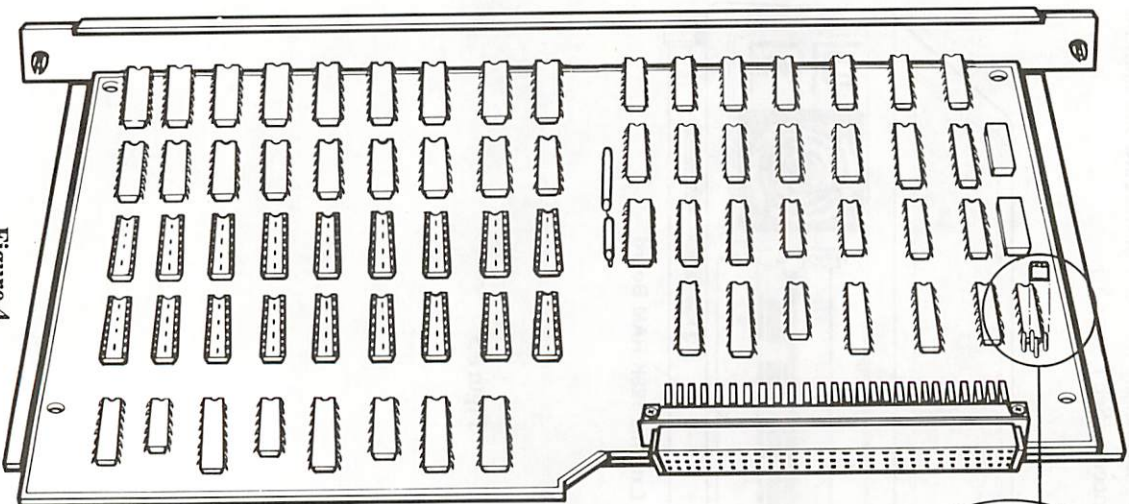


Figure 4

5

4b. Do **not** remove the jumper that connects Test Points E and F. The S-B1/B2/B3 jumper, which is near Location U65, must connect **S** and **B3**. If it does not, pull it up and reposition it so it does. (See Figure 4.)