

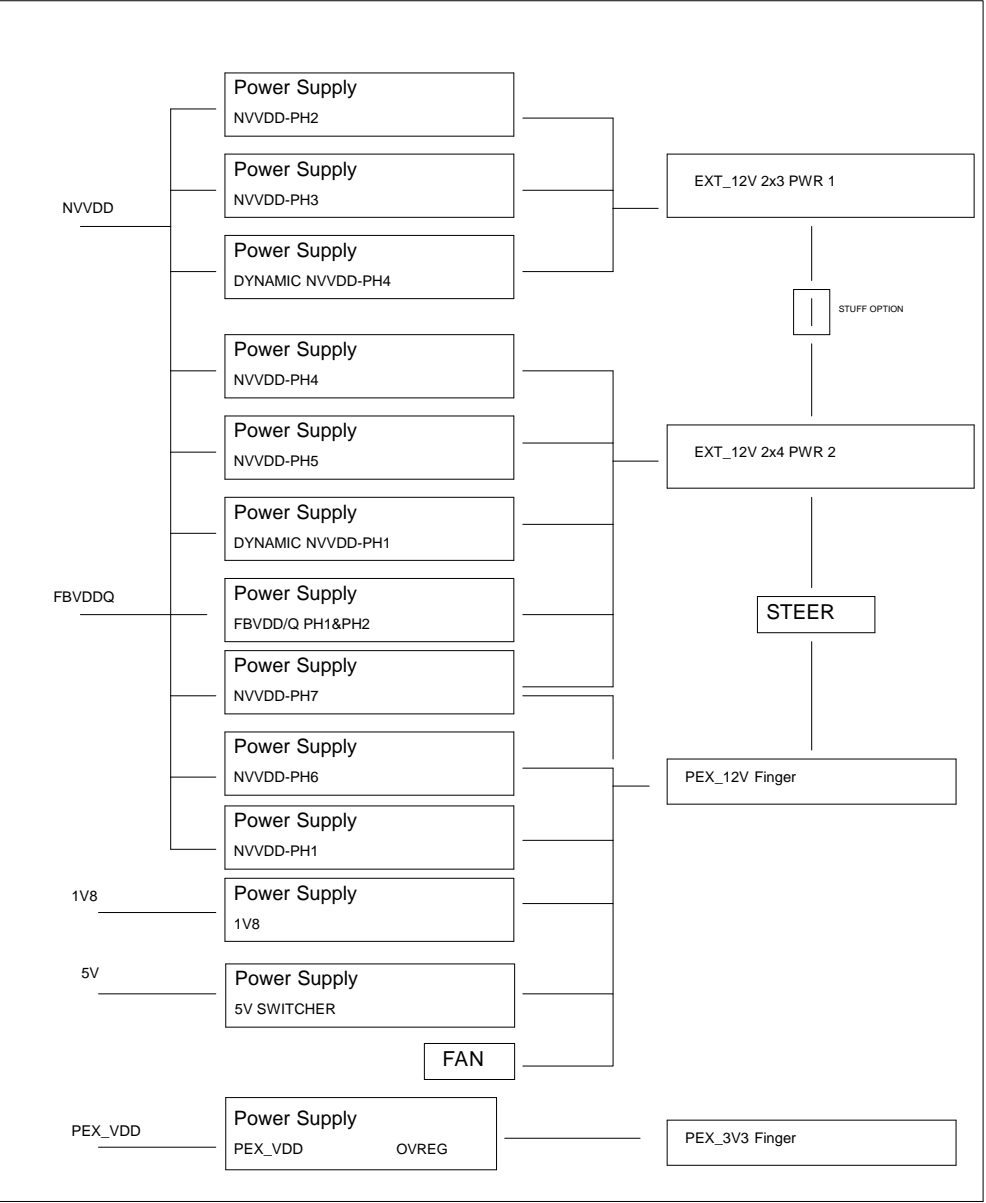
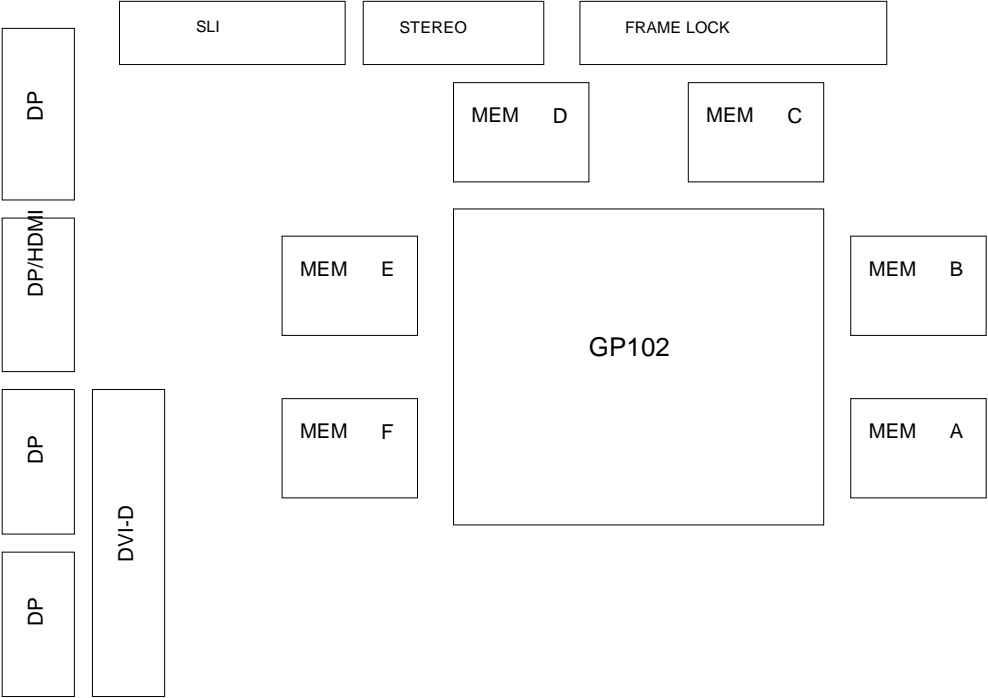
PG611 A00

