Chapter 1

Hardware Overview

Chapter 1 Contents

Figures

Tables

1.1 Features

The Satellite L730/Satellite 735/Satellite Pro 730 (Intel Platform) features are listed below.

- Microprocessor

  Microprocessor that is used will be different by the model.

  It supports processors as follows

  Intel® Huron River-Sandy Bridge Dual Core

-

- Memory

  Two DDRIII SO-DIMM (1333MHz specification compliant) used and be up to 8GB which can be upgraded through Memory Module Slot. Maximum upgradeable system memory may depend on the model

- VRAM

  Shared with System RAM for Intel UMA

  HDD

  5400RPM: 2.5 inch x 9.5mm height.

  ODD

  12.7mm DVD SMD (Tray) / BD-ROM (Tray) / BD-RE (Tray)

- Display

  LCD

  13-inch, Aspect ratio 16:9, HD, 1366x768, LED type
  Dimension 308 x 183 x 5.05 mm

  CRT

  Supported via a RGB connector.

- Keyboard

  TOSHIBA 2010 new A4, 300 x 110.85 x 4.75 mm

- Battery

  The RTC battery is equipped inside the computer.

  The main battery is a detachable lithium ion battery.

  5600mAh, 4400mAh

- USB (Universal Serial Bus)

  3 USB ports are provided. The ports comply with the USB2.0 standard. One port comply with USB3.0.(On the right).USB Sleep and Charge function can be supported by only the USB3.0 port (.If USB Sleep and Charge function is enabled, the computer's battery will discharge during hibernation or when the computer is turned off. It is recommended that user connect the AC adaptor to the computer when enabling the USB Sleep and Charge function.

- Sound system

  Internal stereo speaker, Internal MIC (Option) external monaural microphone connector, stereo headphone connector.

- Wireless LAN

  Half x 1 WiFi/WiMAX/BT (BT combo module with WLAN)

  LAN

- The computer has built-in support for Ethernet LAN (10 megabits per second, 10BASE-T) and Fast Ethernet LAN (100 megabits per second, 100 BASE-TX)

- SD/SDHC/MS/MS pro/MMC are supported.

- Bluetooth Combo with WLAN

- Bluetooth V3.0 + HS support ready (BT combo module with WLAN) (BTO)

- Security

  Kensington Lock,

- Hard Disk Drive Password

- 3D Accelerometer for Hard Disk Drive

1. Power Button
2. DC-IN jack
3. USB2.0 port
4. USB2.0 port
5. ODD

Figure 1-1-1 Left of the computer

1. Web Camera
2. Microphone
3. Display Screen
4. Keyboard
5. FAN HOLE
6. Extend Monitor connector
7. LAN Jack
8. HDMI out port
9. USB3.0 port
10. Microphone jack
11. Headphone Jack
12. Top Cover censer
13. LED light indicator
14. Touch Pad Control Right Button
15. Touch Pad
16. Touch Pad Control Left Button

Figure 1-1-2 Right of the computer

1.2 System Block Diagram

Figure 1-2-1 shows the system block diagram.

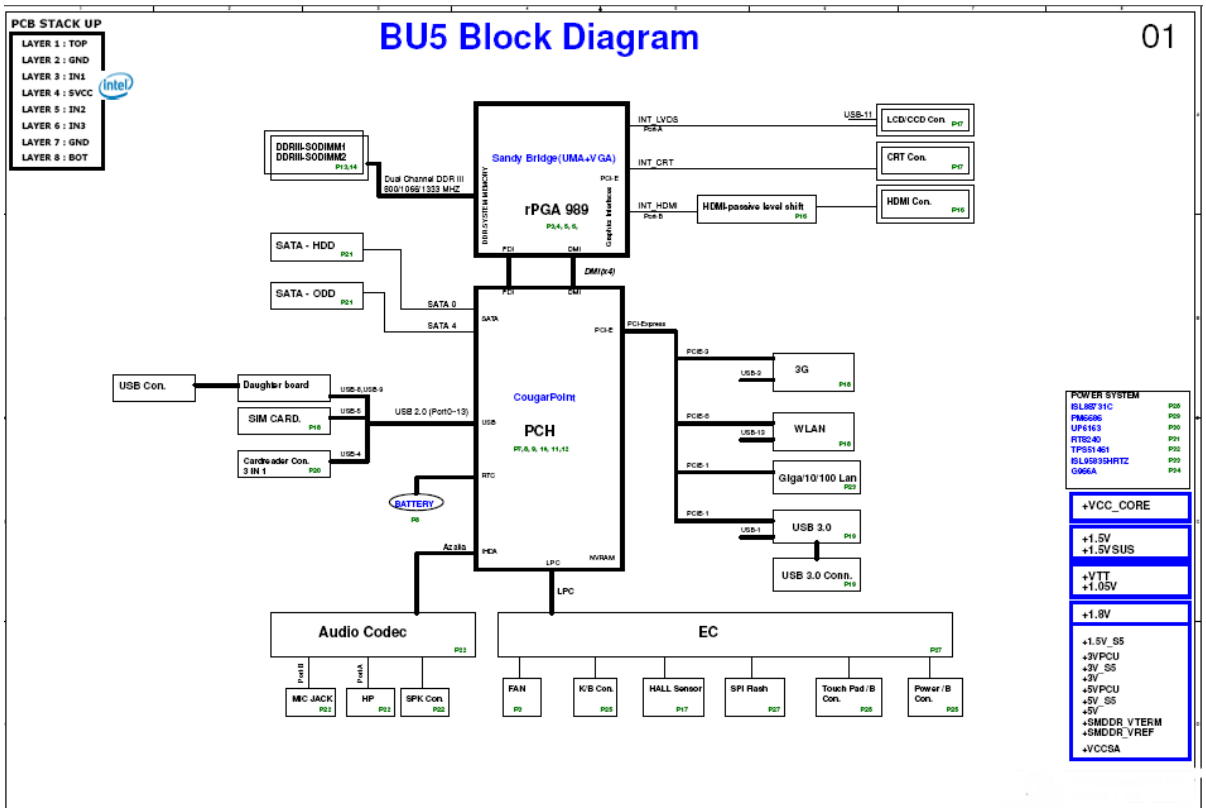


Figure 1-2-1 System block diagram for Intel Platform

The PC contains the following components.

- CPU

  Intel® Huron River-Sandy Bridge Dual Core

- Memory

  Two memory slots capable of accepting DDRIII-SDRAM 1GB, 2GB 4GB, or 8GB memory modules for a maximum of 16GB.(TBD)

  - 204-pin SO-DIMM
  - 1.5V operation

- BIOS ROM (Flash memory)

  - 4MB

- Chipset

  This gate array has the following elements and functions.

  - PCH (Cougar Point HM65)
    - Direct Media Interface (DMI)
    - Flexible Display Interface(FDI)
    - PCI Express
    - Serial ATA (SATA) Controller
    - Low Pin count (LPC) interface
    - Serial Peripheral Interface (SPI)
    - Advanced Programmable Interrupt Controller (APIC)
    - USB Controllers
    - RTC
    - GPIO
    - Enhanced Power Management
    - SMBus 2.0
    - High Definition Audio Controller

- Other main system chips

- EC/KBC –[W/CIR(Winbond WPCE791CA0DG)]

- HD Audio (CONEXANT CX20582-21Z)

- Card Reader controller (REALTEAK RTS5209)
- 10/100 LAN controller (Atheros AR8152)

Mini Card

- Wireless LAN (BTO)
- IEEE802.11a/g/n
- Wireless WAN (BTO)
- HSPA

Blue tooth

Bluetooth V3.0 + HS support ready (BTO)

1.3 2.5-inch Hard Disk Drive

A compact, high-capacity HDD with a height of 9.5mm contains 2.5-inch magnetic disks and magnetic heads.

Figure 1-3-1 shows a view of the 2.5-inch HDD and Tables 1-3-1 and 1-3-2 list the specifications.

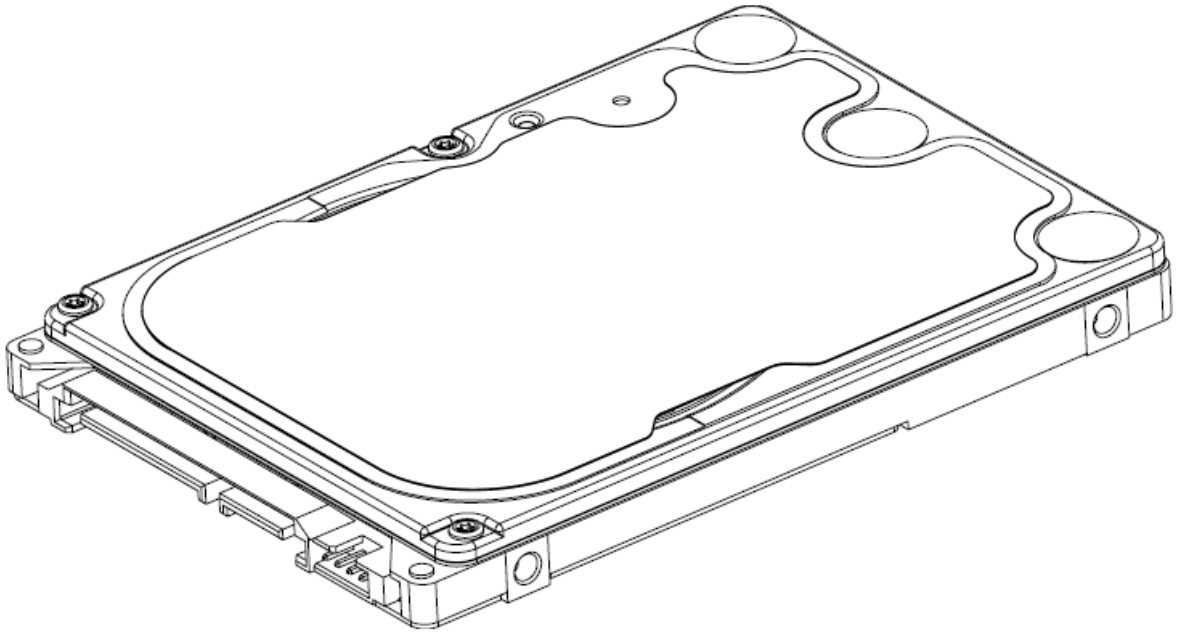


Figure 1-3-1 2.5-inch HDD

Parameter		Standard value			
		TOS MK3276GSXN	**TOS MK5065GSXN**	**TOS MK6465GSXN**	**TOS MK7559GSXP**
Outline dimensions	Width (mm)	69.85			
	Height (mm)	9.5			
	Depth (mm)	100			
	Weight (g)	101(typ.)/102(max.)			

Parameter		Standard value	
		HTS547550A9E384	**HTS547564A9E384**
Outline dimensions	Width (mm)	69.85	
	Height(mm)	9.5	
	Depth (mm)	100	
	Weight (g)	101(Max)	

Table 1-3-1 2.5-inch HDD dimensions

Parameter	Specification			
	TOS MK3276GSXN	**TOS MK5065GSXN**	**TOS MK6465GSXN**	**TOS MK7559GSXP**
Storagesize (formatted)	320G	500GB	640GB	750GB
Speed (RPM)	5400			
Data transfer Rate - To/From Media - To/From Host	464~1148MB/S 3GB/S			
Bus Transfer Rate	3GB/S			
Average random seek time (read) (ms)	12			
Power-on-to-ready (sec)	3.5			

Parameter	Specification	
	HTS547550A9E384	**HTS547564A9E384**
Storage size (formatted)	500G	640G
Speed (RPM)	5400	
Data transfer Rate - To/From Media - T0/From Host	363~952MB/S 3GB/S	
Bus Transfer Rate	3GB/S	
Average random seek time (read) (ms)	12	
Power-on-to-ready (sec)	3.5	

Table 1-3-2 2.5-inch HDD Specification

1.4 Optical Drive

1.4.1 DVD Super Multi Drive

The DVD Super Multi drive accommodates either 12 cm (4.72-inch) or 8 cm (3.15-inch) CD/DVD-ROM, CD-R/RW, DVD±R/±RW and DVD-RAM. It is a high-performance drive that reads DVD-ROM at maximum 8-speed and CD at maximum 24-speed. Write speed of DVD±R/±RW and DVD-RAM is different depending on the drive.

Parameter		**Standard value**	
Outline dimensions	Maker	**Panasonic (UJ8A0EDTJL-B)**	**Panasonic (UJ8A0ADTJL-B)**
	Width (mm)	128	
	Height (mm)	12.7	
	Depth (mm)	129	
	Mass (g)	165 +/- 10	

Table 1-4-1 DVD Super Multi drive outline dimensions

Parameter		**Drive Specification**
		Panasonic (UJ8A0EDTJL-B / UJ8A0ADTJL-B)
Data transfer speed	Read (KB/s)	DVD-ROM MAX 8X CAV (MAX 10800 KB/s) CD-ROM MAX 24X CAV (MAX 3600 KB/s)
	Write	CD-R :Max24X CAV CD-RW :4X CLV High Speed CD-RW :10XCLV Ultra Speed CD-RW :Max 24X Zone CLV DVD-R :Max.8X CAV DVD-R DL :Max.3.3x-6X PCAV DVD-RW :Max.6X Zone CLV DVD+R :Max.8X CAV DVD+R DL :Max.3.3x-6X PCAV DVD+RW :Max.8X Zone CLV DVD-RAM :Max.3-5X PCAV (4.7GB)
	SATA interface (MB/s)	150
Access time (ms) (Random)	CD-ROM	150ms (Typ.)
	DVD-ROM	180ms (Typ.)
Buffer memory		1MB

Table 1-4-2 DVD Super Multi drive specifications

1.4.2 Blue Ray ODD

The Blue Ray ODD accommodates either 12 cm (4.72-inch) or 8 cm (3.15-inch) CD/DVD-ROM, CD-R/RW, DVD±R/±RW and DVD-RAM. It is a high-performance drive that reads DVD-ROM at maximum 8-speed, CD at maximum 24-speed and BD at maximum 6-speed. Write speed of DVD±R/±RW and DVD-RAM is different depending on the drive.

Parameter		**Standard value**	
Outline dimensions	Maker	**Panasonic (UJ240EJTJL-B)**	**HLDS (CT31F-ATAK7B0)**
	Width (mm)	128	
	Height (mm)	12.7	
	Depth (mm)	129	
	Mass (g)	185 +/- 10	

Table 1-4-3 Blue Ray ODD outline dimensions

Parameter		**Drive Specification**
		MAT (UJ8A0EDTJL/UJ8A0ADTJL) HLDS(CT30F-ATAK7N2)
Data transfer speed	Read (KB/s)	DVD-ROM MAX 8X CAV (MAX 10800 KB/s) CD-ROM MAX 24X CAV (MAX 3600 KB/s) BD-ROM 1.6x CLV(for Video)/Max 6X CAV(for Data)
	Write	CD-R Max.24X Zone CLV CD-RW 4X (CLV) High Speed CD-RW 10X (CLV) Ultra Speed CD-RW Max 16X Zone CLV DVD-R :Max.8X CAV DVD-R DL :Max.4X Zone CLV DVD-RW :Max.6X Zone CLV DVD+R :Max.8X CAV DVD+R DL :Max.4X Zone CLV DVD+RW :Max.8X Zone CLV DVD-RAM :3X-5X PCAV (4.7GB) BD-R :6X CAV (SL), 4XPCAV (DL) BD-RE :2X CLV (SL), 2XCLV (DL)
	SATA interface (MB/s)	150
Access time (ms) (Random)	CD-ROM	180ms (Typ.)
	DVD-ROM	190ms (Typ.)
	BD-ROM	300ms(Typ.)
Buffer memory		2MB

Table 1-4-4 Blue Ray ODD outline specifications

1.5 Keyboard

The Satellite E300/E305 keyboard is for US style

Figure 1-5-1 is a view of the keyboard for US style

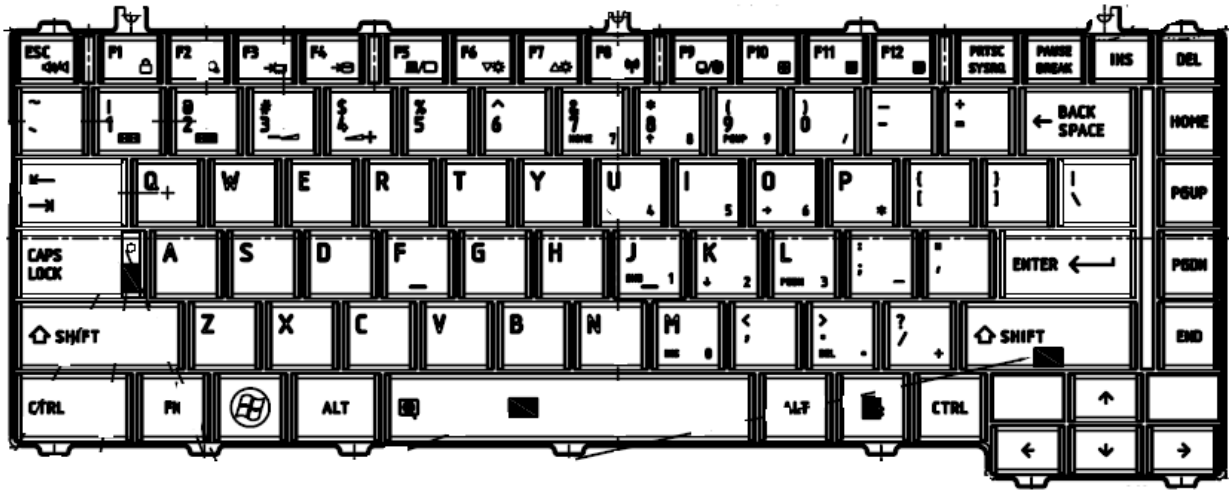


Figure 1-5-1 Keyboard for US style

See Appendix E for details of the keyboard layout

1.6 Color Display

The Satellite L730/Satellite 735/Satellite Pro 730use LED to control backlight.

LCD Module

Figure 1-5-1 shows a view of the LCD module and Table 1-6-1 lists the specifications.

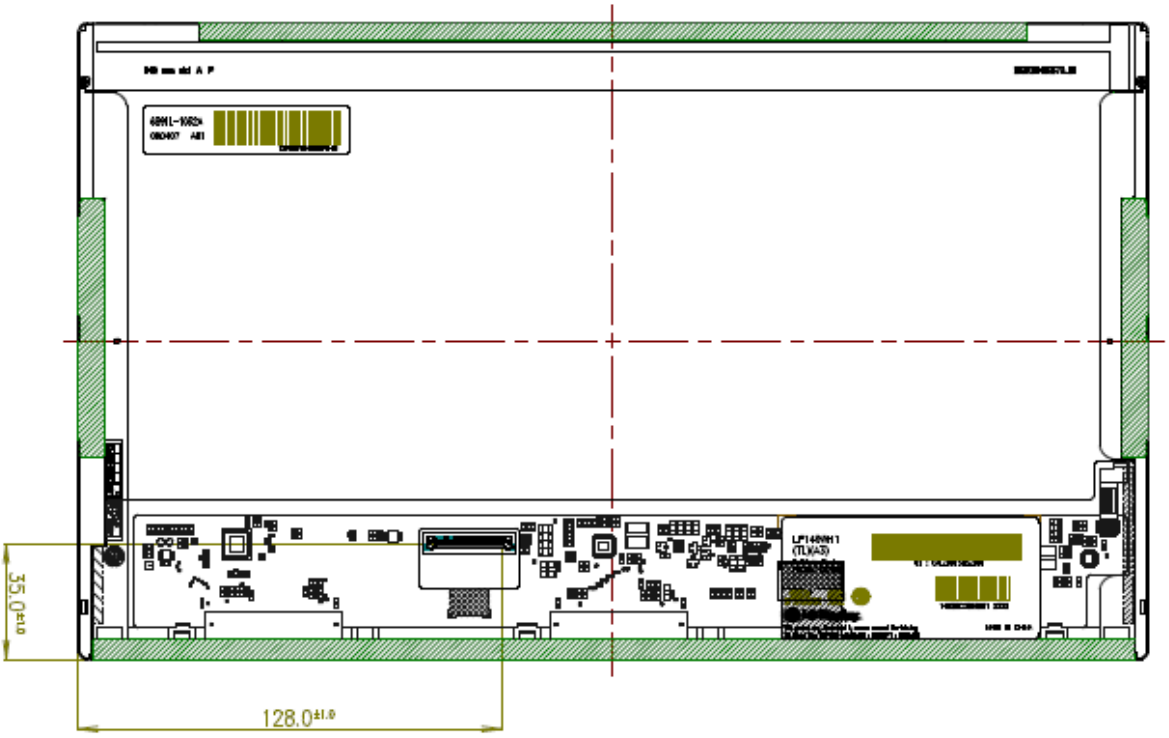


Figure 1-6-1 LCD Module

Item	Specifications(WXGA+)			
	SAMSUNGA LTN133AT17-T05	**LG LP133WH1-TLA1**	**CMO N133BGE-L21**	**AUO B133XW04**
Number of Dots	1,366 x 3(R,G,B) x 768	1,366 x 3(R,G,B) x 768	1,366 x 3(R,G,B) x 768	1,366 x 3(R,G,B) x 768
Dot spacing (mm)	0.2148(H)× 0.2148(V)	0.2148(H)× 0.2148(V)	0.2148(H)× 0.2148(V)	0.2148(H)× 0.2148(V)
Display Colors	262,144 colors	262,144 colors	262,144 colors	262,144 colors

Table 1-6-1 LCD module specifications

1.7 Power Rails

Table 1-7-1 lists the power rail output specifications of Huron River platform.

Name	Power supply （Yes/No）			
	Voltage [V]	Power OFF Suspend mode	Power OFF Boot mode	No Battery
VA1	19.37	2.123	19.40	1.733
VIN	19.19	12.45	19.22	12.31
+5VPCU	5.150	5.148	5.157	5.152
+3VPCU	3.389	3.387	3.389	3.386
+3V_S5	3.387	3.385	3.386	3.385
+3V	0	0	0	0
+5V_S5	5.148	5.146	5.155	0
+5V	0	0	0	0
+VCC_CORE	0	0	0	0
+VTT	0	0	0	0
+VAXG	0	0	0	0
+1.5VSUS	1.507	1.507	0	0

Table 1-7-1 Power supply output rating

1.8 Batteries

The PC has the following two batteries.

- Main battery
- Real time clock (RTC) battery

Table 1-8-1 lists the specifications for these two batteries.

Battery Name		Battery Element	Output Voltage
Main battery	6 Cells	Lithium ion	10.8 V
Real time clock (RTC) battery	COIN Type	Lithium ion	3V

Table 1-8-1 Battery specifications

1.8.1 Main Battery

The main battery is the primary power supply for the computer when the AC adapter is not connected. In Standby, the main battery maintains the current status of the computer.

1.8.2 Battery Charging Control

Battery charging is controlled by a power supply microprocessor. The power supply microprocessor controls power supply and detects a full charge when the AC adaptor and battery are connected to the computer.

- Battery Charge

  When the AC adapter is connected, normal charging is used while the system is turned on and quick charge is used while the system is turned off. Refer to the following Table 1-8-2.

	Power ON	Power OFF
6 cell	5 ~ 10 hours	about 5 hours

Table 1-8-2 Time required for charges of main battery

  Charge is stopped in the following cases.

  1. The main battery is fully charged
  2. The main battery is removed
  3. Main battery or AC adapter voltage is abnormal
  4. Charging current is abnormal

- Data preservation time

  When turning off the power in being charged fully, the preservation time is as following Table 1-8-3.

	Sleep	Shut down
6 cell	About 3 days	About 30 days

Table 1-8-3 Data preservation time

1.8.3 RTC Battery

The RTC battery provides the power supply to maintain the date, time, and other system information in memory.

Table 1-8-4 lists the Time required for charges of RTC battery and data preservation time.

Condition	Time
Charging time	About 24 hours
Data retaining time	About 30 days

Table 1-8-4 Time required for charges of RTC battery

1.9 AC Adapter

The AC adapter is used to charge the battery.

Table 1-9-1 lists the AC adapter specifications.

Parameter	**Specification**			
With Led	**DELTA/ LITE-ON/Chiony 3pin**		**DELTA/ LITE-ON/Chiony 2pin**	
Power	65W	75W	65W	75W
Input voltage	AC 90V/264V			
Input frequency	50Hz/60Hz			
Input current	≦1.5A			
Output voltage	DC 19V			
Output current	3.42A	3.95A	3.42A	3.95A

Table 1-9-1 AC adapter specifications

Chapter 2

Troubleshooting Procedures

Chapter 2 Contents

2.1 Trouble shooting

Chapter 2 describes how to determine which Field Replaceable Unit (FRU) in the computer is causing the computer to malfunction.

The FRUs covered are:

1. Power supply
2. System Board
3. SATA HDD
4. Keyboard
5. Touch pad
6. Display
7. LAN
8. WLAN+BT
9. Sound
10. ODD
11. HDMI
12. Memory
13. 3G
14. Camera
15. Microphone
16. Ext CRT
17. USB

The Test Program operations are described in Chapter 3. Detailed replacement procedures are described in Chapter 4.

> ***NOTE:*** *After replacing the system board, it is necessary to execute the subtest 01 initial configuration of the 3.3 Setting of the hardware configuration in Chapter 3.*

The implement for the Diagnostics procedures is referred to Chapter 3. Also, following implements are necessary:

1. Phillips screwdrivers (For replacement procedures)
2. Implements for debugging port check
    - Toshiba Free-DOS system

2.2 Troubleshooting Flowchart

Use the flowchart in Figure 2-2-1 as a guide for determining which troubleshooting procedures to execute. Before going through the flowchart steps, verify the following:

- Ask customer to enter the password if a password is registered.
- Verify with the customer that Toshiba Windows is installed on the hard disk. Non-Windows operating systems can cause the computer to malfunction.
- Make sure all optional equipment is removed from the computer.

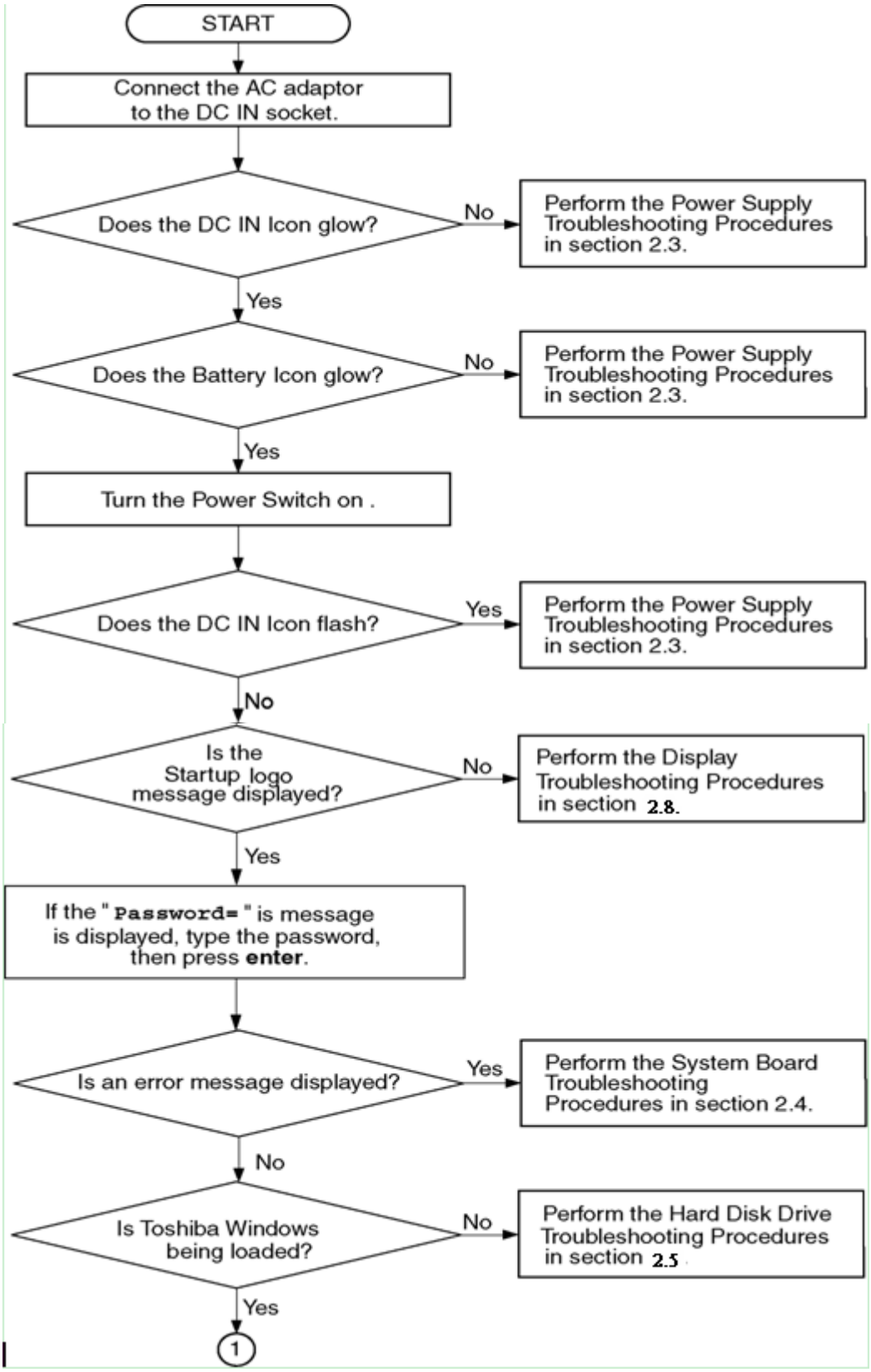


Figure 2-2-1 Troubleshooting flowchart (1/2)

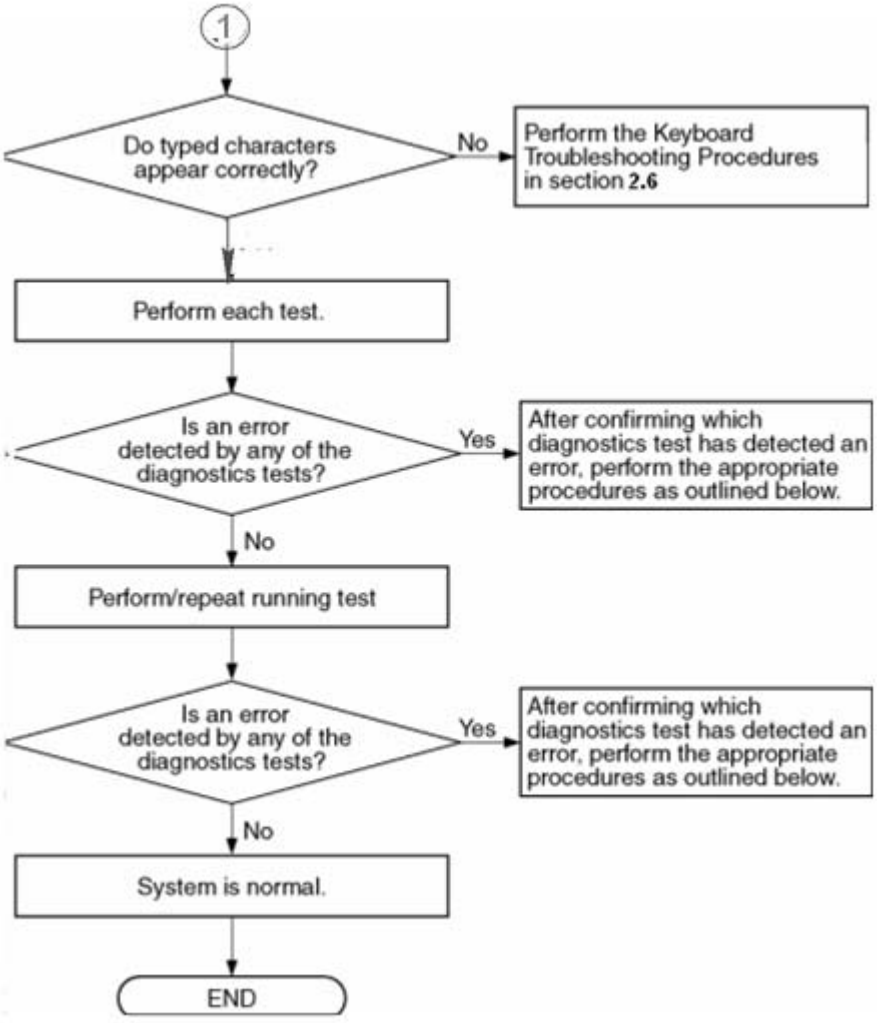


Figure 2-2-1 Troubleshooting flowchart (2/2)

If the diagnostics program cannot detect an error, the problem may be intermittent. The Test program should be executed several times to isolate the problem. Check the Log Utilities function to confirm which diagnostic test detected an error(s), and then perform the appropriate troubleshooting procedures as follows:

1. If an error is detected on the system test, memory test, display test, expansion test, real timer test, sound test or LAN/Bluetooth test, perform the System Board Troubleshooting Procedures in Section 2.4.

