

## **MCE INSTALLATION GUIDE**

### **1. RUNNING SETUP**

**①**

Remember when updating MCE software to uninstall the previously loaded version using:

<Start> <Control Panel> <Add/Remove Programs>

**②**

Install MCE using the MCE Installation disk provided, by selecting:

<Start> <Run> <a:\setup>

**③**

Allow the system to re-boot as the install program requests.

### **2. BIOS SETUP CONSIDERATIONS (DESKTOP INSTALL)**

Go into the PC's BIOS and make sure that:

**①**

Shadowing between D0000-D3fff is off.

**②**

Any ISA Plug-n-Play options allow a shared block from D0000-D3fff (or greater).

### **3. DOS COMPATIBILITY CHECK**

NOTE: For NT4/W2000/XP users this check does not apply.

From Windows Start button select Run... and enter 'sysedit'. this will open the Windows system files for checking (*config.sys*, *autoexec.bat*, *win.ini*, *system.ini*, *protocol.ini*). Select the file *config.sys*.

If this file contains a line loading the device driver *emm386.exe* then you will need to change it to exclude a PC address we wish to use for MCE exclusively. This is done by adding *x=D000-D3FF* to the end of the line.

e.g.

..

***DEVICE=C:\WINDOWS\HIMEM.SYS***

***DEVICE=C:\WINDOWS\EMM386.exe \noems***

..

change the second line to:

***DEVICE=C:\WINDOWS\EMM386.exe \noems x=D000-D3FF***

#### **4. WINDOWS SYSTEM FILE CHECK**

**(for previously installed versions of MCE V3-13 and below)**

Run 'sysedit' again as described above in 2. In *system.ini* any earlier MCE installation may have added the following line under the section **[386Enh]**.

***EMMExclude=D000-D3FF***

This informs Windows not to use this memory region. This it does, even if the EMM386 driver is not used. This line is no longer required by MCE and may be removed.

#### **5. CHECK Windows CARD and SOCKET SERVICES are functioning**

This can normally be done by inserting cards into slots and going to the <Control Panel> <PCMCIA> option and checking that the system at least recognises that a card has been inserted.

Windows 95/98/Me versions of MCE will not work without the Card and Socket Service drivers being loaded for your PCMCIA hardware.

NOTE: For NT4/W2000/XP users this Card and Socket Services check does not apply as this software is not provided as part of the standard installation.

#### **6. You are now ready to run MCE**

**See MCE Quick Start Guide.**

## **MCE QUICK START GUIDE**

**①**

Run the MCE software and clear the start-up dialog box.

**②**

Insert a card into an available PCMCIA slot.

**③**

MCE should automatically evaluate the card type and size and display this information.

**④**

Press the button Read (new file).

Select a directory and enter a new file name to be used in the dialog.  
Once a file is selected the contents of the PC Card will be read to that file.

**⑤**

Press the button Compare to verify file data against the data in the PC Card.

**⑥**

To explore the file data just read, select menu option : <Operations><Explore(Current File Data Viewer)>

**⑦**

To directly look at PC Card memory contents, select menu option :  
<Operations><Explore(Card Memory Viewer)>

**⑧**

Proceed to checkout Erase and Write operations.

**⑨**

Use the menu selection File/Generate Test File to prepare the currently named file with test data of exactly the same size as that of the identified PC Card (useful to checkout PC Card Writing).

### **NOTES :**

1. Additional set-up and installation help is available from the MCE help file MCEHELP.HLP. This can be opened from inside MCE or from the shortcut : Programs\ElanPCCard\Memory Card Explorer\mcehelp.hlp

2. The above installation shows the standard installation for the software using its default memory set-up. To change from this you have to ensure that the memory address is changed consistently wherever it is used.

- (a) Inform MCE using the command line parameter 'w' with the new address.
- (b) If necessary also change config.sys (Windows 95/98/Me users only with legacy DOS applications running).
- (c) Re-check BIOS set-up.

Note: Changing config.sys will require a system re-boot before changes take effect.