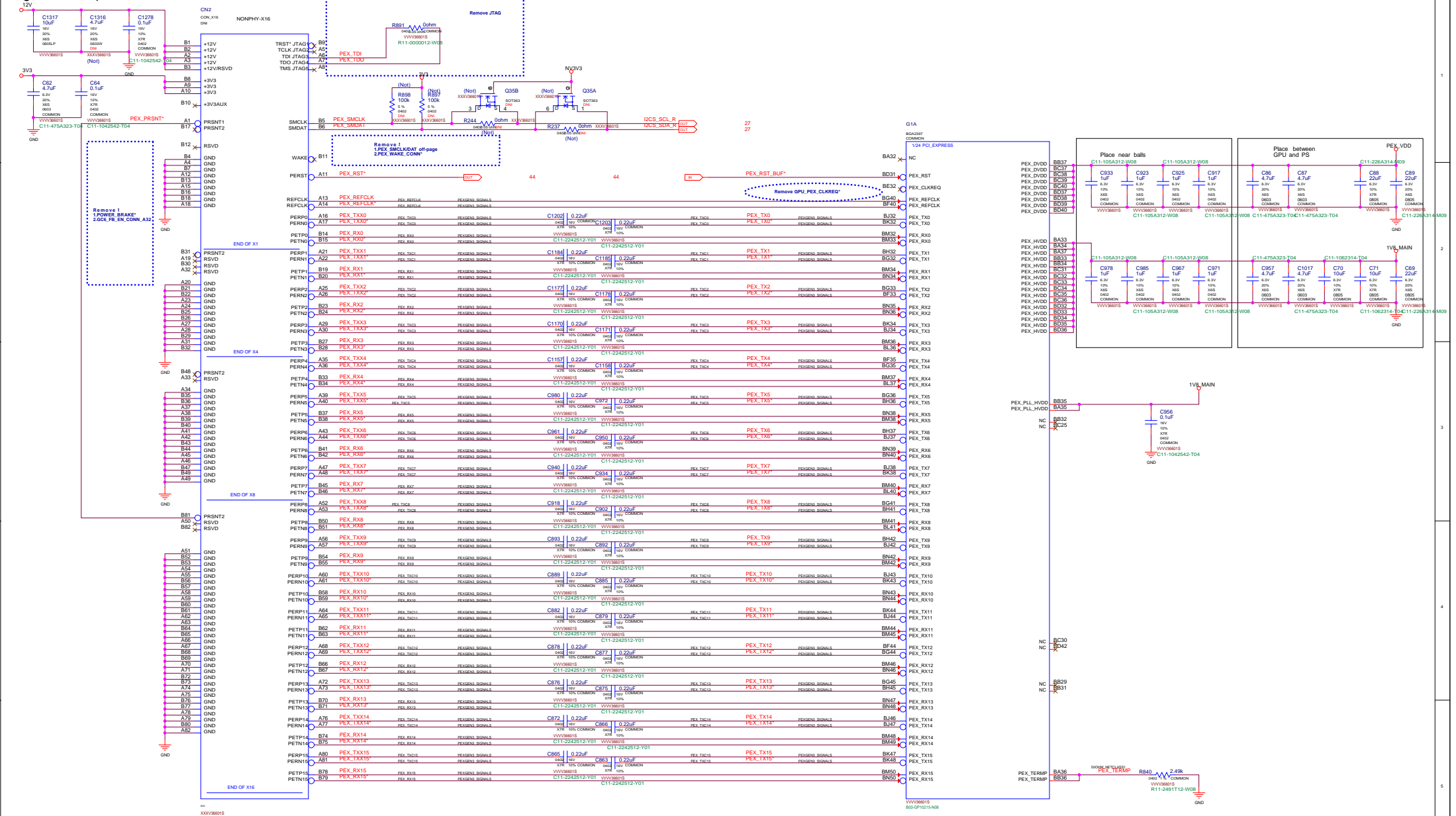
12GB GDDR5X, 384b, 256Mx32

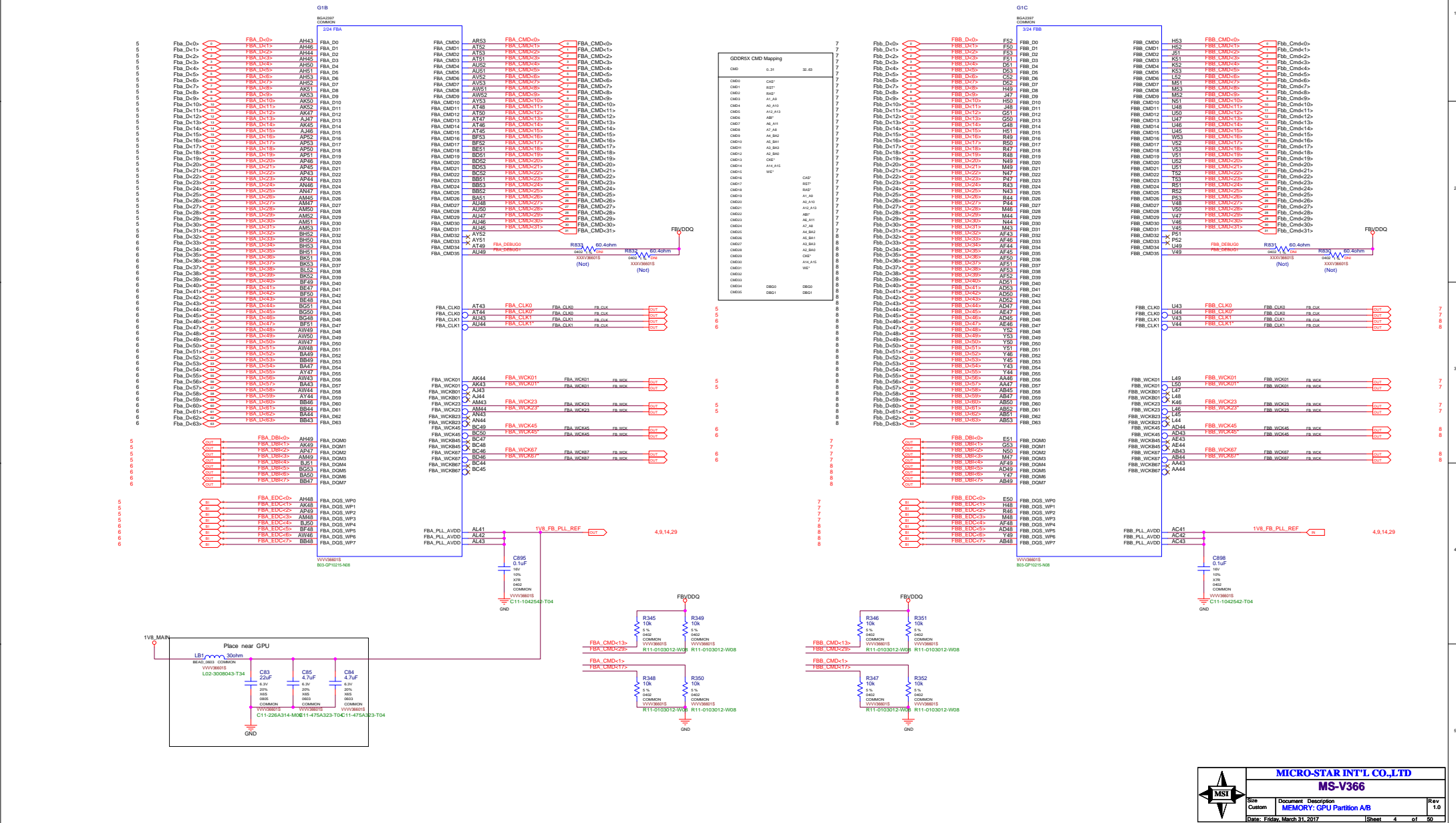
TALL DVI-D + DP + DP + HDMI/DP + DP

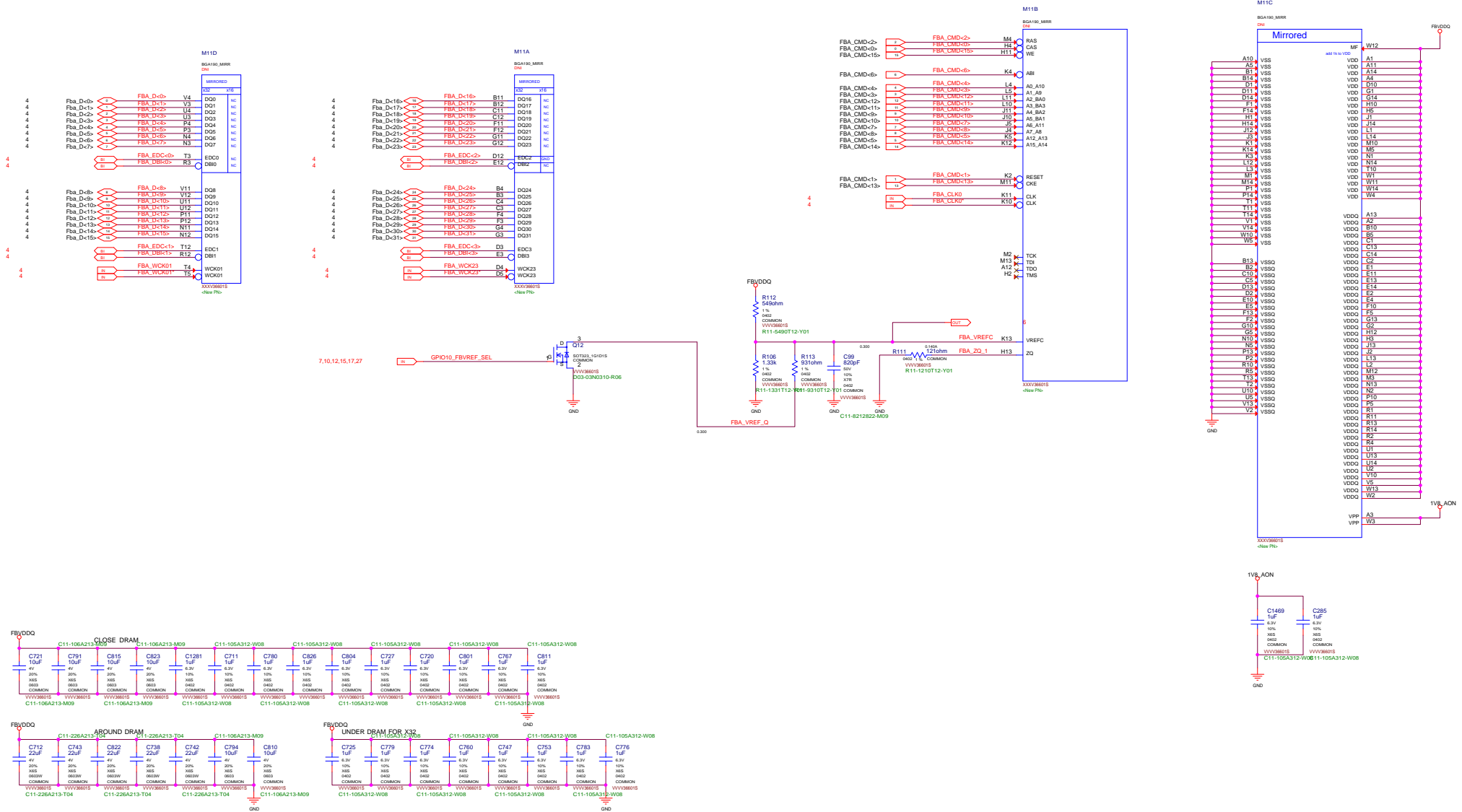
TABLE OF CONTENTS

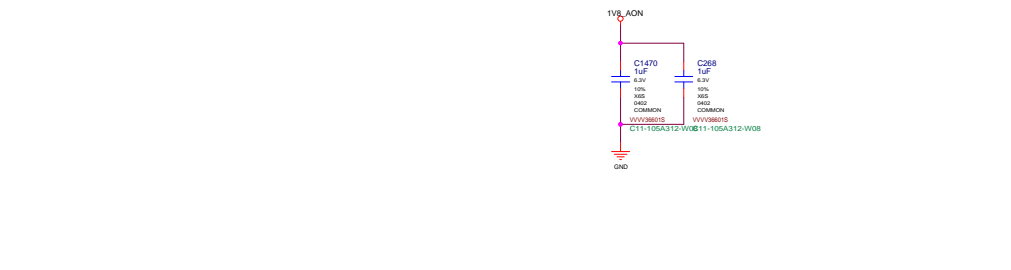
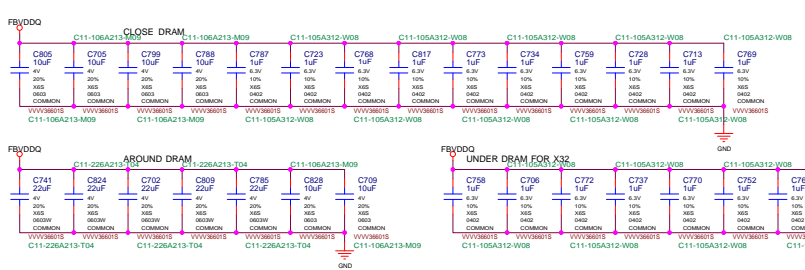
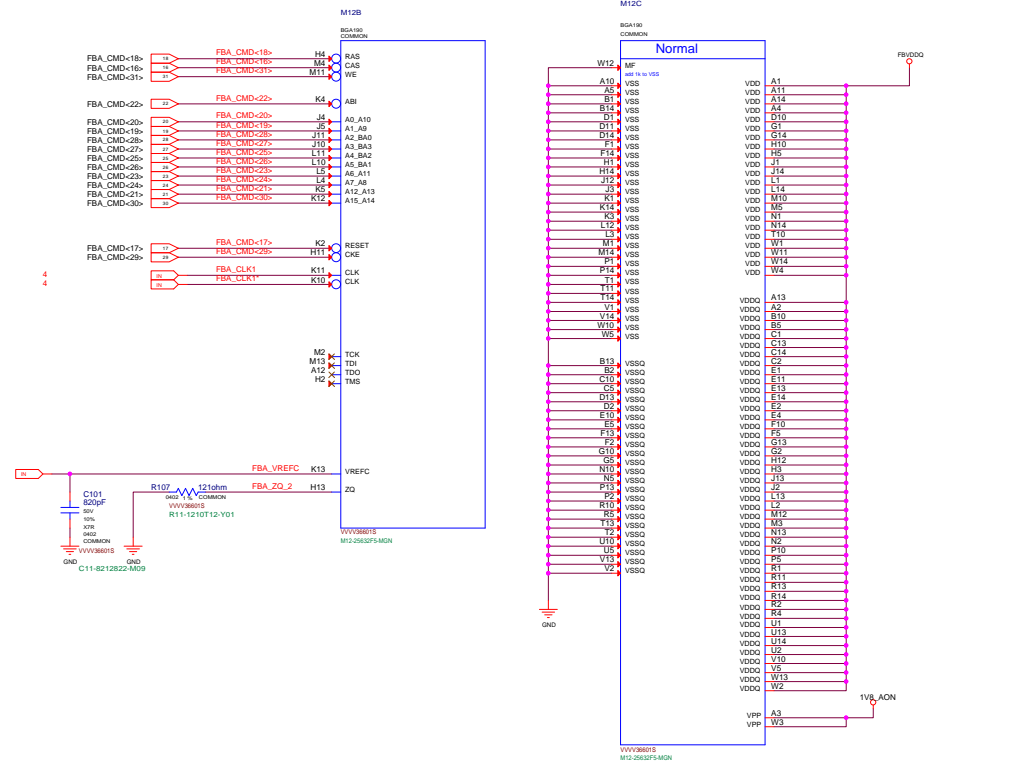
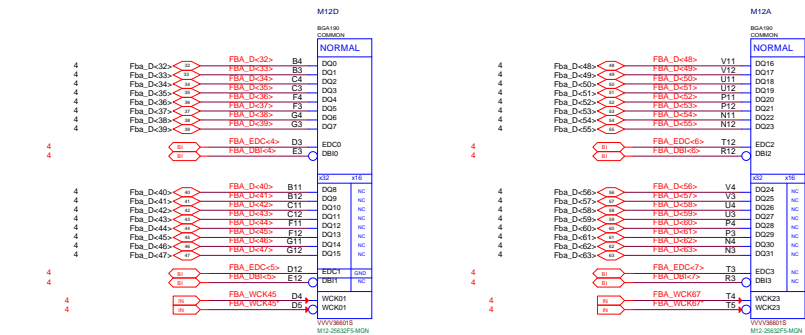
Page	Description	Page	Description
1	Table of Contents	26	MIOA/B INTERFACE & FRAME LOCK
2	BLOCK DIAGRAM	27	MISC: FAN, THERMAL, JTAG, GPIO, STEREO
3	PCI EXPRESS	28	MISC: ROM, STRAPS
4	MEMORY: GPU PARTITION A/B	29	MISC: XTAL, PLL
5	MEMORY: FBA PARTITION[31:0]	30	PS: 5V, PEXVDD
6	MEMORY: FBA PARTITION[63:32]	31	PS: 1V8 Rails
7	MEMORY: FBB PARTITION[31:0]	32	PS: FBVDDQ
8	MEMORY: FBB PARTITION[63:31]	33	PS: NVVDD Controller_OVR8
9	MEMORY: GPU PARTITION C/D	34	PS: NVVDD Controller_PWR-MODULE
10	MEMORY: FBC PARTITION[31:0]	35	PS: NVVDD Phase 1, 2
11	MEMORY: FBC PARTITION[63:32]	36	PS: NVVDD Phase 3, 4
12	MEMORY: FBD PARTITION[31:0]	37	PS: NVVDD Phase 5
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14	MEMORY: GPU PARTITION E/F	39	PS: Dynamic power balance phase
15	MEMORY: FBE PARTITION[31:0]	40	PS: Dynamic power balance logic
16	MEMORY: FBE PARTITION[63:32]	41	PS: Input, filtering, and Monitoring
17	MEMORY: FBF PARTITION[31:0]	42	PS: Current Sterring, Hot Unplug
18	MEMORY: FBF PARTITION[63:32]	43	PS: NVVDD ENABLE
19	GPU PWR AND GND	44	PS: GC6 MISC
20	GPU DECOUPLING	45	GEFORCE LED AND SLI LED
21	IFPAB DVI-D-DL	46	PS: NV3V3, NV12V
22	IFPE DP	47	PS: MCU
23	IFPF DP	48	MECH
24	IFPC HDMI/DP	49	VR Thermal Protection
25	IFPD DP		

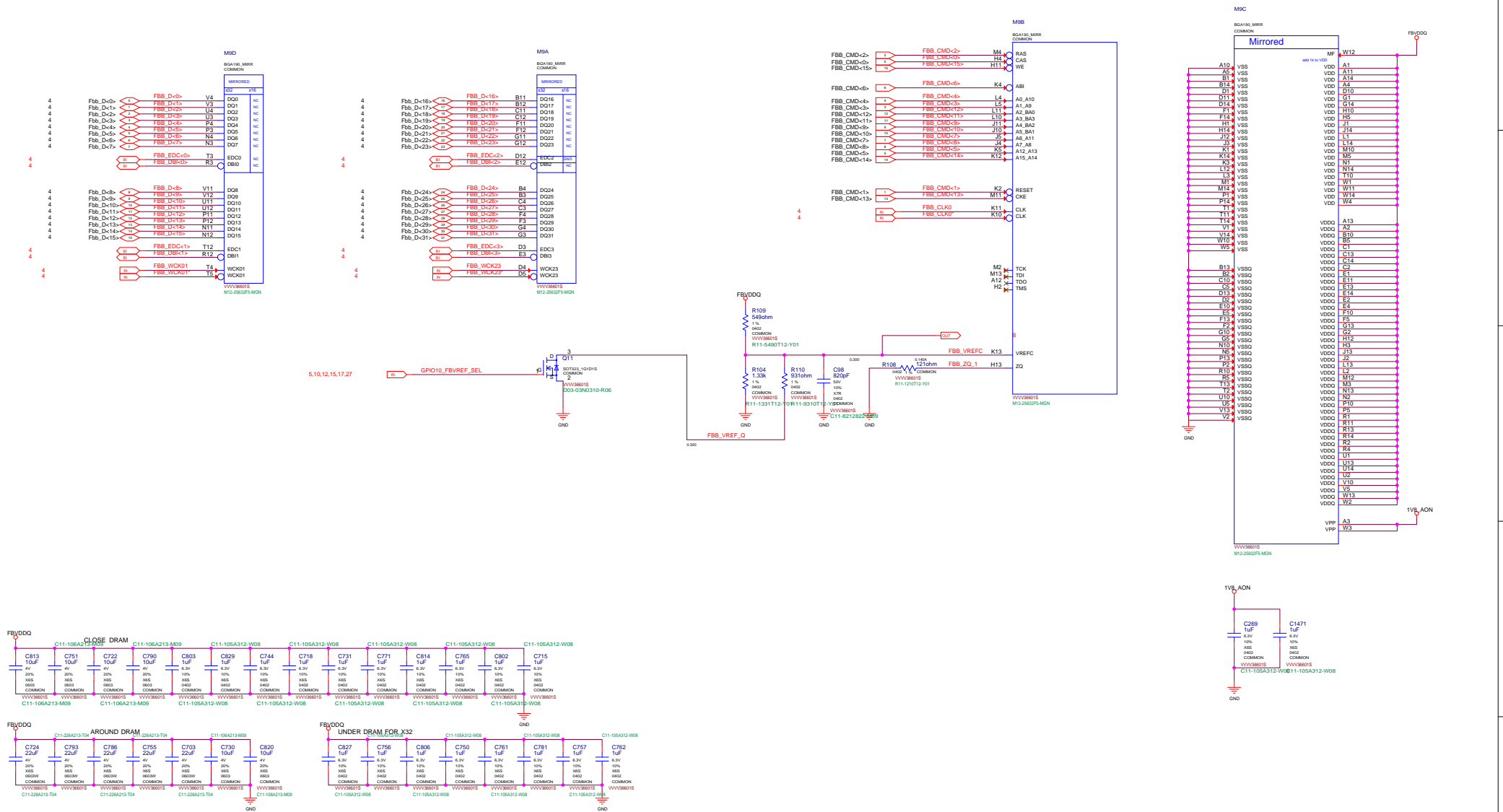


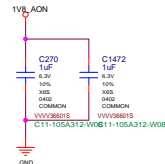
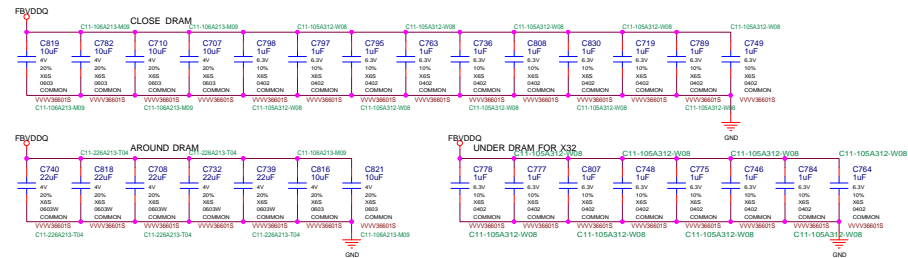


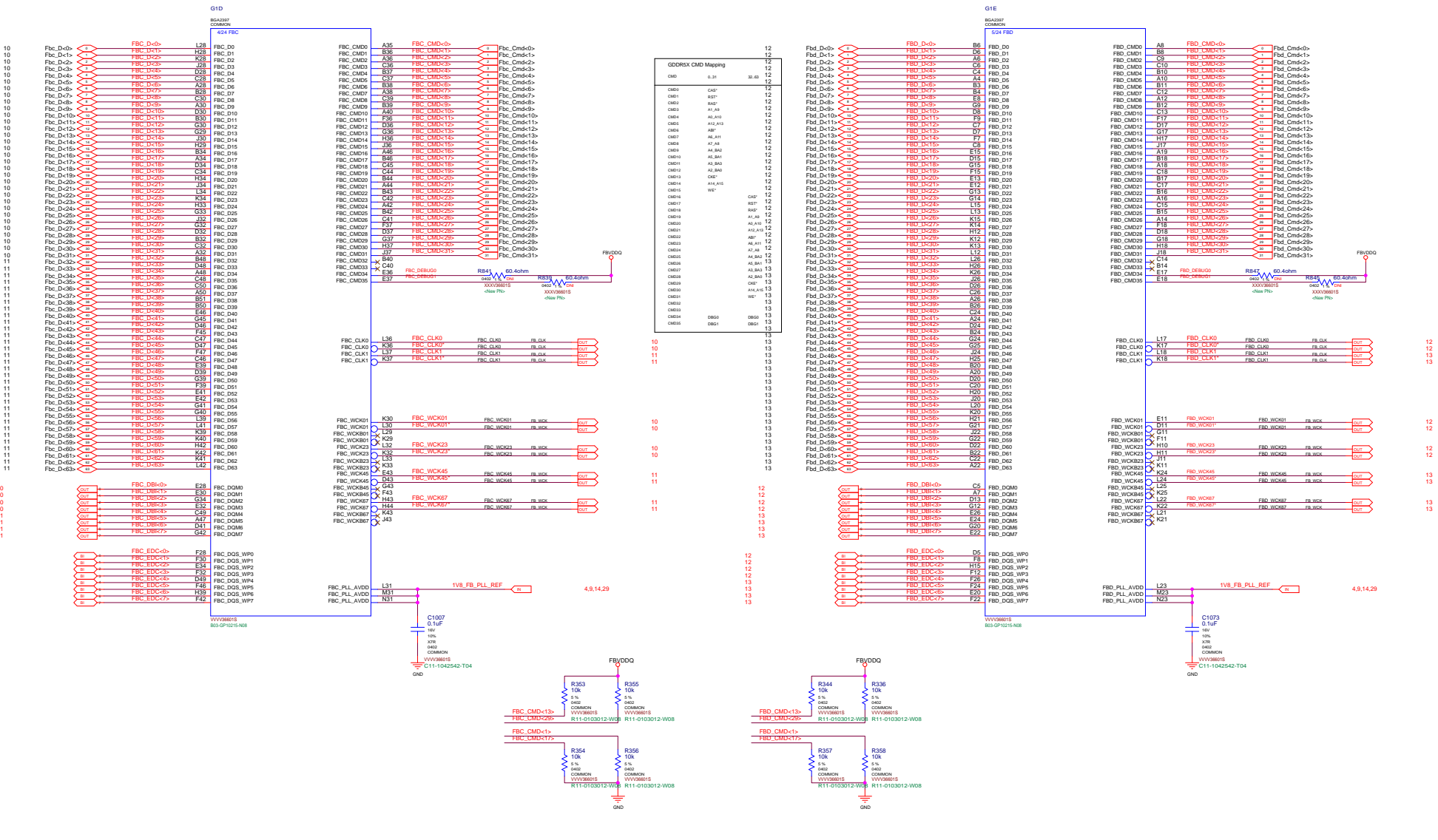


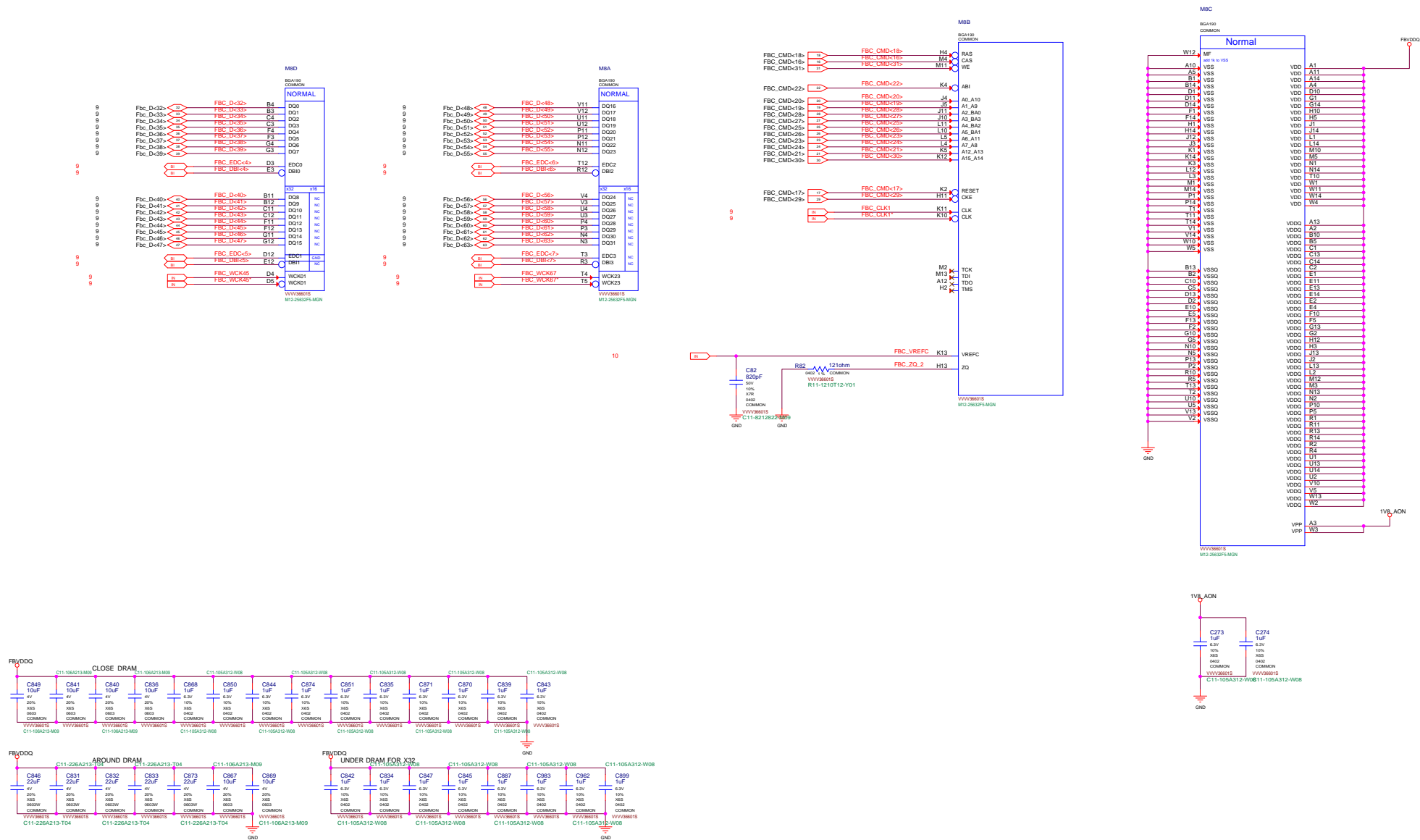


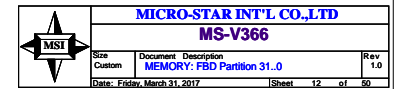
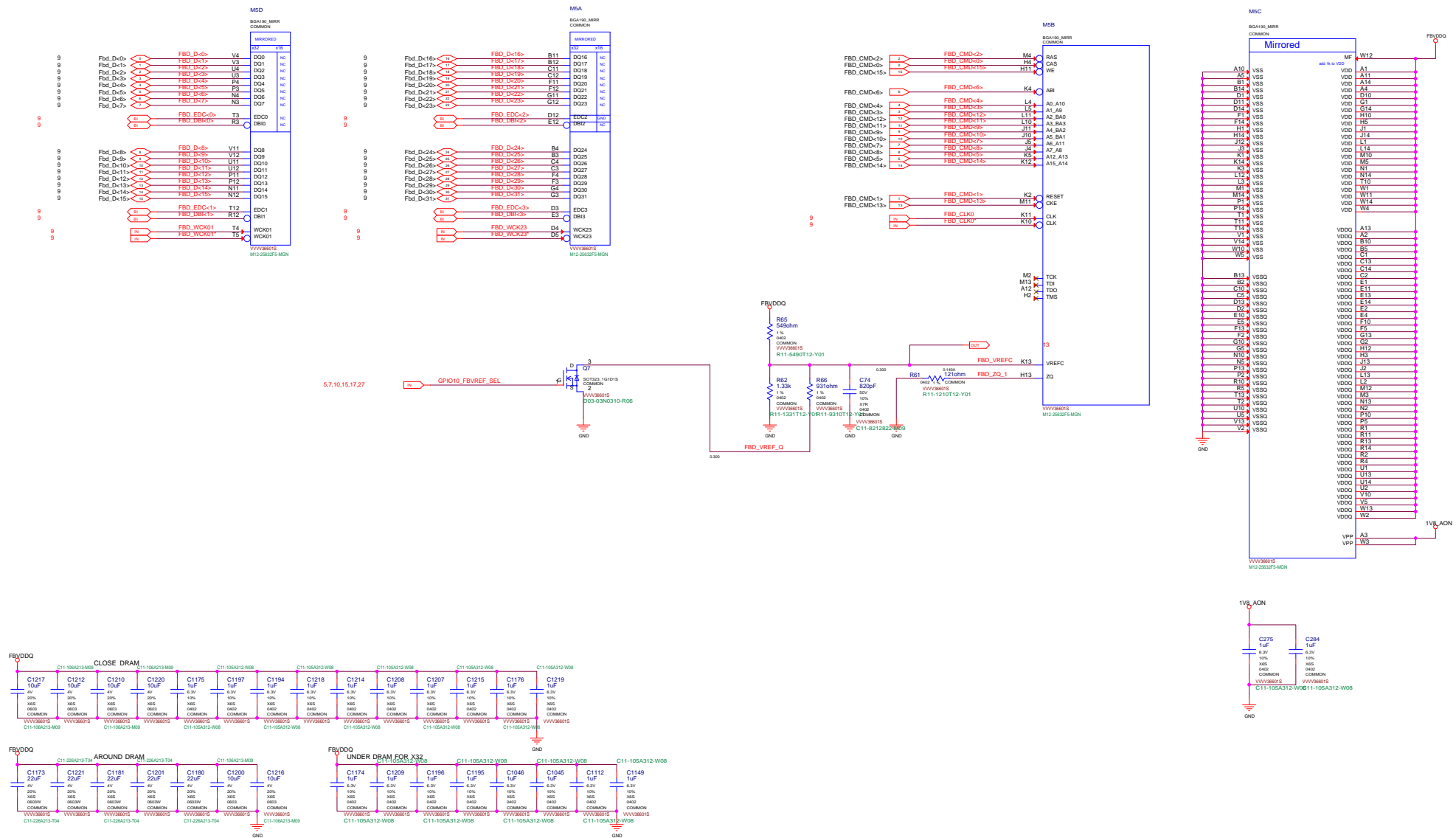