2. If an error is detected on the hard disk test, perform the HDD Troubleshooting Procedures in Section 2.5.

3. If an error is found on the keyboard test (DIAGNOSTICS TEST) and pressed key display test, perform the Keyboard Troubleshooting Procedures in Section 2.6.

4. If an error is found on the touch pad test, perform the Touch pad Troubleshooting Procedures in Section 2.7.

5. If an error is detected on the display test, perform the Display Troubleshooting Procedures in Section 2.8.

6. If an error is detected on the LAN test, perform the LAN Troubleshooting Procedures in Section 2.9.

7. If an error is detected on the Wireless LAN, BLUETOOTH test, perform the Wireless LAN and BLUETOOTH Troubleshooting Procedures in Section 2.10.

8. If an error is detected on the sound test, perform the Sound Troubleshooting Procedures in Section 2.11.

9. If an error is detected on the ODD test, perform the ODD Troubleshooting Procedures in Section 2.12.

10. If an error is detected on the HDMI test, perform the HDMI Troubleshooting Procedures in Section 2.13

2.3 Power Supply Troubleshooting

The power supply controller controls many functions and components. To determine if the power supply is functioning properly, start with Procedure 1 and continue with the other Procedures as instructed. The procedures described in this section are:

Procedure 1: Power Status Check

Procedure 2: Connection Check

Procedure 3: Charging Check

Procedure 4: Replacement Check

Procedure 1 Power Status Check

The following LED indicates the power supply status:

- Battery LED
- DC IN LED

The Power Supply control displays the power supply status with the Battery LED and the DC IN LED as listed in the tables below.

Battery icon	Power supply status
Lights Orange	Battery is charged and the AC adapter is connected. It has no relation with ON/OFF of the system power.
Lights Green	Battery is fully charged and the AC adapter is connected. It has no relation with ON/OFF of the system power.
Blinks Orange (even intervals)	The battery level is low while the system power is ON.
Doesn't light	Any condition other than those above.

Table 2-3-1 Battery icon

DC IN icon	Power supply status
Lights Green	DC power is being supplied from the AC adapter.
Blinks Orange	Power supply malfunction[*1]
Doesn't light	Any condition other than those above.

Table 2-3-2 DC IN icon

*1 When the power supply controller detects a malfunction, the DC IN icon blinks orange and perform the following procedure.

When the icon is blinking, perform the following procedure.

1. Remove the battery pack and the AC adapter.
2. Re-attach the battery pack and the AC adapter.

If the icon is still blinking after the operation above, check the followings:

Check 1 If the DC IN icon blinks orange, go to Procedure 2.

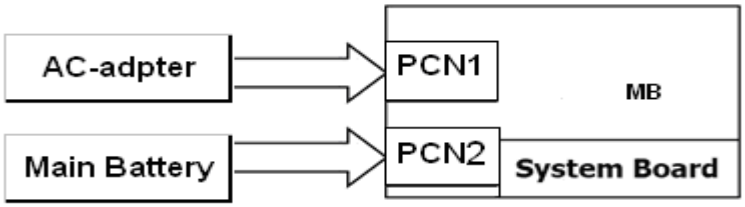
Check 2 If the DC IN icon does not light, go to Procedure 3.

Check 3 If the battery icon does not light orange or green, go to Procedure 4.

***NOTE**: Use a supplied AC adapter.*

Procedure 2 Connection Check

The wiring diagram related to the power supply is shown below:



Any of the connectors may be disconnected. Perform Check 1.

Check 1 Make sure the AC adapter and the AC power cord is firmly plugged into the PCN1 connector and wall outlet. If these cables are connected firmly, go to Check 2.

Check 2 Replace the AC adapter and the AC power cord with new ones.

- If the DC IN icon does not light, go to Procedure 4.
- If the battery icon does not light, go to Check 3.

Check 3 Make sure the main battery pack is installed in the computer correctly. If the battery is properly installed and the battery icon still does not light, go to Procedure 4.

Procedure 3 Charging Check

Check if the power supply controller charges the battery pack properly. Perform the following procedures:

Check 1 Make sure the AC adapter is firmly plugged into the DC IN socket.

Check 2 Make sure the battery pack is properly installed. If it is properly installed, go to Check 3.

Check 3 The battery pack may be completely discharged. Wait a few minutes to charge the battery pack while connecting the battery pack and the AC adapter. If the battery pack is still not charged, go to Check 4.

Check 4 The battery's temperature is too high or low. Leave the battery for a while to adjust it in the right temperature. If the battery pack is still not charged, go to Check 5.

Check 5 Replace the battery pack with a new one. If the battery pack is still not charged, go to Procedure 4.

Procedure 4 Replacement Check

The power is supplied to the system board by the AC adapter. If either the AC adapter or the system board was damaged, perform the following Checks.

To disassemble the computer, follow the steps described in Chapter 4, *Replacement Procedures*.

When AC adapter is connected;

Check 1 AC adapter may be faulty. Replace the AC adapter with a new one. If the problem still occurs, perform Check 2.

Check 2 System board may be faulty. Replace the system board with a new one.

When AC adapter is not connected ;
(When driving with battery pack)

Check 1 Battery pack may be faulty. Replace it with a new one. If the problem still occurs, perform Check 2.

Check 2 System board may be faulty. Replace it with a new one.

2.4 System Board Troubleshooting

This section describes how to determine if the system board is malfunctioning or not. Start with Procedure 1 and continue with the other procedures as instructed. The procedures described in this section are:

Procedure 1: Message Check

Procedure 2 Diagnostic Test Program Execution Check

Procedure 3: Replacement Check

Procedure 1 Message Check

When the power is turned on, the system performs the Power on Self Test (POST) installed in the BIOS ROM. The POST tests each IC on the system board and initializes it.

- ❑ If an error message is shown on the display, perform Check 1.
- ❑ If there is no error message, go to Procedure 2.
- ❑ If Free-DOS or Windows is properly loaded, go to Procedure 4.

Check 1 If one of the following error messages is displayed on the screen, press the **F2** key as the message instructs. These errors occur when the system configuration preserved in the RTC memory (CMOS type memory) is not the same as the actual configuration or when the data is lost.

If you press the **F2** key as the message instructs, the SETUP screen appears to set the system configuration.

Procedure 2 Diagnostic Test Program Execution Check

Execute the following tests from the Diagnostic Test Menu. These tests check the system board. Refer to Chapter 3, *Tests and Diagnostic,* for more information on how to perform these tests.

1. System test
2. Memory test
3. Keyboard test
4. Display test
5. Hard Disk test
6. CPU Temperature test
7. Main Battery test
8. BIOS test
9. System Status LED test
10. Wireless LAN test
11. LAN/Sound test
12. UUID test-DMI Information (Write DMI)

If an error is detected during these tests, go to Procedure 3.

Procedure 3 Replacement Check

System board may be faulty. Disassemble the computer following the steps described in Chapter 4, *Replacement Procedures* and replace system board with a new one.

2.5 SATA Hard Disk Drive Troubleshooting

To check if HDD is malfunctioning or not, follow the troubleshooting procedures below as instructed.

Procedure 1: Partition Check

Procedure 2: Message Check

Procedure 3: Format Check

Procedure 4: Diagnostic Test Program Execution Check

Procedure 5: Connector Check and Replacement Check

***CAUTION**: The contents of the hard disk will be erased when the HDD troubleshooting procedures are executed. Transfer the contents of the hard disk to other storage drive(s). For the backup, refer to the User's Manual.*

Procedure 1 Partition Check

Insert the Toshiba USB memory and start the computer. Perform the following checks:

Check 1 Input **C:** and press **Enter**. If you cannot change to drive C, go to Check 2. If you can change to drive C, go to Procedure 2.

Check 2 input USB memories and press **Enter**. Choose Display Partition Information from the menu. If drive C is listed in the Display Partition Information, go to Check 3. If drive C is not listed, return to the menu and choose the option to create a DOS partition or a logical DOS drive on drive C. If the problem still occurs, go to Procedure 2.

Check 3 If drive C is listed as active in the menu, go to Check 4. If drive C is not listed as active, return to the menu and choose the option to set the active partition for drive C. Then go to Procedure 2.

Check 4 Remove the USB memory and reboot the computer. If the problem still occurs, go to Procedure 2. Otherwise, the 2.5" HDD is operating normally.

Procedure 2 Message Check

When the power is turned on, the system performs the Initial Reliability Test (IRT) installed in the BIOS ROM. When the test detects an error, an error message is displayed on the screen.

Turn on the computer and check the message on the screen. When an OS starts from the 2.5" HDD, go to Procedure 3. Otherwise, start with Check 1 below and perform the other checks as instructed.

Check 1 If either of the following messages appears, go to Check 2. If the following messages do not appear, perform Check 3.

```
Insert system disk in drive
Press any key when ready .....
```

or

```
Non-System disk or disk error
Replace and press any key when ready
```

Check 2 Using the SYS command of the Free-DOS; transfer the system to the 2.5" HDD. If the system is not transferred, go to Procedure 3. Refer to the Free-DOS Manual for detailed operation.

If the following message appears on the display, the system program has been transferred to the HDD.

```
System Transferred
```

If an error message appears on the display, perform Check 3.

Check 3 2.5" HDD(s) and the connector(s) of system board may be defective (Refer to the steps described in Chapter 4, *Replacement Procedures* for disassembling.). Insert HDD(s) to the connector(s) firmly. If it is (or they are) firmly connected, go to Procedure 3.

Procedure 3 Diagnostic Test Program Execution Check

The HDD test program is stored in the Diagnostics Disk. Perform all of the HDD tests in the Hard Disk Drive Test. Refer to Chapter 3, *Tests and Diagnostics*, for more information about the HDD test program.

If an error is detected during the HDD test, an error code and status will be displayed. The error codes and statuses are described in Table 2-5-1. If an error code is not displayed but the problem still occurs, go to Procedure 5.

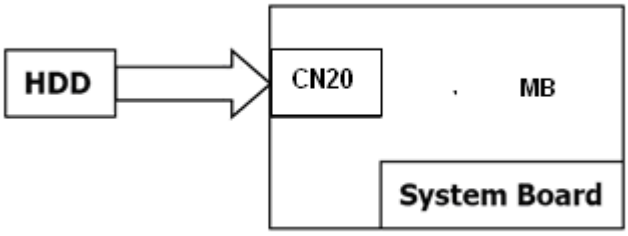
Code	Status
01	Bad Command Error
02	Bad Address Mark Error
04	Record Not Found
05	HDC Not Reset Error
07	Drive Not Initialized
09	DMA Boundary Error
0A	Bad Sector
0B	Bad Track Error
10	ECC Error
11	ECC Recover Enabled
20	HDC Error
40	Seek Error
80	Time Out Error
AA	Drive Not Ready
BB	Undefined Error
CC	Write Fault
E0	Status Error
F0	No Sense Error
??	Other Error

Table 2-5-1 HDD error code & status

Procedure 4 Connector Check and Replacement Check

HDD(s) is/are connected to the connector(s) on the system board. The connection of HDD(s) and board may be defective. Otherwise, they may be faulty. Disassemble the computer following instructions in Chapter 4, *Replacement Procedures* and perform the following checks.

Check 1 Make sure HDD(s) is/are firmly connected to the connector(s) on the system board.



If any of the connections are loose, reconnect firmly and repeat Procedure 1. If the problem still occurs, go to Check 2.

Check 2 (One of) HDD(s) may be faulty. Replace it with a new one following the instructions in Chapter 4, *Replacement Procedures* and check the operation. If the problem still occurs, perform Check 3.

Check 3 System board may be faulty. Replace it with a new one following the instructions in Chapter 4, *Replacement Procedures*.

2.6 Keyboard Troubleshooting

To check if the computer's keyboard is malfunctioning or not, follow the troubleshooting procedures below as instructed.

Procedure 1: Diagnostic Test Program Execution Check

Procedure 2: Connector and Replacement Check

Procedure 1 Diagnostic Test Program Execution Check

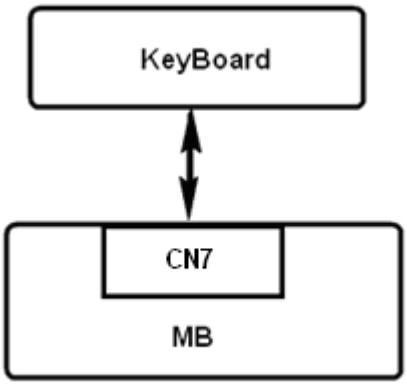
Execute the Keyboard Test (DIAGNOSTIC TEST) and Pressed key display test in the Diagnostic Program. Refer to Chapter 3, *Tests and Diagnostics*, for more information on how to perform the test program.

If an error occurs, go to Procedure 2. If an error does not occur, keyboard is functioning properly.

Procedure 2 Connector and Replacement Check

The connection of cable and board may be defective. Otherwise, they may be faulty. Disassemble the computer following the steps described in Chapter 4, *Replacement Procedures*, and perform the following checks:

Check 1 Make sure keyboard cable is firmly connected to system board.



If the connection is loose, reconnect firmly and repeat Procedure 1. If the problem still occurs, go to Check 2.

Check 2 Keyboard may be faulty. Replace it with a new one following the instructions in Chapter 4, *Replacement Procedures*. If the problem still occurs, perform Check 3.

Check 3 System board may be faulty. Replace it with a new one following the instructions in Chapter 4, *Replacement Procedures*.

2.7 Touch pad Troubleshooting

To check if the computer's touch pad is malfunctioning or not, follow the troubleshooting procedures below as instructed.

Procedure 1: Diagnostic Test Program Execution Check

Procedure 2: Connector and Replacement Check

Procedure 1 Diagnostic Test Program Execution Check

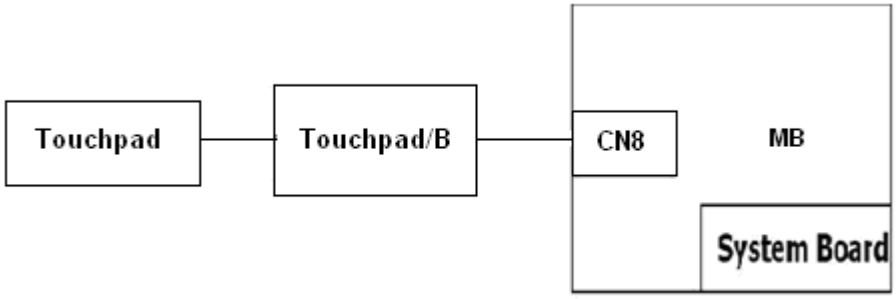
Execute the Touch pad test in the Diagnostic Program. Refer to Chapter 3, *Tests and Diagnostics*, for more information on how to perform the test program.

If an error occurs, go to Procedure 2. If an error does not occur, touch pad is functioning properly.

Procedure 2 Connector and Replacement Check

The connection of cable and board may be defective. Otherwise, they may be faulty. Disassemble the computer following the steps described in Chapter 4, *Replacement Procedures*, and perform the following checks:

Check 1 Make sure the cable is firmly connected to system board.



If the connection is loose, reconnect firmly and repeat Procedure 1. If the problem still occurs, go to Check 2.

Check 2 Touch Pad or the cable to Touchpad/B may be faulty. Replace it with a new one following the instructions in Chapter 4, *Replacement Procedures*. If the problem still occurs, perform Check 4.

Check 3 Touch Pad/B or the cable to MB may be faulty. Replace it with a new one following the instructions in Chapter 4, *Replacement Procedures*. If the problem still occurs, perform Check 4.

Check 4 System board may be faulty. Replace it with a new one following the instructions in Chapter 4, *Replacement Procedures*

2.8 Display Troubleshooting

To check if the computer's display is malfunctioning or not, follow the troubleshooting procedures below as instructed.

Procedure 1: External Monitor Check

Procedure 2: Diagnostic Test Program Execution Check

Procedure 3: Connector and Cable Check

Procedure 4: Replacement Check

Procedure 1 External Monitor Check

Connect an external monitor to the computer's external monitor port, and then boot the computer. The computer automatically detects the external monitor.
When "Power on Display" setting is "Auto-Selected" (Default) in BIOS Setup Menu.
If this setting is "System LCD only", external monitor cannot be displayed. The computer automatically detects the external monitor.

If the external monitor works correctly, the internal LCD may be faulty. Go to Procedure 3.

If the external monitor appears to have the same problem as the internal monitor, system board may be faulty. Go to Procedure 2.

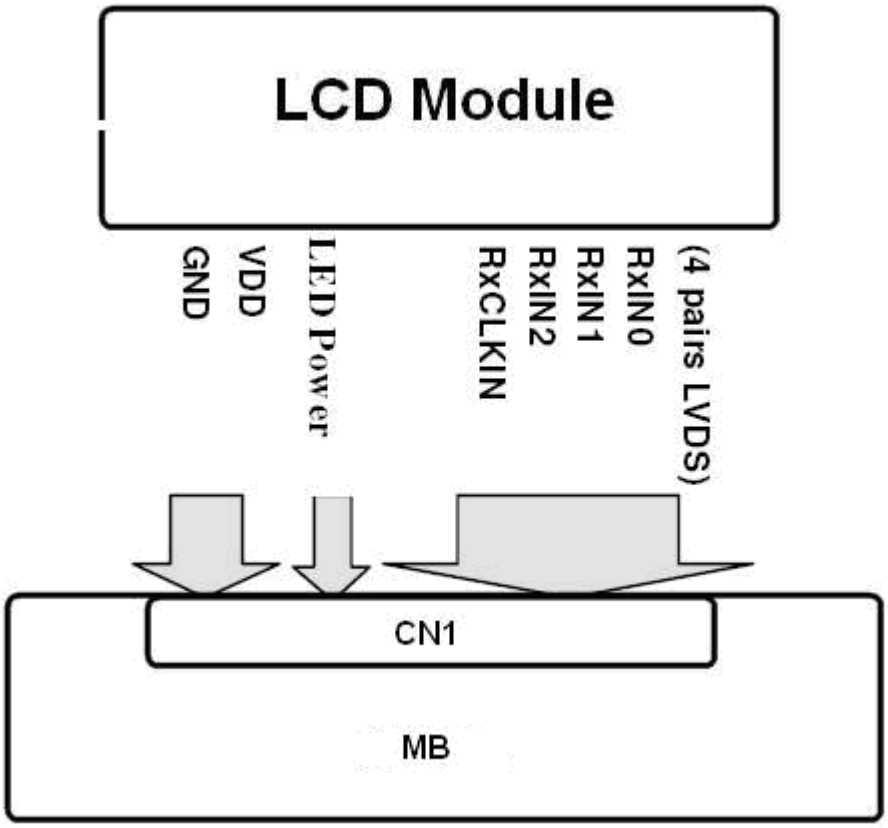
Procedure 2 Diagnostic Test Program Execution Check

The Display Test program is stored in Diagnostics disk. This program checks the display controller on system board. Insert the Diagnostics disk, turn on the computer and run the test. Refer to Chapter 3, *Tests and Diagnostics* for details. If an error is detected, go to Procedure 3.

Procedure 3 Connector and Cable Check

LCD Module is connected to system board by an LCD cable. Their cables may be disconnected from system board. Disassemble the computer following the steps described in Chapter 4, *Replacement Procedures*.

If the connection is loose, reconnect firmly and restart the computer. If the problem still occurs, go to Procedure 4.



Procedure 4 Replacement Check

LCD module, LCD cable are connected to display circuits. Any of these components may be faulty. Refer to Chapter 4, *Replacement Procedures,* for instructions on how to disassemble the computer and then perform the following checks:

If characters or graphics on the internal display are not displayed clearly, perform Check 1.

If some screen functions do not operate properly, perform Check 2.

If LED backlight remains lit when the display is closed, perform Check 3.

Check 1 LCD cable may be faulty. Replace LCD cable with a new one following the instructions in Chapter 4, *Replacement Procedure* and test the display again. If the problem still occurs, perform Check 2.

Check 2 LCD module may be faulty. Replace LCD module with a new one following the instructions in Chapter 4, *Replacement Procedure* and test the display again. If the problem still occurs, perform Check 3.

Check 3 System board may be faulty. Replace it with a new one following the instructions in Chapter 4, *Replacement Procedure*.

2.9 LAN Troubleshooting

To check if the computer's LAN is malfunctioning or not, follow the troubleshooting procedures below as instructed.

Procedure 1: Diagnostic Test Program Execution Check

Procedure 2: Connector Check and Replacement Check

Procedure 1 Diagnostic Test Program Execution Check

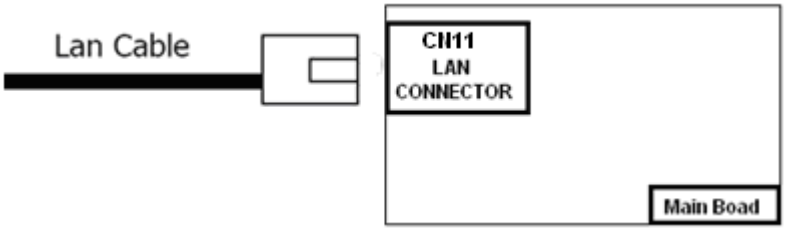
Execute LAN test in the LAN test program. Refer to Chapter 3, *Tests and Diagnostics* for more information on how to perform the test program.

If any error is detected by the test, go to Procedure 2.

Procedure 2 Connector Check and Replacement Check

The LAN function is embedded on system board. If LAN malfunctions, its connection is defective or LAN cable and system board may be faulty.

Check 1 Make sure LAN cable is firmly connected to the connector CN11. If the problem still occurs, perform Check 2.



No Separated LAN BOARD , it's assembled.

Check 2 LAN cable may be faulty. Replace it with a new one. If the problem still occurs, perform Check 3.

Check 3 System board may be faulty. Replace it with a new one following the instruction in Chapter 4.

2.10 Wireless LAN and Bluetooth Troubleshooting

To check if the computer's WLBT is malfunctioning or not, follow the troubleshooting procedures below as instructed.

Procedure 1: Transmitting-Receiving Check

Procedure 2: Antennas' Connection Check

Procedure 3: Replacement Check

Procedure 1 Transmitting-Receiving Check

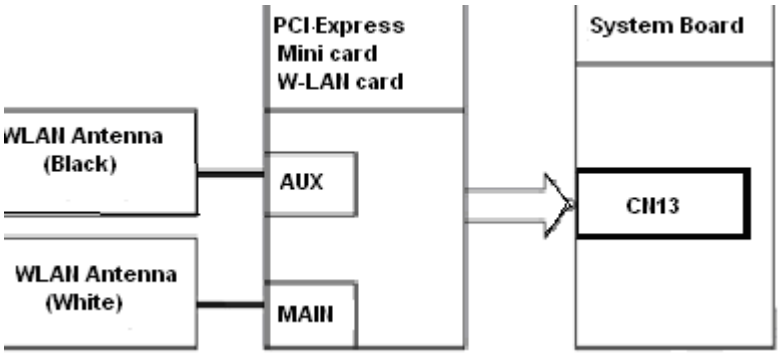
Before starting the test, make sure wireless communication is enabled in BIOS setup

Check 1 Execute WLBT test program to check the transmitting-receiving function of wireless LAN. You will need a second computer that can communicate by wireless LAN. Perform the test following the instructions described in Chapter 3.

If the computer passes the test, the function is correctly working. If the computer does not pass the test, perform Procedure 2.

Procedure 2 Antennas' Connection Check

The wireless LAN function-wiring diagram is shown below:



Any of the connections may be defective. Disassemble the computer following the steps described in Chapter 4, *Replacement Procedures*, and perform the following checks:

Check 1 Make sure the wireless communication is Enabled in BIOS setup.

If the Wireless communication is "Disabled", change it to "Enabled". If the problem still occurs, perform Check 2.

Check 2 Make sure WLBT card is firmly connected to the CN13 on system board. If the connector is defective, connect it firmly and perform Procedure 1. If the problem still occurs, perform Check 3.

Check 3 Make sure that WLBT antenna cables (black and white) are firmly connected to the connectors on WLBT card. If WLBT antenna cables are not connected properly, connect them firmly and perform Procedure 1. If the problem still occurs, go to the procedure 3.

Procedure 3 Replacement Check

WLBT card, antenna or system board may be faulty. Refer to Chapter 4, *Replacement Procedures,* for instructions on how to disassemble the computer and then perform the following checks:

Check 1 Wireless LAN antenna may be faulty. Replace it with a new one following the instructions in Chapter 4, *Replacement Procedures*. If the problem still occurs, perform Check 2.

Check 2 WLBT card may be faulty. Replace it with a new one following the instructions in Chapter 4, *Replacement Procedures*. If the problem still occurs, perform Check 3.

Check3 System board may be faulty. Replace it with a new one following the instructions in Chapter 4, *Replacement Procedures*.

2.11 Sound Troubleshooting

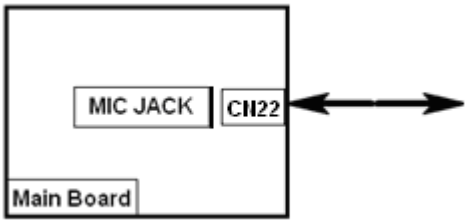
To check if the sound function is malfunctioning or not, follow the troubleshooting procedures below as instructed.

Procedure 1: Connector Check

Procedure 2: Replacement Check

Procedure 1 Connector Check

The connection of sound system is shown in the following figure.



As the connection may be defective, disassemble the PC and check each connection.

If the problem still occurs, go to Procedure 2.

Procedure 2 Replacement Check

- ❑ If External microphone/Headphone does not work properly, perform check 1.
- ❑ If internal microphone /Speaker do not work properly, perform check 2.
- ❑ If HP out does not work properly, perform check 3.
- ❑ If Volume control does not work properly, perform check 4.

Check 1 External microphone/Headphone may be faulty. Replace it with a new one following the steps in Chapter 4. If the problem still occurs, perform Check 5.

Check 2 Internal microphone /Speaker may be faulty. Replace it with a new one following the steps in Chapter 4. If the problem still occurs, perform Check 5.

Check 3 HP out may be faulty. Replace it with a new one following the steps in Chapter 4. If the problem still occurs, perform Check 5.

Check 4 Volume control may be faulty. Replace it with a new one following the steps in Chapter 4. If the problem still occurs, perform Check 6.

Check 5 Flat cables between AD board/Speaker and system board may be faulty. Replace it with new cable following the instructions in Chapter 4. If the problem still occurs, perform Check 6.

Check 6 Audio board/System board may be faulty. Replace it with a new one following the instructions in Chapter 4.

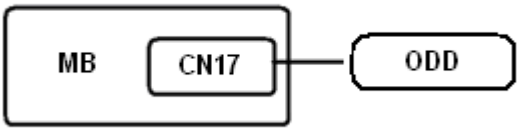
2.12 ODD Troubleshooting

To check if the computer's ODD is malfunctioning or not, follow the troubleshooting procedure below as instructed.

Procedure 1 Connector Check and Replacement Check

The ODD is connected to system board. If ODD malfunctions, its connection is defective or ODD and system board may be faulty.

Check 1 Make sure ODD is firmly connected to the connector CN17（system board). If the problem still occurs, perform Check 2.



Check 2 ODD may be faulty. Replace it with a new one following the steps in Chapter 4. If the problem still occurs, perform Check 4.

Check 3 System board may be faulty. Replace it with a new one following the instruction in Chapter 4.

2.13 HDMI Troubleshooting

To check if the computer's HDMI is malfunctioning or not, follow the troubleshooting procedures below as instructed.

Procedure 1: External HDMI Monitor Check

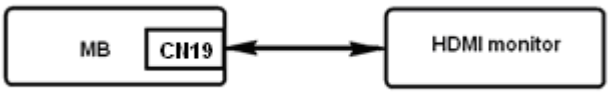
Procedure 2: Connector and Cable Check

Procedure 3: Replacement Check

Procedure 1 Connector Check and Replacement Check

The HDMI port is connected to system board. If HDMI malfunctions, its connection is defective or system board may be faulty.

Check 1 Make sure HDMI cable is firmly connected to the connector CN19 (system board). If the problem still occurs, perform Procedure 2.



Procedure 2 External Monitor Check

Connect an external monitor to the computer's HDMI port, and then boot the computer. The computer automatically detects the external monitor.

If the external monitor works correctly, the internal LCD may be faulty. Go to Procedure 3.

If the external monitor appears to have the same problem as the internal monitor, system board may be faulty. Go to Procedure 2.

Procedure 3 Replacement Check

HDMI signals are connected to display circuits via HDMI cable. Any of these components may be faulty. Refer to Chapter 4, *Replacement Procedures,* for instructions on how to disassemble the computer and then perform the following checks:

If characters or graphics on the internal display are not displayed clearly, perform Check 1.

If some screen functions do not operate properly, perform Check 4.

Check 1 HDMI cable may be faulty. Replace HDMI cable with a new one following the instructions in Chapter 1, *Replacement Procedure* and test the display again. If the problem still occurs, perform Check 2.

Check 2 HDMI monitor may be faulty. Replace HDMI monitor with a new one following the instructions in Chapter 2, *Replacement Procedure* and test the display again. If the problem still occurs, perform Check 3

Check 3 System board may be faulty. Replace it with a new one following the instructions in Chapter 4, *Replacement Procedure*.

2.14 Memory Troubleshooting

Memory troubleshooting can following below procedures as instructed.

Procedure 1: Diagnostic Test Program Execution Check

Procedure 2: Connect Check and Replacement Check

Procedure 1 Diagnostic Test Program Execution Check

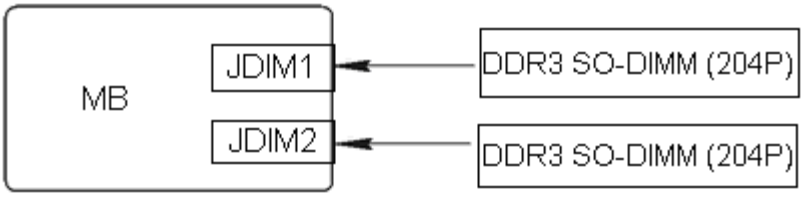
Execute Memory test in the Memory test program. Refer to Chapter 3, *Tests and Diagnostics* for more information on how to perform the test program.

If any error is detected by the test, go to Procedure 2.

Procedure 2 Connect Check and Replacement Check

Memory function abnormal always accompany NB run abnormal, the RAM may be not insert correctly or slot is defective or RAM and system board may be faulty.

Check 1 Make sure RAM is correctly an d firmly inserted to the slots. If the problem still occurs, perform Check 2.



Check 2 RAM may be faulty. Replace it with a new one. If the problem still occurs, perform Check 3.

Check 3 The slot and MB may be faulty. Replace it with a new one following the instruction in Chapter 4.

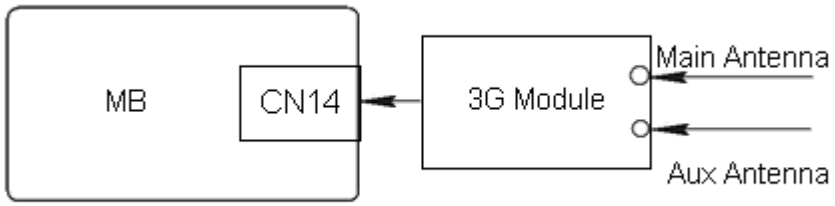
2.15 3G Troubleshooting

To check if the computer's 3G is malfunctioning or not, follow the troubleshooting procedure below as instructed.

Procedure 1 Connector Check and Replacement Check

The 3G module is connected to system board. If 3G malfunctions, its connection is defective or Antenna and system board may be faulty.

Check 1 Make sure 3G is firmly connected to the connector CN14 (system board). If the problem still occurs, perform Check 2.



Check 2 Antenna may be faulty. Replace it with new one. If the problem s till occurs, perform Check 3.

Check 3 3G card may be faulty. Replace it with a new one following the steps in Chapter 4. If the problem still occurs, perform Check 4.

Check 4 System board may be faulty. Replace it with a new one following the instruction in Chapter 4.

2.16 Camera Troubleshooting

To check if the computer's Camera is malfunctioning or not, follow the troubleshooting procedure below as instructed.

Procedure 1: Camera Execution Check

Procedure 2: Connect Check and Replacement Check

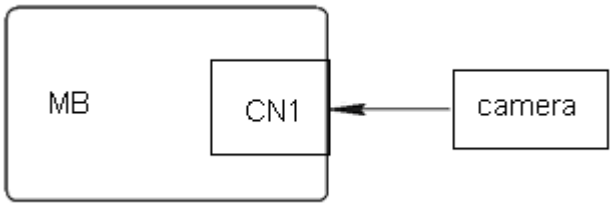
Procedure 1 Camera Execution Check

Open photo/video tool to look if there is an image. If not, go to Procedure 2.

Procedure 2 Connect Check and Replacement Check

The CCD cable is connected to system board. If camera malfunctions, its connection may be defective or CCD cable and system board may be faulty.

Check 1 Make sure the other side of CCD cable is correctly and firmly inserted to the CN1 in MB. If the problem still occurs, perform Check 2.



Check 2 CCD cable may be faulty. Replace it with a new one. If the problem still occurs, perform Check 3.

Check 3 Camera may be faulty. Replace it with a new one following the instruction in Chapter 4.

Check 4 System board may be faulty. Replace it with a new one following the instruction in Chapter 4.

2.17 Microphone Troubleshooting

Microphone troubleshooting can following below procedures as instructed.

Procedure 1: Sound Recorder Execution Check

Procedure 2: Connect Check and Replacement Check

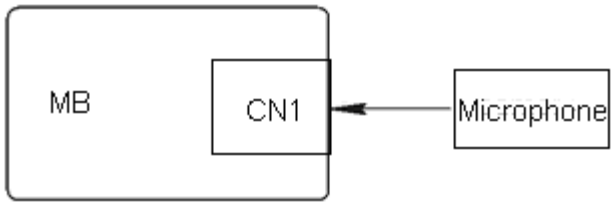
Procedure 1 Sound Recorder Execution Check

Open accessory to find sound recorder tool, try to record a length of sound, and then replay it to see if microphone is working normal. If not, go to Procedure 2.

Procedure 2 Connect Check and Replacement Check

The Microphone is combined with CCD cable which is connected to system board. If microphone malfunctions, its connection may be defective or CCD cable and system board may be faulty.

Check 1 Make sure the other side of CCD cable is correctly and firmly inserted to the CN1 in MB. If the problem still occurs, perform Check 2.



Check 2 CCD cable or Microphone may be faulty. Replace it with a new one. If the problem still occurs, perform Check 3.

Check 3 System board may be faulty. Replace it with a new one following the instruction in Chapter 4.

2.18 CRT Troubleshooting

To check if the computer's CRT is malfunctioning or not, follow the troubleshooting procedures below as instructed.

Procedure 1: External Monitor Check

Procedure 2: Connector and Cable Check

Procedure 3: Replacement Check

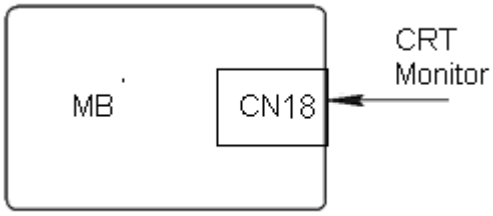
Procedure 1 External Monitor Check

Connect an external monitor to the computer's external CRT port, and then to see if you can transfer video image to external monitor. If not, go procedure2.

Procedure 2 Connector and Cable Check

CRT Monitor is connected to system board by a CRT cable. Their cables may be disconnected from system board. Disassemble the computer following the steps described in Chapter 4, *Replacement Procedures*.

If the connection is loose, reconnect firmly and restart the computer. If the problem still occurs, go to Procedure 3.



Procedure 3 Replacement Check

Check 1 CRT cable may be faulty. Replace CRT cable with a new one following the instructions in Chapter 4--*Replacement Procedure*, and then test again. If the problem still occurs, perform Check 2.

Check 2 System board may be faulty. Replace it with a new one following the instructions in Chapter 4, *Replacement Procedure*.

2.19 USB Troubleshooting

Geneve carries 3 USB port. To check if the computer's USB port is malfunctioning or not, follow the troubleshooting procedures below as instructed.

Procedure 1: Diagnostic Test Program Execution Check

Procedure 2: Connect Check and Replacement Check

Procedure 1 Diagnostic Test Program Execution Check

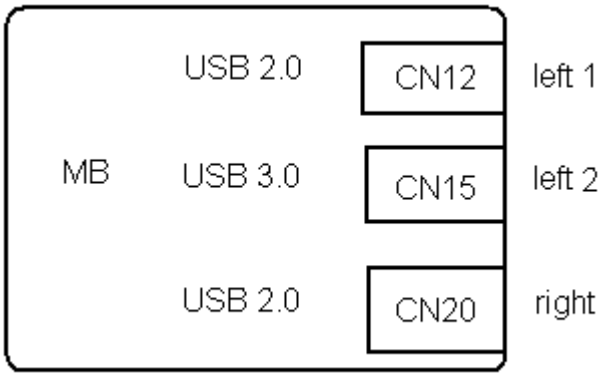
Execute USB test in the USB test program.

If any error is detected by the test, go to Procedure 2.

Procedure 2 Connect Check and Replacement Check

USB is connected to system board. Disassemble the computer following the steps described in Chapter 4, *Replacement Procedures*.

Check 1 Make sure USB cable is correctly and firmly inserted. If the problem still occurs, perform Check 2.



Check 2 USB cable or USB device may be faulty. Replace it with a new one. If the problem still occurs, perform Check 3.

Check 3 The system board may be faulty. Replace it with a new one following the instruction in Chapter 4.

Chapter 3
Diagnostic Programs

Chapter 3 Contents

3.1 Tests and Diagnostics Software Overview

This chapter explains how to use the Tests and Diagnostics Software for the Satellite L730 computer systems.

> ***NOTES**: Before starting the Tests and Diagnostics software:*
>
> 1. *Check all cables for loose connections.*
> 2. *Exit any application and close Windows.*

The Diagnostics Menu consists of the following options:

- Diagnostic Test
- Running Test
- DMI Information
- Log Utilities
- System Configuration
- Option

The Diagnostic Test Menu consists of the following functional tests:

- System Test
- Memory Test
- Keyboard Test
- Display Test
- Floppy Disk Test
- Hard Disk Test
- Real Time Clock Test
- Cache Memory Test
- High Resolution Display Test
- Multimedia Test
- Memory2 Test
- FDD & HDD Error Retry Count Set

The following equipment is required to perform some of the diagnostic test programs:

- The Diagnostics Disk (all tests)
- A formatted working disk for the floppy disk drive test (all tests)
- A CD test media (Toshiba Backup CD ROM for the CD-ROM test)

The following sections detail the tests contained within the Diagnostic Test Menu. Refer to Sections 3.18, 3.19, 3.20 and, 3.21 for detailed information on the remaining functions of the Tests and Diagnostics software.

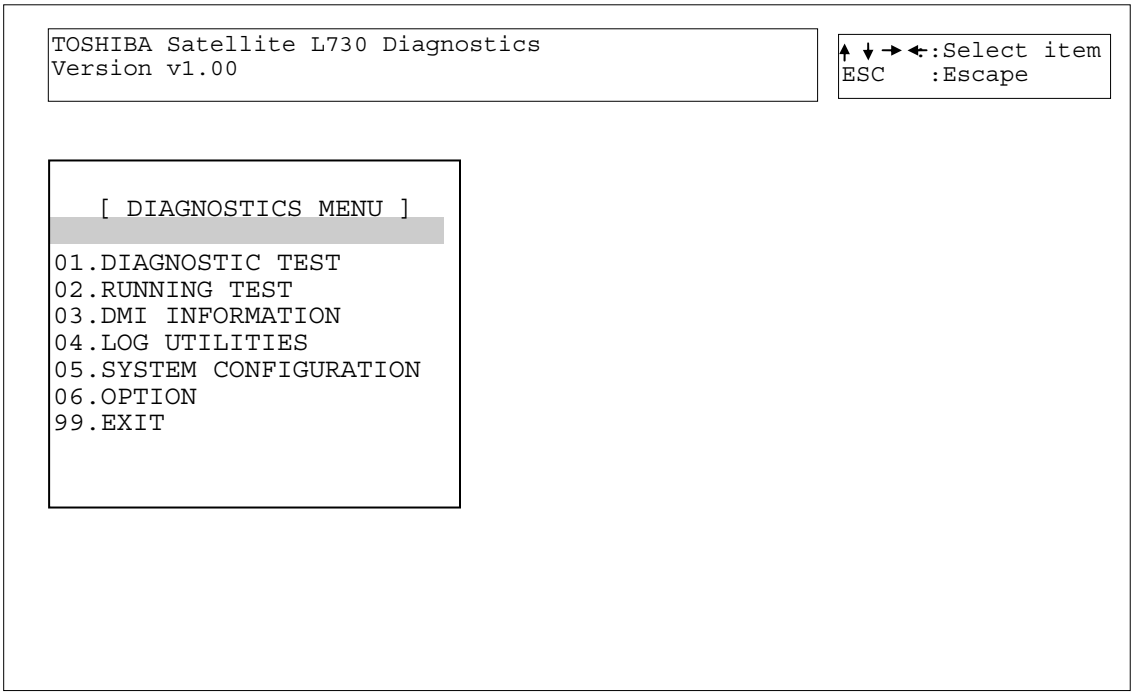
3.2 Executing the Diagnostic Test

Free-DOS is required to run the Diagnostics Program. To start the programs follow these steps:

1. Create a Free-DOS bootable disk and copy all the files from the Tests and Diagnostics software to the disk.
2. Insert the boot disk into the computer's floppy disk drive and turn on the computer.

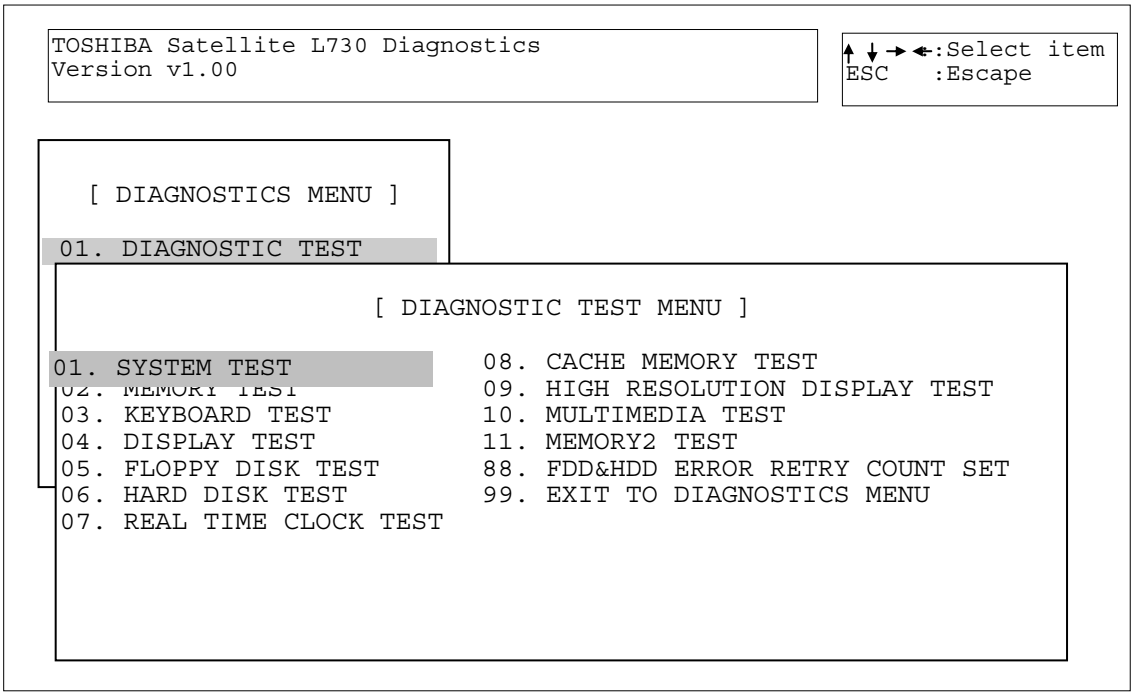
> ***NOTES**: If error message display "Sorry. This Model Type Not Match This Machine":*
>
> ***Please Check :***
>
> *1. You test disk is match this model , ex. disk is 14" but machine is 13" .*
>
> *2. The M/B EEPROM project type is math your test disk , if not , please use WDMI3.EXE to modify with right LCD size .*

The following screen displays:



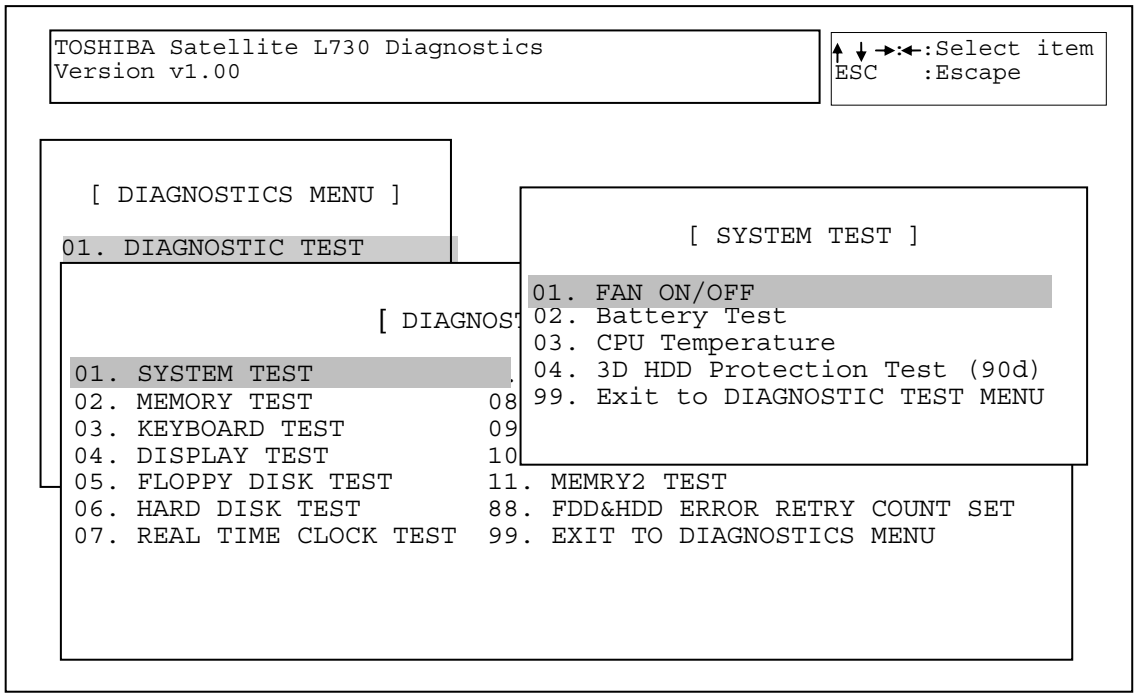
3. To select the Diagnostic Test from the Diagnostics Menu use the arrow keys to set the highlight bar to **01** and press **Enter**.

The following menu displays:

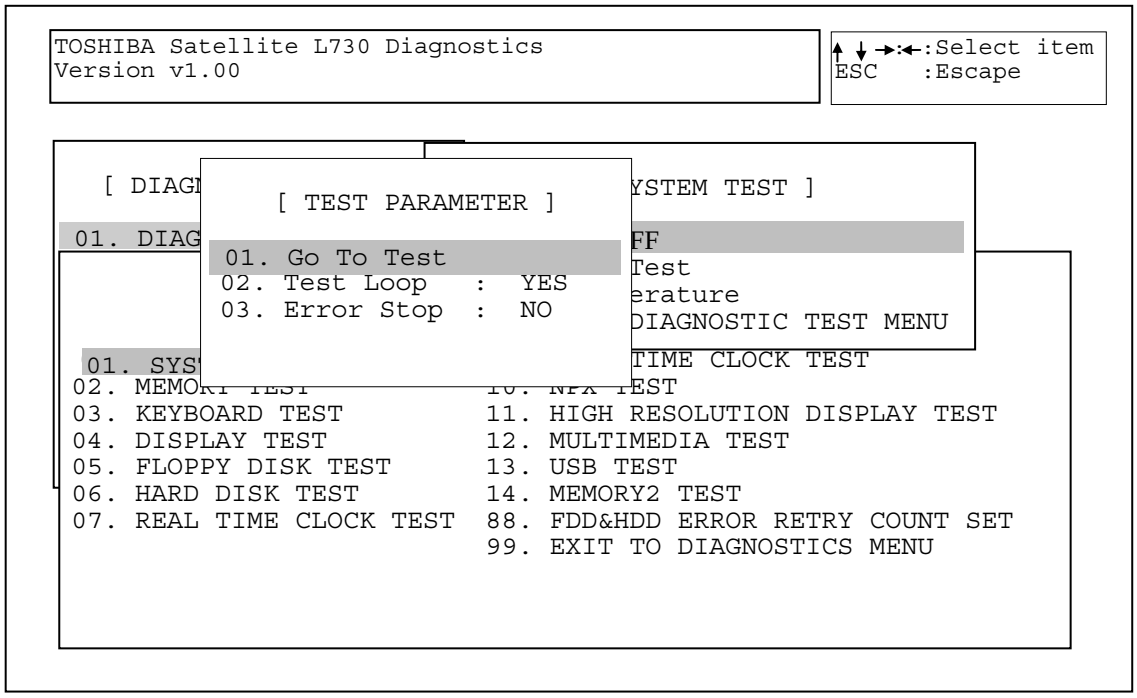


Refer to Sections 3.4 through 3.14 for detailed descriptions of Diagnostics Tests 1 through 11. Item 88 sets the floppy disk drive and hard disk drive error retry count. Item 99 exits the submenu of the Diagnostic Test and returns to the Diagnostics Menu.

4. Select the subtest you want to execute and press **Enter**. The following menu displays:



5. Select the desired test from the subtest menu and press **Enter**. The following Test Parameter menu displays:



Use the arrow keys to highlight the desired option and press **Enter**.

***NOTES**: The Item2 and 3 of Test Parameter are not used by some tests.*

Go To Test
Move the highlight bar to *Go To Test* and press **Enter** to start executing the test.

Test Loop
Select **NO** to return the screen to the subtest menu after the test is complete.
Select **YES** to set the test to run continuously until it is halted by the user.

Error Stop
Select **NO** to keep the test running even if an error is found.
Select **YES** to stop the test program when an error is found and display the HALT OPERATION screen as shown below:

```
[[ HALT OPERATION ]]
  1: Test end
  2: Continue
  3: Retry
```

These three selections have the following functions:

1: Terminates the test program and exits to the subtest menu.
2: Continues the test from the error.
3: Restarts the test from the beginning.

Use the arrow keys to move the cursor to the desired option and press **Enter**.
Table 3-1 in Section 3.3 lists the function of each test on the subtest menu. Table 3-2 in Section 3.15 lists the error codes and error status for each error.

3.3 Subtest names

Table 3-1 lists the subtest names for each test program in the Diagnostic Test menu.

Table 3-1 Subtest Names(1/3)

No.	Test Name	No.	Subtest Name
01	SYSTEM TEST	01	FAN ON/OFF check
		02	Battery TEST
		03	CPU Temperature
		04	3D HDD Protection Test (90d)
02	MEMORY TEST	01	Conventional Memory
		02	Protected Mode
		03	Protected Mode (32MB-MAX)
		04	RAM Refresh
		05	Stress Test
03	KEYBOARD TEST	01	Pressed Key Display [JP KBD]
		02	Pressed Key Display [UK KBD]
		03	Pressed Key Display [US KBD]
		04	PS/2 Mouse (Pointing 2Button)
04	DISPLAY TEST	01	Character Attributes
		02	Character Set
		03	80* 25 Character Display
		04	320* 200 Graphics Display
		05	640* 200 Graphics Display
		06	640* 480 Graphics Display
		07	Display Page
		08	“H” Pattern Display
		09	Video DAC Register W/R/C
		10	Color Graphics Display
		11	Color Attributes Display
		12	Color Tiling

Table 3-1 Subtest Names(2/3)

No.	Test Name	No.	Subtest Name
05	FLOPPY DISK TEST	01	Sequential Read
		02	Sequential W/R/C
		03	Random Address/Data
		04	Write Specified Address
		05	Read Specified Address
06	HARD DISK TEST	01	Sequential Read
		02	Address Uniqueness
		03	Random Address Data
		04	Cross Talk and Peek Shift
		05	Write Specified Address
		06	Read Specified Address
		07	Sequential Write
		08	W-R-C Specified Address
07	REAL TIME CLOCK TEST	01	Real Time Test
		02	Backup Memory Test
		03	Real Time Carry Test
08	CACHE MEMORY TEST	01	Constant Data Test
		02	Address Pattern Test
		03	Increment/Decrement Test
		04	Bit Shift Pattern Test
		05	*Write Disturb Test
		06	Checker Board Test
		07	Marching Test
		08	Working Data Test
09	HIGH RESOLUTION DISPLAY TEST	01	VRAM W/R/C Test
		02	640* 480 Mode Display
		03	800* 600 Mode Display
		04	1024* 768 Mode Display
		05	“H” Pattern Display
		06	Focus Test (“E” Pattern)

Table 3-1 Subtest Names(3/3)

No.	Test Name	No.	Subtest Name
10	MULTIMEDIA TEST	01	Sequential Read Test
		02	Random Read Test
		03	Read Specified Address Test
		04	1 point W/R/C Test
11	MEMORY2	01	All one/zero Test
		02	Walking 1/Walking 0 Test(Left)
		03	Walking 1/Walking 0 Test(Right)
		04	Walking 1/Walking 0 Test(Left /Right)

**This test cannot support.*

3.4 System Test

To execute the System Test select **01** from the Diagnostic Test Menu, press **Enter** and follow the directions on the screen. The System Test contains three subtests. Move the highlight bar to the subtest you want to execute and press **Enter**.

Subtest 01 FAN ON/OFF Checking

Select 1,2,3 to control FAN on/off , 1=Fan on , 2=Fan off , 3=Exit .

[BOIFAN.EXE] Program Version : 1.0
1: Fan On 2: Fan Off 3: Exit
Fan1 Status On Fan1RPM : 5000 or Fan1 Status OFF Fan1RPM : 0

Subtest 02 Battery Test

This will display battery information for check , press [ESC] to exit .

[BOIPCU.EXE] Program Version : 1.1 03-20-2010

voltage	: 12522 mV	Remaining capacity alarm	: 440 mAh
temperature	: 24.4 ‘C	Remaining time alarm	: 10 min
current	: 1330 mA	Battery mode	: 0
average current	: 1327 mA	AtRate	: 0 mA
relative state of charge	: 93 %	At rate time to full	: 65535 min
absolute state of charge	: 89 %	At rate time to empty	: 65535 min
remaining capacity	: 3546 mAh	At rate O. K.	: FFFF
full charge capacity	: 3800 mAh	Maximun error	: 2 %
run time to empty	: -1 min.	Charging current	: 3000 mA
average time to empty	: -1 min.	Charging voltage	: 12600 mA
average time to full	: 101 min.	Manufacturer name	: LGC
cycle count	: 10 times	Device name	: NS2P3SZMP4WR
design capacity	: 4400 mAh	Device chemistry	: LION
design voltage	: 10800 mV	Manufacturer data	: 0
specification information	: 3.1	Manufacture date	: 1/6/2010
serial no.	: 32009		
STATUS	: INIT		

Press [ESC] KEY to exit

Subtest 03 CPU Temperature

This will display CPU Temperature for check , press [ESC] to exit .

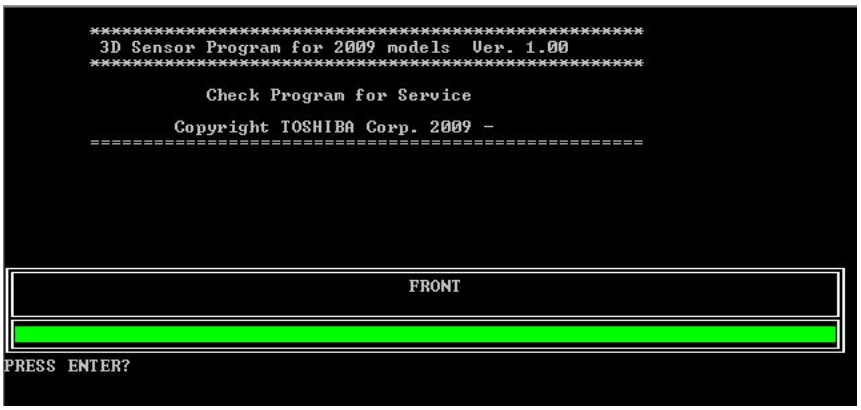
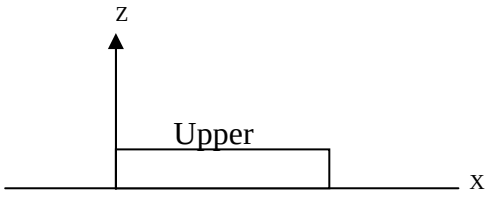
[CPU_TEMP.EXE] Program Version : 1.3 03-09-2009
CPU Temperature : XX
GPU Temperature : XX

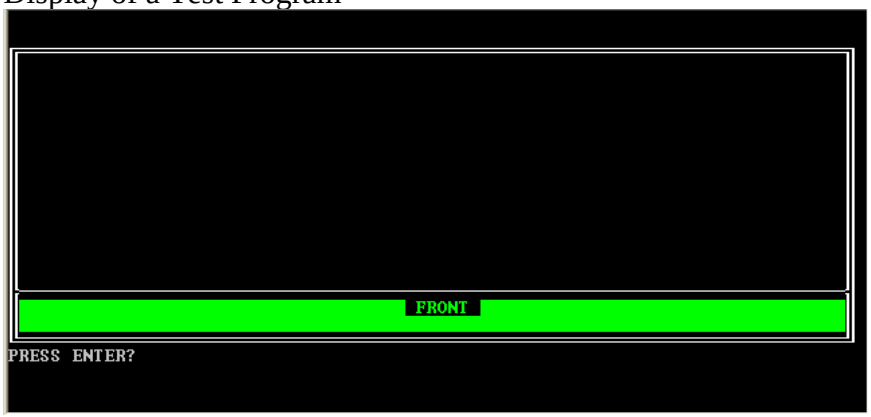
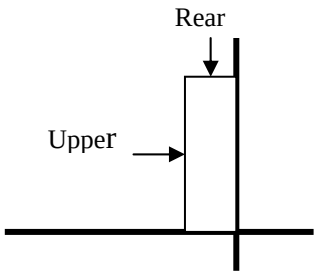
NOTES*: If no external Graphics , GPU not report temperature . when read data is 255 mean no external Graphics .*

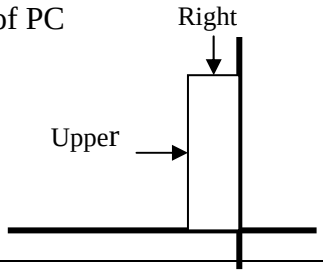
Subtest 04 3D HDD Protection Test (90d)

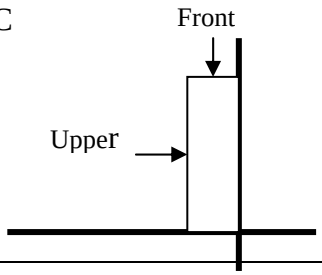
1. For Field inspection T&D.
   This program judges by sampling five kinds of data shown below.

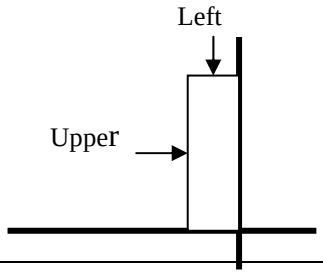
No	Item	Contents
1	Access platform.	An access platform is leveling.
2	Test Fixture	The Fixture which fixes PC by 90 degree inclination is used.
		Vibration/shock doesn't take a PCB at the time of T&D inspection.

3	Test1	The display of a test program and the set method of PC are shown below. Display of a Test Program The portion which PC and Test-Fixture contact is green.  Set method of PC  Judgment If all data is less than ranges, it will be OK.

4	Test2	The display of a test program and the set method of PC are shown below. Display of a Test Program  Set method of PC 
		Judgment If all data is less than ranges, it will be OK.

5	Test3	The display of a test program and the set method of PC are shown below. Display of a Test Program  Set method of PC 
		Judgment If all data is less than ranges, it will be OK.

6	Test4	The display of a test program and the set method of PC are shown below. Display of a Test Program  Set method of PC 
		Judgment If all data is less than ranges, it will be OK.

7	Test5	The display of a test program and the set method of PC are shown below. Display of a Test Program  Set method of PC 
		Judgment If all data is less than ranges, it will be OK.
8	Inspection	Judgment If all data is less than ranges, it will be OK.
9	Setting Calibration data	When an inspection result is O.K., calibration at HPC.

2. Test Result

A test result is displayed when a test is completed. A display of result is O.K. or NG.
And an error flag is returned at the end of a program.
OK is 0.
NG is 1.

3.5 Memory Test

To execute the Memory Test select **02** from the Diagnostic Test Menu, press **Enter** and follow the directions on the screen. The Memory Test contains five subtests that test the computer's memory. Move the highlight bar to the subtest you want to execute and press **Enter**.

> ***NOTE**: If **NO** is selected for Test Loop on the Test Parameter menu, the Test Status screen displays while the test is executing. When the test is complete the Memory Test menu displays.*
>
> *If **YES** is selected for Test Loop on the Test Parameter menu, the Test Status screen displays while the test is executing. Press **Ctrl + break** to return to the Memory Test menu.*
>
> *Because program limitation , USB DISK can't use memory test , only FDD and CD DISK can test memory .*

Subtest 01 Conventional Memory

This subtest first writes test data patterns to conventional memory (0 to 640 KB), then reads the new data and compares the result with the original data patterns.

If a compare error occurs, the write data, read data, and test address display on the screen. Addresses are displayed in 4KB increments during the test.

Test Process:

1. Byte Enable Test
   One bit write/ 8 bit read" is executed and the new data is compared with the original data.
   Test data = CCAA5533H, 80000000H

2. Byte Enable Test
   "One bit write/16 bit read" is executed and the new data is compared with the original data.
   Test data = CCAA5533H, 80000000H

3. Data bus test
   "One bit write/16 bit read" is executed and the new data is compared with the original data.
   Test data = 1H, 2H, 4H, 8H, 10H, through 80000000H.

4. Fixed data test
   "16 bit write/ 16 bit read" is executed and the new data is compared

to the original data.
Test data = FFFFFFFFH, 00000000H, 80018001H

5. Address pattern test
   "16 bit write and 16 bit read" of address pattern data is executed and the new data is compared with the original data.
   Test data = 0000H, 0004H, 0008H, 000CH,...8000H, 8004H, through FFECH

Subtest 02 Protected Mode

This subtest first writes data patterns and address data from 1 to 32 MB, then reads the new data and compares the result with the original data patterns. Addresses are displayed in 64KB increments during the test.

. **Test Process:**

1. Byte Enable Test
   One bit write/ 8 bit read" is executed and the new data is compared with the original data.
   Test data = CCAA5533H, 80000000H

2. Byte Enable Test
   "One bit write/16 bit read" is executed and the new data is compared with the original data.
   Test data = CCAA5533H, 80000000H

3. Data bus test
   "One bit write/16 bit read" is executed and the new data is compared with the original data.
   Test data = 1H, 2H, 4H, 8H, 10H, through 80000000H.