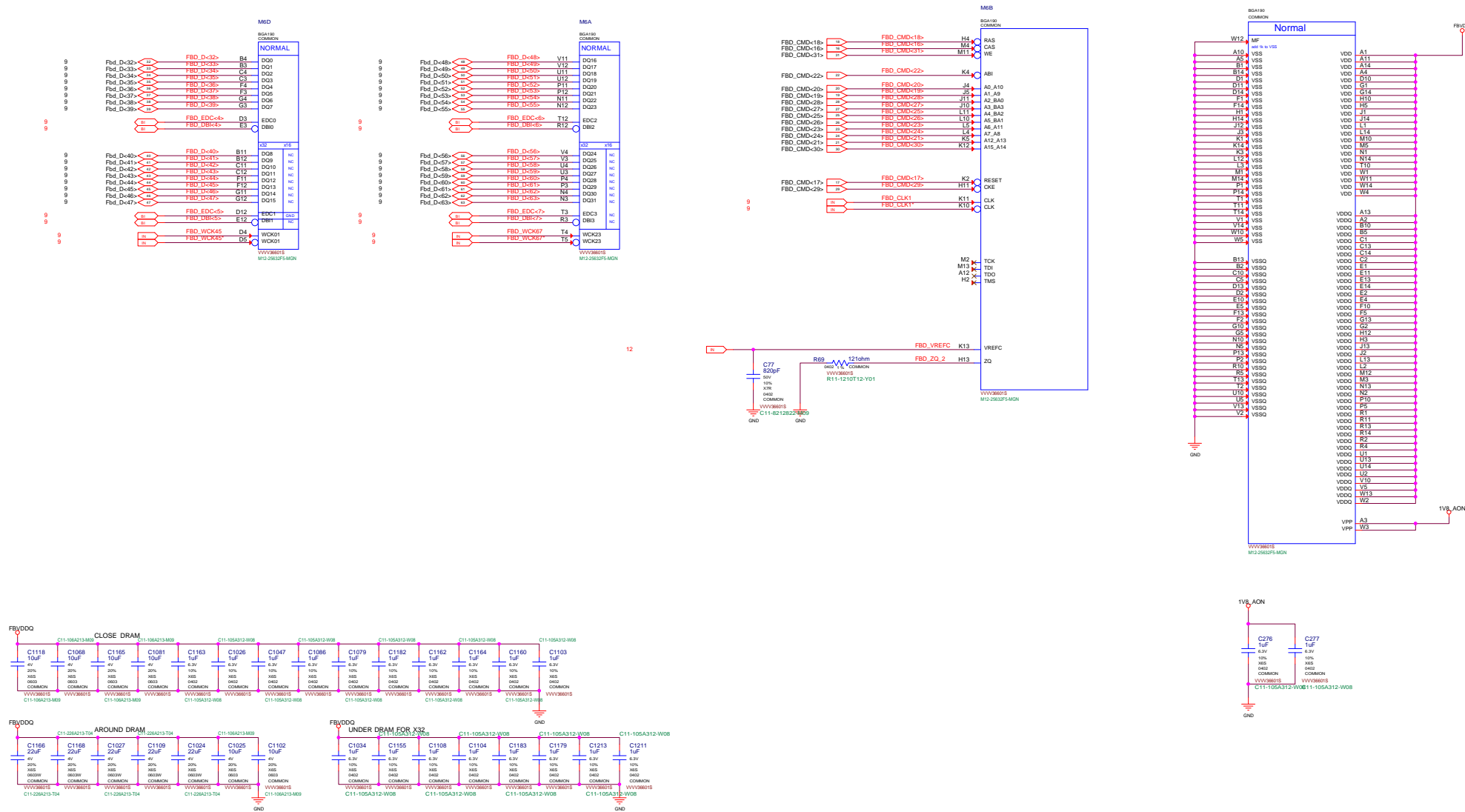


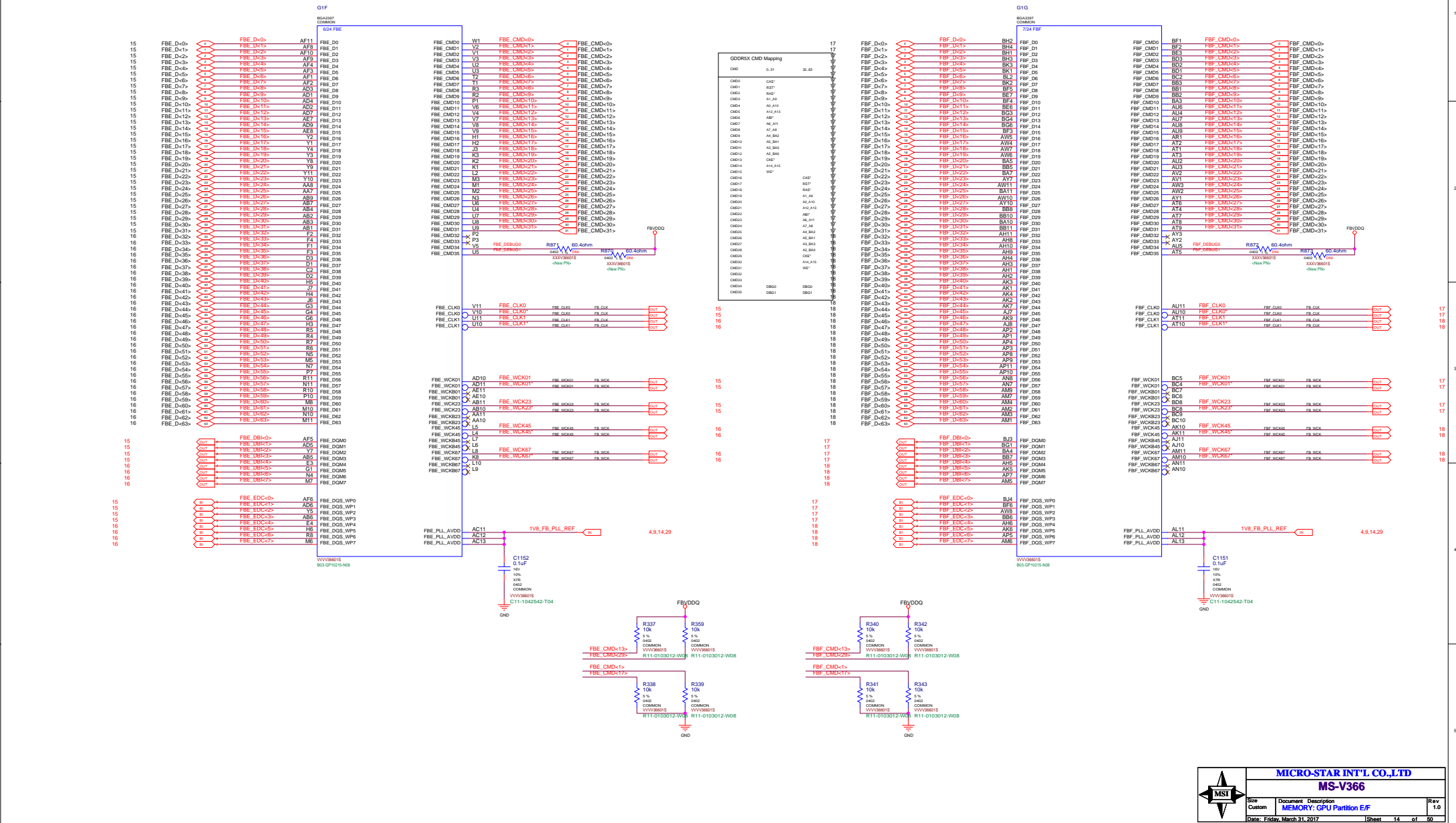


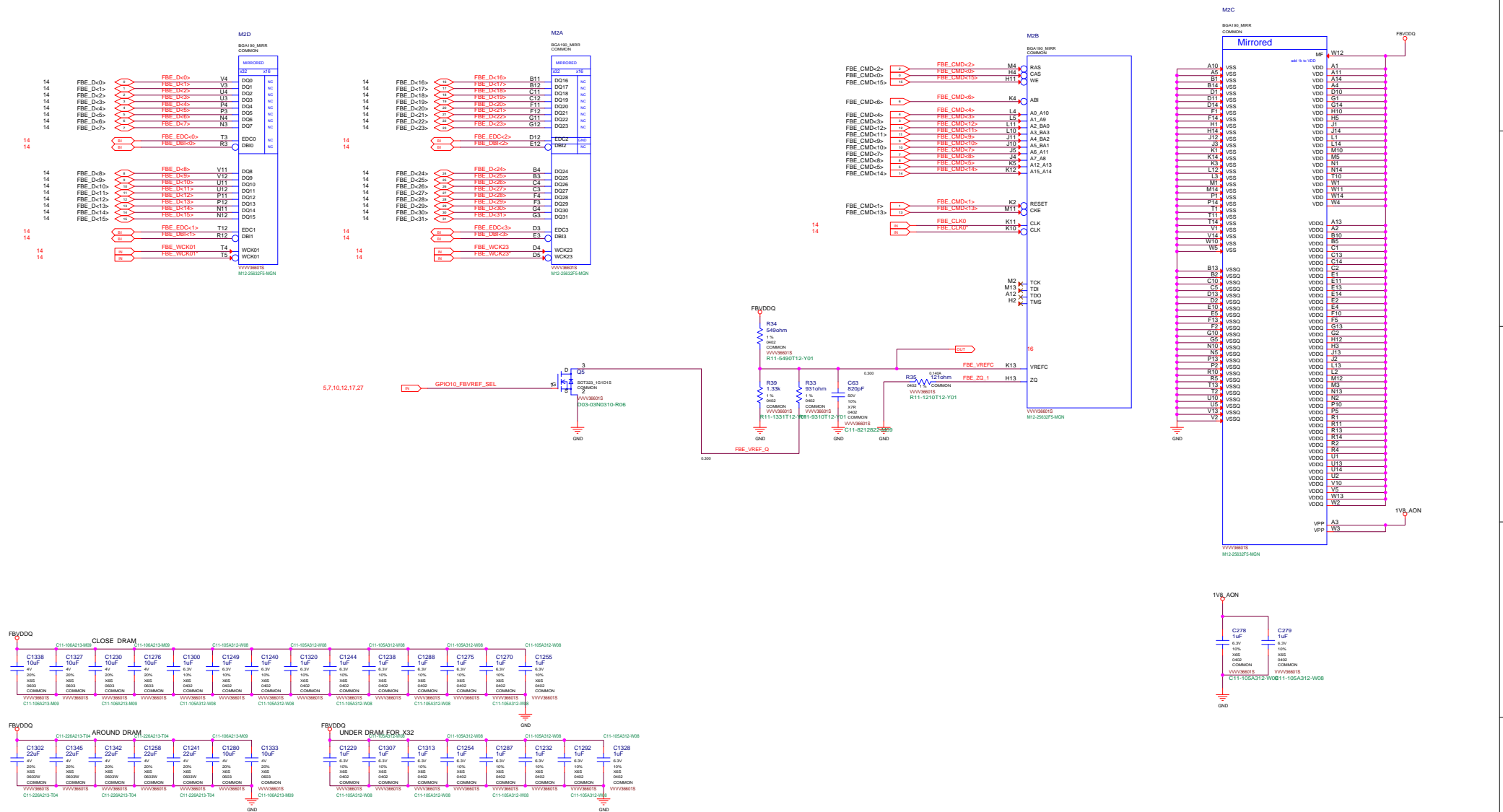


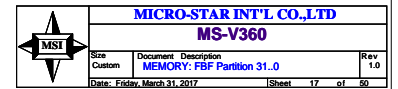
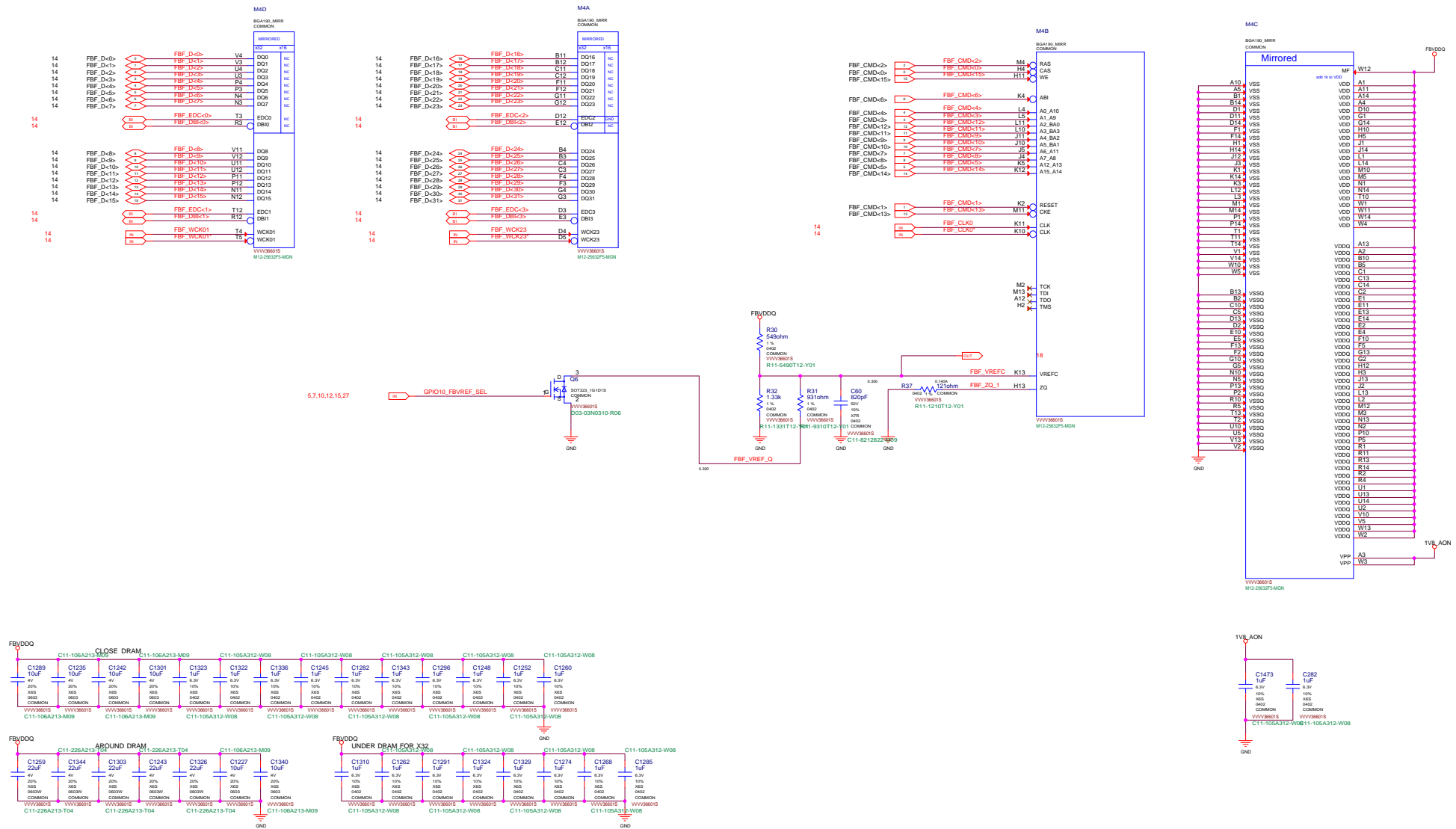


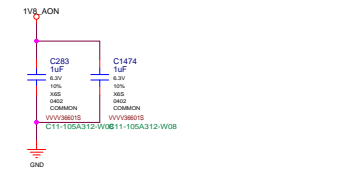
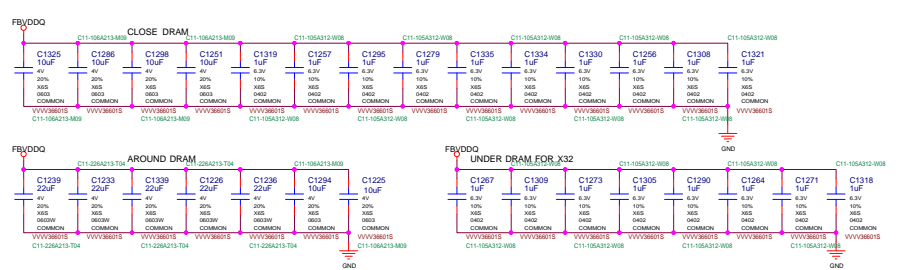
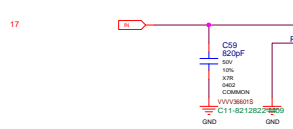
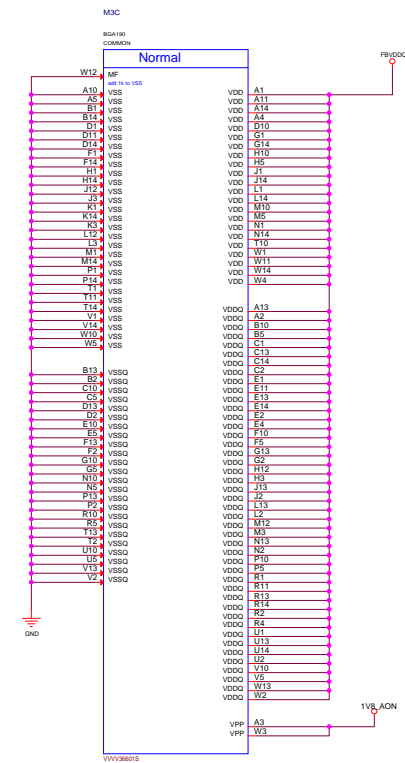
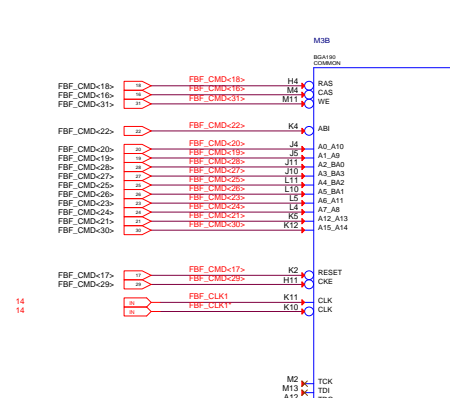
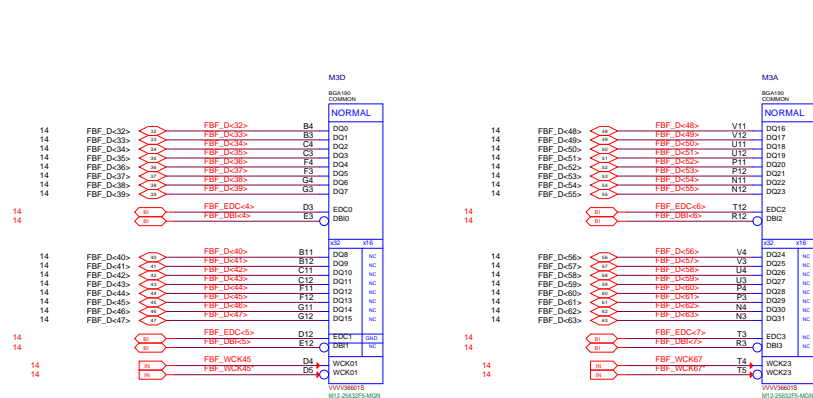