4. Fixed data test
   "16 bit write/ 16 bit read" is executed and the new data is compared to the original data.
   Test data = FFFFFFFFH, 00000000H, 80018001H
5. Address pattern test
   "16 bit write and 16 bit read" of address pattern data is executed and the new data is compared with the original data.
   Test data = 0000H, 0004H, 0008H, 000CH,...8000H, 8004H, through FFECH

Subtest 03 Protected Mode [32MB - MAX]

This subtest first writes data patterns and address data from 32MB to the maximum installed memory, reads the new data, and then compares the result with the original data patterns. Addresses are displayed in 64KB increments during the test.

Test Process:

1. Byte Enable Test
   One bit write/ 8 bit read" is executed and the new data is compared with the original data.
   Test data = CCAA5533H, 80000000H

2. Byte Enable Test
   "One bit write/16 bit read" is executed and the new data is compared with the original data.
   Test data = CCAA5533H, 80000000H

3. Data bus test
   "One bit write/16 bit read" is executed and the new data is compared with the original data.
   Test data = 1H, 2H, 4H, 8H, 10H, through 80000000H.

4. Fixed data test
   "16 bit write/ 16 bit read" is executed and the new data is compared to the original data.
   Test data = FFFFFFFFH, 00000000H, 80018001H
5. Address pattern test
   "16 bit write and 16 bit read" of address pattern data is executed and the new data is compared with the original data.
   Test data = 0000H, 0004H, 0008H, 000CH,...8000H, 8004H, through FFECH

Subtest 04 RAM Refresh

This subtest writes a data pattern (CCAA5533H) in 4KB from 0 to the maximum installed memory, then waits for a memory refresh cycle (16 ms or more), reads the new data, and compares the result with the original data pattern.

Test Process:

1. Checks the memory size to determine the maximum size of installed memory.

2. Tests memory addresses 0 to the maximum installed.

3. Writes, reads, and compares test data after a memory refresh cycle (16ms or more).

> ***NOTE:*** *There may be a short delay between write and read operations, depending on the memory size.*

Subtest 05 Stress Test

This subtest writes the following 16KB data patterns to the Write/Read Buffer in conventional memory.

```
data:   FFFFFFFFFFFFFFFF0000000000000000
        5555555555555555AAAAAAAAAAAAAAAA
        CCCCCCCCCCCCCCCC3333333333333333
        0000000000000000FFFFFFFFFFFFFFFF
        AAAAAAAAAAAAAAAA5555555555555555
        3333333333333333CCCCCCCCCCCCCCCC
        FFFFFFFFFFFFFFFF0000000000000000
        0000000000000000FFFFFFFFFFFFFFFF
        5555555555555555AAAAAAAAAAAAAAAA
        AAAAAAAAAAAAAAAA5555555555555555
        CCCCCCCCCCCCCCCC3333333333333333
        3333333333333333CCCCCCCCCCCCCCCC
```

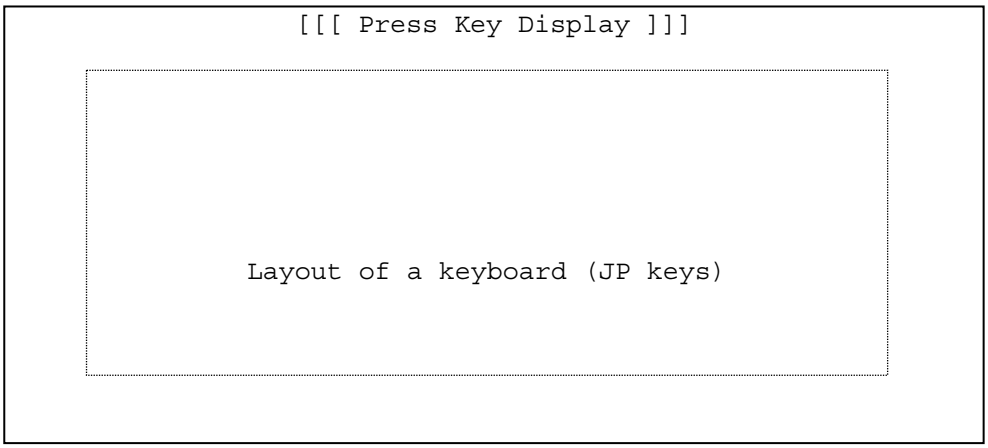
3.6 Keyboard Test

To execute the Keyboard Test select **03** from the Diagnostic Test Menu, press **Enter** and follow the directions on the screen. The Keyboard Test contains four subtests that test the computer's keyboard and mouse actions. Move the highlight bar to the subtest you want to execute and press **Enter**.

> ***NOTE**: The Test Loop and Error Stop parameters are not enabled for the Keyboard test.*
>
> *When test Fn key need press "Fn + *" ," *" is the same "P" key .*

Subtest 01 Pressed Key Display [JP Keyboard] for Japan Keyboard

When you execute this subtest, the keyboard layout is drawn on the display. When any key is pressed, the corresponding key on the screen changes from light to dark. Holding a key down enables the auto-repeat function which causes the key's display character to blink .



Subtest 02 Pressed Key Display [UK Keyboard] for UK Keyboard

This subtest is used for the UK keyboard and functions the same as Subtest 1.

Subtest 03 Pressed Key Display [US Keyboard] for US Keyboard

This subtest is used for the US keyboard and functions the same as Subtest 1.

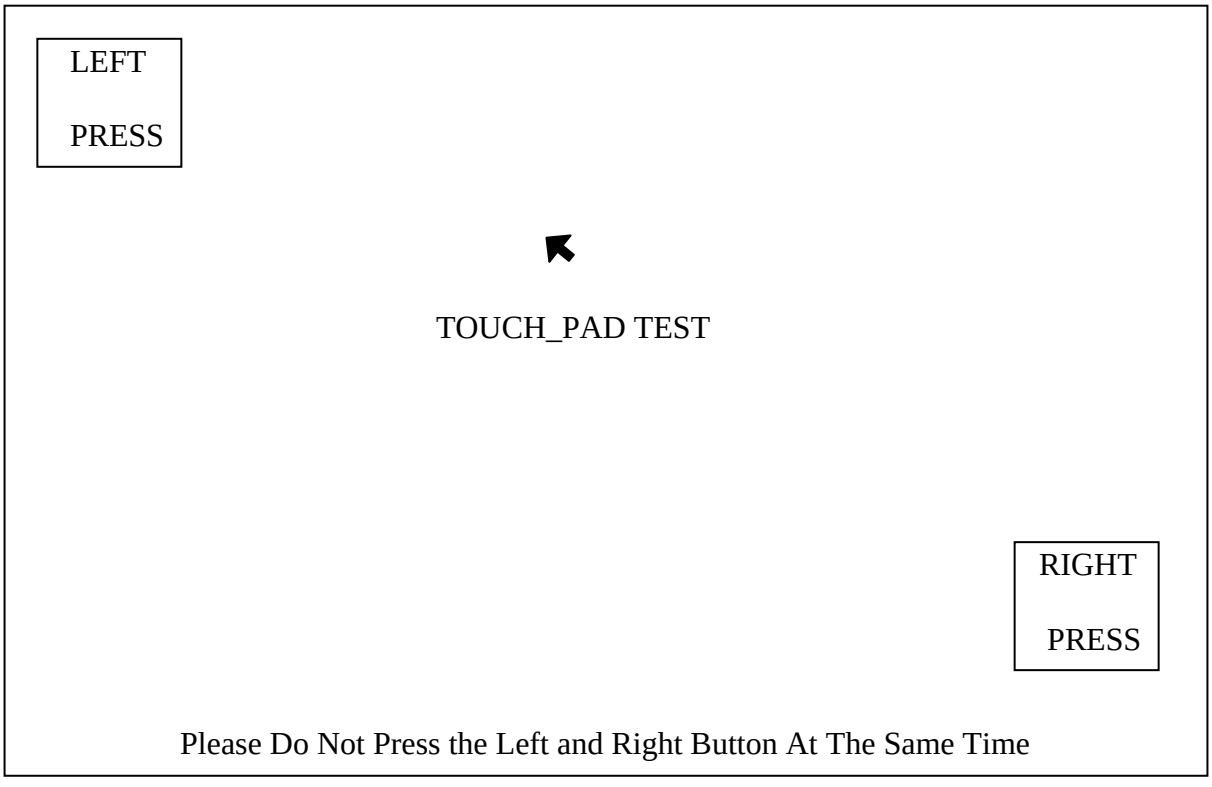
Subtest 04 PS/2 Mouse (Pointing)

This subtest checks the function of mouse as shown below.

A) Pointing device (mouse)
B) Mouse buttons

Please move cursor to upper left and press left button , screen will display <PRESS> in left rectangle , move cursor to lower right and press right button , screen will display <PRESS> in right rectangle , the program exit .

If left and right button short , screen will display <Left and Right Button maybe short > , the program exit .

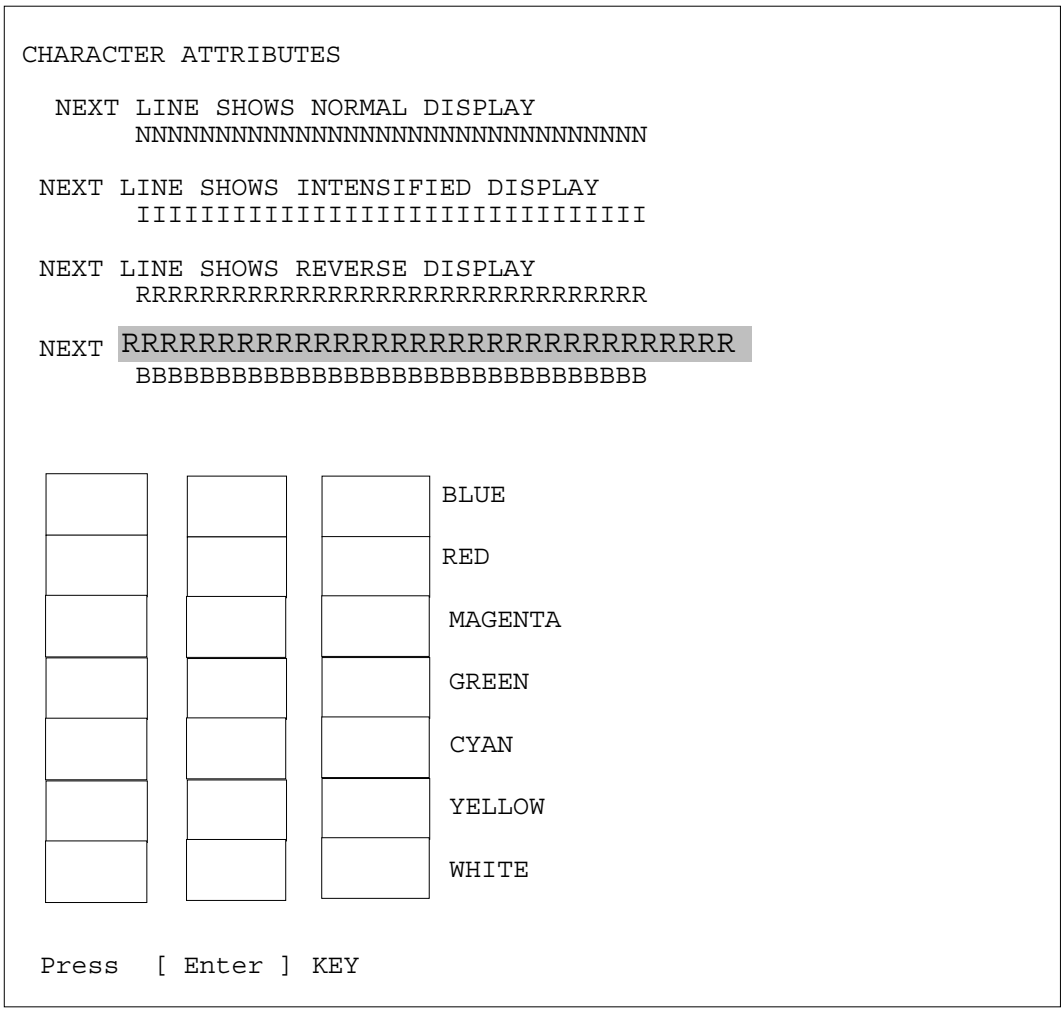


3.7 Display Test

To execute the Display Test select **04** from the Diagnostic Test Menu, press **Enter** and follow the directions displayed on the screen. The Display Test contains twelve subtests that test the display in various modes. Move the highlight bar to the subtest you want to execute and press **Enter**.

Subtest 01 Character Attributes

This subtest displays character attributes and color attributes. The character attributes are: normal, intensified, reverse, and blinking. The color attributes are: blue, red, magenta, cyan, yellow, and white. These seven colors each display a background color, foreground color and high resolution color. The screen below displays when this subtest is executed.

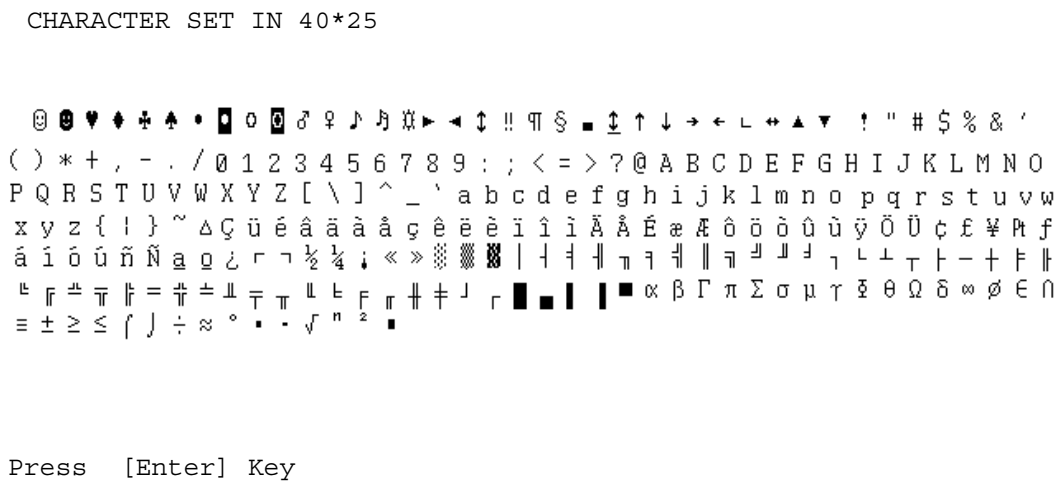


To exit this subtest and return to the Display Test menu:

Press **Enter** if **NO** was selected for *Test Loop* on the Test Parameter Menu.
Press **Ctrl** + **break** if **YES** was selected for *Test Loop* on the Test Parameter Menu.

Subtest 02 Character Set

This subtest displays the character codes 00H - FFH, using Mode 01H (40*25). The screen below displays when this subtest is executed.



To exit this subtest and return to the Display Test menu:

Press **Enter** if **NO** was selected for *Test Loop* on the Test Parameter Menu.
Press **Ctrl** + **break** if **YES** was selected for *Test Loop* on the Test Parameter Menu.

Subtest 03 80 * 25 Character Display

This subtest uses 80*25 video resolution to display character codes 20H - 7EH using Mode 03H (80*25). The data displayed is shifted 1 byte to the left for each line as shown below.

```
 80*25 CHARACTER DISPLAY
 0123456789012345678901234567890123456789012345678901234567890123456789012345678901234567890123456789
  !"#$%&'()*=,.-/0123456789:;⇔?@ABCDEFGHIJKLMNOPQRSTUVWXYZ[\]^_'abcdefghIjklmno
!"#$%&'()*=,.-/0123456789:;⇔?@ABCDEFGHIJKLMNOPQRSTUVWXYZ[\]^_'abcdefghIjkl mnop
"#$%&'()*=,.-/0123456789:;⇔?@ABCDEFGHIJKLMNOPQRSTUVWXYZ[\]^_'abcdefghIjklmnopq
#$%&'()*=,.-/0123456789:;⇔?@ABCDEFGHIJKLMNOPQRSTUVWXYZ[\]^_'abcdefghIjklmnopqr
$%&'()*=,.-/0123456789:;⇔?@ABCDEFGHIJKLMNOPQRSTUVWXYZ[\]^_'abcdefghIjklmnopqrs
%&'()*=,.-/0123456789:;⇔?@ABCDEFGHIJKLMNOPQRSTUVWXYZ[\]^_'abcdefghIjklmnopqrst
&'()*=,.-/0123456789:;⇔?@ABCDEFGHIJKLMNOPQRSTUVWXYZ[\]^_'abcdefghIjkl mnopqrstu
'()*=,.-/0123456789:;⇔?@ABCDEFGHIJKLMNOPQRSTUVWXYZ[\]^_'abcdefghIjklmnopqrstuv

              Shifted to the left one letter by one letter.

23456789:;⇔?@ABCDEFGHIJKLMNOPQRSTUVWXYZ[\]^_'abcdef gh I j k l mnopqrst
3456789:;⇔?@ABCDEFGHIJKLMNOPQRSTUVWXYZ[\]^_'abcdef gh I j k l mnopqrst
456789:;⇔?@ABCDEFGHIJKLMNOPQRSTUVWXYZ[\]^_'abcdef gh I j k l mnopqrst

 Press [Enter] KEY
```

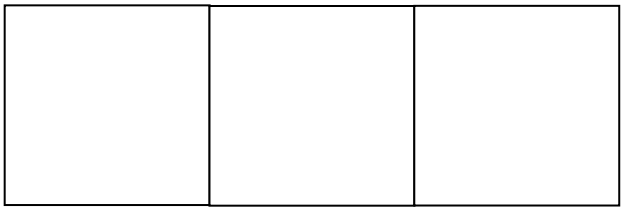
To exit this subtest and return to the Display Test menu:

Press **Enter** if **NO** was selected for *Test Loop* on the Test Parameter Menu.
Press **Ctrl** + **break** if **YES** was selected for *Test Loop* on the Test Parameter Menu.

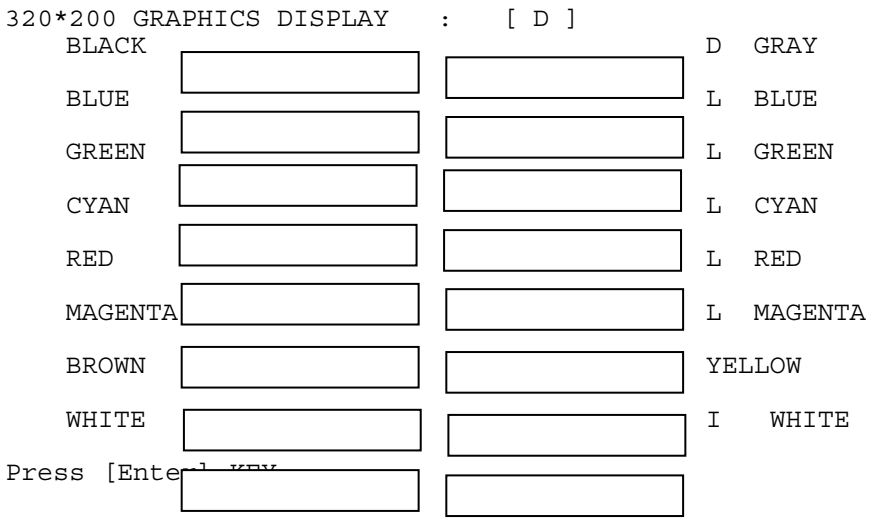
Subtest 04 320 * 200 Character Display

This subtest uses 320*200 video resolution to display green, red and yellow followed by cyan, magenta, and white. The screen below shows the displays when this subtest is executed.

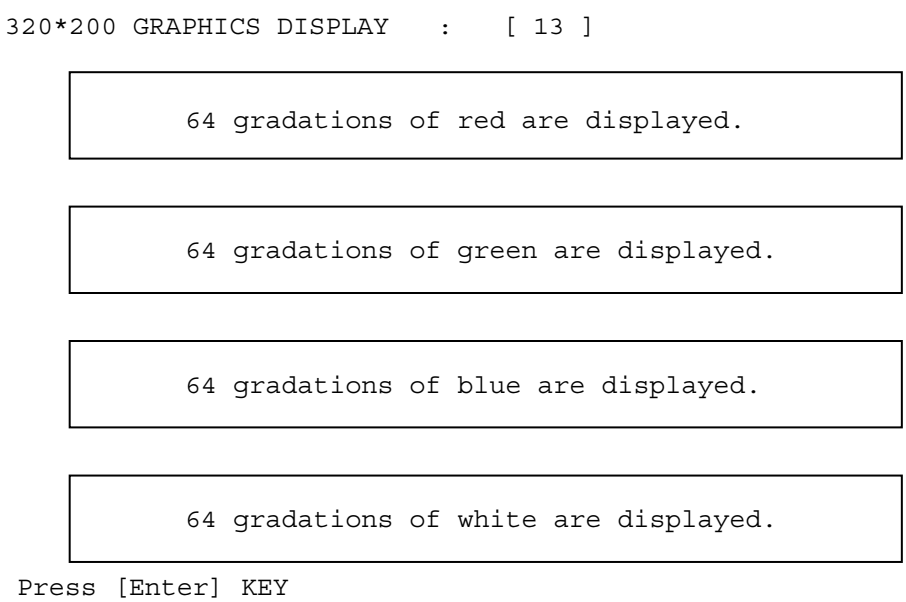
```
320 * 200 GRAPHICS DISPLAY

   COLOR SET 0 : [ 4 ]

          GREEN          RED          YELLOW
          CYAN         MAGENTA        WHITE
```



Press **ENTER** to display the following sixteen colors: black, blue, green, cyan, red, magenta, brown, white, dark gray, light blue, light green, light cyan, light red, light magenta, yellow, and intensified white.



Press **ENTER** to display 64 gradations of red, green, blue and white on the screen



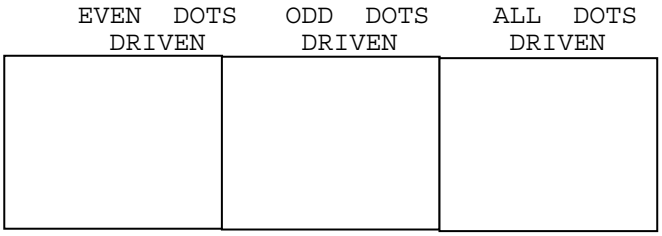
To exit this subtest and return to the Display Test menu:

Press **Enter** if **NO** was selected for *Test Loop* on the Test Parameter Menu.
Press **Ctrl** + **break** if **YES** was selected for *Test Loop* on the Test Parameter Menu.

Subtest 05 640 * 200 Character Display

This subtest uses 640*200 video resolution to display three windows, each window drives a different set of dots: even dots, odd dots and all dots. The screen below displays when this subtest is executed.

```
640 * 200 GRAPHICS DISPLAY  : [ 6 ]
```



Press **ENTER** to display the following 16 colors: black, blue, green, cyan, red, magenta, brown, white, dark gray, light blue, light green, light cyan, light red, light magenta, yellow, and intensified white.

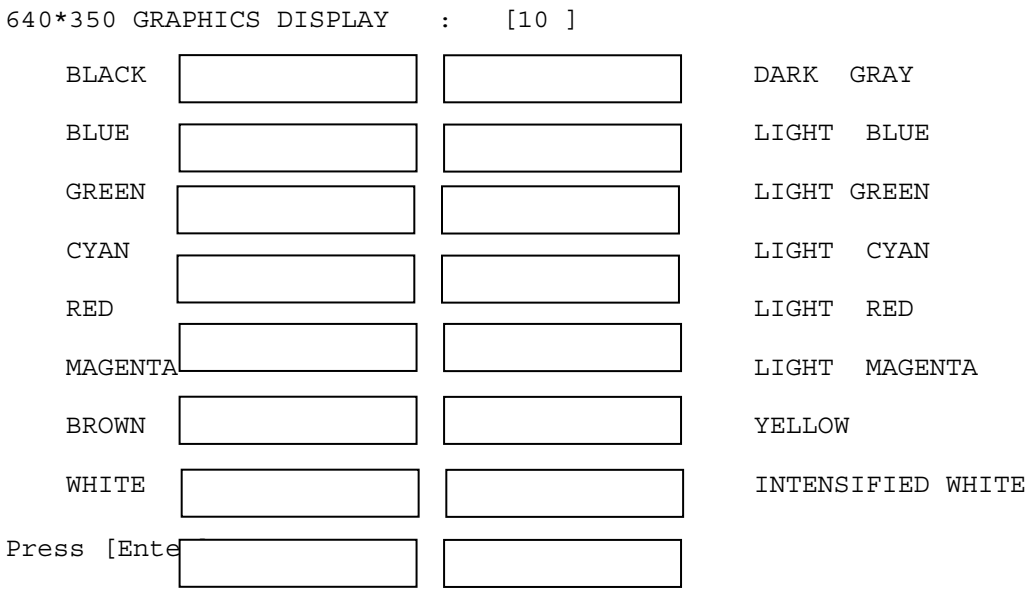
```
640*200 GRAPHICS DISPLAY   :   [ E ]

   BLACK                                    DARK  GRAY
   BLUE                                     LIGHT  BLUE
   GREEN                                    LIGHT GREEN
   CYAN                                     LIGHT  CYAN
   RED                                      LIGHT  RED
   MAGENTA                                  LIGHT  MAGENTA
   BROWN                                    YELLOW
   WHITE                                    INTENSIFIED WHITE

Press [Enter] KEY
```

To exit this subtest and return to the Display Test menu:

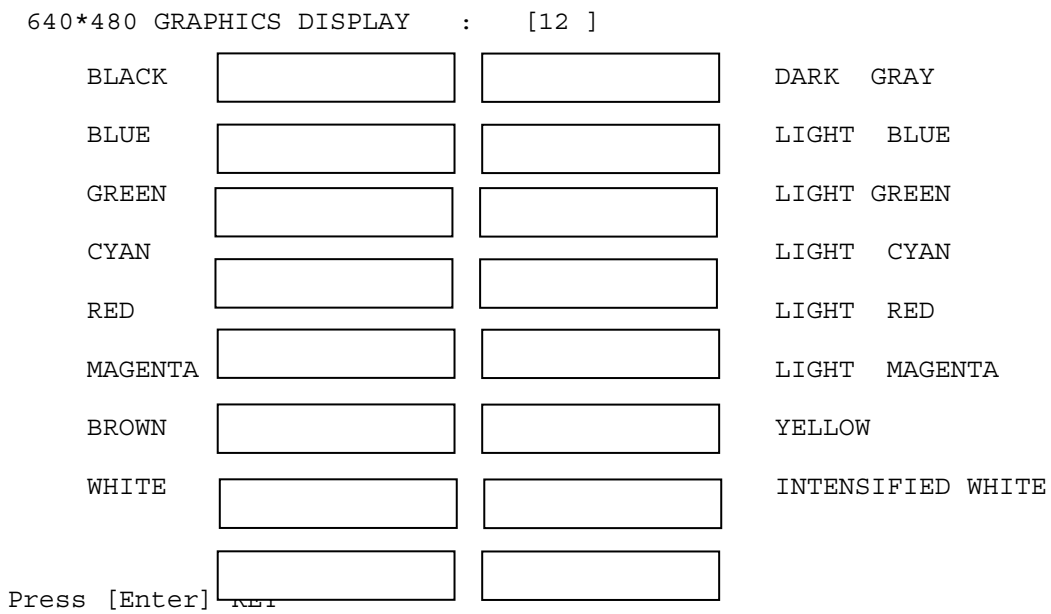
Press **Enter** if **NO** was selected for *Test Loop* on the Test Parameter Menu.
Press **Ctrl** + **break** if **YES** was selected for *Test Loop* on the Test Parameter Menu.

Subtest 06 640 * 480 Character Display

This subtest uses 640*350 video resolution to display 16 colors: black, blue, green, cyan, red, magenta, brown, white, dark gray, light blue, light green, light cyan, light red, light magenta, yellow, and intensified white. The screen below displays when this subtest is executed.



Press **ENTER** to display the following 16 colors: black, blue, green, cyan, red, magenta, brown, white, dark gray, light blue, light green, light cyan, light red, light magenta, yellow, and intensified white using 640*480 video resolution.



To exit this subtest and return to the Display Test menu:

Press **Enter** if **NO** was selected for *Test Loop* on the Test Parameter Menu.
Press **Ctrl** + **break** if **YES** was selected for *Test Loop* on the Test Parameter Menu.

Subtest 07 Display Page

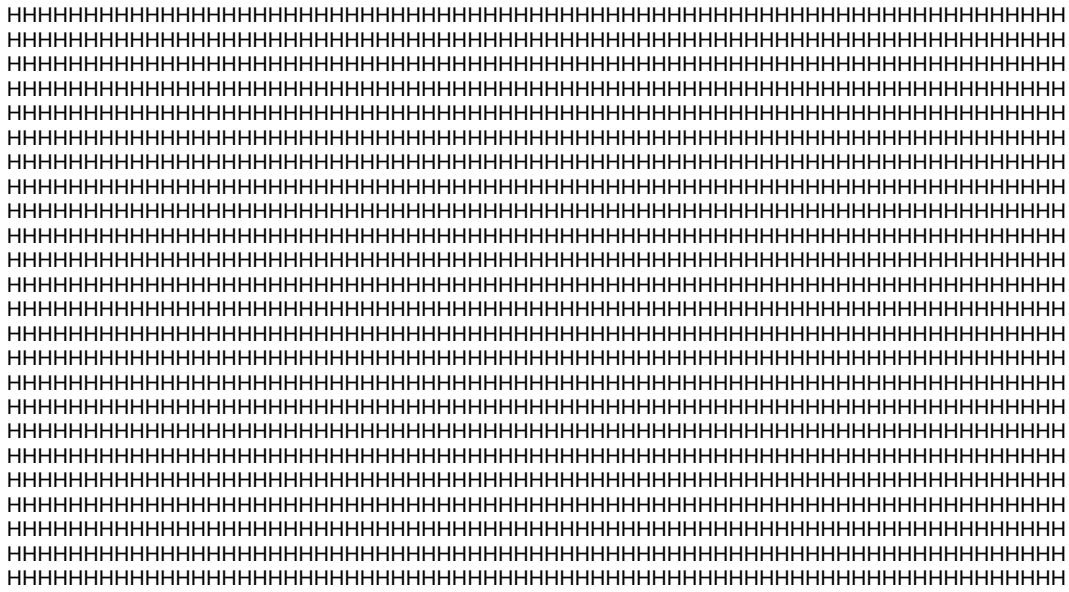
This subtest displays video pages zero through seven.

To exit this subtest and return to the Display Test menu:

Press **Enter** if **NO** was selected for *Test Loop* on the Test Parameter Menu.
Press **Ctrl** + **break** if **YES** was selected for *Test Loop* on the Test Parameter Menu.

Subtest 08 "H" Pattern Display

This subtest displays a full screen of "H" patterns.



To exit this subtest and return to the Display Test menu:

Press **Enter** if **NO** was selected for *Test Loop* on the Test Parameter Menu.
Press **Ctrl** + **break** if **YES** was selected for *Test Loop* on the Test Parameter Menu.

Subtest 9 Video DAC Register W/R/C

This subtest writes data patterns to the Video DAC register lookup table (PEL Address register), then reads the new data, and compares the result to the original data patterns. The original content of the Video DAC register is saved in RAM and restored after the test is completed.

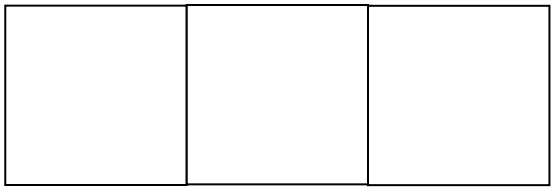
The test data patterns are 00H,15H, 2AH and 3FH.

> ***NOTE**: If **NO** is selected for Test Loop on the Test Parameter menu, "Screen will remain blank" displays on the screen while the test is executing. When the test is complete the Display Test menu displays.*
>
> *If **YES** is selected for Test Loop on the Test Parameter menu, "The Screen will remain blank" displays on the screen and then the screen flickers due to the fast screen refresh while the test is executing. Press **Ctrl + break** to return to the Display Test menu.*

Subtest 10 Color Graphics Display

This subtest displays three colors, cyan, white and yellow on the screen as shown below.

```
640 * 480 GRAPHICS DISPLAY

          CYAN        WHITE       YELLOW
```



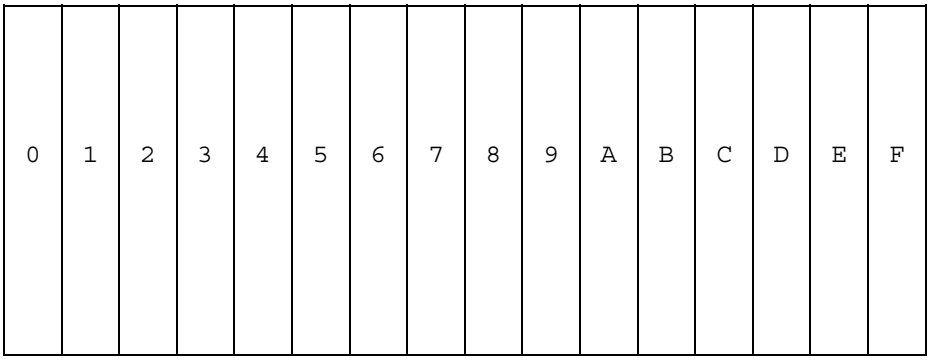
To exit this subtest and return to the Display Test menu:

Press **Enter** if **NO** was selected for *Test Loop* on the Test Parameter Menu.
Press **Ctrl** + **break** if **YES** was selected for *Test Loop* on the Test Parameter Menu.

Subtest 11 Color Attributes Display

This subtest displays 16 colors: black, blue, green, cyan, red, magenta, brown, white, dark gray, light blue, light green, light cyan, light red, light magenta, yellow, and intensified white. The screen below displays when this subtest is executed.

```
640*480 COLOR ATTRIBUTE DISPLAY
```

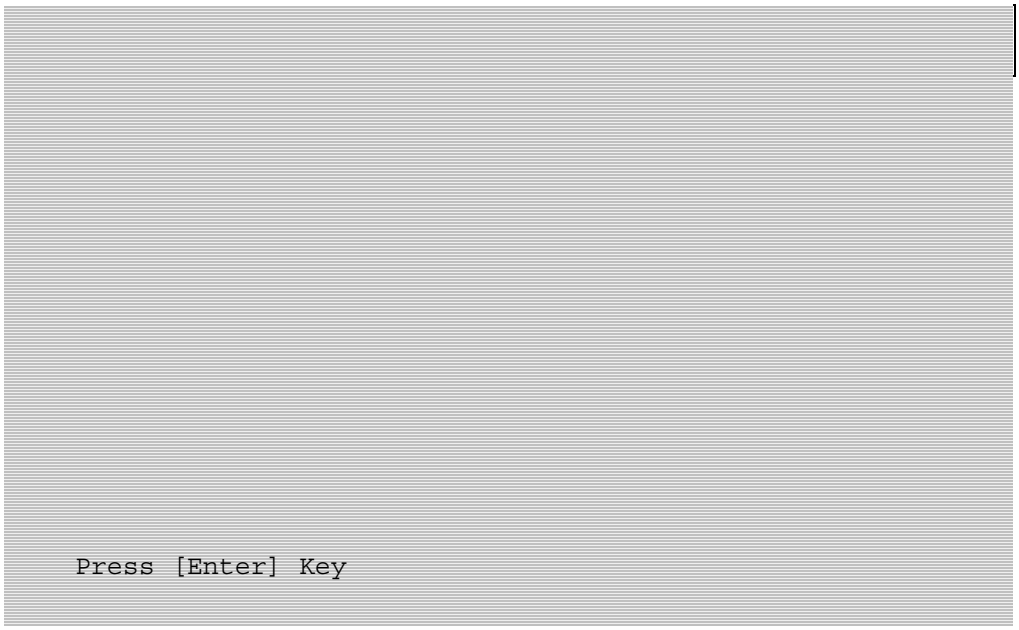



```
Press [Enter] Key
```

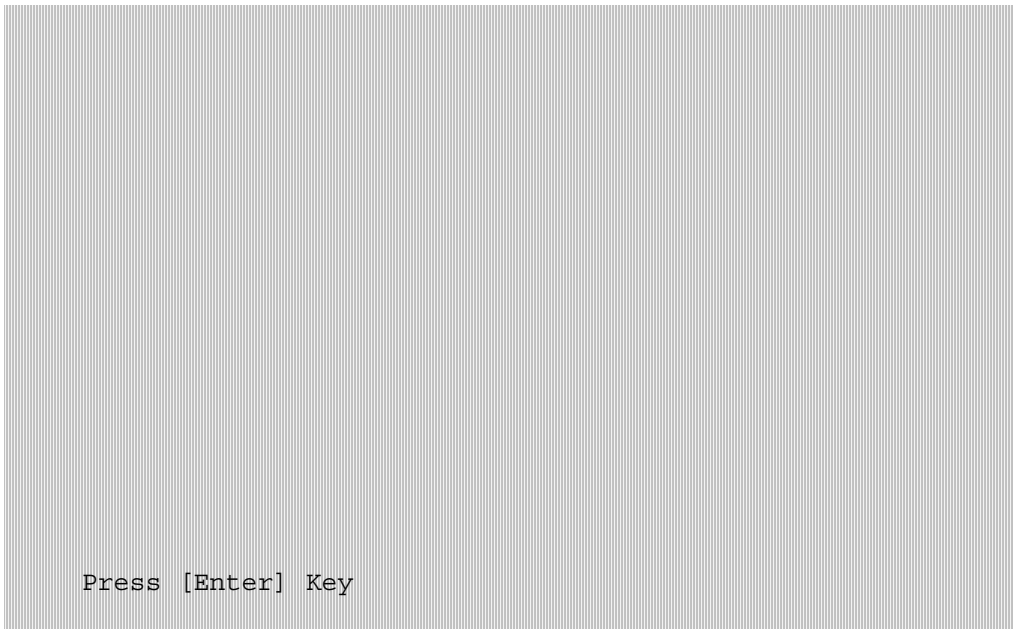
Pressing **Enter** executes VRAM mapping test which indicates vertical lines

Press **Enter** to execute the VRAM mapping test which displays a horizontal line at one dot intervals using Mode 12.

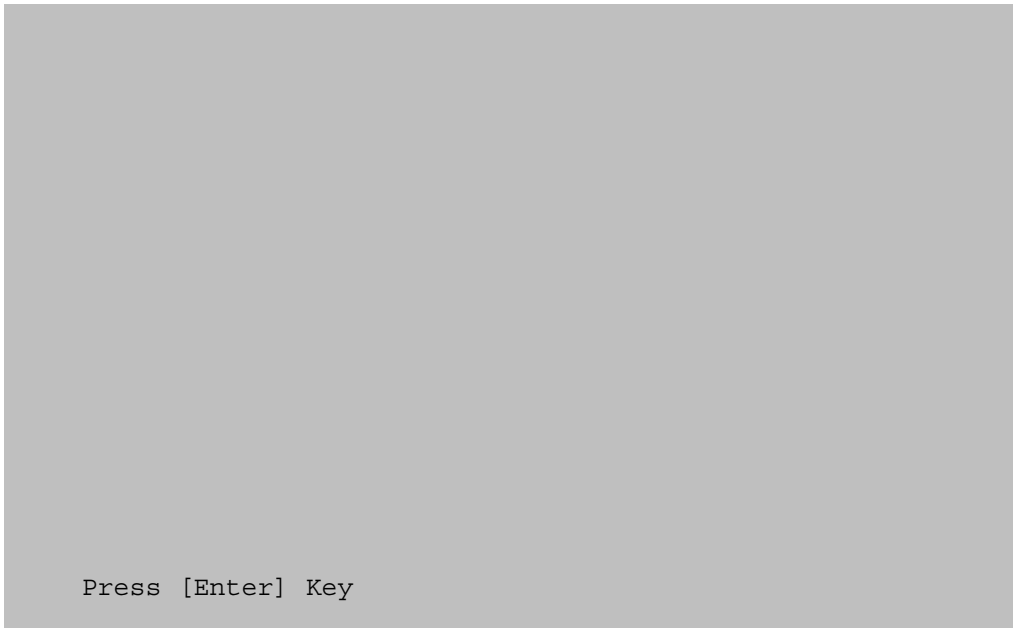
> ***NOTE:*** *The following screen does not display correctly. It will be amended in the next version.*



Press **Enter** to execute the VRAM mapping test which displays a vertical line at four dot intervals using Mode 12.



Press **Enter** to display VRAM mapping test using the all dots Mode.



To exit this subtest and return to the Display Test menu:

Press **Enter** if **NO** was selected for *Test Loop* on the Test Parameter Menu.
Press **Ctrl** + **break** if **YES** was selected for *Test Loop* on the Test Parameter Menu.

Subtest 12 Color Tiling

This subtest displays black, gray, white, and 3 gradations of red, green, and blue as shown in the following display.

Black	Red	Green	Blue
Gray	Red Gradation	Green Gradation	Blue Gradation
White	Red Gradation	Green Gradation	Blue Gradation

To exit this subtest and return to the Display Test menu:

Press **Enter** if **NO** was selected for *Test Loop* on the Test Parameter Menu.
Press **Ctrl** + **break** if **YES** was selected for *Test Loop* on the Test Parameter Menu.

3.8 Floppy Disk Test

> ***CAUTION**: Before running the floppy disk test, prepare a formatted work disk. Remove the diagnostics disk and insert the work disk into the FDD. The contents of the floppy disk will be erased.*

To execute the Floppy Disk Test select 0**5** from the Diagnostic Test Menu, press **Enter** and follow the directions on the screen. The Floppy Disk Test contains five subtests that test the FDD. Move the highlight bar to the subtest you want to execute and press **Enter**.

Subtest 01 Sequential Read

This subtest sequentially reads all the tracks (Tracks 0 to 79)on the floppy disk.

Subtest 02 Sequential W/R/C

This subtest continuously writes the data pattern B5ADADh to all the specified tracks selected in Subtest 01. The data pattern is then read and compared to the original data.

Subtest 03 Random Address/Data

This subtest writes random data to random addresses on all tracks defined in Subtest 01. The data is then read and compared to the original data.

Subtest 04 Write Specified Address

> ***NOTE****: The first two digits of the ADDRESS indicate which track is being tested, the next two digits indicates the head, and the last two digits indicate the sector.*

This subtest allows you to verify the errors from Subtest 02. It writes specified data to a specified track and head. Use the Log Utilities (see Section 3.21) to specify the track number and head number where the error(s) occurred during Subtest 02. The following message displays on the screen to enter the test data, track number, and head number.

```
TEST DATA  ??
TRACK NO (00~79) ??
HEAD NO (0~1) ?
```

Subtest 05 Read Specified Address

This subtest reads data from a specified track and head.

The following message displays on the screen to enter the test track number and head number.

```
TRACK NO (00~79) ??
HEAD NO (0~1) ?
```

3.9 Hard Disk Test

To execute the Hard Disk Test select **06** from the Diagnostic Test Menu, press **Enter** and follow the directions on the screen. The Hard Disk Test contains eight subtests that test the functions of the hard disk drive. Move the highlight bar to the subtest you want to execute and press **Enter**.

> ***NOTES**: The contents of the hard disk will be erased when subtest 02, 03, 04, 05, 07 or 08 is executed. Before running the test, transfer the contents of the hard disk to other disk.*
>
> *A password is necessary to execute the Hard Disk Test. The password is:* **hard disk**

Subtest 01 Sequential Read

This subtest sequentially reads all the tracks on the HDD starting at track 0. When all tracks have been read, the test starts at the maximum track and reads sequentially back to track 0.

Subtest 02 Address Uniqueness (This subtest need very long time)

This subtest writes unique address data to each sector of the HDD track-by-track. The data written to each sector is then read and compared with the original data. There are three ways the HDD can be read:

- Forward sequential
- Reverse sequential
- Random

Subtest 03 Random Address Data

This subtest writes random data to 1000 different random addresses on the HDD. This data is then read and compared to the original data.

Subtest 04 Cross Talk and Peak Shift

This subtest writes eight of the most likely to fail data patterns (shown below) to a cylinder on the HDD, then reads the data while moving from cylinder to cylinder.

Data Pattern
B5ADADH
4A5252H
EB6DB6H
149249H
63B63BH
9C49C4H
2DB6DBH
D24924H

Subtest 05 Write Specified Address

> ***NOTE:*** *This subtest is designed to run with the Test Loop set to **NO**. This subtest is a debug tool and the operator should enter the Test Parameters each time.*

.

This subtest allows you to verify the errors from Subtest 01. It writes specified data to a specified LBA. Use the Log Utilities (see Section 3.18) to specify the LBA number where the error(s) occurred during Subtest 01. The following message displays on the screen to enter the test data, and Sector count.

```
TEST DATA        ??
SECTOR COUNT (01~39) ??
START ADDRESS (00000000~MAX Address) ?
```

Subtest 06 Read Specified Address

> ***NOTE:*** *This subtest is designed to run with the Test Loop set to **NO**. This subtest is a debug tool and the operator should enter the Test Parameters each time.*

This subtest allows you to verify the errors from Subtest 01. It reads specified data (Subtest 06) from a specified LBA. Use the Log Utilities (see Section 3.18) to specify the LBA number where the error(s) occurred during Subtest 01. The following message displays on the screen to enter the test sector count.

```
SECTOR COUNT (01~39) ??
START ADDRESS (00000000~MAX Address) ?
```

Subtest 07 Sequential Write

This subtest writes specified data to all cylinders on the HDD. The following message displays on the screen to enter the test data.

```
TEST DATA  ????(=37b3H)
```

Subtest 08 W-R-C Specified Address

This subtest writes specified data to a specified sector count, then reads and compares the result. The following message displays on the screen to enter the test data, sector count.

```
TEST DATA   ????(=37b3H)
SECTOR COUNT (01~39) ??
START ADDRESS (00000000~Max Address) ?
```

3.10 Real Time Clock Test

To execute the Real Time Clock Test select **07** from the Diagnostic Test Menu, press **Enter** and follow the directions on the screen. The Real Time Clock Test contains three subtests that test the computer's real time functions. Move the highlight bar to the subtest you want to execute and press **Enter**.

Subtest 01 Real Time

This subtest allows you to change the date and time. To execute the Real Time Subtest, follow these steps:

1. Select Subtest **01** and the following displays:

```
                        [ REAL TIME TEST  ]
   Current date : mm-dd-yyyy
   Current time : hh:mm:ss

   Enter new date : mm-dd-yyyy
   Enter new time : hh:mm:ss


  Press [Enter] key to exit test
```

2. If the current date is not correct, enter the correct date at the "Enter new date" prompt and press **Enter**. The following prompt displays:

```
Enter new time :
```

3. If the current time is not correct, enter the correct time using a 24-hour format and press **Enter**.

> ***NOTE**: If **NO** is selected for Test Loop on the Test Parameter menu, the Real Time Clock Test menu displays.*
>
> *If **YES** is selected for Test Loop on the Test Parameter menu, the screen above displays and the test is executed again. Press **Ctrl + break** to return to the Real Time Clock Test menu.*

Subtest 02 Backup Memory

This subtest writes 50 bytes of test data (FFH, AAH, 55H, and 00H) to the CMOS 14th address, then reads the new data and compares it to the original data.

Subtest 03 Real Time Carry

> ***CAUTION**: When this subtest is executed, the current date and time are reset.*

This subtest checks the clock's carry function.

```
                    [ REAL TIME CARRY TEST  ]

   Current date : 12-31-1999

   Current time : 23:59:55

 Press [Enter] key to exit test
```

The following is the display after the date carry function is executed.

```
                    [ REAL TIME CARRY TEST  ]

   Current date : 01-01-2000

   Current time : 00:00:01

 Press [Enter] key to exit test
```

To exit this subtest and return to the Real Time Clock menu:

Press **Enter** if **NO** was selected for *Test Loop* on the Test Parameter Menu.
Press **Ctrl** + **break** if **YES** was selected for *Test Loop* on the Test Parameter Menu.

3.11 Cache Memory Test

To execute the Cache Memory Test select **08** from the Diagnostic Test Menu, press **Enter** and follow the directions on the screen. The Cache Memory Test contains eight subtests that test the computer's cache memory. Move the highlight bar to the subtest you want to execute and press **Enter**.

> ***NOTE**: If **NO** is selected for Test Loop on the Test Parameter menu, the screen will remain blank while the subtest is executing. When the test is complete the Cache Memory Test menu displays.*
>
> *If **YES** is selected for Test Loop on the Test Parameter menu, the Test Status screen displays while the subtest is executing. Press **Ctrl + break** to return to the Cache Memory Test menu.*

Subtest 01 Constant Data Test

This subtest reads the contents of cache memory and saves it into RAM. The subtest then writes constant data (FFFFH, AAAAH, 5555H, 0101H, 0000H), reads the new data and compares the result with the original data pattern. The original cache memory content is then restored to the cache memory.

Subtest 02 Address Pattern Test

This subtest reads the contents of cache memory and saves it into RAM. The subtest then writes address data patterns (0000H, 0001H, 0002H, through 3FFDH, 3FFEH, 3FFFH), reads the new data and compares the result with the original data. The original cache memory content is then restored to the cache memory.

Subtest 03 Increment/Decrement Test

This subtest reads the contents of cache memory and saves it into RAM. The subtest then writes the increment data (00H, 01H, 02H, through FDH, FEH, FFH), reads the new data and compares the result with the original data. After comparing the incremental data, decrement data (FFH, FEH, FEH, through 02H, 01H, 00H) is written and the new data is read and compared with the original data. The original cache memory content is then restored to the cache memory.

Subtest 04 Bit Shift Pattern Test

This subtest reads the contents of cache memory and saves it into RAM. The subtest then writes the bit shift data patterns (1 bit shifted every 4 bytes), reads the new data and compares the result with the original data. The original cache memory content is then restored to the cache memory.

Subtest 05 Write Disturb Test (We can't support this time)

This subtest reads the contents of cache memory and saves it into RAM. The subtest then writes the "write disturb data," reads the new data and compares the result with the original data. The original cache memory content is then restored to the cache memory.

Subtest 06 Checker Board Test

This subtest reads the contents of cache memory and saves it into RAM. The subtest then writes the "checker board data," (data which is inverted front/back and left/right) reads the new data and compares the result with the original data. The original cache memory content is then restored to the cache memory.

Subtest 07 Marching Test

This subtest reads the contents of cache memory and saves it into RAM. The subtest then writes the "marching data," (00H through 01H and 01H through 00H) reads the new data and compares the result with the original data. The original cache memory content is then restored to the cache memory.

Subtest 08 Working Data Test

This subtest reads the contents of cache memory and saves it into RAM. The subtest then writes the "working data," reads the new data and compares the result with the original data. The original cache memory content is then restored to the cache memory.

3.12 High Resolution Display Test

To execute the High Resolution Display Test select **09** from the Diagnostic Test Menu, press **Enter** and follow the directions on the screen. The High Resolution Display Test contains six subtests that test the computer's high resolution video display. Move the highlight bar to the subtest you want to execute and press **Enter**.

Subtest 01 VRAM W/R/C Test

This subtest writes address and data patterns to Video RAM, then reads the values from the Video RAM and compares them to the original test patterns. During the execution of this test 13 different color screens display: black, green, green, blue, blue, red, red, red, black, white, pink, cyan, and black.

Test Process:

1. Sets the video display to 1024*768 mode

2. Bank change test
   Writes 1 byte data in order 0, 1, through Fh, and compares the result, at every bank, to the original data patterns.

3. Bit shift data test
   Writes 01h data into addresses A000:0000h through A000:FFFFh for each bank, reads the new data and, then compares the results with the original data. Data is then shifted 1 bit to the left, and all bits (01h, 02h, 04h, 08h, through 80h) are tested again.

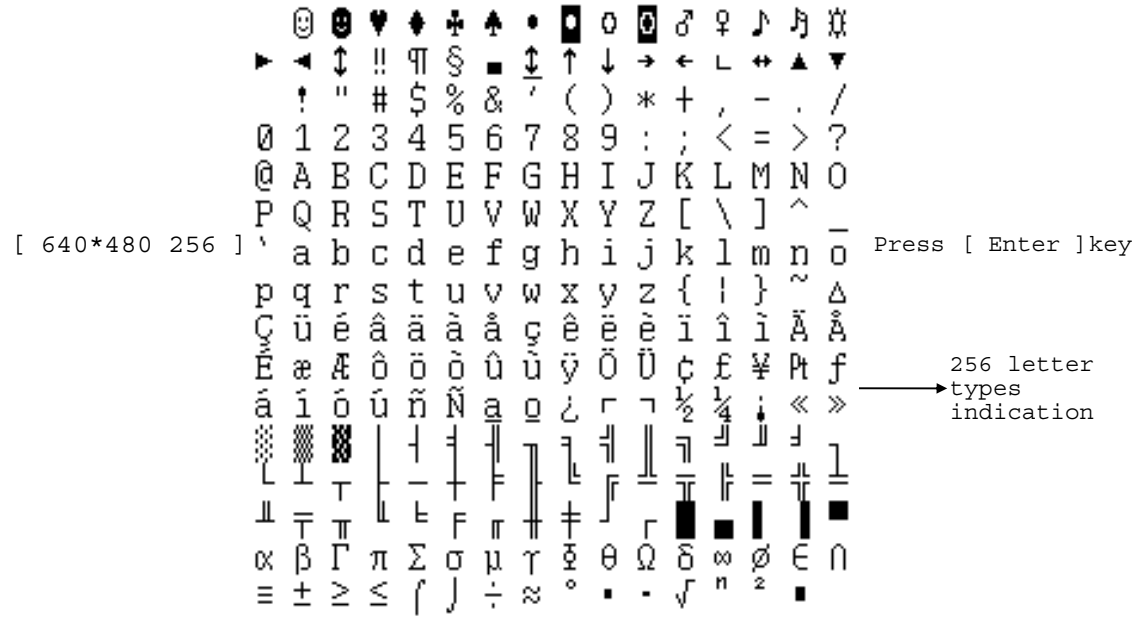
4. Fixed data test
   Writes test data (in order FFh, AAh, 55h, 00h) into addresses A000:0000h through A000:FFFFh for each bank by, reads the new data and, then compares the results with the original data. Data is then shifted 1 bit to the left, and all bits are tested again

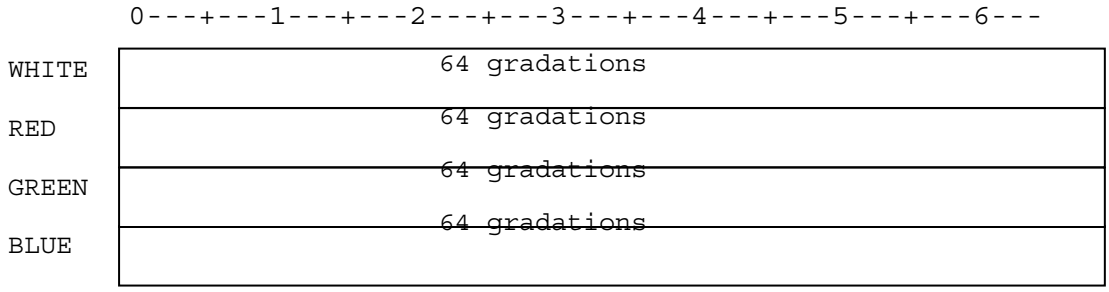
NOTE: *If **NO** is selected for Test Loop on the Test Parameter menu, the screen displays the colors listed above and then the High Resolution Display Test menu displays.*

*If **YES** is selected for Test Loop on the Test Parameter menu, the screen displays the colors listed above. Press **Ctrl + break** to return to the High Resolution Display Test menu.*

Subtest 02 640*480 Mode Display

This subtest uses 640*480 video resolution to display a high resolution white frame, 256 letter types (8*16 pixels) and 64 gradations of white, red, green, and blue as shown below.



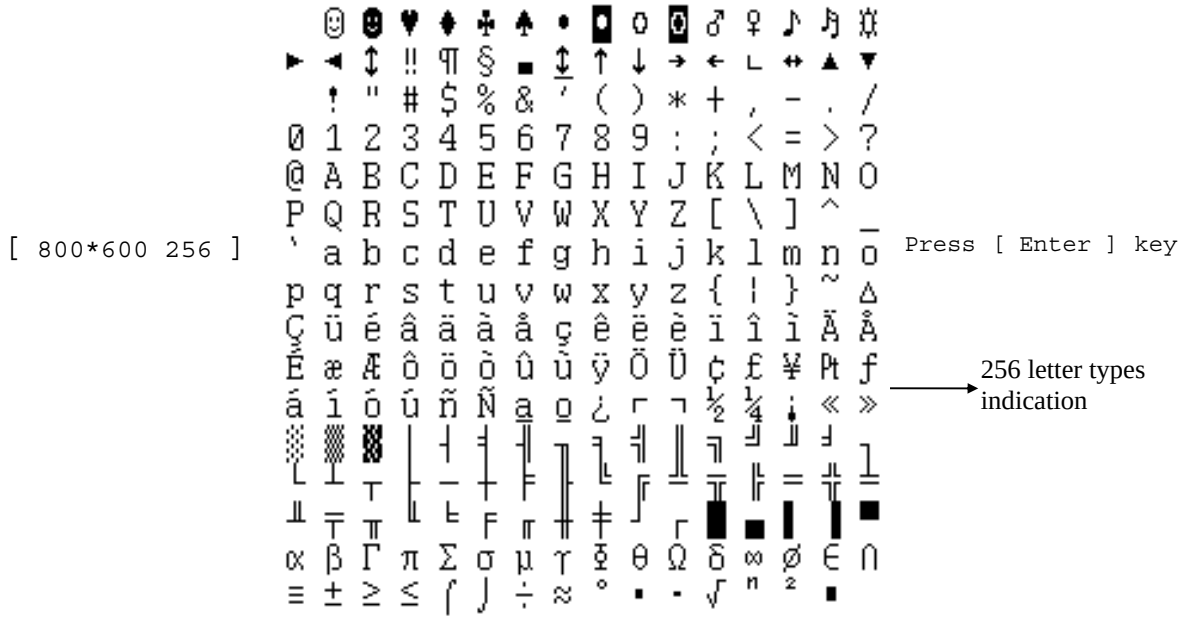


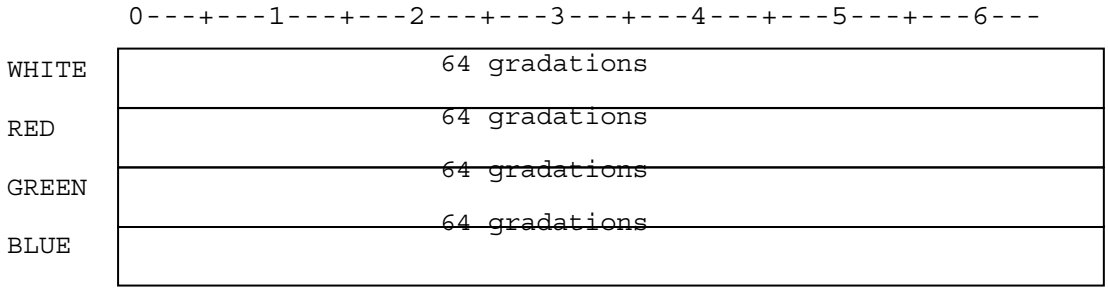
To exit this subtest and return to the High Resolution Display Test menu:

Press **Enter** if **NO** was selected for *Test Loop* on the Test Parameter Menu.
Press **Ctrl** + **break** if **YES** was selected for *Test Loop* on the Test Parameter Menu.

Subtest 03 800 * 600 Mode Display

This subtest uses 800*600 video resolution to display a high resolution white frame, 256 letter types (8*16 pixels) and 256 gradations of white, red, green, and blue as shown below.



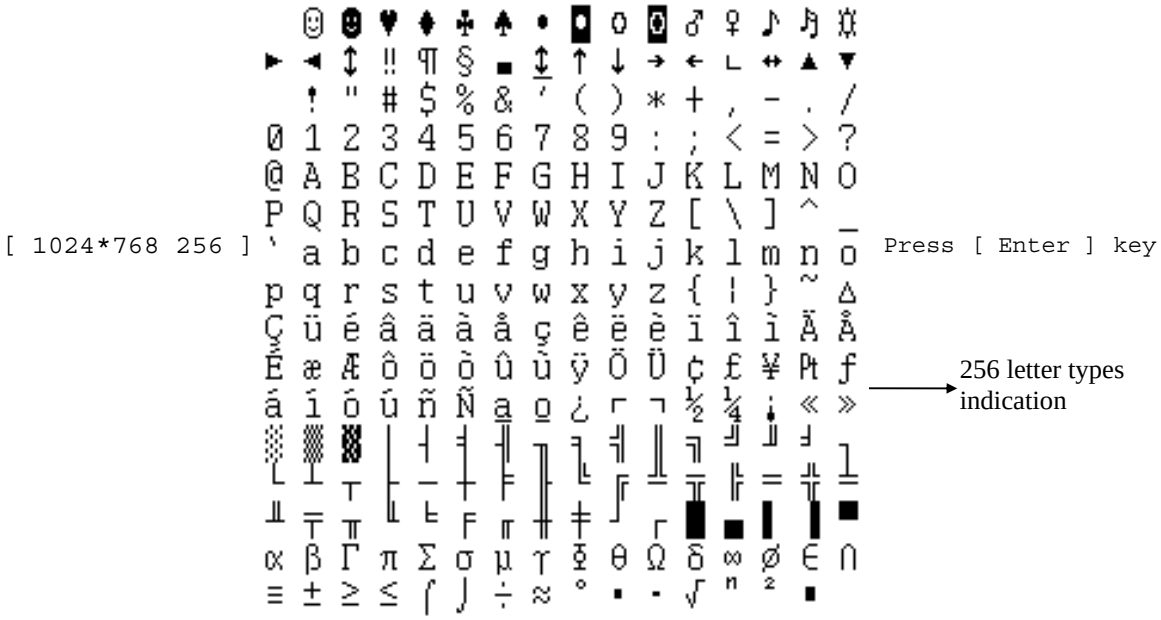


To exit this subtest and return to the High Resolution Display Test menu:

Press **Enter** if **NO** was selected for *Test Loop* on the Test Parameter Menu.
Press **Ctrl** + **break** if **YES** was selected for *Test Loop* on the Test Parameter Menu

Subtest 04 1024* 768 Mode Display

This subtest uses 1024*768 video resolution to display a high resolution white frame, 256 letter types (8*16 pixels) and 64 gradations of white, red, green, and blue as shown below.



0---+---1---+---2---+---3---+---4---+---5---+---6---

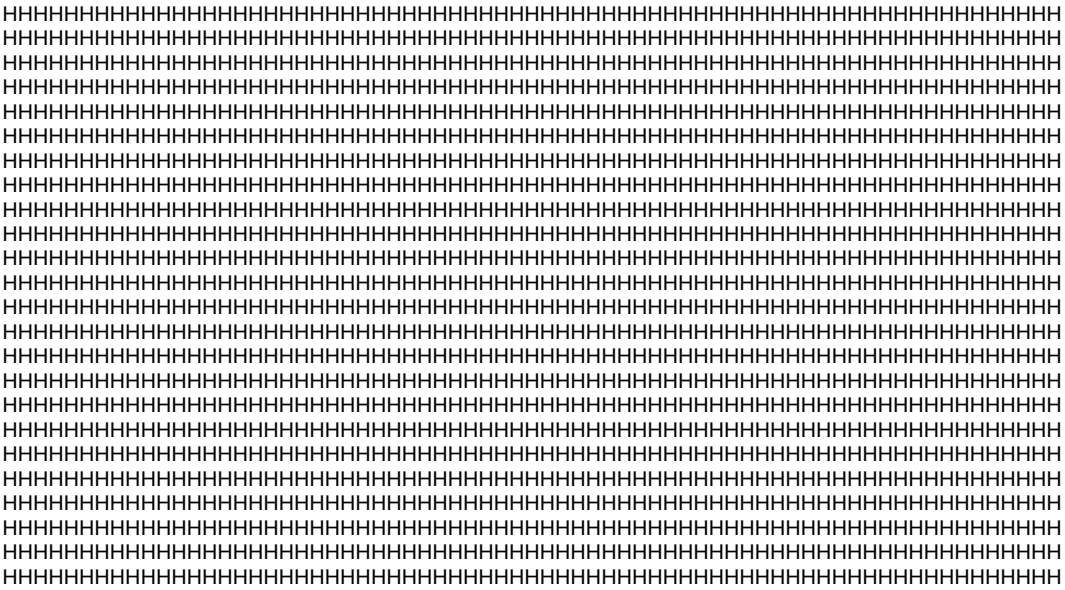
WHITE	64 gradations
RED	64 gradations
GREEN	64 gradations
BLUE	64 gradations

To exit this subtest and return to the High Resolution Display Test menu:

Press **Enter** if **NO** was selected for *Test Loop* on the Test Parameter Menu.
Press **Ctrl** + **break** if **YES** was selected for *Test Loop* on the Test Parameter Menu.