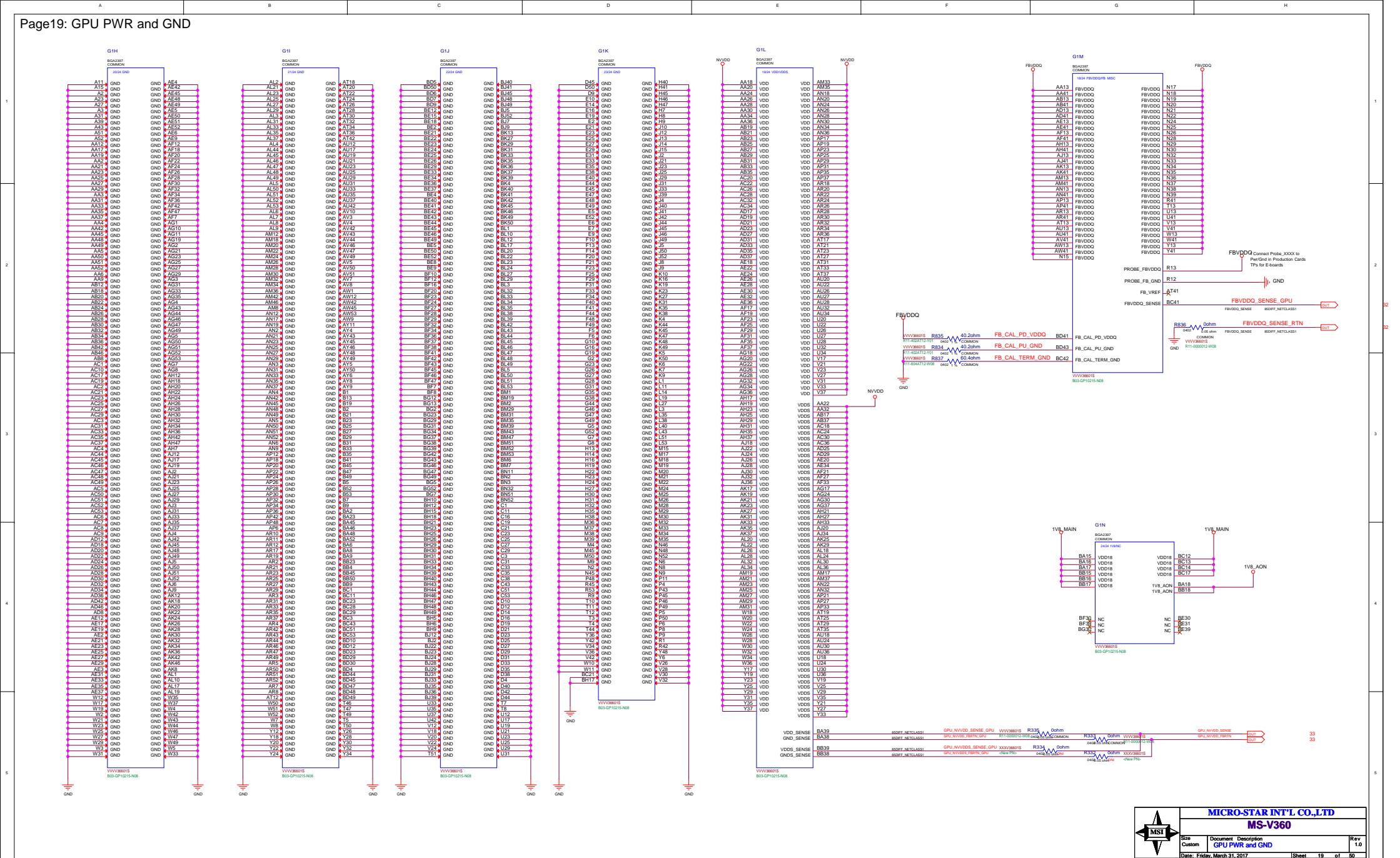


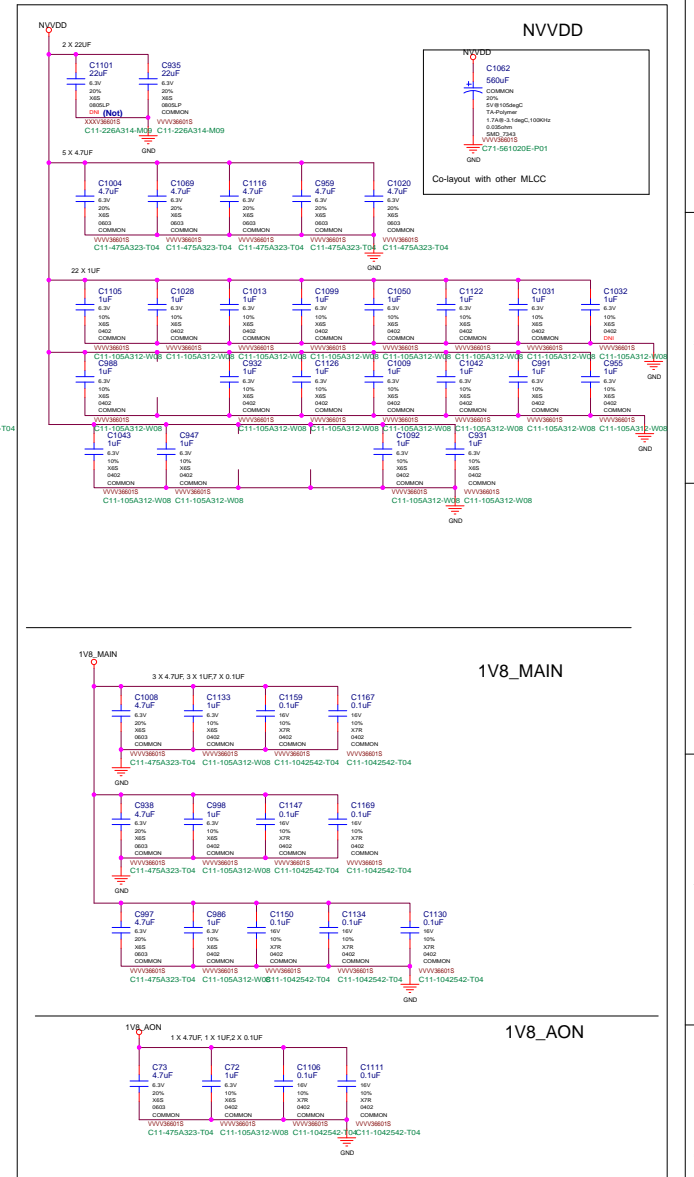
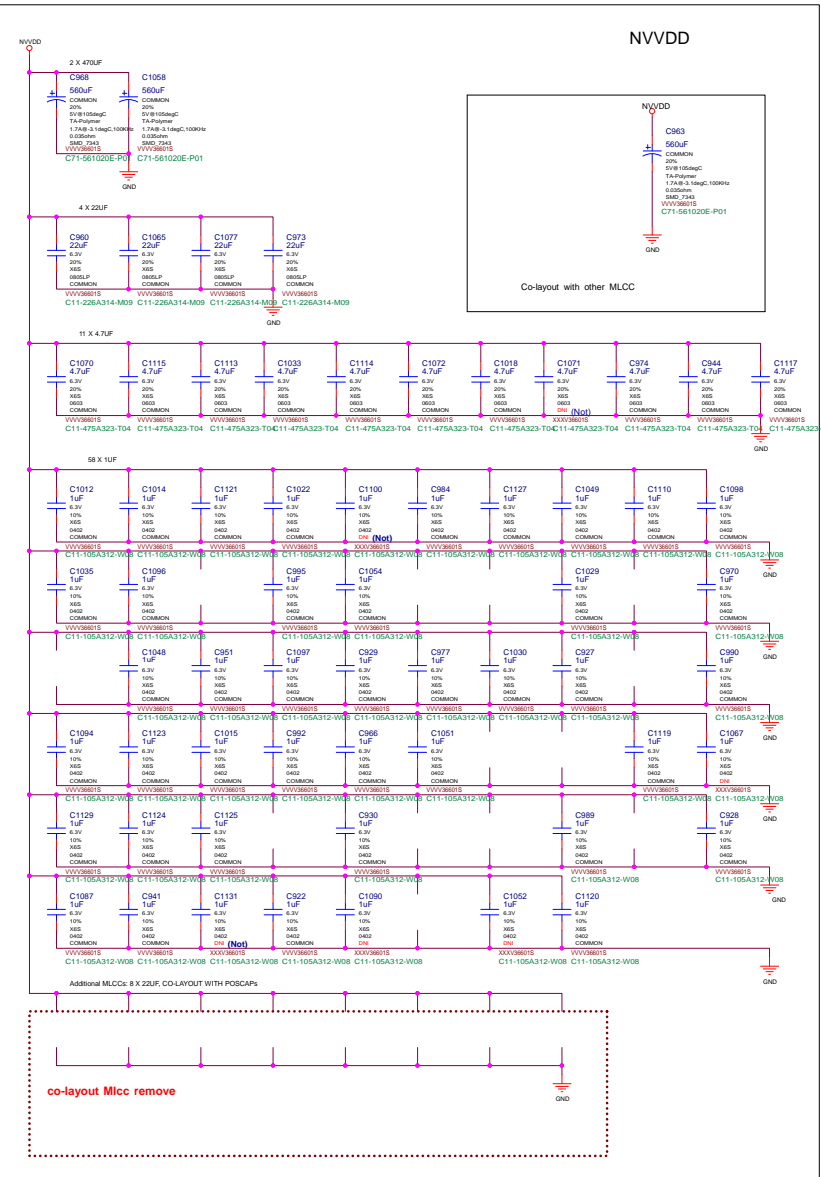
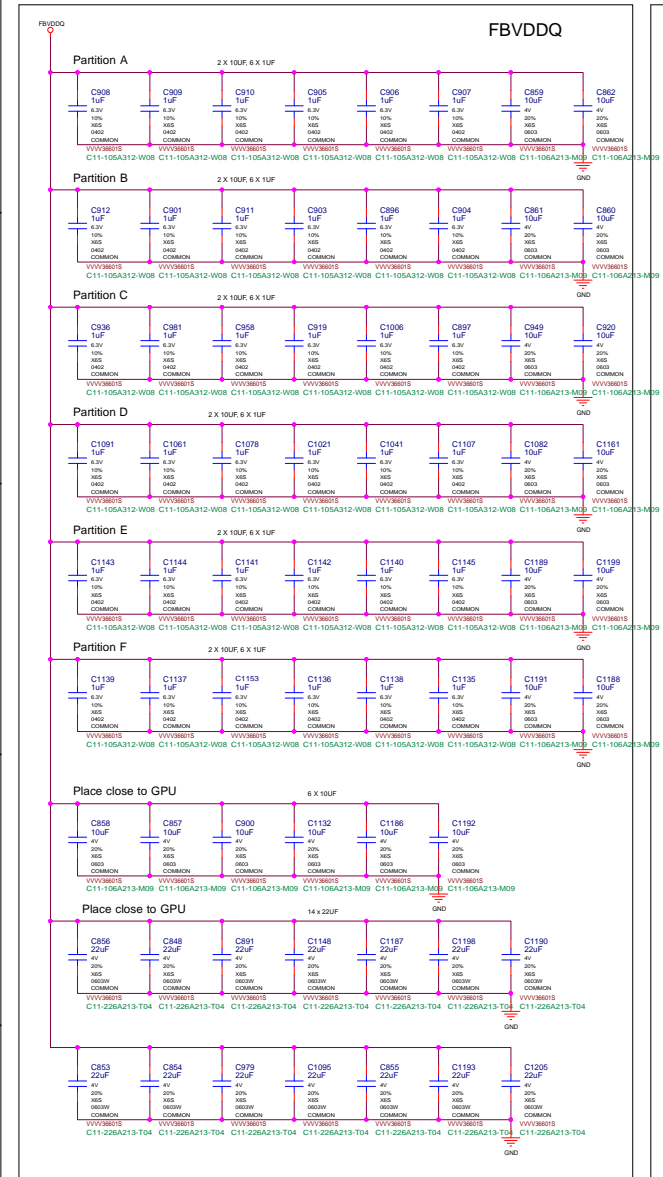


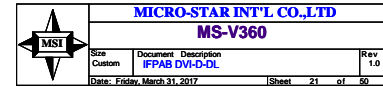
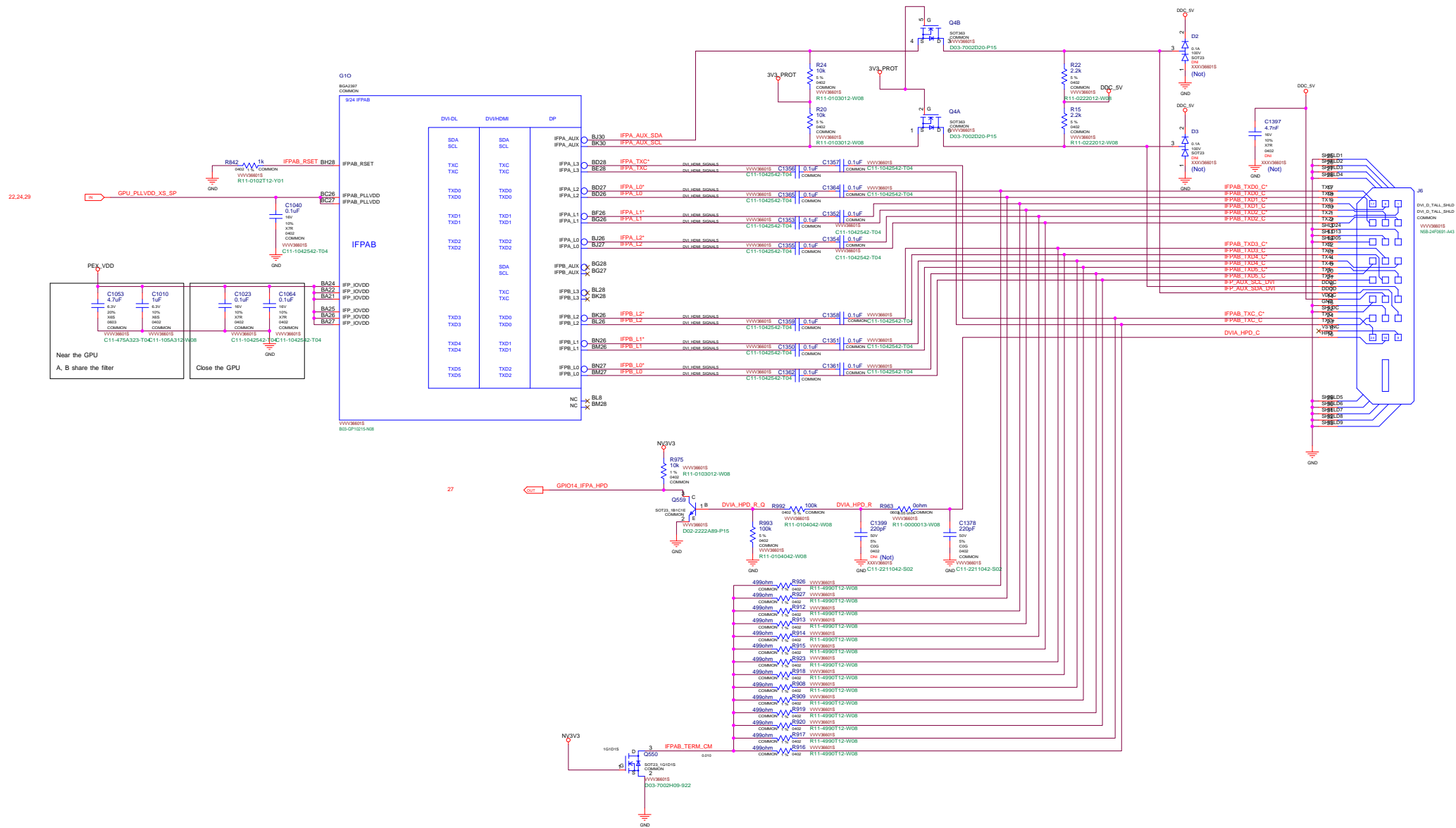