Subtest 05 “H” Pattern Display

This subtest uses the 1024*768 Mode to display a high resolution white frame, “H” letters (8*16 pixels fonts), at 128 letters by 48 lines.

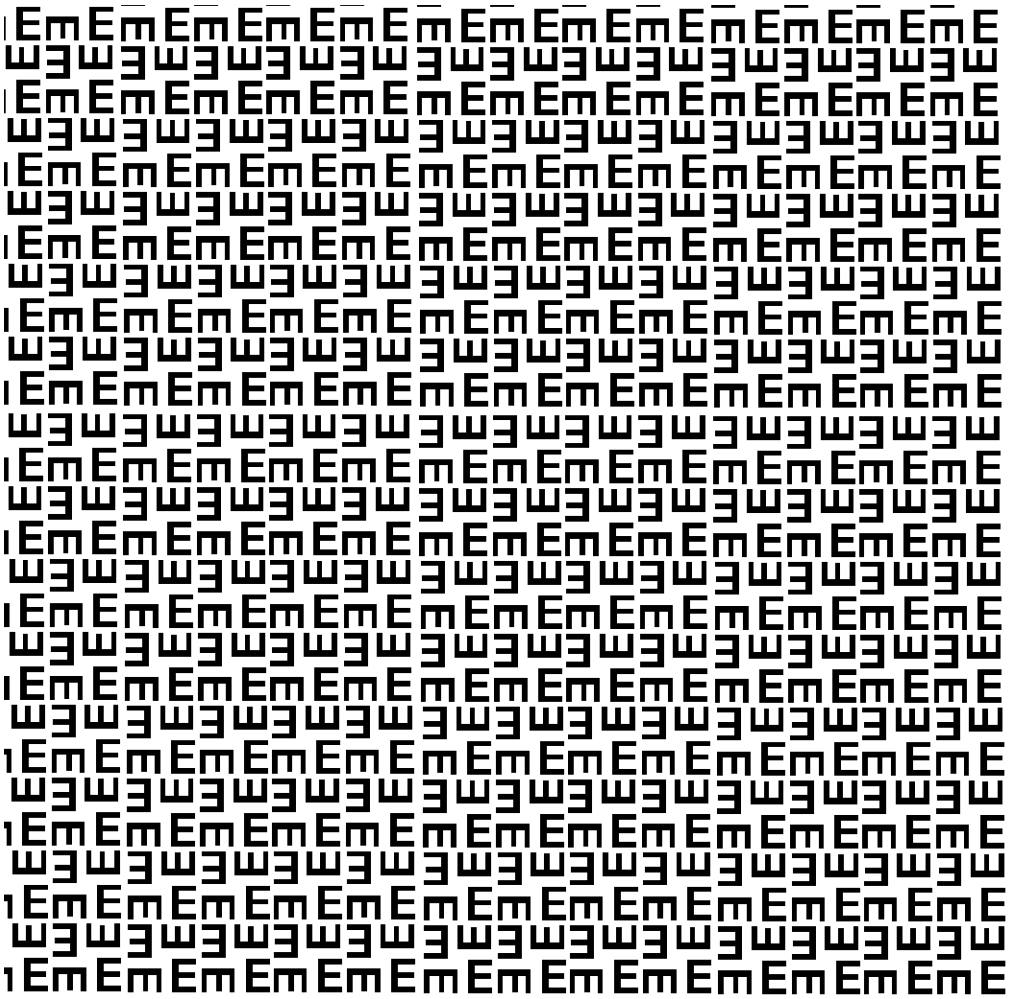


To exit this subtest and return to the High Resolution Display Test menu:

Press **Enter** if **NO** was selected for *Test Loop* on the Test Parameter Menu.
Press **Ctrl** + **break** if **YES** was selected for *Test Loop* on the Test Parameter Menu.

Subtest 06 Focus Test (“E” Pattern)

This subtest sets the 1024*768 Mode and displays “E” patterns (18*18 dot fonts), at 56 letters *42 lines surrounded by a high resolution white frame.



To exit this subtest and return to the High Resolution Display Test menu:

Press **Enter** if **NO** was selected for *Test Loop* on the Test Parameter Menu.
Press **Ctrl** + **break** if **YES** was selected for *Test Loop* on the Test Parameter Menu.

3.13 Multimedia Test

To execute the Multimedia Test select **10** from the Diagnostic Test Menu, press **Enter** and follow the directions on the screen. The Multimedia Test contains four subtests that test the computer's multimedia functions. Move the highlight bar to the subtest you want to execute and press **Enter**.

> ***NOTE**: Use the Toshiba Backup CD-ROM for Subtests 01, 02, and 03.*
>
> *Because CDROM driver issue , the Multimedia function can't test , this is limitation .*

Subtest 01 Sequential Read Test

This subtest sequentially reads one block unit (2K bytes) of all logical addresses from the test CD.

> ***NOTE**: If **NO** is selected for Test Loop on the Test Parameter Menu, the screen will remain blank while the subtest is executing. When the test is complete the Multimedia Test menu displays.*
>
> *If **YES** is selected for Test Loop on the Test Parameter Menu, the Test Status screen displays while the subtest is executing. Press **Ctrl + break** to return to the Multimedia Test menu.*

Subtest 02 Random Read Test

This subtest randomly reads all addresses.

Subtest 03 Read Specified Address Test

This subtest reads data from a specified block of addresses.

The following message displays on the screen to enter the start and end block addresses:

```
START BLOCK ADDRESS ?
END BLOCK ADDRESS   ?
```

Subtest 04 1 Point W/R/C (R/RW Media)

> ***NOTE**: Use CD-R or CD-RW, the CD-ROM and DVD cannot be used for this subtest, and some DVD-dual can't support this test.*

This subtest writes specified data to a specified block count, then reads and compares the result.

3.14 MEMORY2 Test

To execute the Expansion Test select **11** from the Diagnostic Test Menu, press **Enter** and follow the directions on the screen. The MEMORY2 Test contains four subtests that test the computer's. Move the highlight bar to the subtest you want to execute and press **Enter**.

> ***NOTE**: If **NO** is selected for Test Loop on the Test Parameter menu, the Test Status screen displays while the test is executing. When the test is complete the Memory Test menu displays.*
>
> *If **YES** is selected for Test Loop on the Test Parameter menu, the Test Status screen displays while the test is executing. Press **Ctrl + break** to return to the Memory Test menu*
>
> *Memory Test2 is using burst transfer mode by cache memory .*

Subtest 01 All one/All zero test

This subtest performs pseudorandom data read/write. The data consists of “all ones”/”all zero” patterns produced by pseudorandom sequence generator. The test checks address error.

```
FFFFFFFFFFFFFFFF0000000000000000
0000000000000000FFFFFFFFFFFFFFFF
```

Subtest 02 Walking 1/Walking 0 test (Left)

This subtest uses “running one”/”running zero” patterns. This test sequence allows also to checking system bus in maximum noise conditions. The following test sequence is written.

```
7FFF7FFF7FFF7FFF8000800080008000
BFFFBFFFBFFFBFFF4000400040004000
```

After all the memory being tested is filled with the pattern, it is read in descanting direction and compared with reference data. As the memory is read, the data is replaced with inverse test pattern. After all the memory is read and replaced with inverted pattern, it is read in descanting direction and compare with new reference data. As the memory is read, the data is replaced with next pattern, which is like first one shifted to right.

Subtest 03 Walking 1/Walking 0 test (Right)

Tee test method is the same as Subtest2. However, the data to be used differs.

```
80008000800080007FFF7FFF7FFF7FFF
40004000400040004FFFBFFFBFFFBFFF
```

Subtest 04 Walking 1/Walking 0 test (Left/ Right)

Tee test method is the same as Subtest2. However, the data to be used differs.

```
7FFF7FFF7FFF7FFF8000800080008000
BFFFBFFFBFFFBFFF4000400040004000
DFFFDFFFDFFFDFFF2000200020002000


FFFBFFFBFFFBFFFB0004000400040004
FFFDFFFDFFFDFFFD0002000200020002
FFFEFFFEFFFEFFFE0001000100010001
8000800080008000 7FFF7FFF7FFF7FFF
4000400040004000BFFFBFFFBFFFBFFF


0004000400040004FFFBFFFBFFFBFFFB
0002000200020002FFFDFFFDFFFDFFFD
0001000100010001FFFEFFFEFFFEFFFE
```

3.15 Error Codes and Error Status Names

The following table lists the error codes and error status names for the Diagnostic Tests.

Table 3-2 Error codes and error status names (1/2)

Device Name	Error Code	Error Status Name
(Common)	FF	Data Compare Error
Memory	02	Protected Mode Not Changed
	??	Other Error
FDD	01	Bad Command Error
	02	Address Mark Not Found
	03	Write Protected
	04	Record Not Found
	06	Media Change Line Error
	08	DMA Overrun Error
		DMA Boundary Error
	09	
	0C	Select Media Error
	10	CRC Error
	20	FDC Error
	40	Seek Error
	80	Time Out Error
	??	Other Error
HDD	01	Bad Command Error
	02	Bad Address Mark Error
	04	Record Not Found
	05	HDC Not Reset Error
	07	Drive Not Initialized
	09	DMA Boundary Error
	0A	Bad Sector
	0B	Bad Track Error
	10	ECC Error
	11	ECC Recover Enabled
	20	HDC Error
	40	Seek Error
	80	Time Out Error
	AA	Drive Not Ready

Table 3-2 Error codes and error status names (2/2)

Device Name	Error Code	Error Status Name
HDD	BB	Undefined Error
	CC	Write Fault
	E0	Status Error
	F0	No Sense Error
	??	Other Error
Cache Memory	02	Protect Mode Error
	03	Caching Error
	??	Other Error
Multimedia	01	Write Error
	0F	Invalid Drive
	15	Drive Not Ready
	??	Other Error

NOTE: *If error status name is* ***Other Error*** *, please reference the* ***Error Code*** *for error information*

3.16 Running Test

***NOTES**:*

1. *You may add or delete subtests using the Running Test Edit Item function, see Section 3.20.*
2. *Do not forget to insert a work disk in the FDD. If a work disk is not inserted an error will be generated during the Floppy Disk Test.*
3. *If the test completes successfully an "PASS" sign with blue letters displays on the screen.*
4. *If the test fails or is interrupted before completion an "FAIL" sign with red letters displays on the screen.*
5. *If running item not select an "NOITEM" sign with green letters display on the screen.*
6. *All errors which occur during execution of the Running Test are logged in the Log File.*
7. *This program is executed according to the* Count Loop *number selected in the Running Test Edit Item, see Section 3.20. To terminate the program, press* ***Ctrl* + *Break*.**

3.17 DMI INFOEMATION

Select **03** from the Diagnostics Menu and press **Enter** to Check or Write DMI Information Data:

3.17.1 Check DMI Information

The Check DMI Configuration program contains the following configuration information for the computer:

> ***NOTE:*** *Please set the media of DVD before starting a test.*
>
> *AHCI cannot control under the DOS, Please change SATA Controller Mode to "Compatibility" Mode .*

System information (Type 1)

1. Manufacture : TOSHIBA
2. Product Name : Satellite L640
3. Version : PSL40U-123456 (TOSHIBA Part Number)
4. Serial Number : 12345678W (Serial Number)
5. UUID Number: 000B5F7142CADE11B11200238BF9F8FD

OEM Strings (Type 11)

1. OEM String : PSL40U-123456,S123456789,11V

On Board LAN MAC

1. MAC ADR : 001E4C123456

DVD Region Code

1. User Change Time : 5
2. Region Code : 0

3.17.2 Write DMI Information

The Write DMI Information program contains the following information for the computer :

1. Manufacture Name (TOSHIBA)
2. Product Name (Satellite P500)
3. Part Number (PSP50U-123456)
4. Serial Number (12345678W)
5. OEM String (PSP50U-123456,S123456789,11V)
7. Write UUID (000B5F7142CADE11B11200238BF9F8FD)
8. Brightness Write (1A344C769EC5EDFF)

a. SLP2.0 Build Sig [1]Non OS [2]OS

b. Wireless LAN ID (001E4C123456)
c. AC Adapter Select [1]65W [2]75W [3]90W [4]120W [5]180W

Select 1 ~ c to keyin new data , select 0 to exit program , program will compare input data length with the max length , if over will retry keyin

Note : Please Check New DMI Information After System Restart !! V3.5

1. **** Manufacture Name (TOSHIBA) - (32)
2. **** Product Name (Satellite P500) - (32)
3. **** Part Number (PSP50U-123456) - (26)
4. **** Serial Number (12345678W) - (32)
5. **** OEM String (PSP50U-123456,S123456789,11V) - (64)
7. **** Write UUID (000B5F7142CADE11B11200238BF9F8FD) – (16)
8. **** Brightness Write (1A344C769EC5EDFF) – (8)
a. **** SLP2.0 Build Sig [1]Non OS [2]OS-(2)
b. **** Wireless LAN ID (001E4C123456) –(12)
c. **** AC Adapter Select [1]65W [2]75W [3]90W [4]120W [5]180W –(1)
0. **** Exit
Please Select (1 ~ c) To Modify DMI String :

Current Data of EEPROM : Toshiba
1. Enter the Manufacture Name : TOSHIBA
Your Keyin is : TOSHIBA …… This is your keyin data
EEPROM return : TOSHIBA ……. This is read from eeprom back

Press any key to continue
Note : Please Check New DMI Information After System Restart !!

If Keyin length too long will retry :

Current Data of EEPROM : 12345678WU
4. Enter the Serial Number : 12345678901234
Your Keyin String Length Not Correct 14 > 10 !!!

Current Data of EEPROM : 12345678WU
4. Enter the Serial Number :

NOTE: *The SLP2.0 is Microsoft SPEC , call "System Locked Pre-Installation"or"SLP",*

It is for OEM pre install Windows and no need to Active , If you select Non OS , then you need to Active your OS before you use .

Function Detail :

7. UUID :

Total is 16 byte data , Front 10 byte is time random data , last 6 byte is LAN MAC .

8. Brightness Table :

It depend on LCD EDID to set different brightness data .

a. SLP2.0 Build Sig :

[1]Non OS : EEPROM fill "MS" for non Microsoft OS , BIOS not load SLP OPROM function .
[2]OS : EEPROM fill Others for Microsoft OS , BIOS load SLP OPROM function .

b. Wireless LAN ID :

If change M/B , but wireless/B not change , need fill wireless MAC into new change M/B .

c. AC Adapter Select :

[1]65W : Machine need 65W AC Adapter .
[2]75W : Machine need 75W AC Adapter .
[3]90W : Machine need 90W AC Adapter .
[4]120W : Machine need 120W AC Adapter .
[5]180W : Machine need 180W AC Adapter .

The AC Adapter request is base on machine power request , some high performance need 120W Adapter , low cost machine maybe only 75W can meet request .
Because AC Adapter do not had HWID for detect , so need key in data by menu .

(1) If machine setting 75W , AC Adapter use 120W , it's OK .
(2) If machine setting 120W , AC Adapter use 75W , because Adapter can't support enough power , it can't charge well .
(3) If machine setting 90W , AC adapter use 90W , Adapter Select 90 W , it's OK .
(4) If machine setting 90W , AC adapter use 90W , Adapter Select 120W , "PHM" and "ECO" utility will display wrong data , power consumption display double data more the machine actual use .

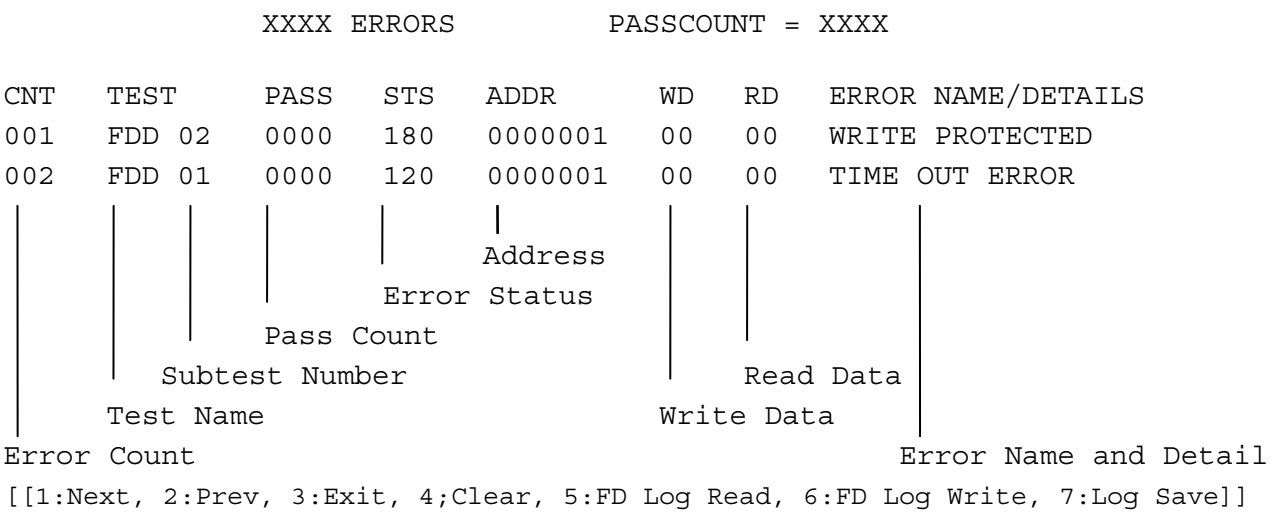
3.18 Log Utilities

This function logs error information generated while a test is in progress and stores the results in RAM (Maximum error log : 500 times). This function can store data on a floppy disk. If the power switch is turned off, the error information will be lost. Error information is displayed in the following order:

1. Error count (CNT)
2. Test name and subtest number (TEST)
3. Pass count (PASS)
4. Error status (STS)
5. FDD/HDD or memory address (ADDR)
6. Write data (WD)
7. Read data (RD)
8. Error Name (ERROR NAME/DETAILS)

3.18.1 Operations

1. Select **04** and press **Enter** in the Diagnostics Menu to log error information into RAM or onto a floppy disk. Error information is displayed in the following format:



2. Error information displayed on the screen can be manipulated with the following number keys:

   The **1** key scrolls the display to the next page.
   The **2** key scrolls the display to the previous page.
   The **3** key returns to the Diagnostics Menu.
   The **4** key erases all error log information in RAM.
   The **5** key reads the log information from a floppy disk.
   The **6** key writes the log information to a floppy disk.
   The **7** key save the log information to a floppy disk.

The following are the test abbreviations for each Diagnostics Test.

Test Name	**Test Abbreviations**
System Test	ROM
Memory Test	RAM
Keyboard Test	KBD
Display Test	CRT
Floppy Disk Test	FDD
Hard Disk Test	HDD
Real Time Clock Test	RTM
Cache Memory Test	CAH
Height Resolution Display Test	KIF
Multimedia Test	MLT
Memory2 Test	RAM

3.19 System Configuration

Select **05** from the Diagnostics Menu and press **Enter** to display the following system configuration:

```
SYSTEM CONFIGURATION :

   * - BIOS VER = VX.XX  KBC VER = XXXX
   * - MAC ADDRESS : XXXXXXXXXXXX
   * - 0 ASYNC ADAPTER
   * - 1 HDD DRIVE(S):XXXXXXXXXXXXXXXXXXXXXXXXX
          FW Rev.:XXXXXXXX
          CUR LBA:XXXXXXXX  ORG LBA:XXXXXXXX
   * - BATTERY TYPE:XXXXXXXXXX
   * - XXXMB MEMORY SIZE
   * - XXX CPU
   * - 1 Vedio Chip XXXXXXXXXXXXX
   * - 1 ODD DRIVE(S):XXXXXXXX
            FW Rev.:XXXX
```

Press **Enter** to return to the Diagnostics Menu.

3.20 OPTION

3.20.1 Function Description

Function description lets you add or delete the subtests used to execute the Running Test. The following screen displays after pressing the **Tab** key to edit an item in the Running Test.

```
KEY OPERATION

↓      Cursor Down
↑      Cursor Up
PgDn   Page Down
PgUp   Page Up
Home   Top of ITEM
End    End of ITEM
Ins    Insert ITEM
Del    Delete ITEM
Enter  End
```

3.20.2 Operation Description

Select **05** from the Diagnostics Menu and press **Enter** to display the following:

```
                              Test Item Editor                    [RUNNING TEST]

Loop Count (1-65535, 0 = infinity) 00000              Error Stop  NO

T-No       Test Name              S-No          Subtest Name
01         System Test            Subtest 01    ROM Checksum
02         Memory Test            Subtest 01    Conventional Memory
02         Memory Test            Subtest 02    Protect Mode
02         Memory Test            Subtest 03    Protect Mode (32MB Max)
02         Memory Test            Subtest 04    RAM Refresh
04         Display Test           Subtest 01    VRAM W/R/C
04         Display Test           Subtest 02    Character Attribute Set
04         Display Test           Subtest 03    Character Set
04         Display Test           Subtest 04    80 * 25 Character Display
04         Display Test           Subtest 05    320 * 200 Graphics Display
04         Display Test           Subtest 06    640 * 200 Graphics Display
04         Display Test           Subtest 07    640 * 480 Graphics Display
04         Display Test           Subtest 08    Display Page
05         Floppy Disk Test       Subtest 02    Sequential W/R/C
08         Hard Disk Test         Subtest 01    Sequential Read
08         Real Time Clock Test   Subtest 02    Backup Memory Test

                          Tab: HELP (Key Operation)
```

1. Enter a **number** or **0** for **Loop Count** and press **Enter**.

Select a number from 1 to 65535 to define the number of times the Running Test executes.
Select 0 to run the test continuously until halted by the user.

2. Select the **NO** or **YES** for **Error Stop** and press **Enter**.

   Select **NO** to keep the test running even if an error is found.
   Select **YES** to stop the test program when an error is found.

> ***NOTE:*** *All errors which occur during execution of the Running Test are logged in the Log File.*

3. Press **Insert** to add a subtest.

4. Press **Delete** to remove the selected subtest.

5. Press **Enter** when you have finished editing the Running Test list.

6. The following message displays:

```
Do you want to save the data?

   Save to disk
   Do not save
```

7. Select the option and press **Enter**.

8. Select **03** from the Diagnostics Menu and press **Enter** to execute the Running Test.

> ***NOTE:*** *If press **Ctrl+break** in the runin process, please press more one any key to exit.*

3.21 Common Tests and Operation

3.21.1 How to operate a window

To input parameters, or open a window use the following keys.

↑ ↓ → ← key	: to move a highlight bar
[Enter] key	: to select an item at the highlight bar
[Esc] key	: to close the current window and go back to the previous window

3.21.2 How to Stop the Test Program

To stop a test:

[**Ctrl**]+[**Break**] Press the Ctrl key and the Break key simultaneously.

3.21.3 Test Status Screen

> ***NOTE**: The Test Status Screen does not display during all the tests. See the specific test description Sections 3.4 through 3.14.*

The following Test Status screen displays during most tests. See the description of each test Sections 3.4 through 3.14 for specific screen information.

```
      Test Name

Sub Test     :0101
Pass Count   :00000      Error Count   :00000
Write Data   :00         Read Data     :00
Address      :00000000   Status        :00
```

Test Name — Displays the name of the test being executed.

Subtest No. — Displays the Subtest number in the following format:

ffgg

ff = Subtest No.

gg = Step Number (Will be blank if the test does not have a Step Number.)

Pass Count	Displays the number of times the test has been executed.
Error Count	Displays the number of errors which have occurred during the test.
Write Data	Displays only the test data that has failed to compare during the test while being written during the test.
Read Data	Displays test data that has failed to compare during the test while being read during the test.
Test Address	Displays the Test Address. (The format differs for each test.)
Error Status	Displays the error status.
Error Name	Displays the name of the error.

3.21.4 Test Stop Display

If an error occurs during a Subtest and YES is selected for Error Stop, the following message displays:

```
[HALT OPERATION]

    1.Test end
    2.Continue
    3.Retry
```

* Select 1, 2, or 3

The three selections have the following functions:
1: Terminates the test program and exits to the subtest menu.
2: Continues the test from the error.
3: Restarts the test from the beginning.

Use the arrow keys to move the cursor to the desired option and press Enter.

3.21.5 How to enter data

Letters which must be entered are always shown in [ ]. Simultaneous entries are displayed by a "+" mark. For example:

[a] [Enter]
Press the "a" key, then press the [Enter] key.

[Ctrl] + [c]
Press the [Ctrl] key and the "c" key simultaneously.

Chapter 4

Replacement Procedures

Chapter 4 Contents

Figures

4.1 Overview

This chapter describes the procedure for removing and replacing the field replaceable units (FRUs) in the PC. It may not be necessary to remove all the FRUs in order to replace one. The chart below provides a guide as to which other FRUs must be removed before a particular FRU can be removed. The numbers in the chart indicate the relevant section numbers in this manual.

In all cases when removing an FRU, the Battery Pack must also be removed. When repairing an FRU that is the potential cause of a computer fault, use the chart to determine the order in which FRUs need to be removed.

The tilt stand, if it is installed, can be removed without any other FRUs removed.

<table>
<tr><td colspan="5">4.2 Battery Pack</td></tr>
<tr><td colspan="4">4.3 Keyboard</td><td>4.9 Memory module</td></tr>
<tr><td>4.8 WLBT Module</td><td>4.4 HDD</td><td colspan="3">4.5 ODD</td></tr>
<tr><td></td><td colspan="4">4.6 Top Cover Assembly with Speaker</td></tr>
<tr><td></td><td>4.7 Touch Pad Switch Board, Touch Pad Board and Touch Pad</td><td>4.10 Display Assembly</td><td>4.11 System Board</td><td>4.16 Cardreader_USB Board</td></tr>
<tr><td></td><td></td><td>4.13 LCD unit</td><td>4.12 Thermal Module</td><td></td></tr>
<tr><td></td><td></td><td>4.14 WEB Camera module</td><td>4.15 Application for Thermal grease on CPU</td><td></td></tr>
</table>

• Chart Notation

The chart shows the case for the following example:

• Removing a System Board

All FRUs down to the “4.2 Battery Pack” to “4.6 TOP Cover Assembly with Speaker" above System Board must be removed

`

Safety Precautions

Please read the following safety instructions before disassembling the computer and always follow the instructions while working on the computer.

DANGER:

1. *In the case of the battery, always use authentic parts or equivalent parts approved by Toshiba. Other batteries may have different specifications that are incompatible with the computer and may result in fire or explosion.*
   Due to the risk of alkali fluid leaks, never attempt to heat or disassemble the battery. Similarly, due to the risk of explosion, never expose the battery to flame.
2. *Some parts including the power supply generate high voltages. If you need to turn on the power while disassembling the computer, do not touch any connectors or other components due to the risk of electric shock. Also, do not disassemble individual parts when performing routine maintenance.*

WARNING:

1. *To prevent electric shock, turn off the power unplug the AC adapter from the power source.*
2. *As the battery installed to the computer is typically already charged, the risk of electric shock remains even when the AC adapter is unplugged from the socket. To prevent electric shock, always take off any metal jewelry or accessories such as necklaces, bracelets or rings before working on the computer. Never work with wet or moist hands.*
3. *Take care not to injury yourself on any edges or corners.*

CAUTION:

1. *Confirm that replacement parts have compatible specifications before replacing on the computer. Never use incorrect parts as these may cause faults on the computer.*
2. *To prevent internal damage such as short circuits or burning, do not allow any screws, paper clips, or other metal objects to fall into the computer. When removing screws, always replace with the same size screws. Ensure that all screws are fully tightened. Loose screws may result in short circuits leading to overheating, smoke or flame.*
3. *To prevent electric shock, check that you have disconnected all cables from a part before removing the part.*
4. *When connecting to the AC power supply, use only an AC adapter and cable approved by Toshiba.*
5. *To prevent electric shock, ensure that all replacement parts are compatible with the computer and that all cables and connectors are securely connected.*

Before You Begin

Take note of the following points before starting work. Always remove the AC adapter and Battery Pack before commencing any of the procedures. The procedure for removing the Battery Pack is described in section “4.2 Battery Pack”.

1. Do not disassemble the computer unless it is operating abnormally.
2. Use the designated tools.
3. Ensure that the environment for working on and storing parts does not contain any of the following.
   - Dust or dirt
   - Static electricity
   - Extremely hot, cold or humid conditions
4. Perform the diagnostic tests described in Chapter 2 to determine which FRU is the cause of the fault.
5. Do not perform any unnecessary work. Always work in accordance with the disassembly and reassembly procedures in this manual.
6. Keep parts removed from the computer in a safe place away from the computer where they will not be damaged or interfere with your work.
7. Disassembling requires the removal of a large number of screws. Keep removed screws in a safe place such that you can determine which screws belong to which part.
8. When reassembling, ensure that you use the correct screws and fit parts in the correct position. Screw sizes are noted in the text and figures.
9. As all parts have sharp edges and corners, take care not to cut yourself.
10. After replacing an FRU, check that the computer and replaced part operate correctly.

Disassembly Procedure

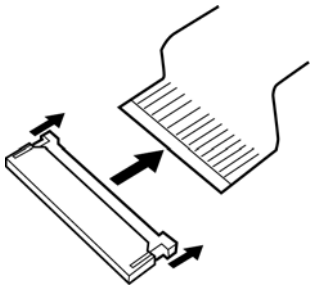
Three main types of cable connector are used.

- Pressure plate connector
- Spring connector
- Normal pin connector

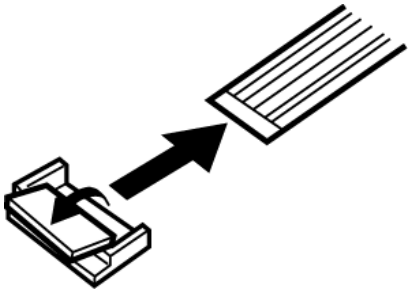
When disconnecting a pressure plate connector, lift up the tag on one side of the plastic pressure plate on the connector and pull the cable out from the connector. When reconnecting a cable to a pressure plate connector, lift up the pressure plate to a suitable height and insert the cable into the connector. Press down on both sides of the pressure plate such that both sides of the plate and connector are at the same height and that the cable is fixed in the correct position. Pull the cable to ensure that it is securely connected. If the cable is disconnected from the connector, reconnect it making sure that you lift the pressure plate high enough to insert fully the cable.

For spring connectors, lifting up the stopper frees the cable and allows it to be pulled out. To reconnect, hold the stopper in the up position and insert the cable, then lower the stopper to secure the cable.

Normal pin connectors are used for all other cables. Simply pull out or push in these connectors to disconnect or reconnect.



Pressure plate connector



Spring connector

Assembly Procedure

After the computer has been disassembled and the part that caused the fault has been repaired or replaced, the computer must be reassembled.

Take note of the following general points when assembling the computer.

- Take your time and follow the instructions carefully. Hurrying the assembly work will only introduce new problems.
- Check that all cables and connectors are securely connected;
- Before fastening FRUs or other parts in place, ensure that no cables are caught on screws or the FRU.
- Check that all latches are securely closed.
- Ensure that you have installed all FRUs correctly and do not have any screws left over. Using an incorrect screw may damage the thread or screw head and result in the FRU not being securely fastened in place.

After installing FRUs, check that the computer operates correctly.

Tools and Equipment

For your safety and the safety of the people around you, it is important that you use Electrostatic Discharge (ESD) equipment. Correctly utilizing of the equipment increases the percentage of successful repairs and saves on the cost of damaged or destroyed parts. The following equipment is required for disassembly and assembly.