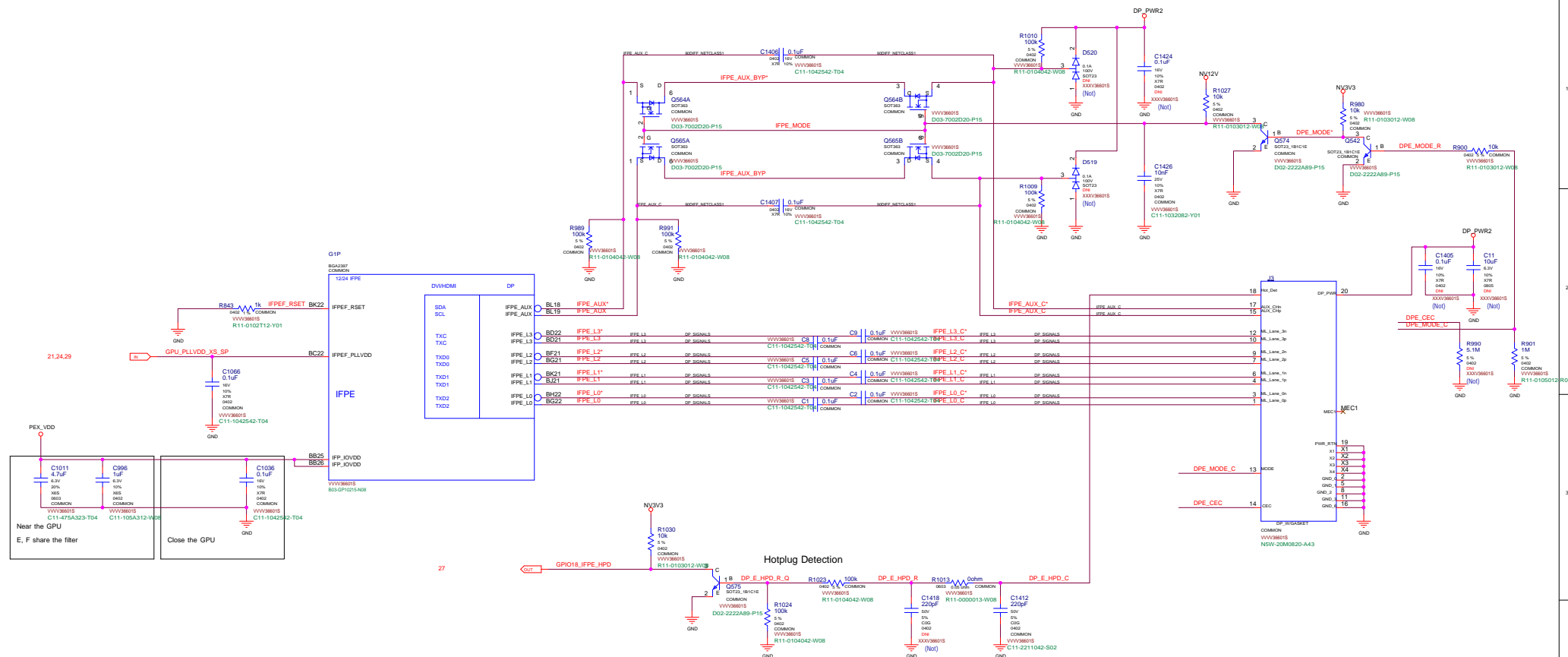


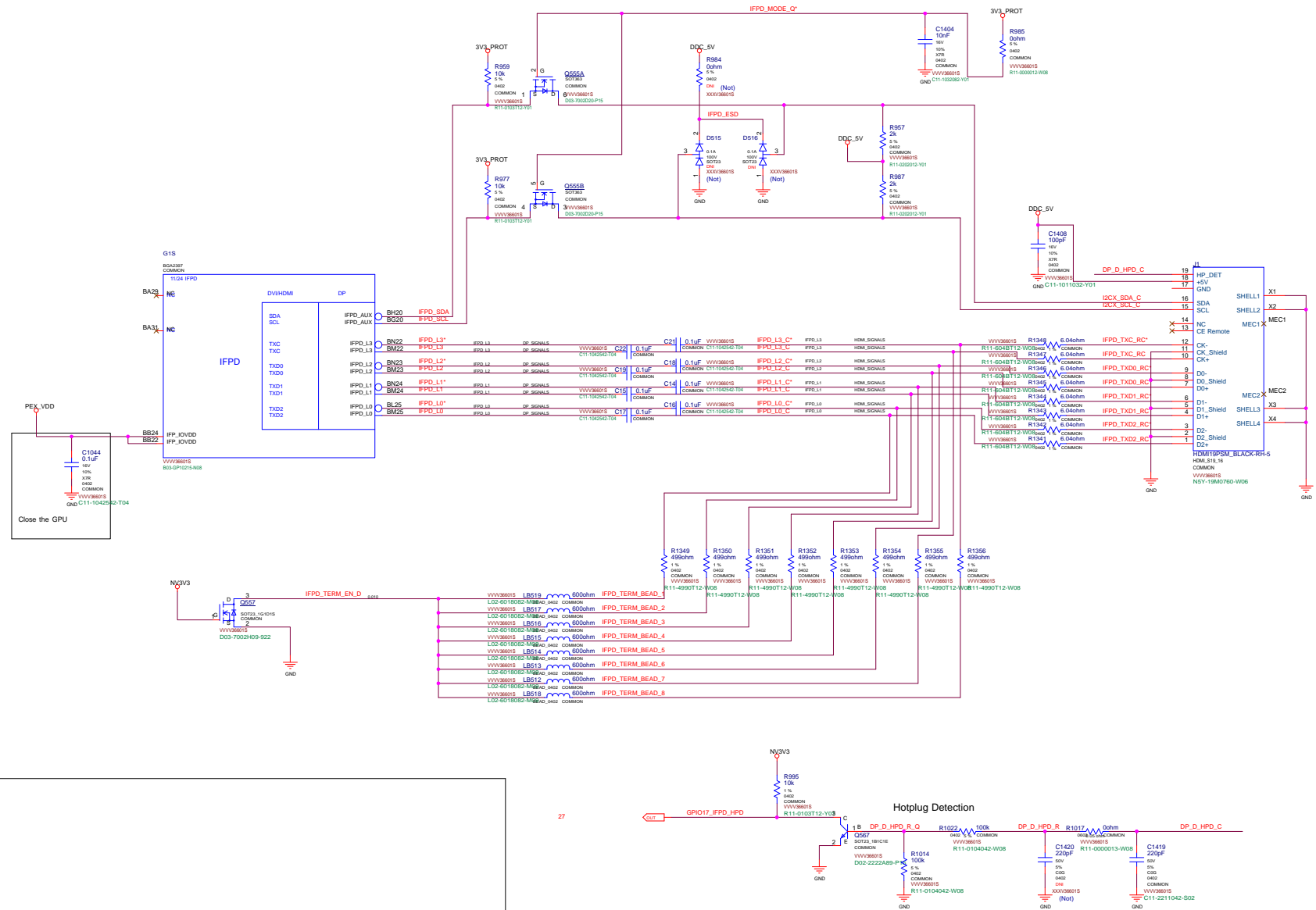












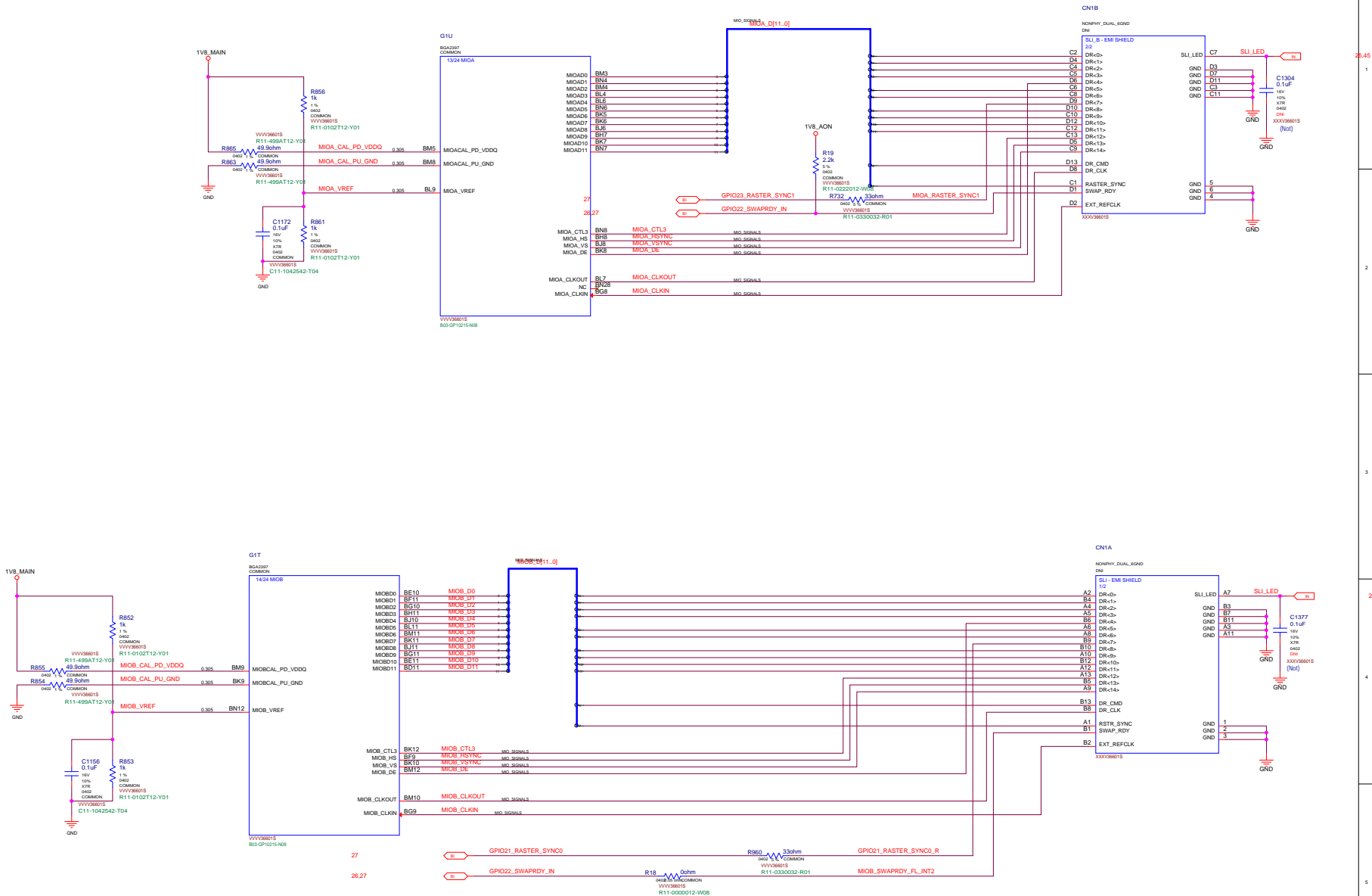
Fused DP_PWR

Remove U1 DP_PWR



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STRAP2	STRAP1	STRAP0	RAMCFG[4:0]	
L	L	L	00000	
L	H	L	00010	
L	H	H	00011	
H	H	L	00110	
H	H	H	00111	
ROM_SO	ROM_SI	ROM_SCLK	SOR_EXPOSED[3:0]	1:ENABLE 0:DISABLE
L	L	L	1111 DEFAULT	SOR0/1/2/3 ENABLE
L	L	H	1110	
L	H	L	1101	
L	H	H	1100	
H	L	L	1011	
H	L	H	1010	
H	H	L	1001	
H	H	H	1000	
L	L	M	0111	
L	M	L	0110	
L	M	H	0101	
L	H	M	0100	
H	L	M	0011	
H	M	L	0010	
H	M	H	0001	
H	H	M	0000	

STRAP5	STRAP4	STRAP3	SMB_ALT_ADDR	DEVID_SEL	PCIE_CFG	VGA_DEVICE
M	H	H	1	1	1	1
M	H	L	1	1	1	0
M	L	H	1	1	0	1
M	L	L	1	1	0	0
L	H	M	1	0	1	1
L	M	H	1	0	1	0
L	M	L	1	0	0	1
L	L	M	1	0	0	0
H	H	H	0	1	1	1
H	H	L	0	1	1	0
H	L	H	0	1	0	1
H	L	L	0	1	0	0
L	H	H	0	0	1	1
L	H	L	0	0	1	0
L	L	H	0	0	0	1
L	L	L	0	0	0	0

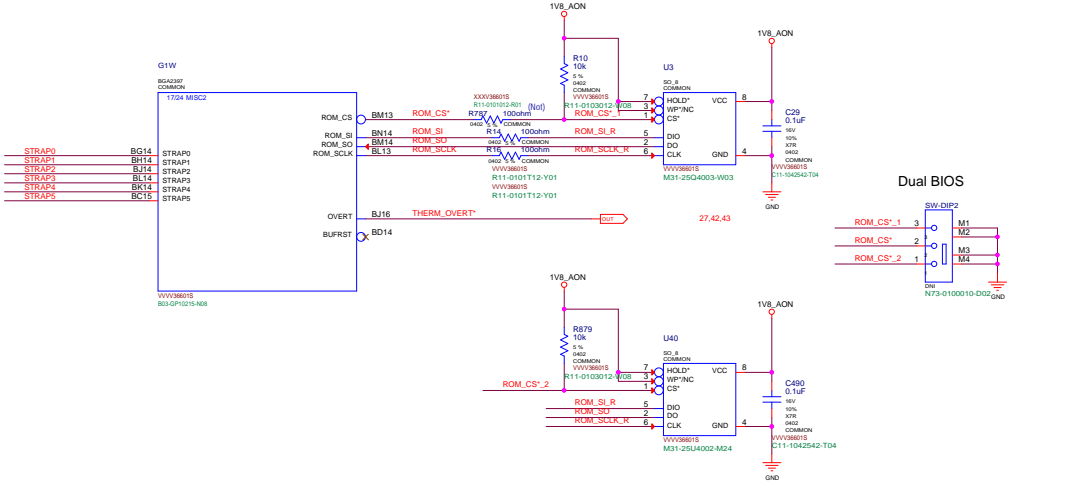
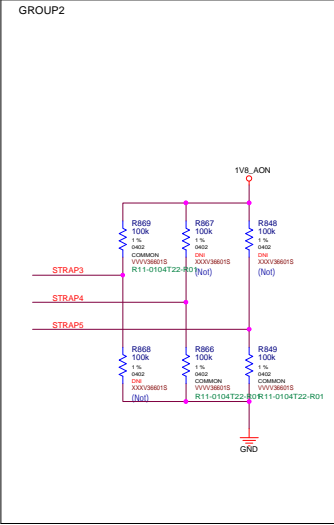
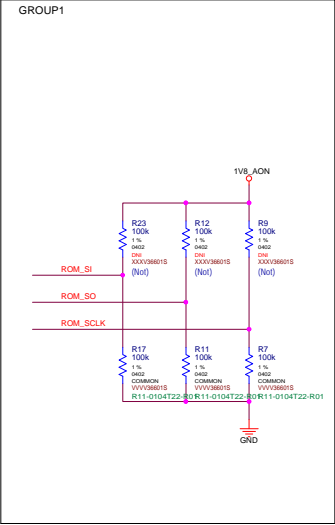
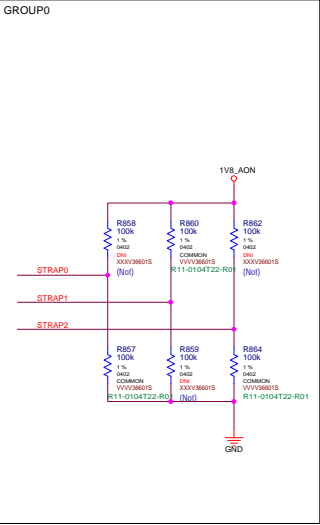
H=High :Tied to 1.8V
M=Middle:Tied to 0.9V
L=Low :Tied to 0V

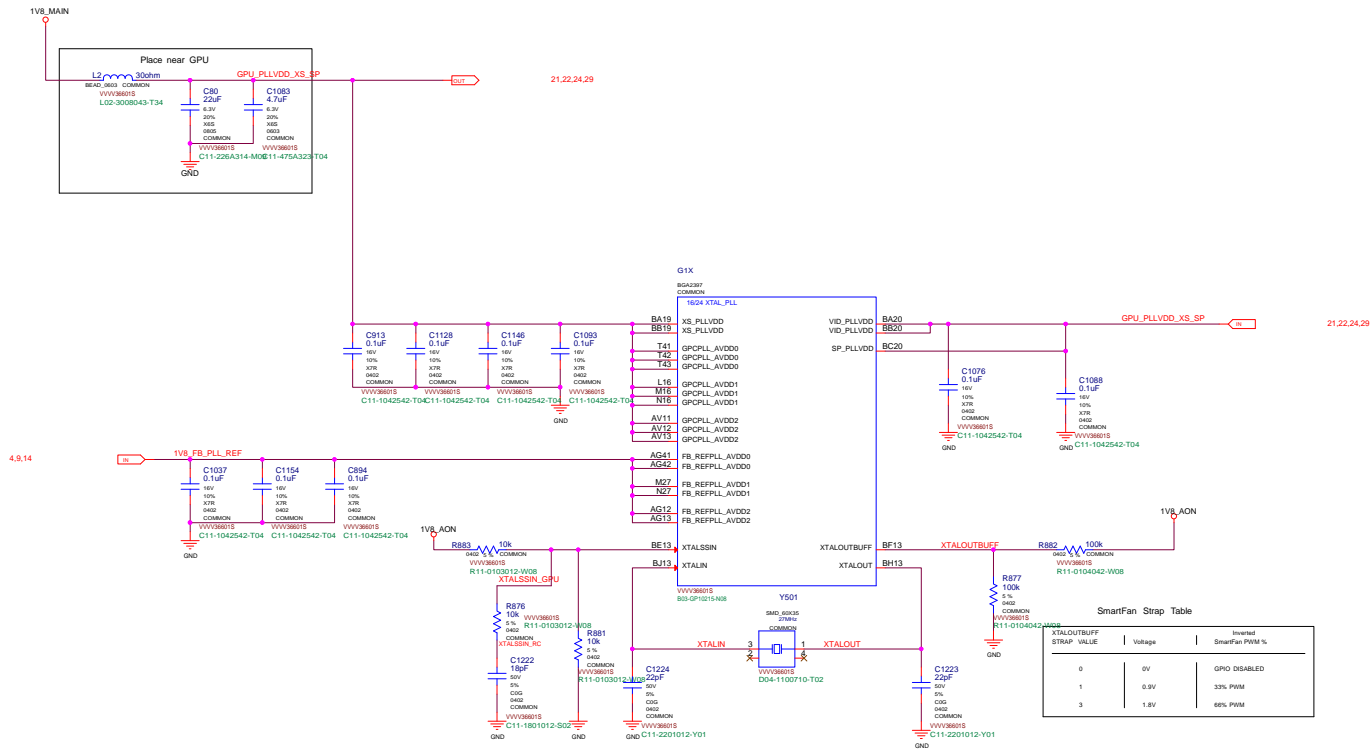
1:SMB_ALT_ADDR ENABLE
0:SMB_ALT_ADDR DISABLE

1:DEVID_SEL REBRAND
0:DEVID_SEL ORIGINAL

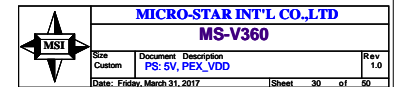
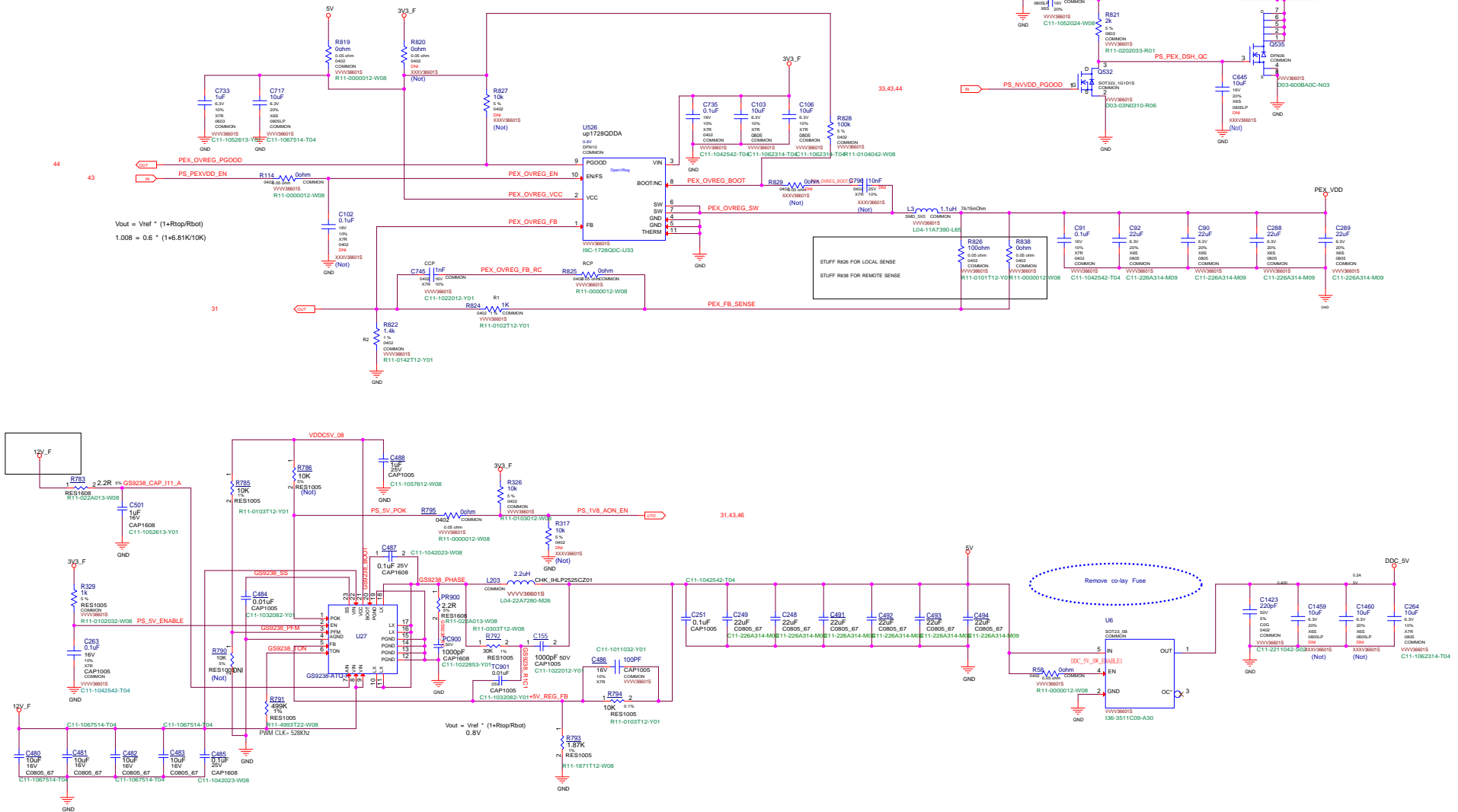
1:PCIE_CFG LOW POWER
0:PCIE_CFG HIGH POWER

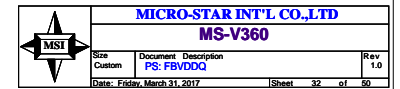
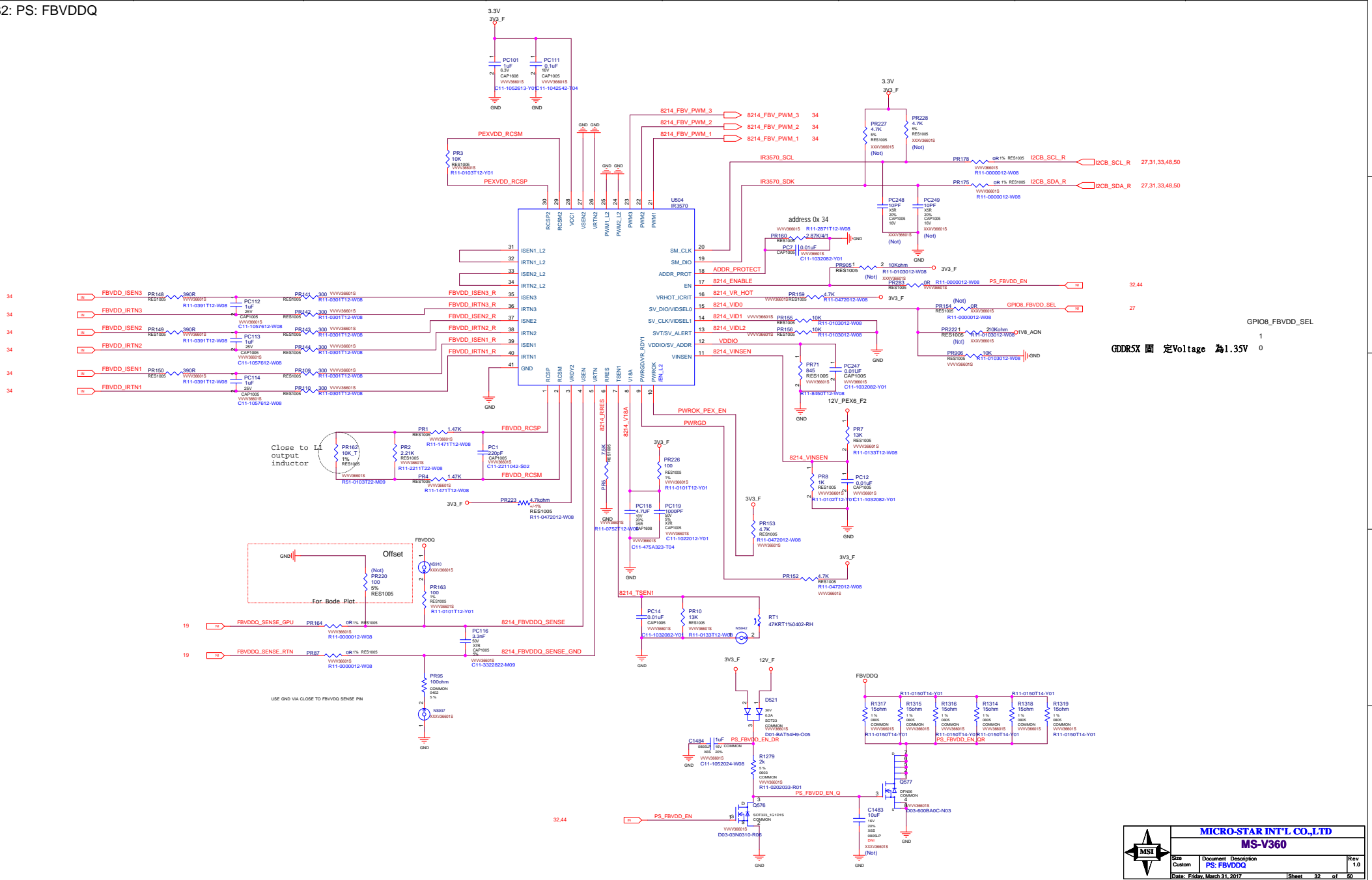
1:VGA_DEVICE ENABLE
0:VGA_DEVICE DISABLE