- One Philips screwdriver with type 0 bit (for Super THIN HEAD screws)
- One Philips screwdriver with type 1 bit (for screws other than above)
- Tweezers (for lifting screws)
- ESD mats (lay on work table or floor)
- An ESD wrist strap and heel grounder
- Anti-static carpet or flooring

Screw Tightening Torque

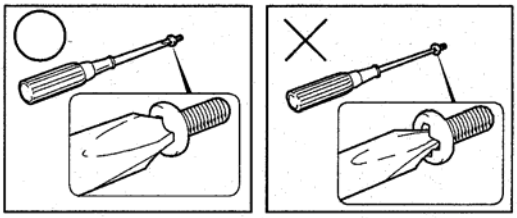
Use the following torque when tightening screws.

***CAUTION**: Over-tightening may damage screws or parts. Under-tightening may allow screws to loosen (and possibly fall out) causing a short circuit or other damage.*

***NOTE**: To tighten screws quickly and accurately, an electric screwdriver is recommended.*

- M2 (2mm) 0.167 N· m (1.7 kgf· cm)
- M2.5 (2.5mm) 0.245 N· m(2.5 kgf· cm)
- M3.0 (3mm) 0.245 N·m (2.5 kgf·cm)

***NOTE:** To prevent damage to THIN HEAD screws, press along the axis of the screwdriver while turning the screw. This is because the contact area between the screw and driver is less than for a pan head screw (standard pan-shaped screw head).*



Screw Notation

To make maintenance of the computer easier, markings of the kinds of the screws including the types and lengths are indicated on the computer body.

Format:

Screw shape + Screw length (mm)

Screw shape

B: Bind screw
F: Thin head screw
S: Super thin head screw
T: Tapping screw
U: Other screws (Unique screws: pan head, stud, etc.)

Example: B6 … 6mm bind screw

4.2 Battery Pack

Removing the Battery Pack

The following describes the procedure for removing the Battery Pack (See Figure 4-2-1).

> ***CAUTION:*** *Take care not to short circuit the terminals when removing the Battery Pack. Similarly, do not drop, knock, scratch, disassemble, twist, or bend the Battery Pack.*

1. Turn off the power of the computer.
2. Disconnect the AC adapter and all external devices from the computer.
3. Turn the computer upside down.
4. Slide and hold the battery release latch (2) to free the Battery Pack after moving the battery release latch (1) into it unlock position – pick the Battery Pack out of the computer from fillister.

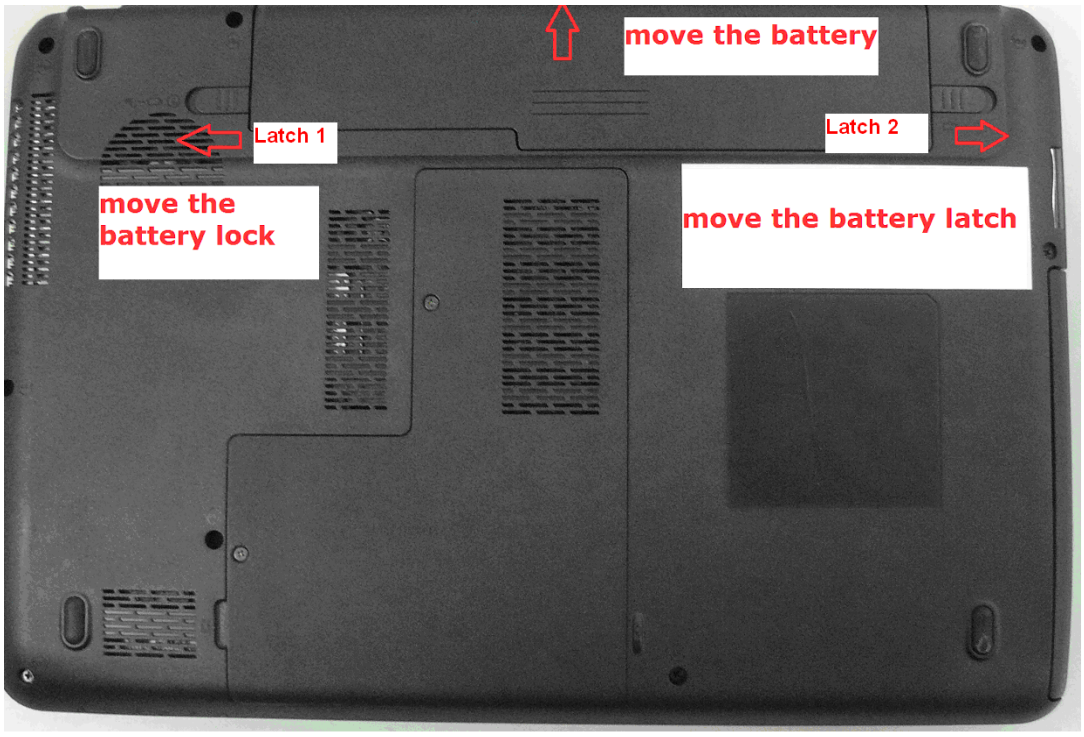


Figure 4-2-1 Remove the Battery Pack

***NOTE**: Dispose of the used Battery Pack in accordance with the laws and ordinances of your local authority.*

Installing the Battery Pack

The following describes the procedure for installing the Battery Pack (See Figure 4-2-2).

***CAUTION:** There is a danger that the lithium ion Battery Pack may explode if not fitted, operated, handled, or disposed correctly. Dispose always the used Battery Pack in accordance with the laws and ordinances of your local authority. Use only the batteries approved by Toshiba.*

***NOTE:** Check visually the battery terminals and clean off any dirt with a dry cloth.*

1. Turn off the power of the computer.
2. Disconnect the AC adapter and all external devices from the computer.
3. Attach the battery cover to the Battery Pack.
4. Insert the Battery Pack
5. Ensure the battery release latch (2) is moved into its locked position

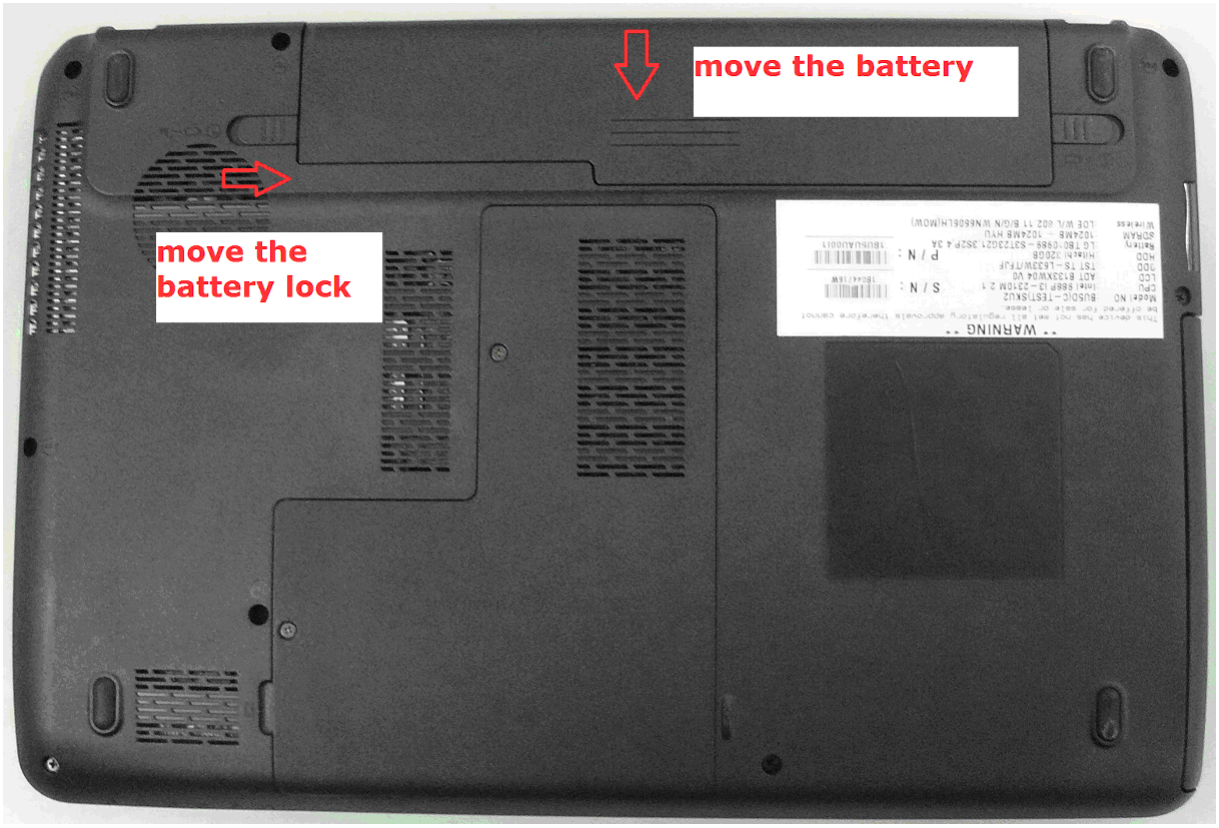


Figure 4-2-2 Install the Battery Pack

4.3 Keyboard

Removing the Keyboard

The following describes the procedure for removing the Keyboard

> ***CAUTION:*** *As the keycap may fall out, when handling the Keyboard always hold it by the frame and do not touch the keycap.*

1. Upside down the computer and remove the battery.

2. Open the display.

3. Remove Keyboard holder.(see Figure 4-3-1)

Figure 4-3-1 Remove keyboard holder

4. Remove SCREW M2.5*3.0F 2PCS which are used to fix keyboard.(see Figure 4-3-2)

Figure 4-3-2 Remove keyboard screws

5. Unhook the keyboard hook.(see Figure 4-3-3)

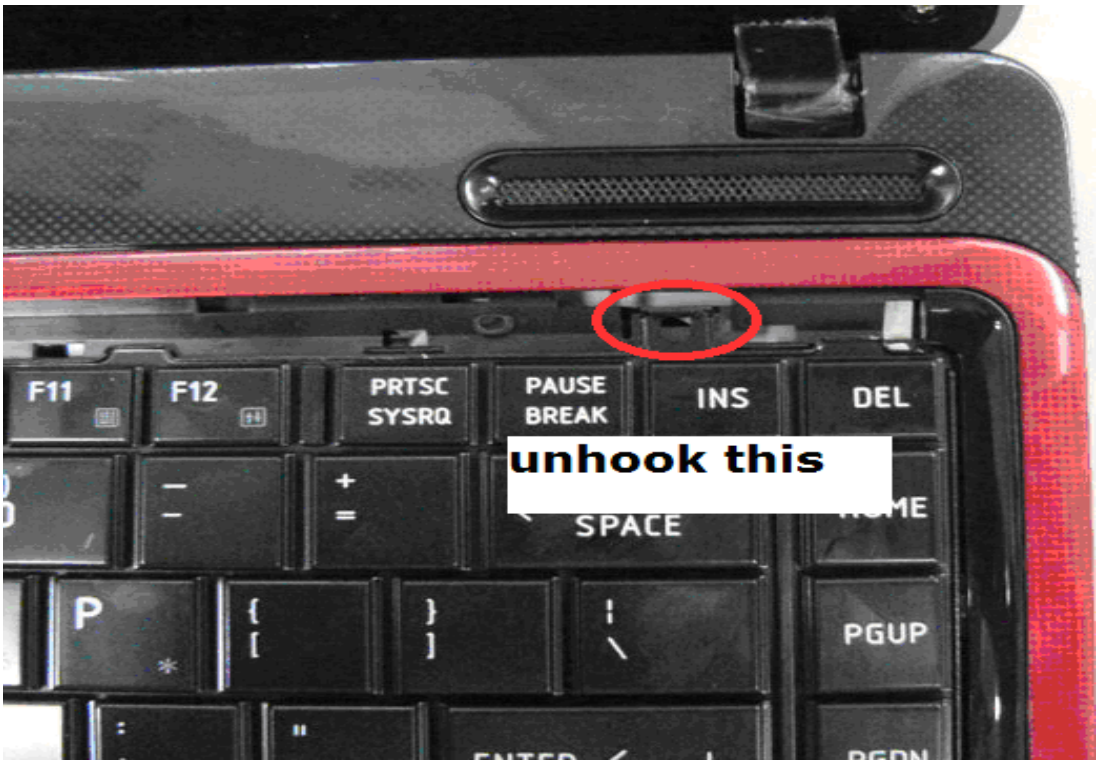


Figure 4-3-3 Unhook keyboard hook

6. Pull up keyboard.(see Figure 4-3-4)

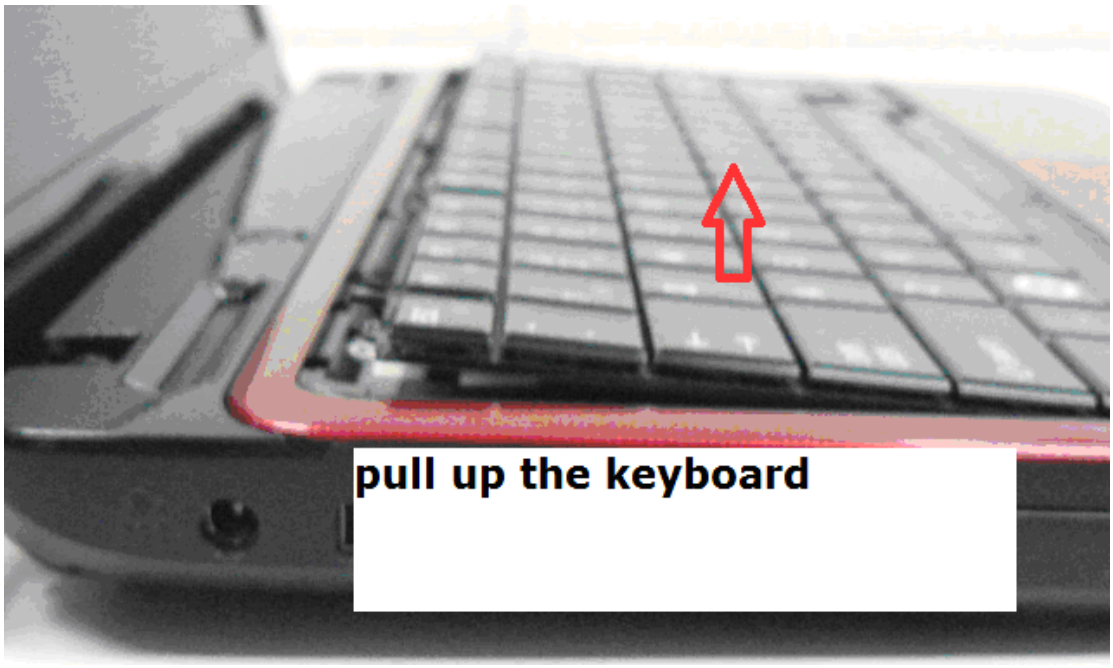


Figure 4-3-4 Pull up the keyboard

7. Unplug the keyboard connector.(Figure 4-3-5)

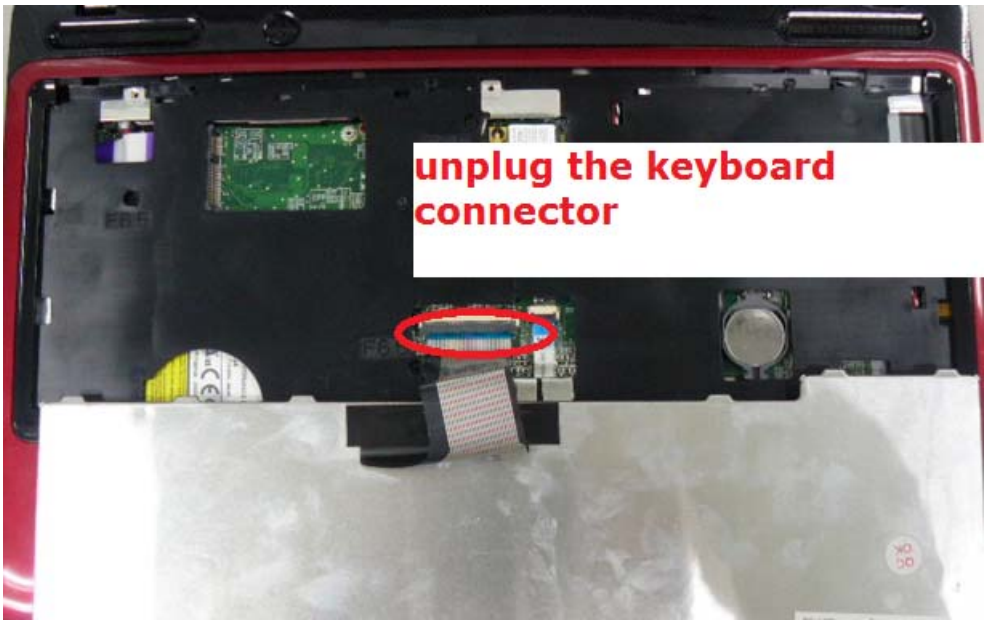


Figure 4-3-5 Unplug keyboard connector

Installing the Keyboard

The following describes the procedure for installing the Keyboard.

1. Connect the Keyboard flexible cable to the connector on the system board.
2. Secure the Keyboard with the hook。
3. Secure the Keyboard with the SCREW M2.5*3.0F 2PCS..
4. Install the KB holder

4.4 HDD

Removing HDD-H9.5mm

The following describes the procedure for removing the HDD.

CAUTION:	*Take care not to press on the top or bottom of a HDD. Pressure may cause data loss or damage to the device.*

1. Turn off power and turn over the computer.
2. Remove battery (see Figure 4-2-1)
3. Remove the Ram door SCREW M2.5*4F 2PCS. (Figure 4-4-1)

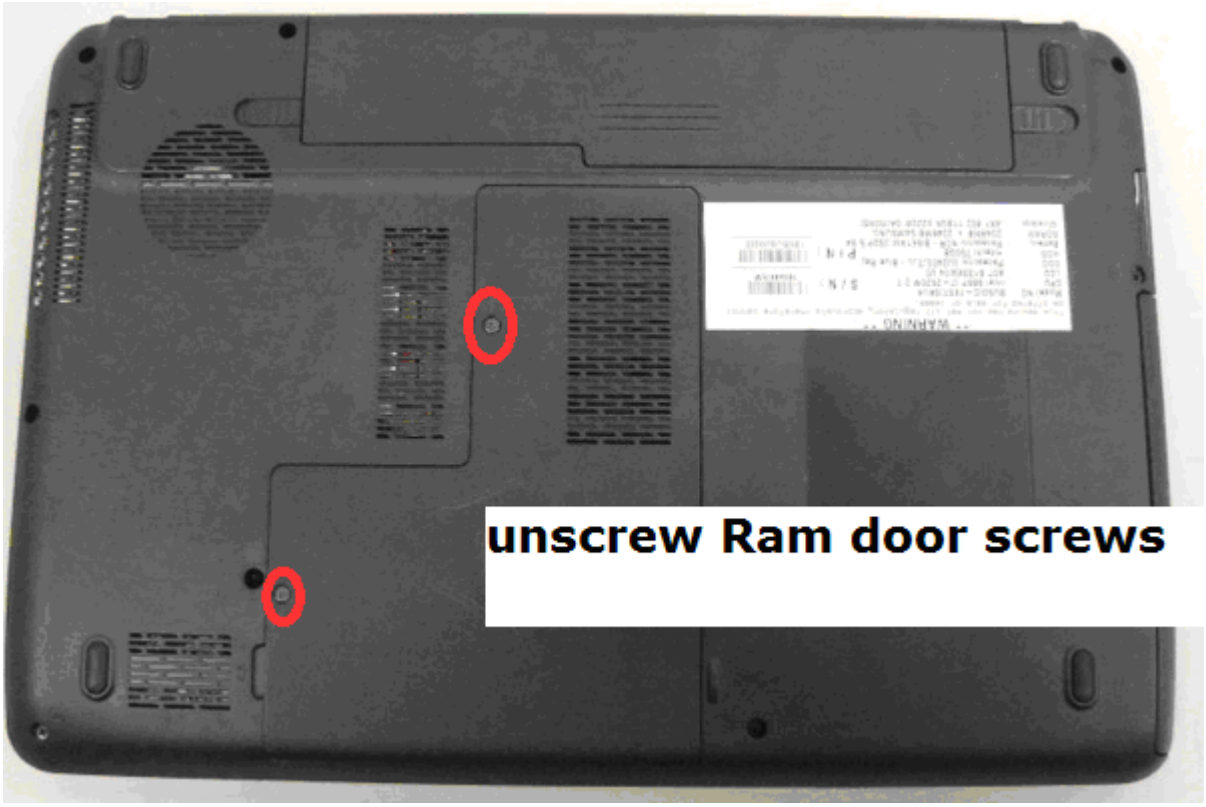


Figure 4-4-1 Remove Ram door screws.

4. Pull up Ram door. (Figure 4-4-2)

Figure 4-4-2 Pull up Ram door.

5. Remove SCREW M2.5*3.0F 1PCS which is used to fix HDD (Figure 4-4-3)

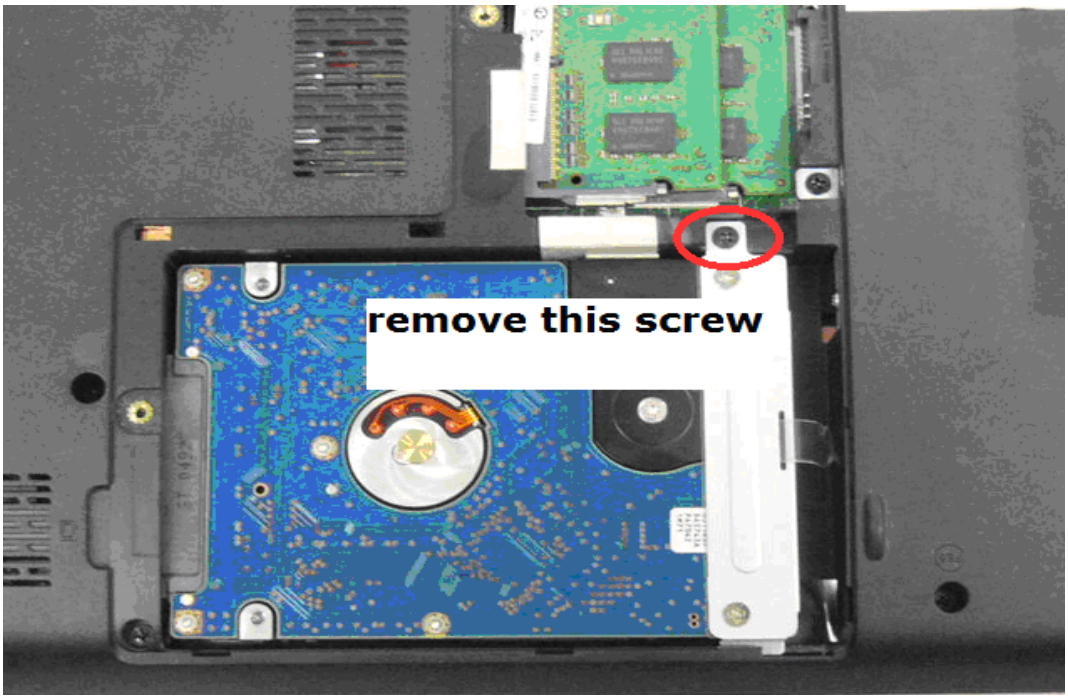


Figure 4-4-3 Remove one screw which is used to fix HDD

6. Remove HDD (Figure 4-4-4)

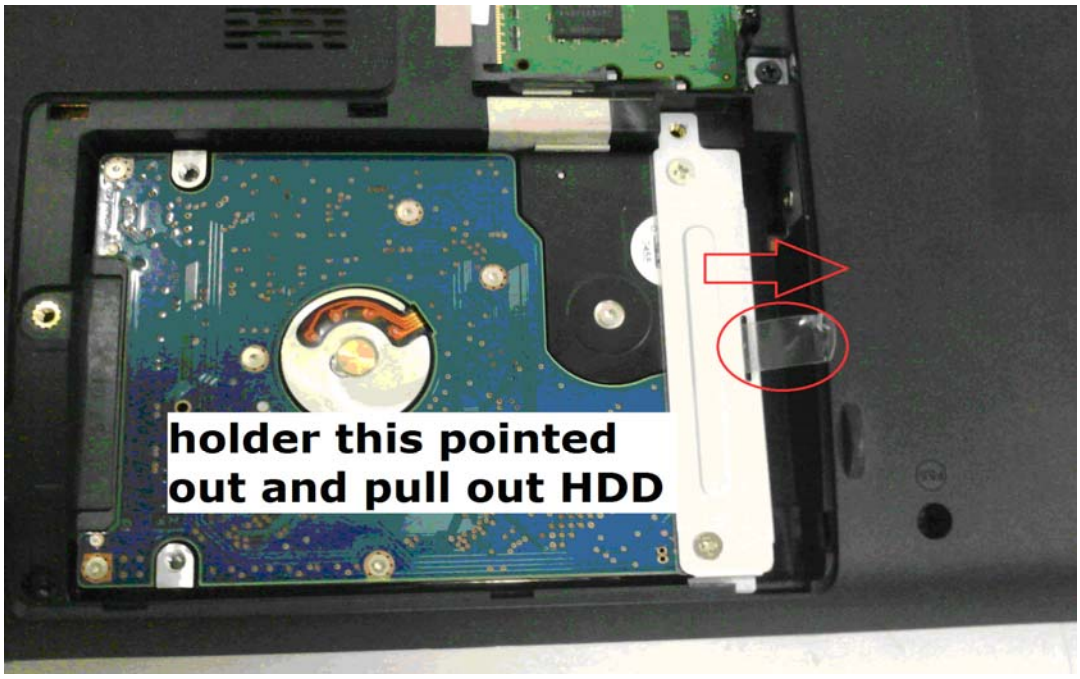


Figure 4-4-4 Remove HDD

8. Remove SCREW M3.0*3.5F 2PCS securing the HDD holder and remove the HDD holder.

Figure 4-4-5 Remove HDD bracket

Installing HDD-H9.5mm

The following describes the procedure for installing the main HDD.

1. Install a HDD to the HDD holder and secure it with the following screws.

   - M3.0×3.5F FLAT BIND screw x2PCS

NOTE:	*Although they are 3mm head screws, screw torque must be set in 2.5kgf-cm for four screws securing the HDD holder.*

2. Insert the HDD assembly into the HDD slot.

3. Secure the HDD assembly with SCREW M2.5*3.0F 1PCS..

4.5 ODD

Removing ODD

The following describes the procedure for removing the ODD.

1. Turn off power and remove battery.

2. Remove Ram door.

3. Remove SCREW M2.5*3.0F 1PCS securing the ODD assembly(see Figure 4-5-1)

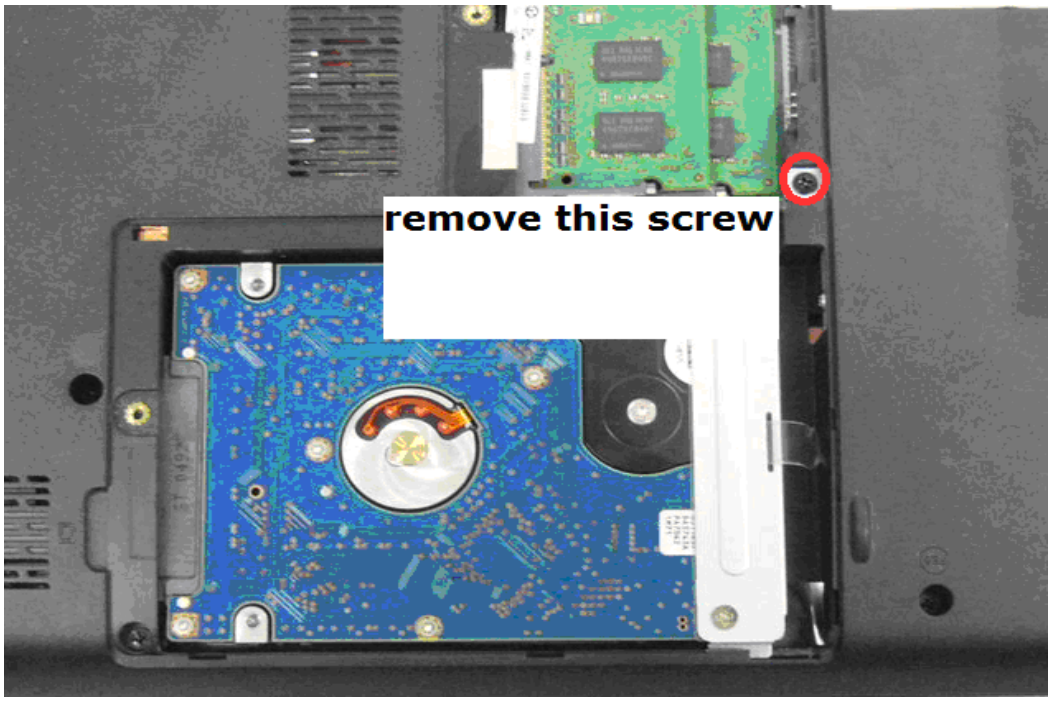


Figure 4-5-1 Remove one screw which is used to fix ODD

4. Pull out ODD module. (Figure 4-5-2).

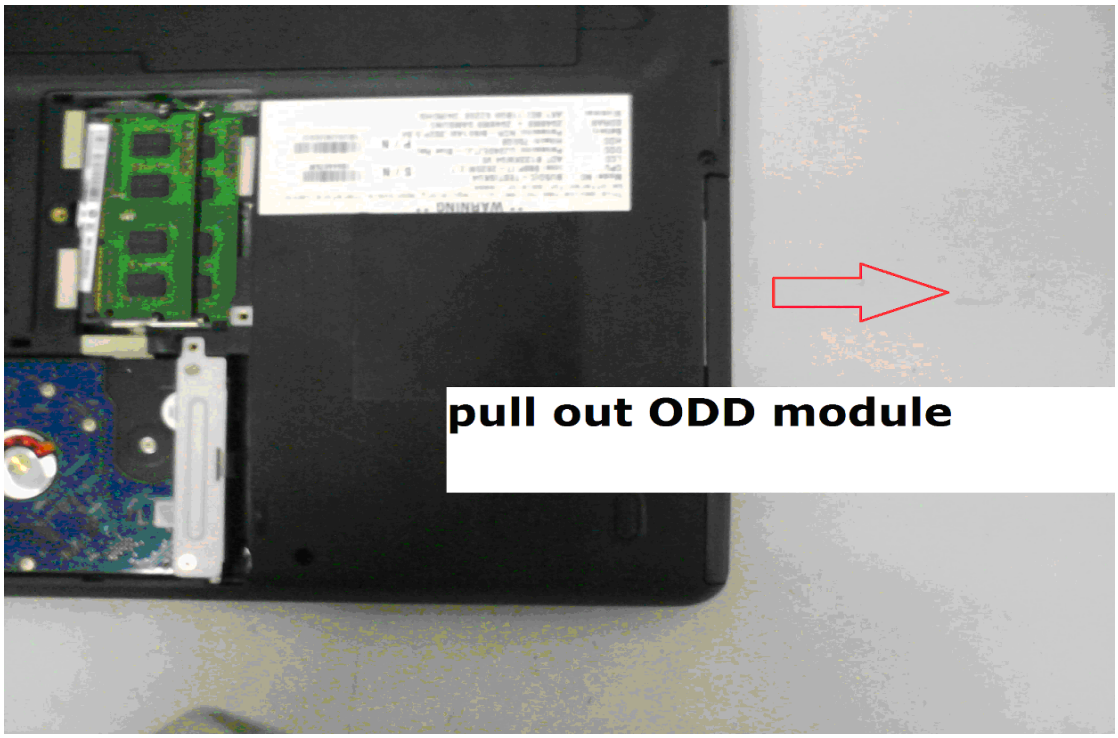


Figure 4-5-2 Pull out ODD module

5. Remove ODD bezel (Figure 4-5-3).

Figure 4-5-3 Remove ODD bezel

6. Remove ODD bracket screws M2.0*3.0 SCREW 2PCS. (Figure 4-5-4)

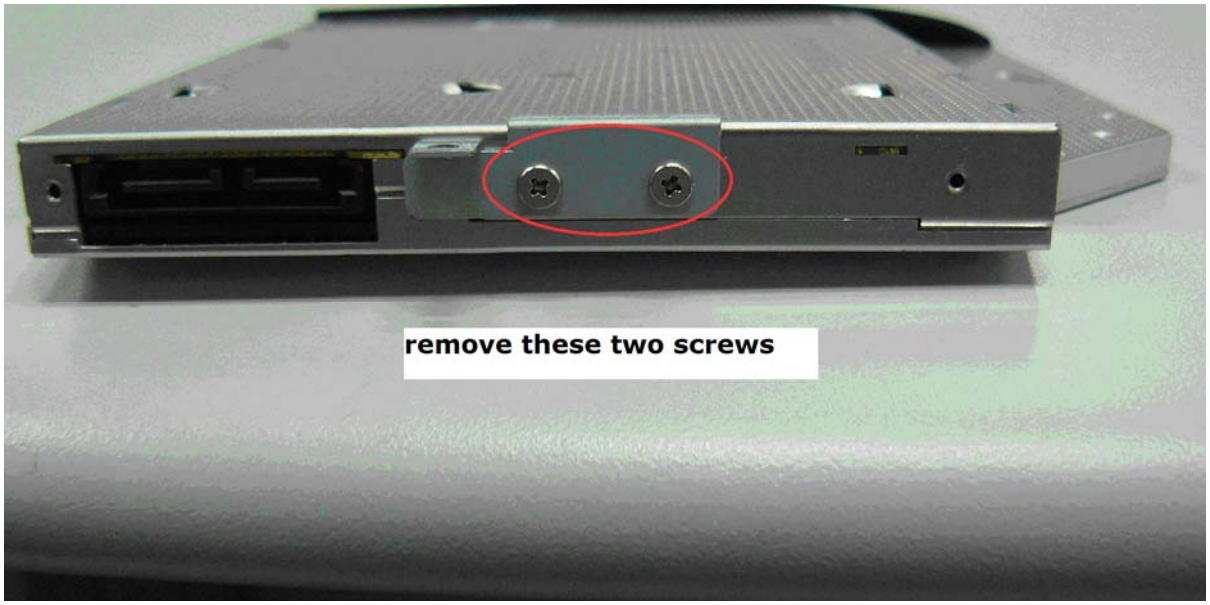


Figure 4-5-4 Remove ODD bracket screws

Installing ODD

The following describes the procedure for installing the ODD.