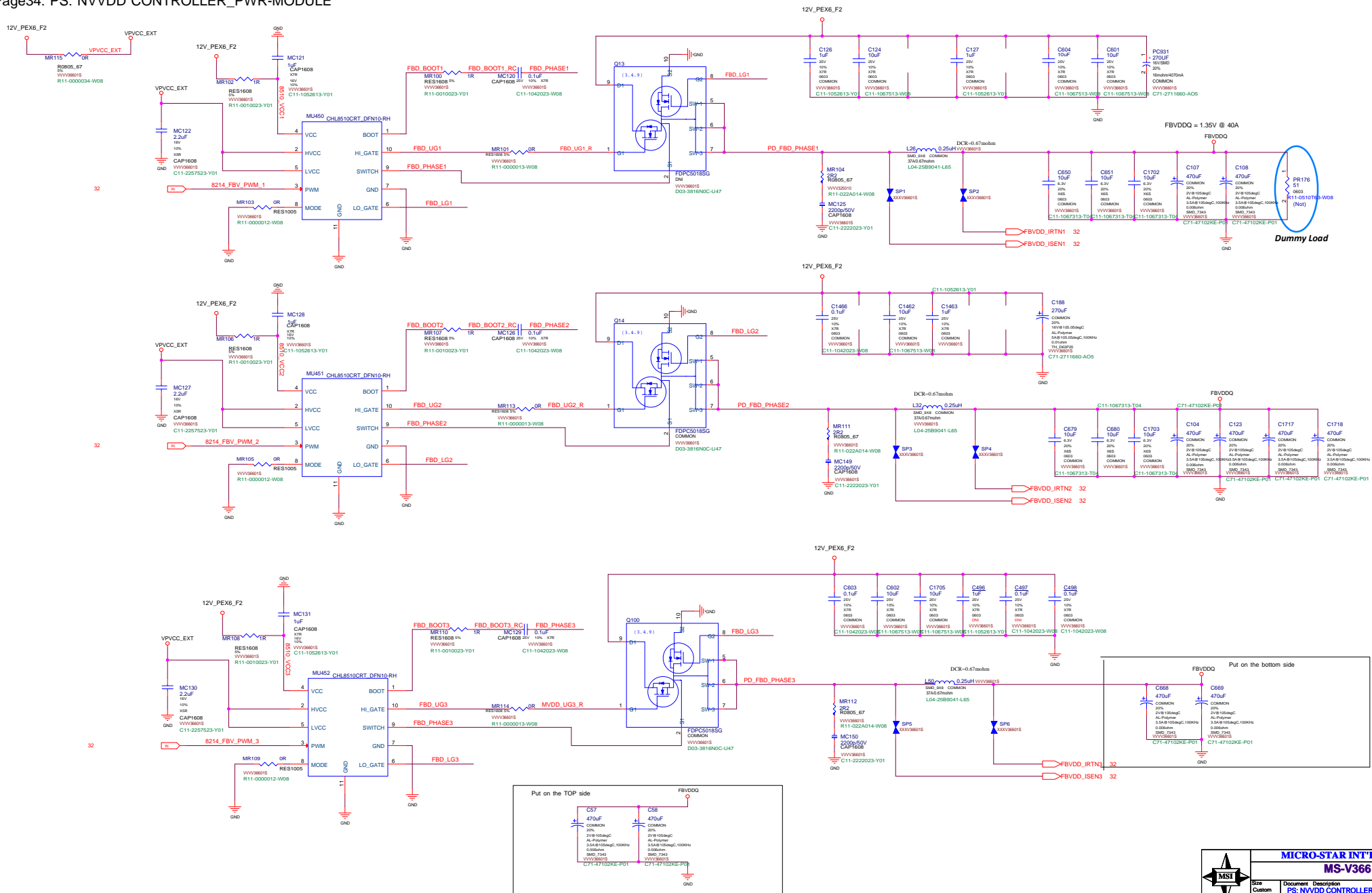


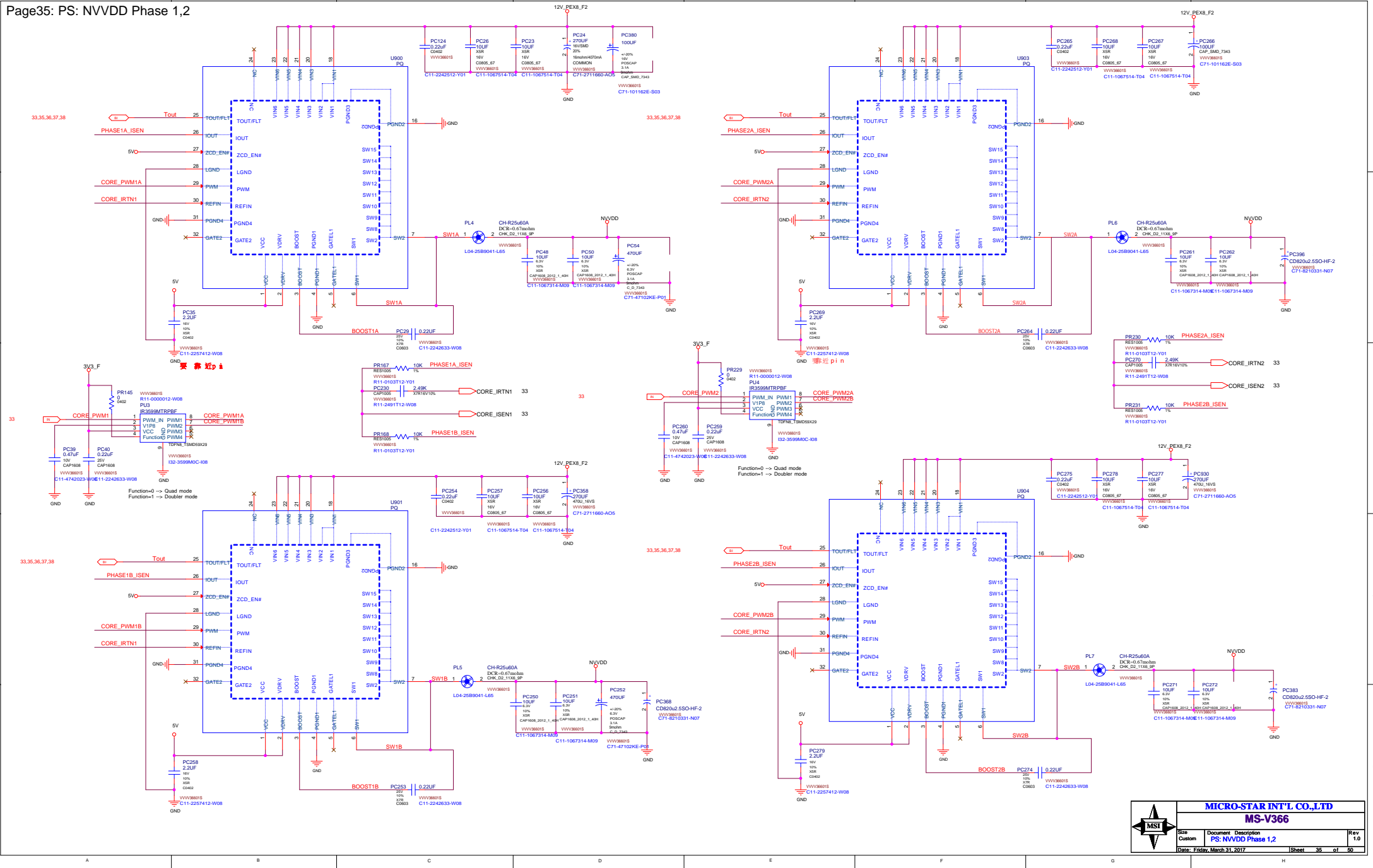


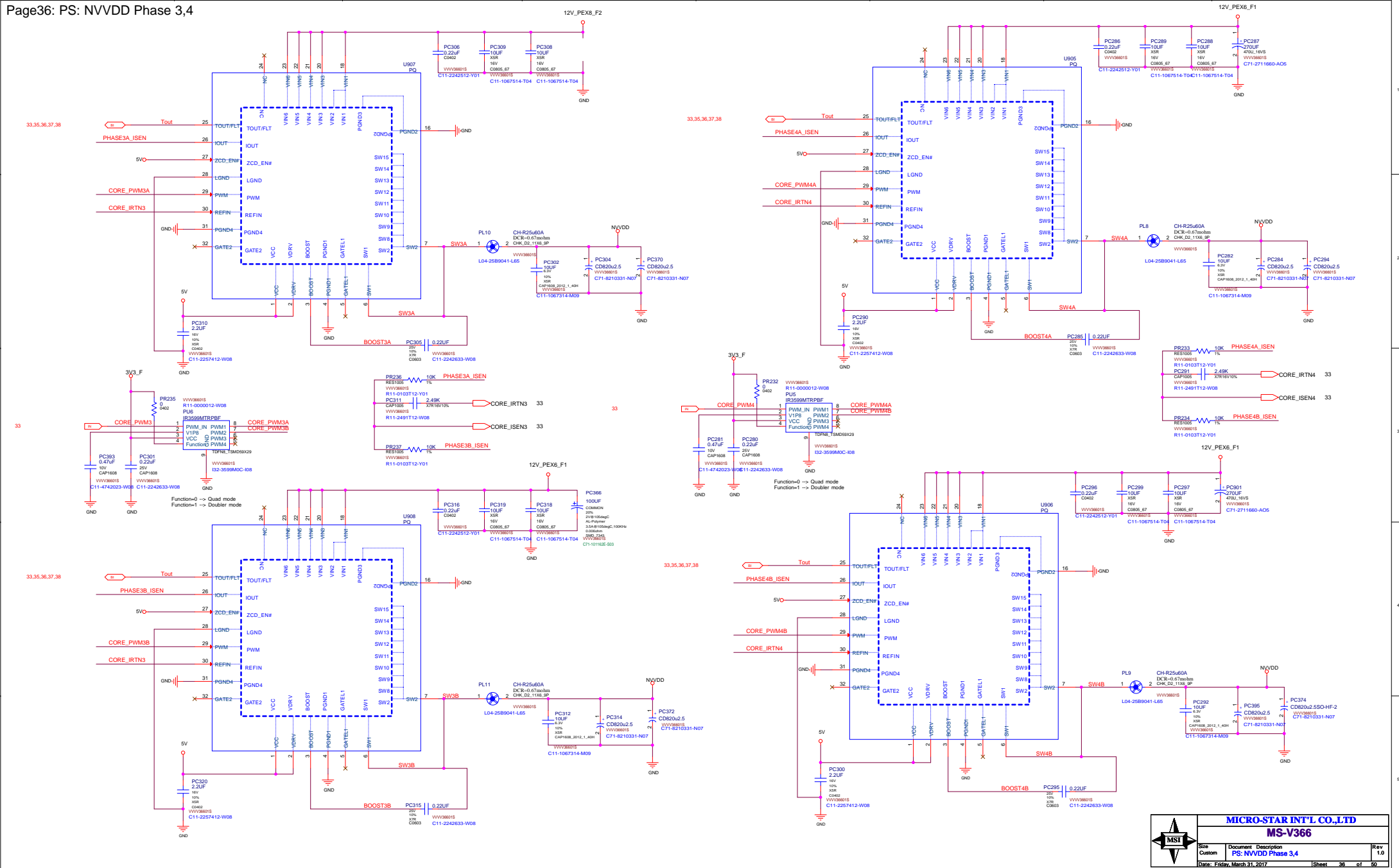
PEX PLL Switcher





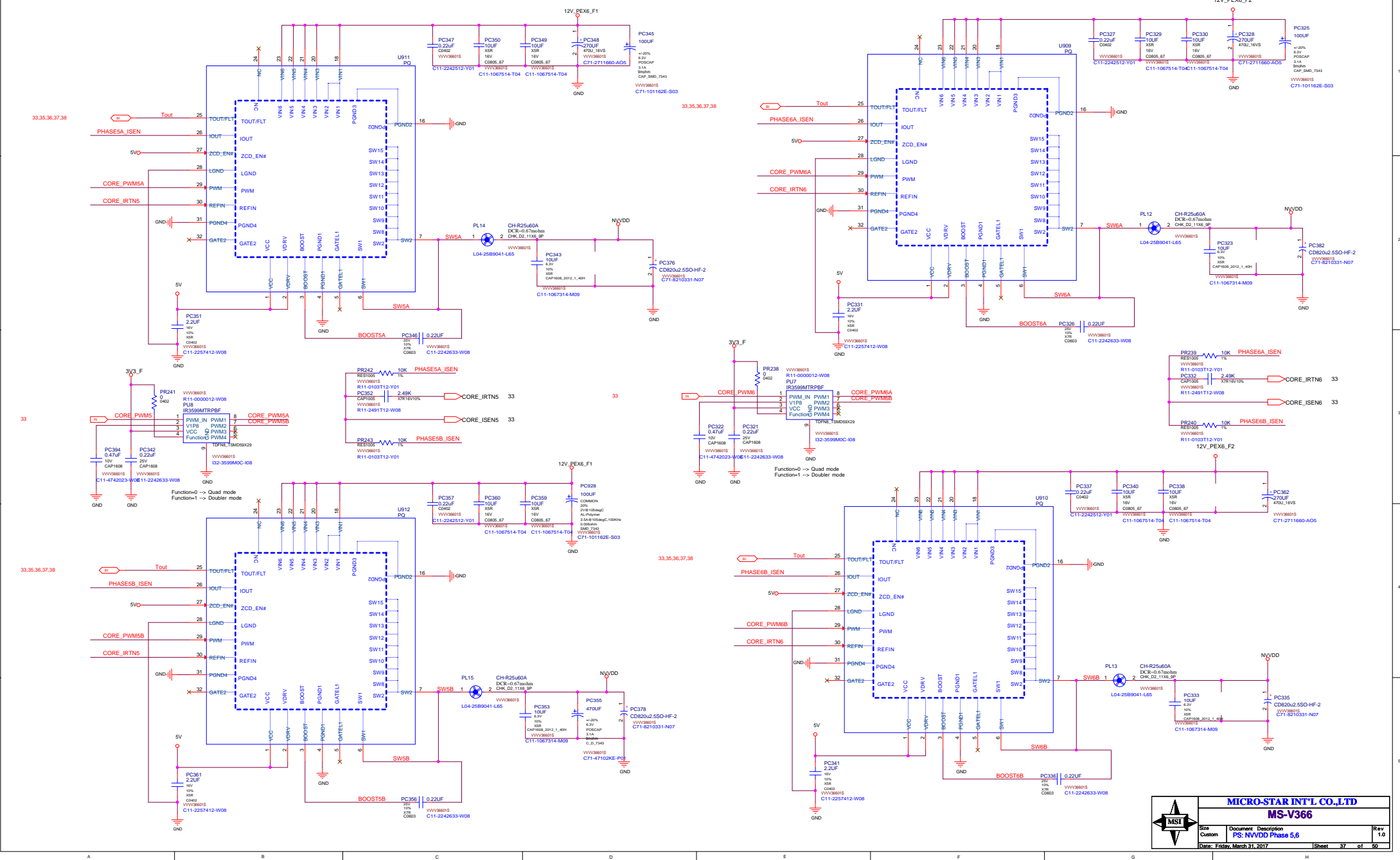


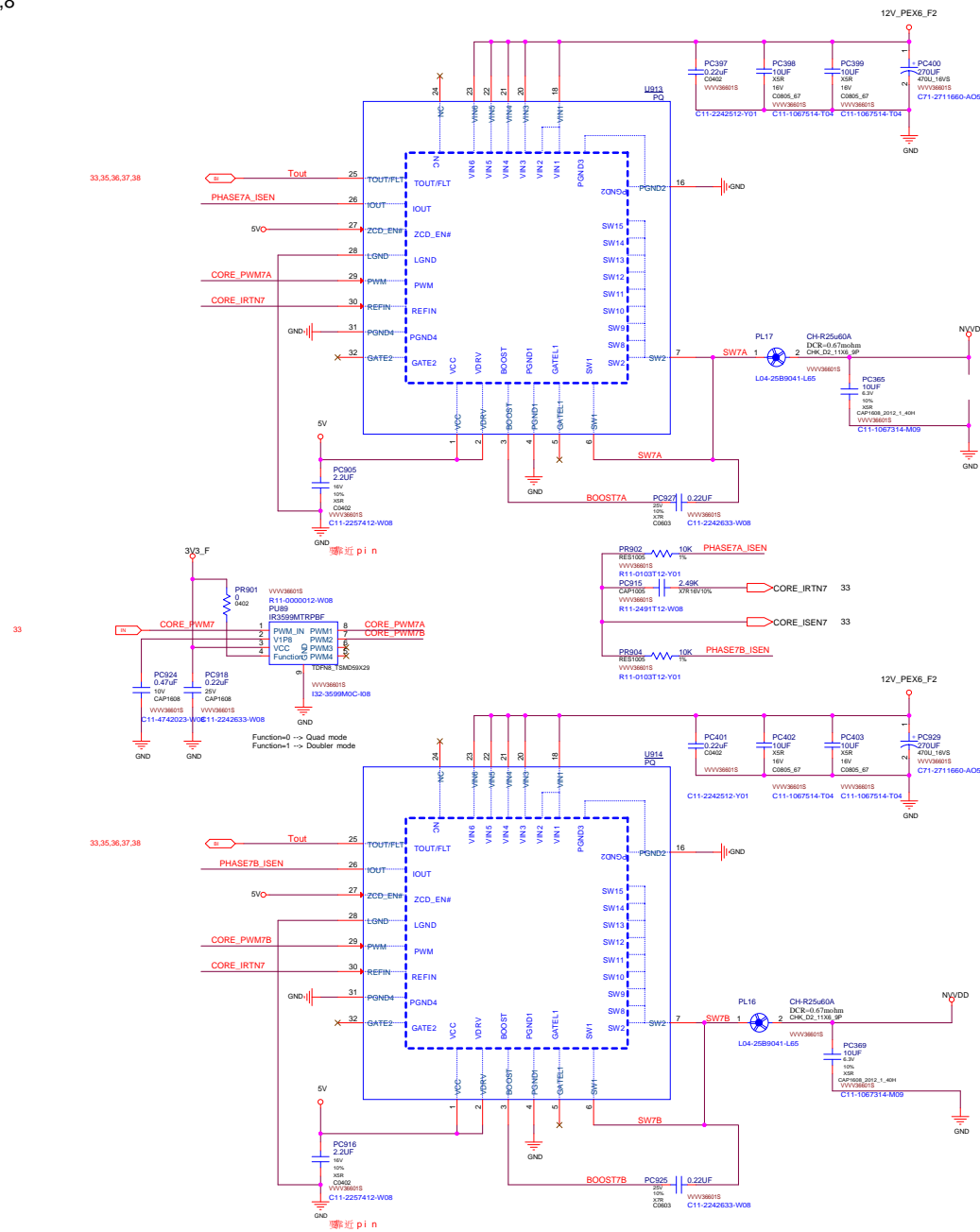




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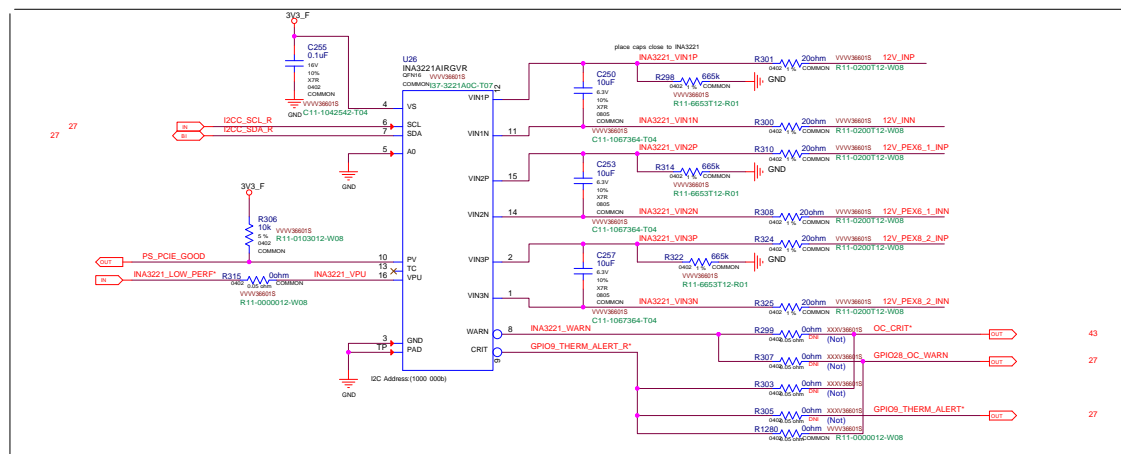
Size Custom	Document Description PS:NWDD Phase 6,7	Rev 1.0
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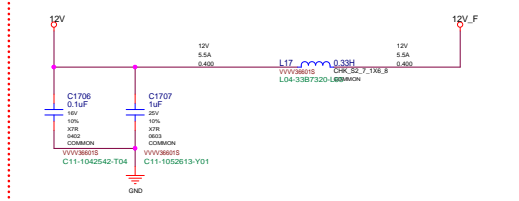
MICRO-STAR INT'L CO.,LTD			
MS-V366			
Size	Document	Description	Rev
Custom	Dynamic Power Balance Phases		1.0
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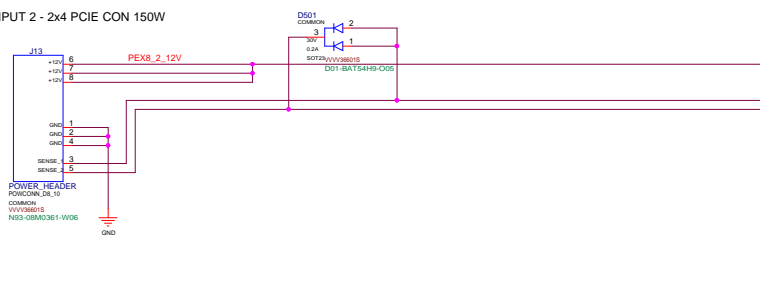
MICRO-STAR INT'L CO.,LTD			
MS-V366			
Size	Document Description		Rev
Custom	PS: Dynamic Power Balance Logic		1.0
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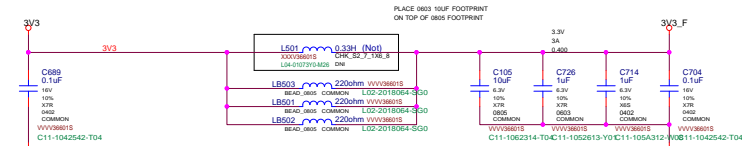
PEX_12V INPUT - 66W



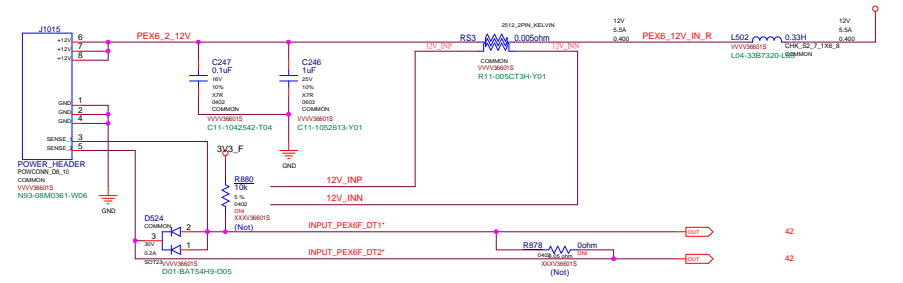
PEX8 INPUT 2 - 2x4 PCIE CON 150W



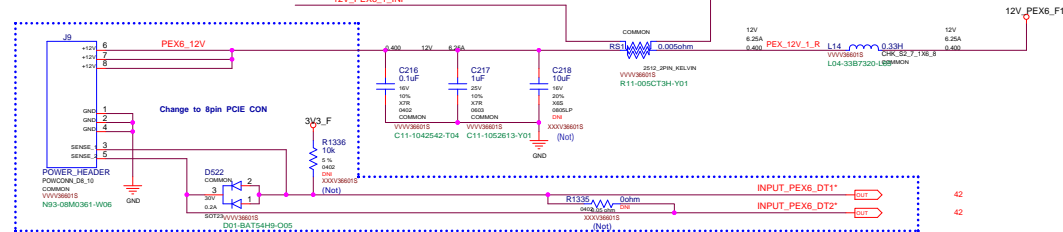
PEX 3V3 INPUT - 10W



PEX_6 INPUT1 - 2x4 PCIE CON 150W



PEX_6 INPUT1 - 2x4 PCIE CON 150W



12V_PEX8_F2

12V_PEX8_F1

12V_PEX8_F2

12V_PEX8_F1

12V_PEX8_F2

12V_PEX8_F1

12V_PEX8_F2

12V_PEX8_F1

12V_PEX8_F2

12V_PEX8_F1

12V_PEX8_F2

12V_PEX8_F1

12V_PEX8_F2

12V_PEX8_F1

12V_PEX8_F2

12V_PEX8_F1

12V_PEX8_F2

12V_PEX8_F1

12V_PEX8_F2

12V_PEX8_F1

12V_PEX8_F2

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12V_PEX8_F2

12V_PEX8_F1

12V_PEX8_F2

12V_PEX8_F1

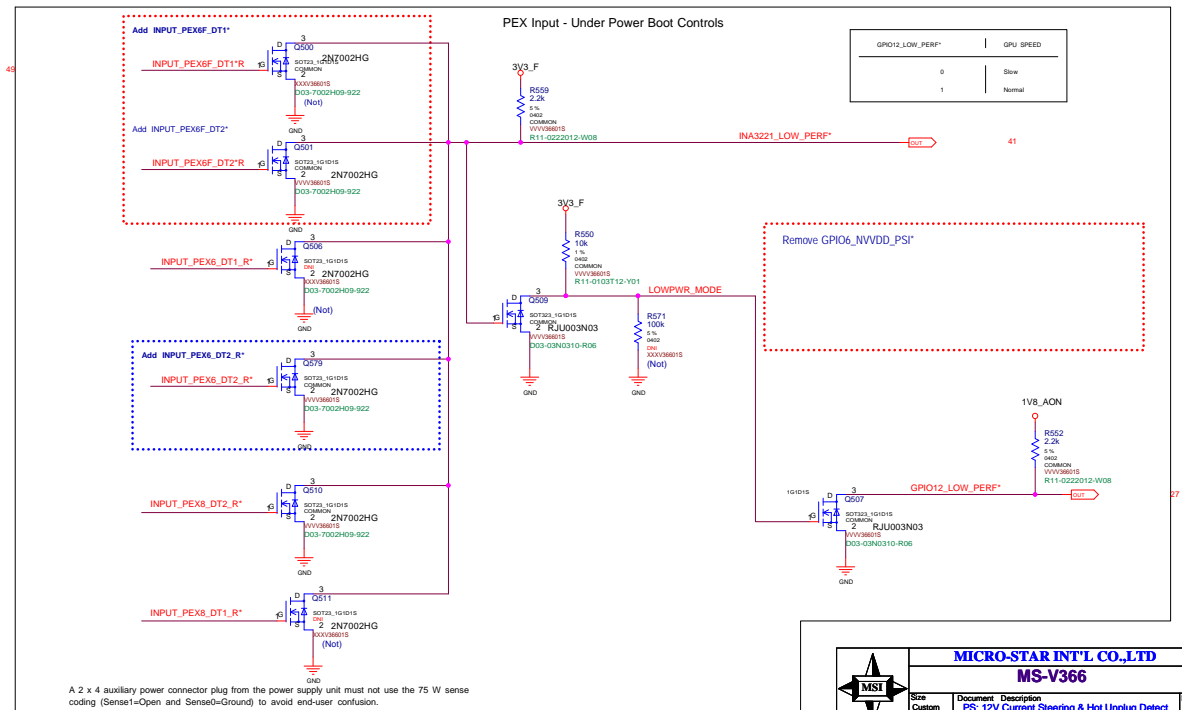
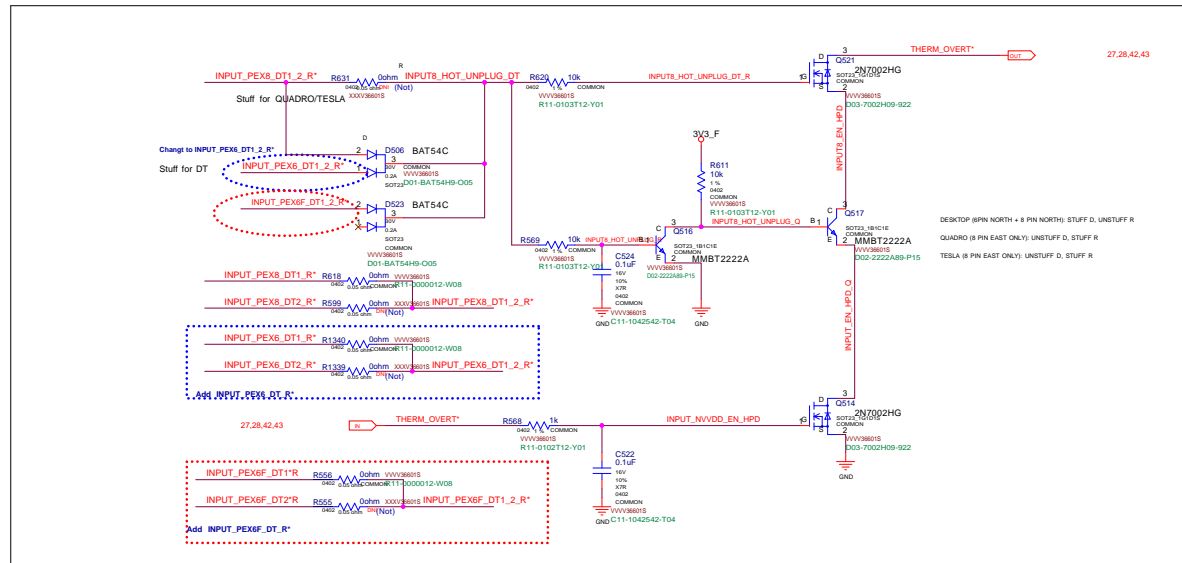
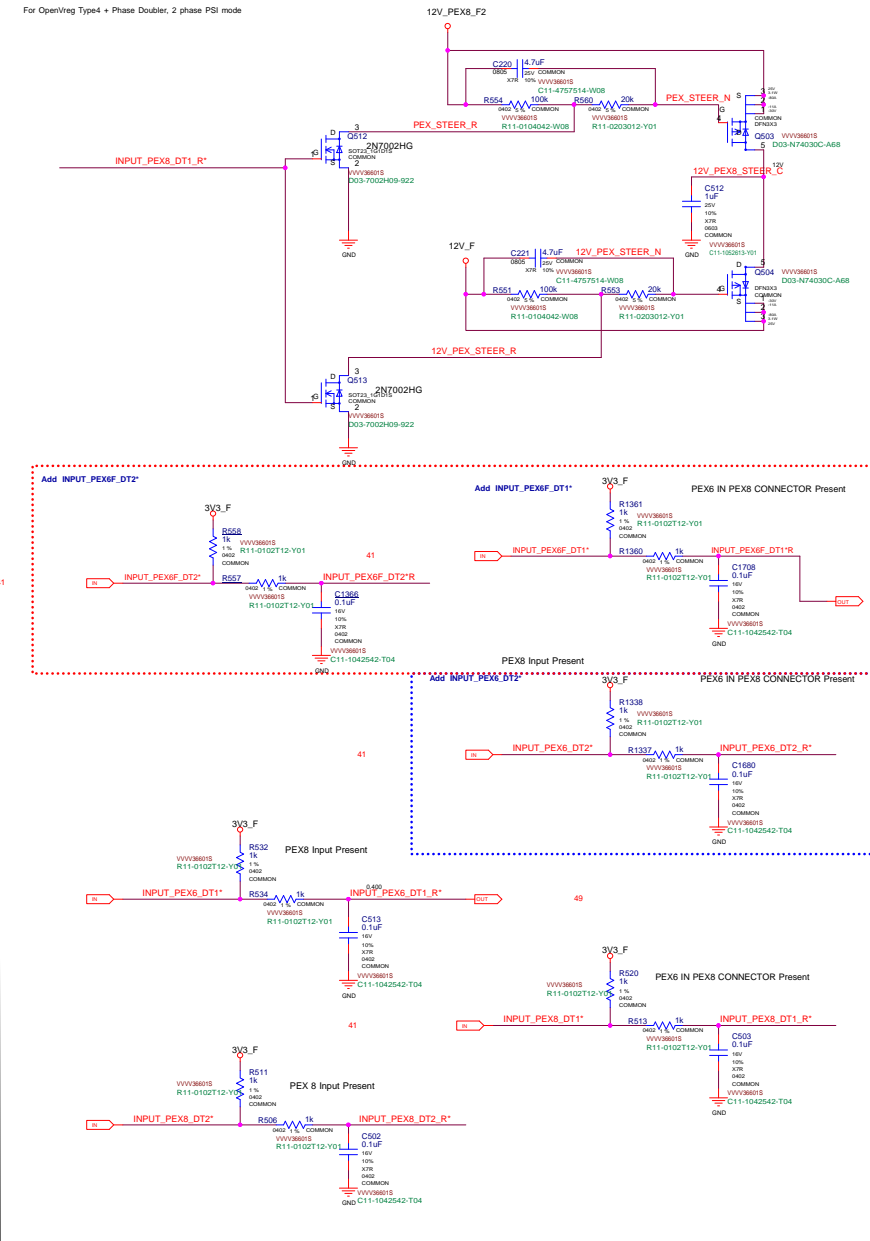
12V_PEX8_F2

12V_PEX8_F1

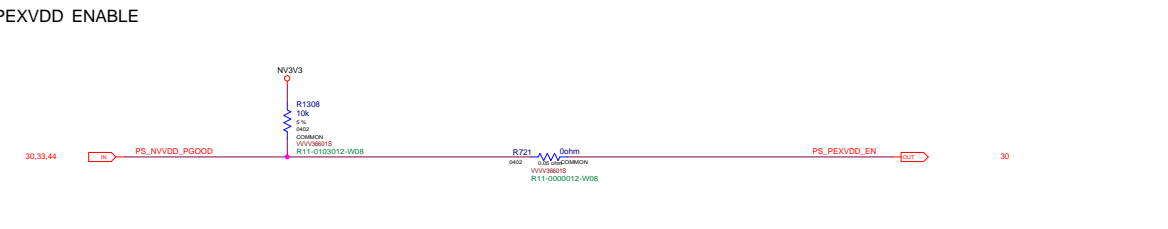
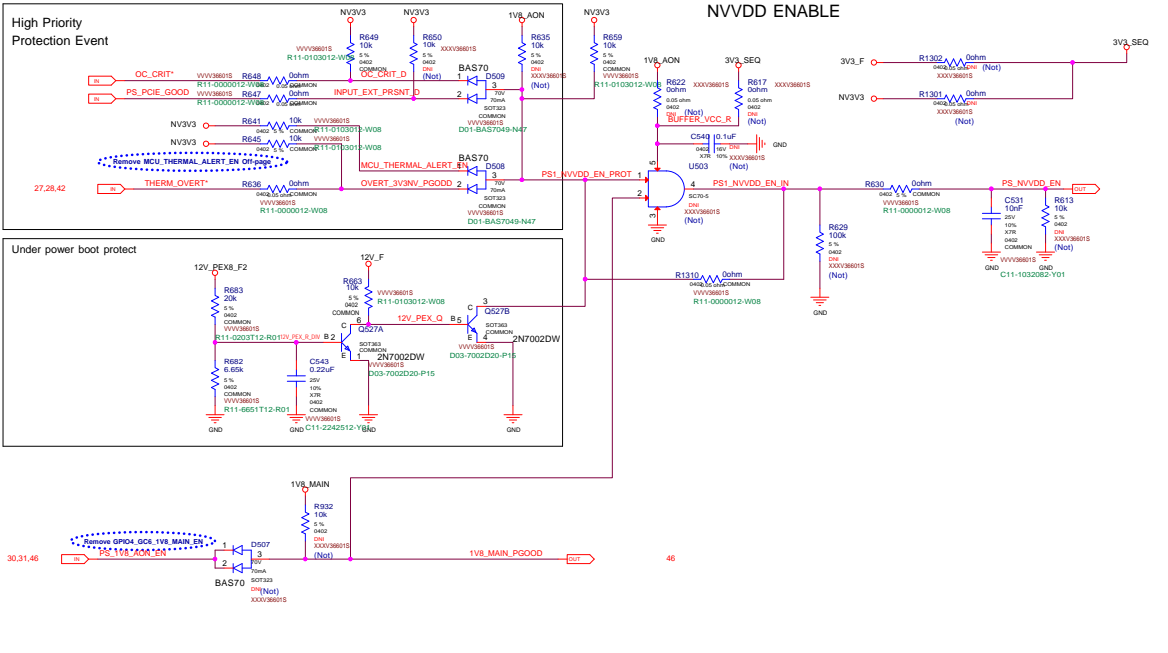
12V_PEX8_F2

GUIDES CURRENT FROM PEX EDGE TO PEX 8 PIN INPUT AREA

For OpenVreg Type4 + Phase Doubler, 2 phase PSl mode



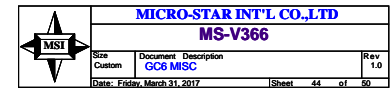
A 2 x 4 auxiliary power connector plug from the power supply unit must not use the 75 W sense coding (Sense1=Open and Sense0=Ground) to avoid end-user confusion.



Remove PEX_CLKREQ*

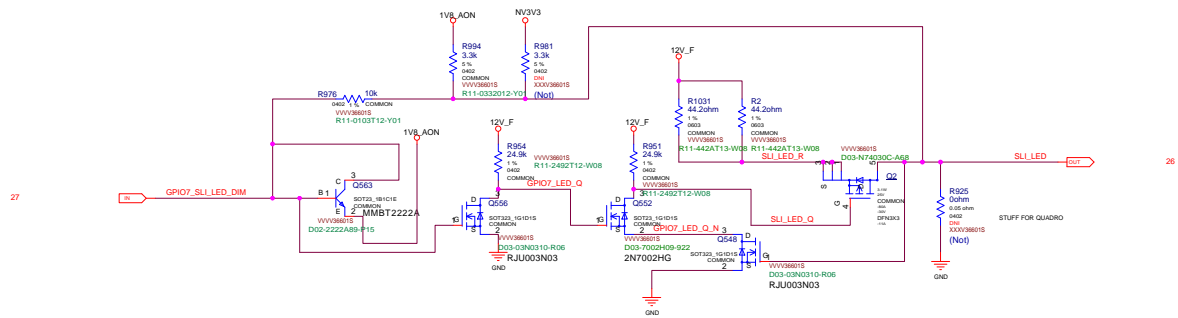
Remove GPU_EVENT*

The schematic diagram illustrates the FBVDD/Q ENABLE circuit. It features two input signals, PS_NVDD_PGOOD and PEX_OVREG_PGOOD, which are connected to a network of resistors (R1309, R789, R784, R1281) and capacitors (C1001, C1002). The output of this network is connected to the FBVDD_EN pin of the FBVDD/Q block. The FBVDD/Q block is also connected to the PS_FBVDD_EN pin of the PS block. The circuit is labeled with 'Remove GPIO1_GC6_FB_EN' and 'Remove PS_1V8_AON_EN'.

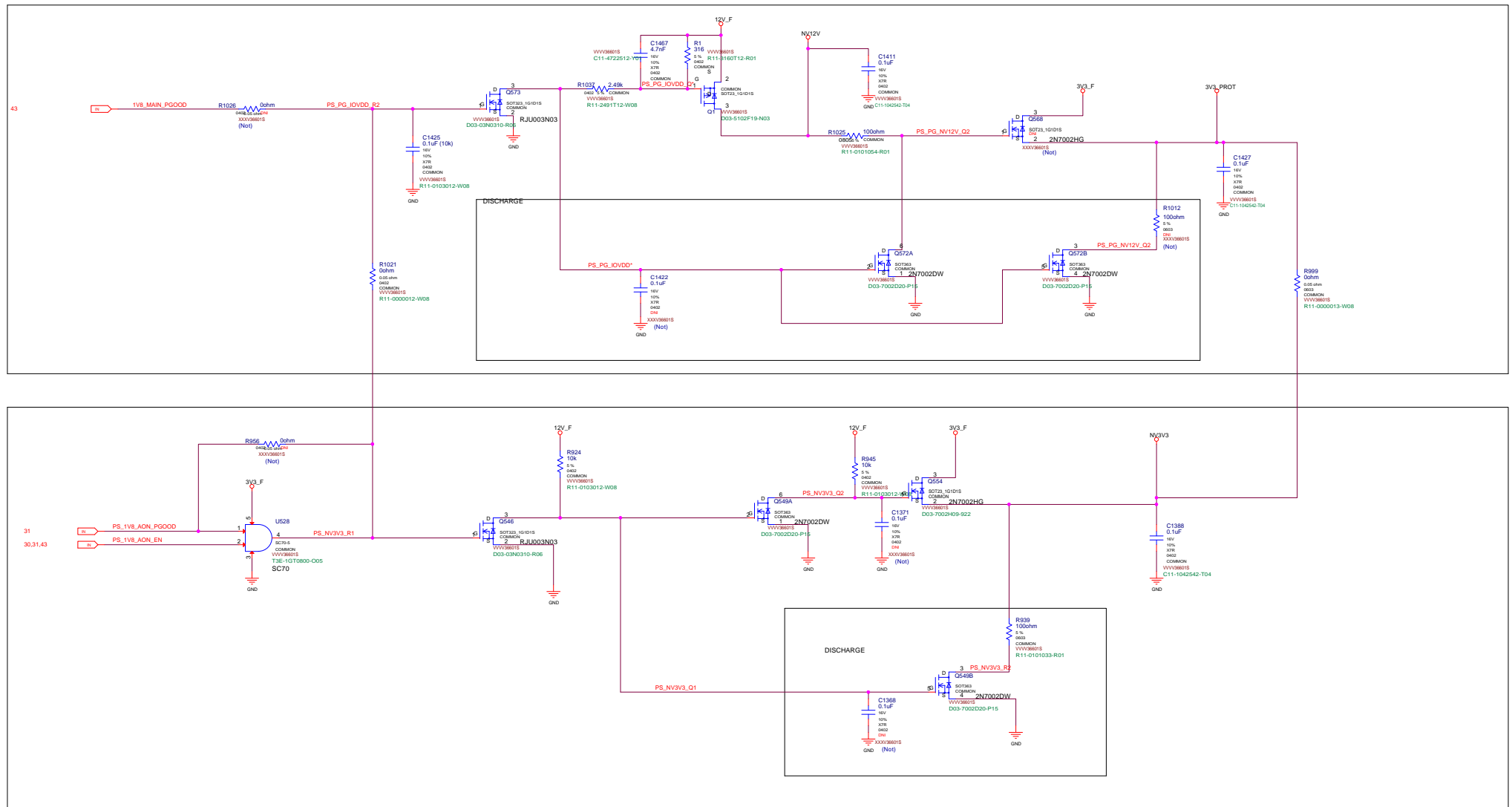
[illegible]

Remove LED HEADER(GEFORCE ONLY)

SLI LED (GEFORCE ONLY)



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	MS-V366		
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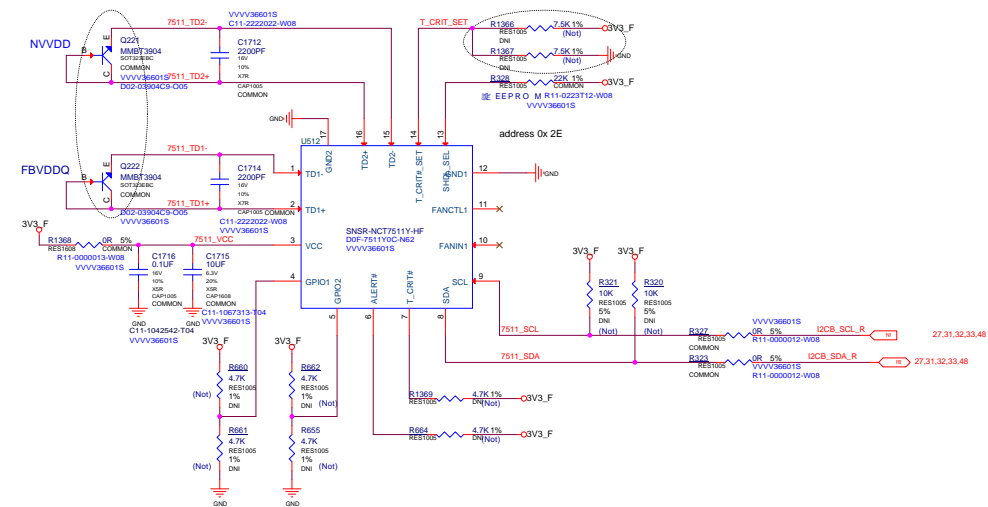


MICRO-STAR INT'L CO.,LTD
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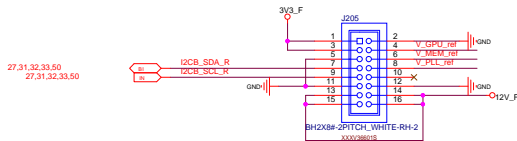
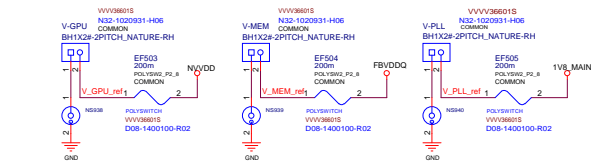
Size Custom	Document Description NV3V3, NV12V	Rev 1.0
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Layout notice :

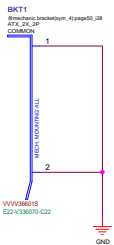
- *Add ground shielding for D+ and Dtraces.
- *D+/D- route has to be away from the high noise area.
- *The recommended traces width and ground shielding spacing are 10mils.



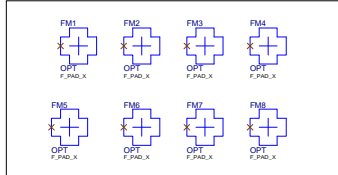
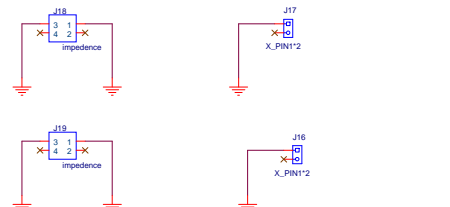
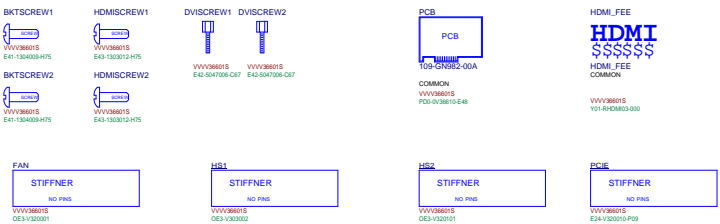
The schematic diagram illustrates the power supply and control signal connections for the VVV366015 and VVV366015-W08. A 3V3_F input is connected to the VDD pin of the VVV366015 and VVV366015-W08. Decoupling capacitors (R656, R657, R658, R659, R13, R42) are placed at the input and output of the VDD and VDDIO pins. The control signals (EEPROM_A0, EEPROM_A1, EEPROM_A2, EEPROM_WP) are connected to the corresponding pins of the U915 and U916 chips. The diagram also shows the connection to the C1713 capacitor and the VDDIO pin of the VVV366015.



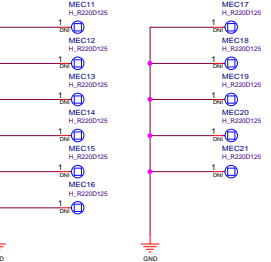
Brackets:



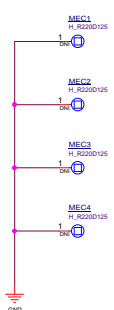
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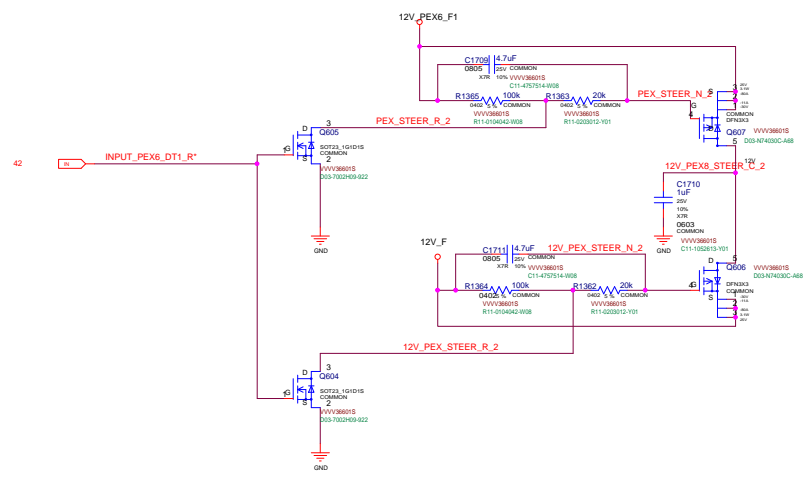


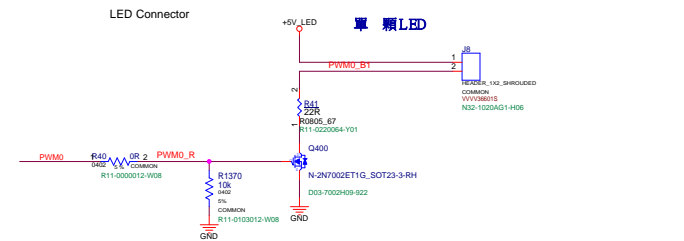
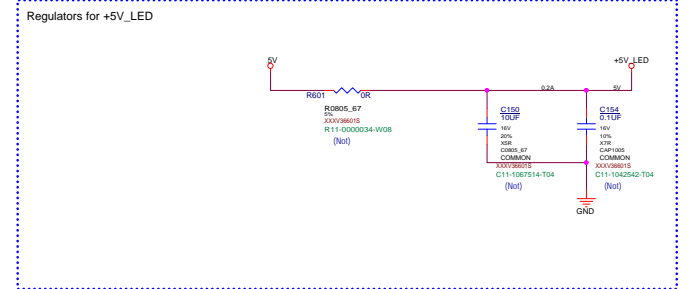
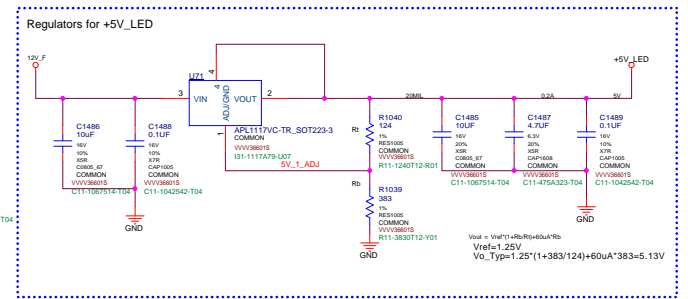
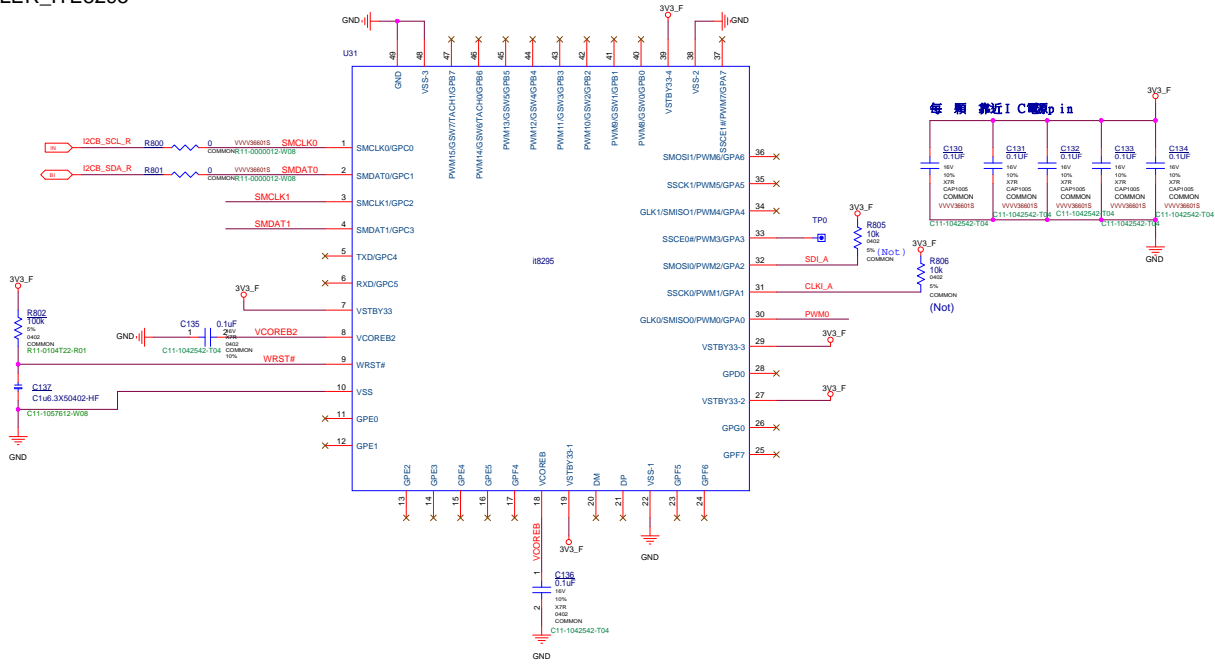
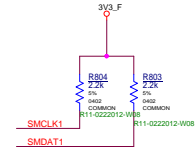
Mechanical Holes Symbol



GPU HOLES SYMBOL







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+5V_LED

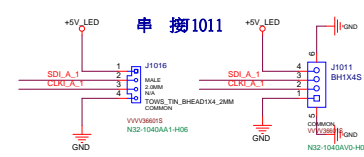
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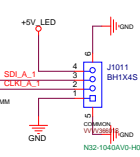
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