1. Install ODD bracket SCREW M2.0x3.0F 2PCS.
2. Attach ODD bezel
3. Lock SCREW M2.5*3.0F 1PCS securing the ODD assembly.
4. Install Ram door and battery

4.6 Top Cover Assembly with Speaker

Removing the top cover assembly and speaker

The following describes the procedure for removing the top cover assembly.

1. Turn over the machine and remove battery.
2. Remove HDD
3. Remove ODD
4. Remove SCREW M2.5*6.5F 8PCS from the bottom side. (Figure 4-6-1)

Figure 4-6-1 Remove the screws (from bottom side)

5. Remove SCREW M2.5*6.5F 1PCS and M2.5*3.0F 1PCS inside Ram door.(Figure 4-6-2)

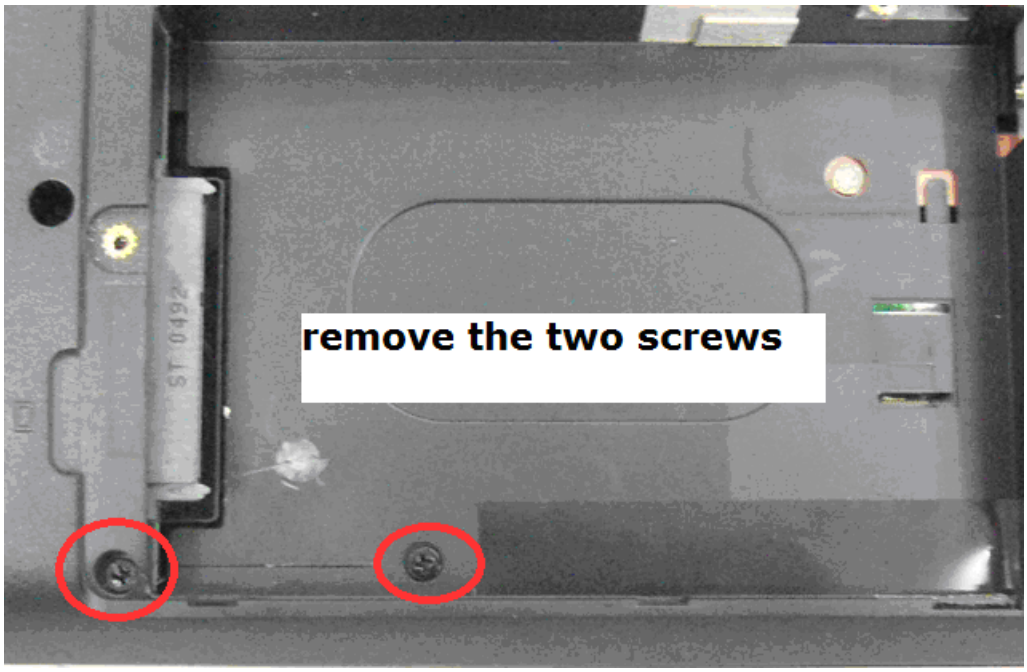


Figure 4-6-2 Remove two screws inside Ram door

5. Remove SCREW M2.5*3.0F 2PCS underneath ODD module (Figure 4-6-3)

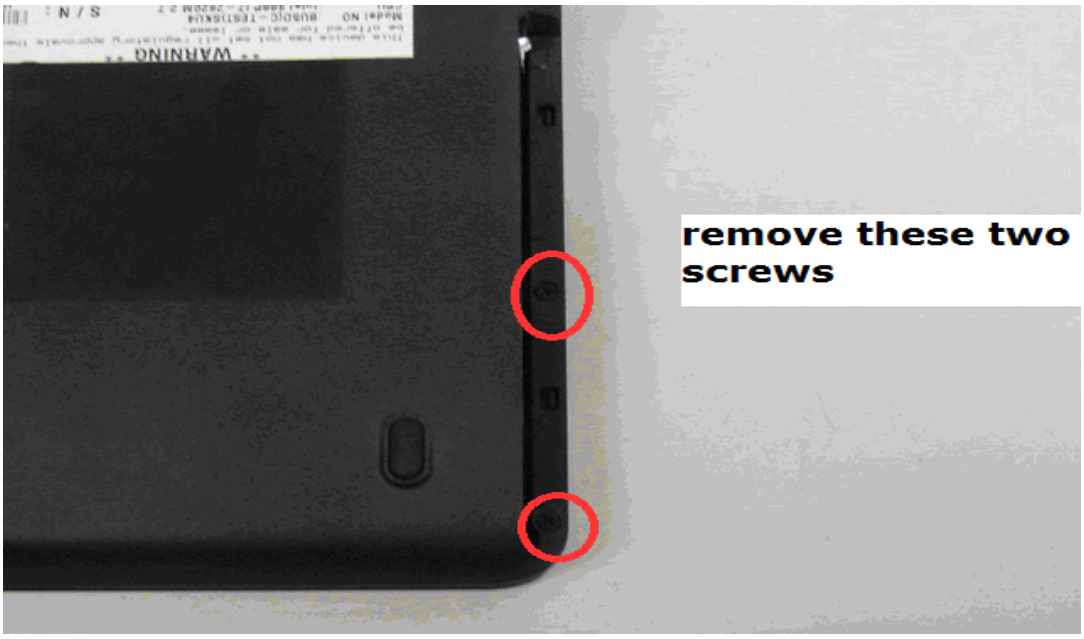


Figure 4-6-3 Remove the screws underneath ODD module

6. Disassemble keyboard.

7. Remove SCREW M2.5*6.5F 3PCS securing the top cover assembly from the front of

computer.

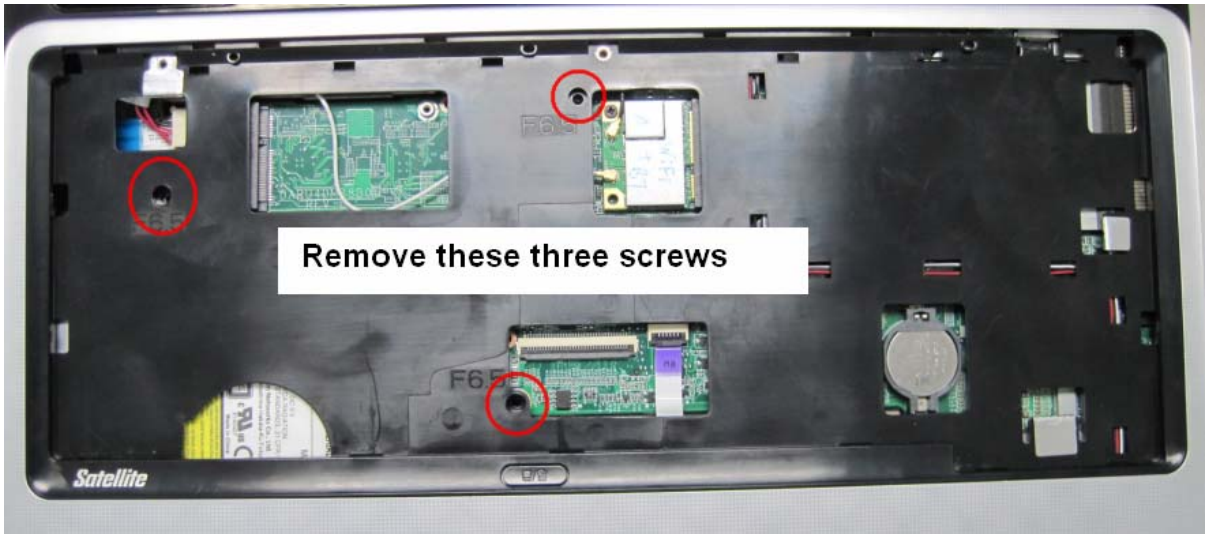


Figure 4-6-4 Remove the screws (front) in top cover assembly

8. Disconnect the Touch Pad connector

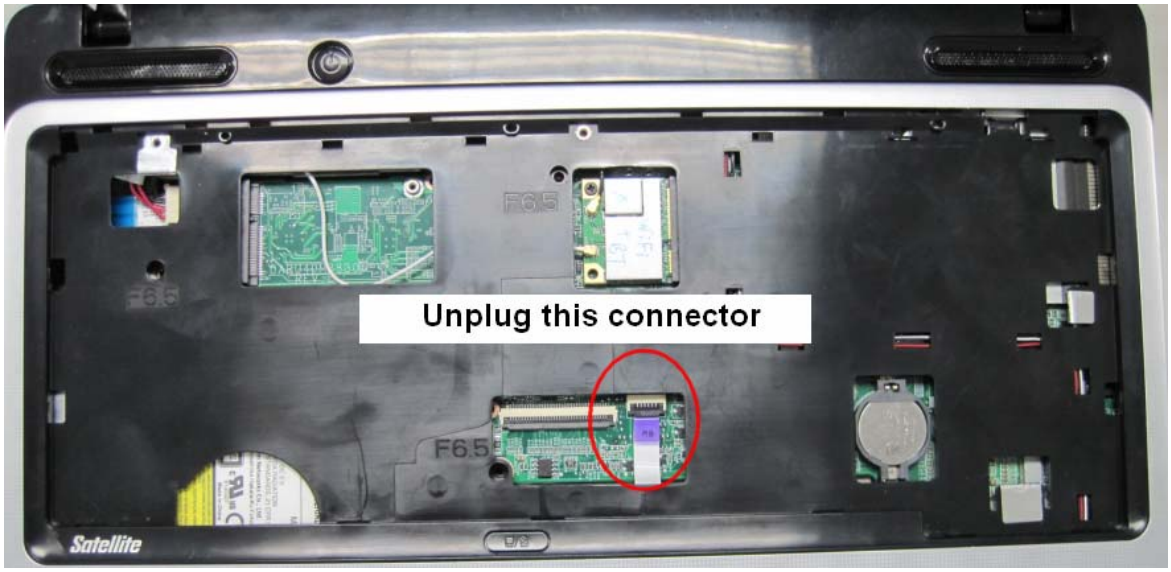


Figure 4-6-5 Unplug the touch pad connector

15. Pull up top cover, unplug speaker connector and remove the top cover assembly from the base assembly.

NOTE:	*When lift up top cover, please make sure all the cables or connectors attached to it have already been removed. Or you may pull apart them.*

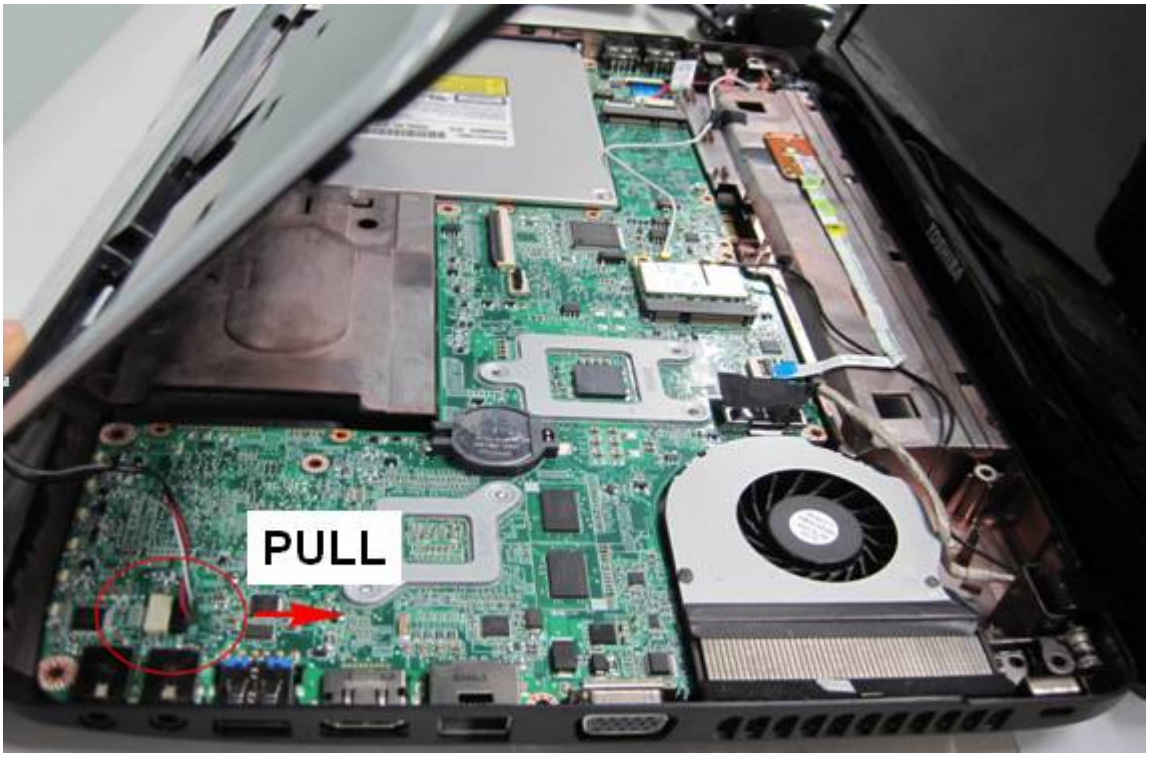
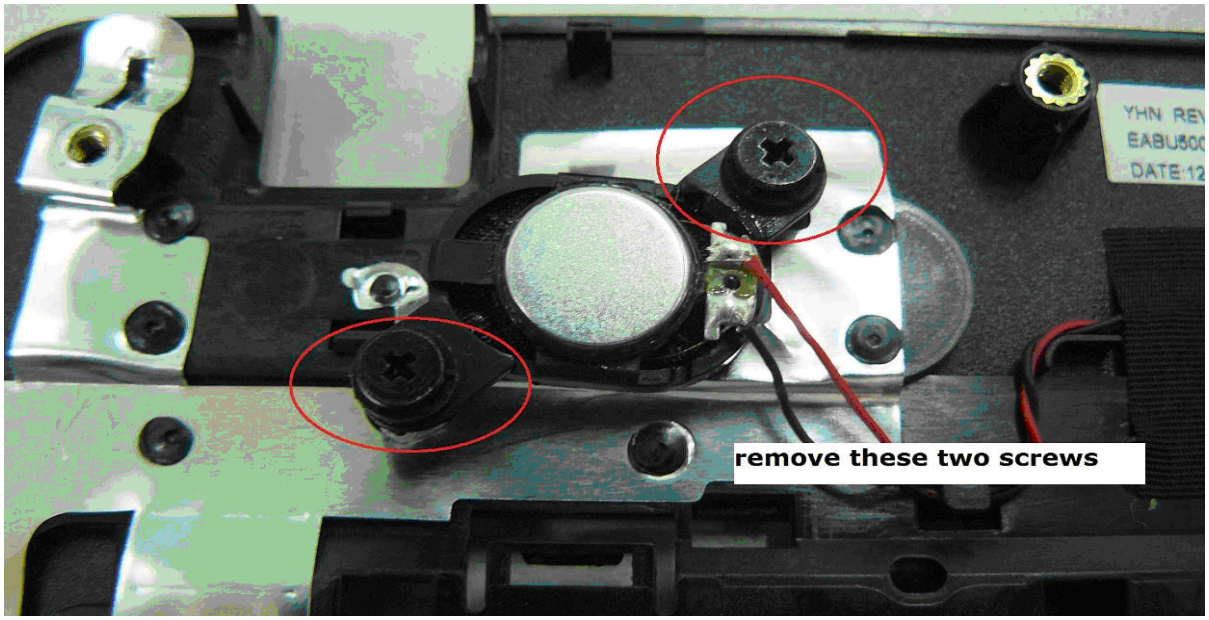


Figure 4-6-6 Unplug the speaker connector on MB

16. Remove the Screws M2.0*5.5F 4PCS and take off speaker module.(Figure 4-6-7)

Left side:



Right side:

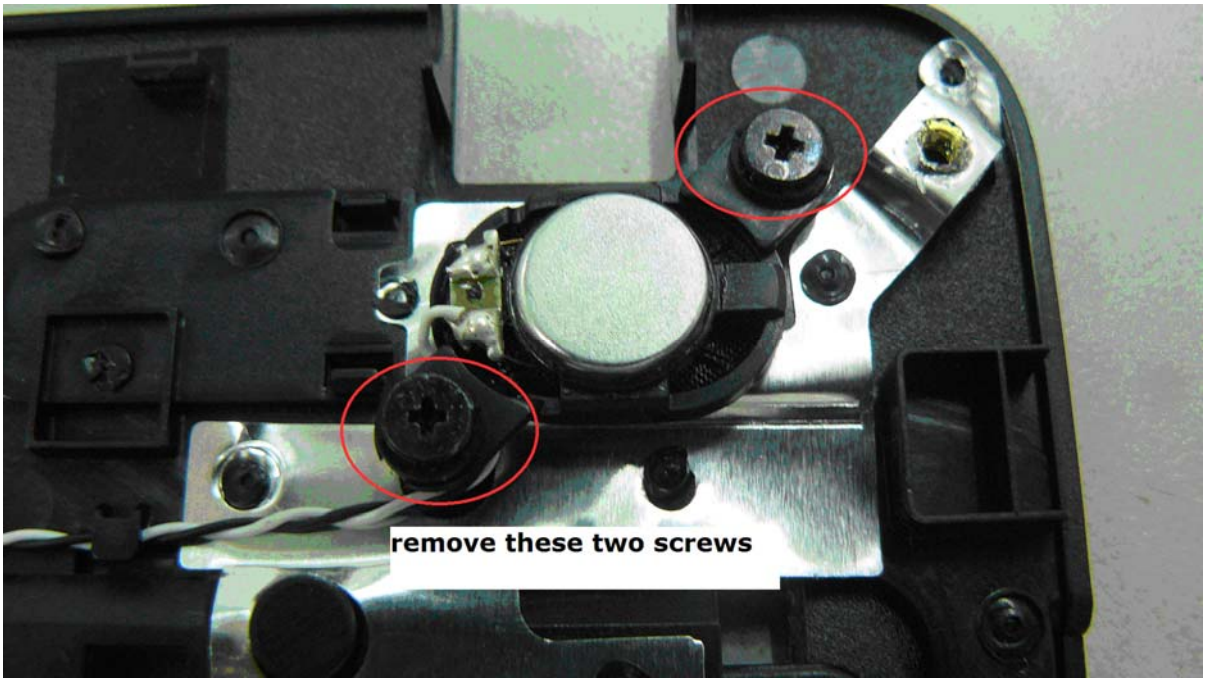


Figure 4-6-7 Remove speaker

Installing the Top Cover Assembly with speaker

The following describes the procedure for installing the Top Cover Assembly.

1. Secure the speaker with the following screws M2.0*5.5F 4PCS.
2. Connect speaker cable to MB and install the Top Cover Assembly to the Base assembly.

> ***NOTE**: Be careful not to catch the cables between Top Cover Assembly and base assembly.*

3. Connect the Touch Pad FFC and Keyboard cable to the connector on the system board.
4. Secure the following screws M 2.5*6.5F 3PCS securing the Top Cover Assembly from the front of computer.
5. Install Keyboard screw M 2.0x3F 2PCS.
6. Secure the screws M 2.5*6.5F 8PCS in the Base.

4.7 Touch Pad Switch Board, Touch Pad Board and Touch Pad

Removing the Touch Pad Switch Board, Touch Pad Board and Touch Pad

The following describes the procedure for removing the above boards.

1. Turn over the machine and remove battery.
2. Remove Top Cover.
3. Turn over Top Cover.
4. Loose SCREW M2.0*2.5F 2PCS and pull the cable from the connector on Touch Pad Board to take off Touch Pad Switch Board. (see Figure 4-7-1)

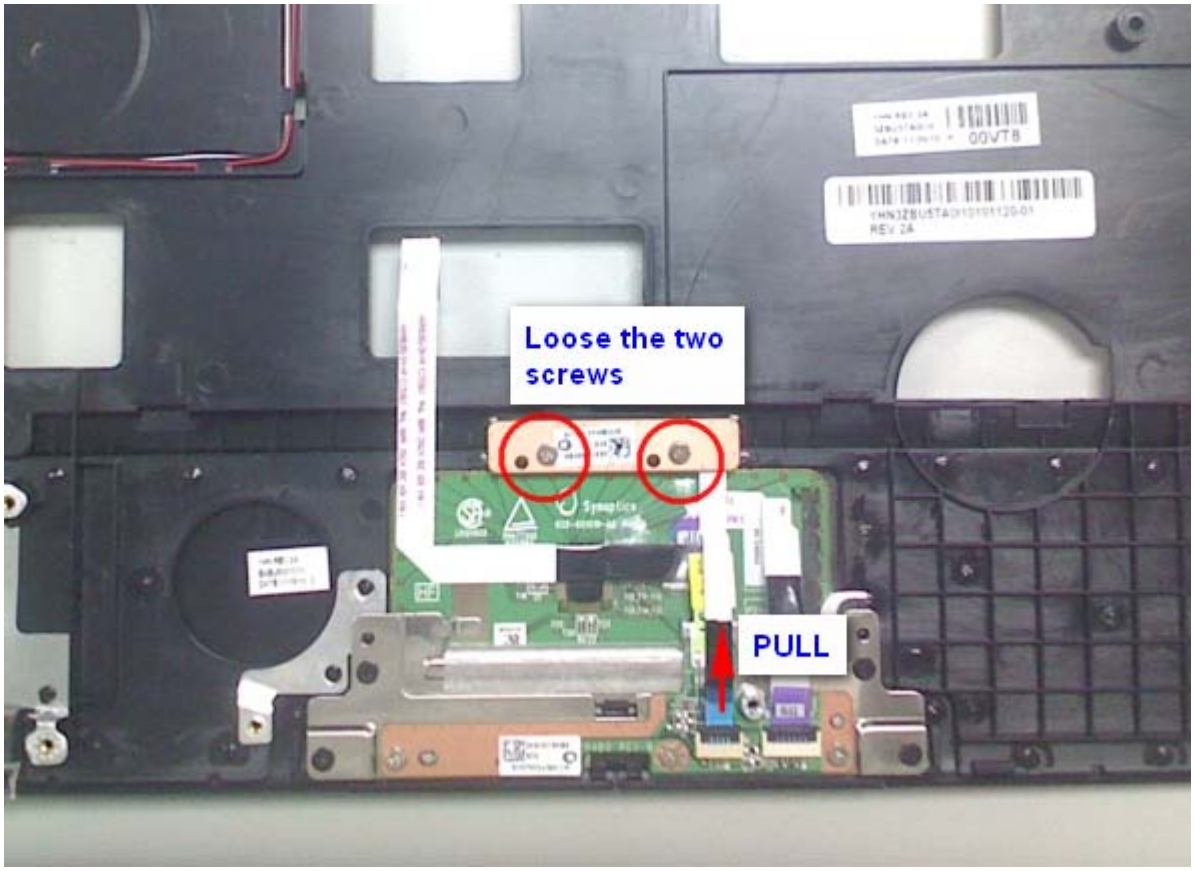


Figure 4-7-1 Remove switch board

5. Loose SCREW M2.0*2.5F 3PCS and pull the cable from the connector on Touch Pad Board to take off it. (see Figure 4-7-2)

Figure 4-7-2 Remove the touch pad board

6. Loose SCREW M2.0*3.0F 4PCS screws and pull the cable from the connector on Touch Pad to take off Touchpad bracket. Then Touch Pad can be got(see Figure 4-7-3)

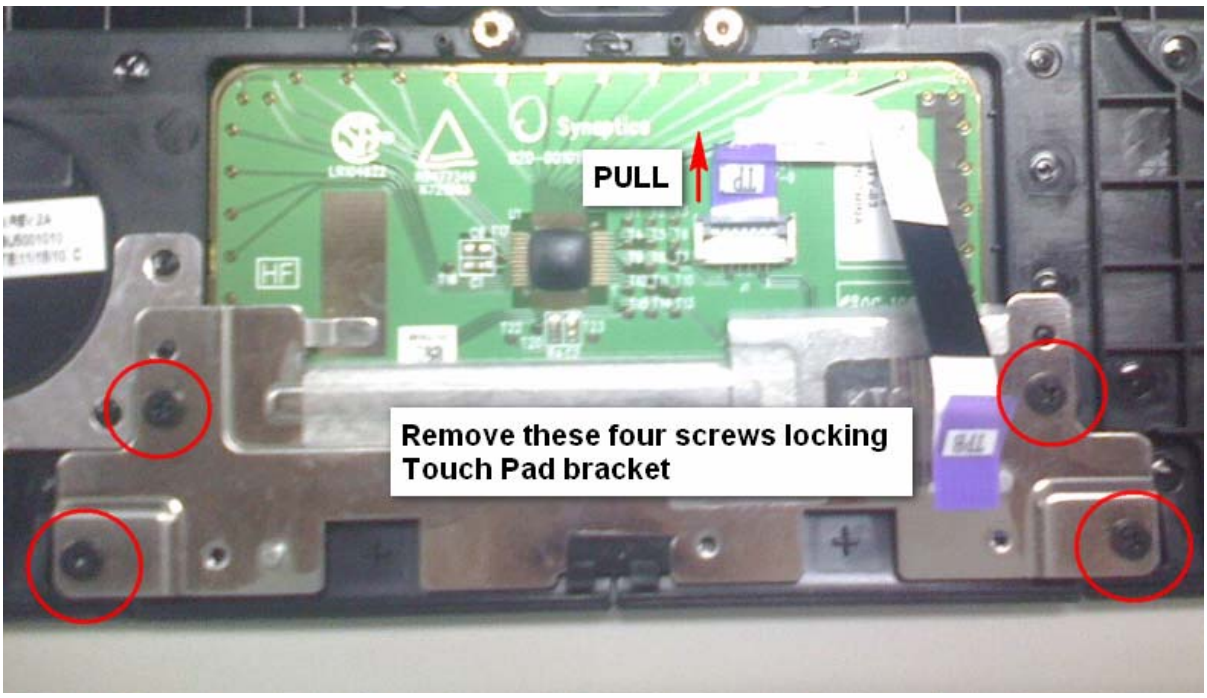


Figure 4-7-3 Remove the touch pad bracket

Installing Touch Pad Switch Board, Touch Pad Board and Touch Pad

The following describes the procedure for installing the boards.

1. Peel off the separator covering on the sensor portion of a new Touch Pad.

> ***NOTE:*** *Do not reuse the touch pad so that it can not be used after peeling off from the computer. Be sure to stick a new Touch Pad.*
>
> *When sticking the Touch Pad, be careful not to get the bubbles under the Touch Pad.*

2. Secure the Touch Pad bracket with SCREW M2.0*3F 4PCS
3. Connect the Touch Pad FFC to the connector on the Touch Pad.
4. Mount Touch Pad board.
5. Connect the other end of Touch Pad FFC to Touch Pad FFC.
6. Secure the Touch Pad board with SCREW M2.0*2.5F 3PCS
7. Mount Touch Pad Switch board and secure it with SCREW M2.0*2.5F 2PCS.
8. Connect Touch Pad Switch Board FFC to the connector on Touch Pad board.

4.8 WLBT Module

NOTE:	*In the design right now, only one card will be used to achieve the function of wireless and Bluetooth. It is shortly called "WLBT" at below.*

Removing WLBT Module

The following describes the procedure for removing WLBT module.

1. Turn over the machine and remove battery.
2. Remove keyboard (See former Keyboard removing process)
3. Unplug the wireless connector.(Figure 4-8-1)

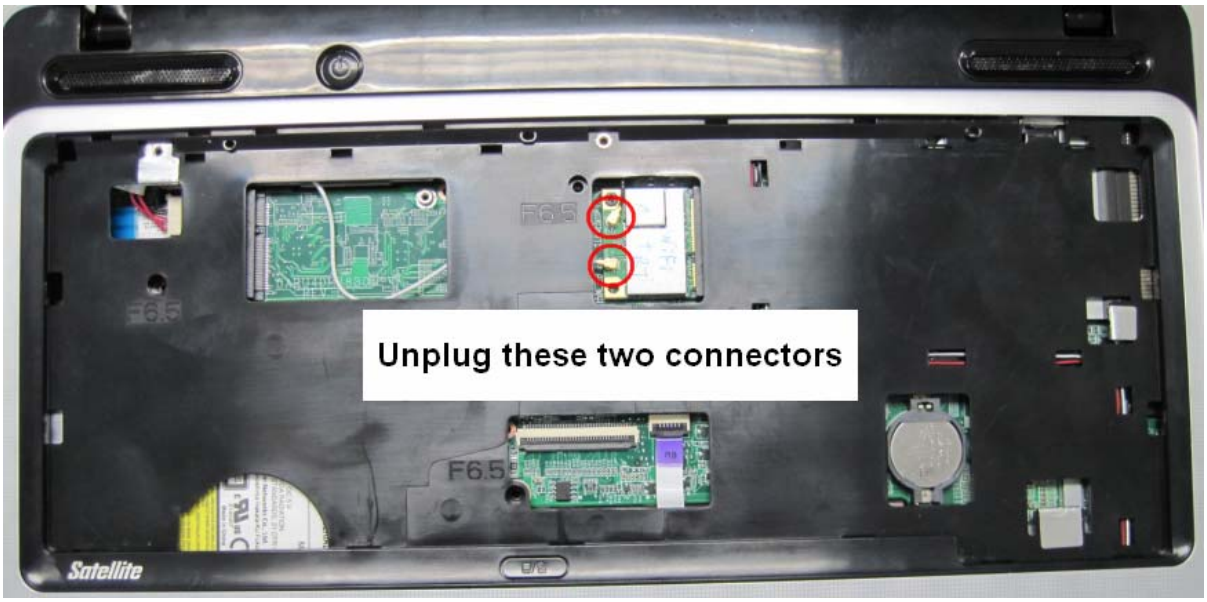


Figure 4-8-1 Unplug WLBT connector

4. Remove SCREW M2.0x3.0F 1PCS and take off WLBT from the connector on the system board. (Figure 4-8-2)

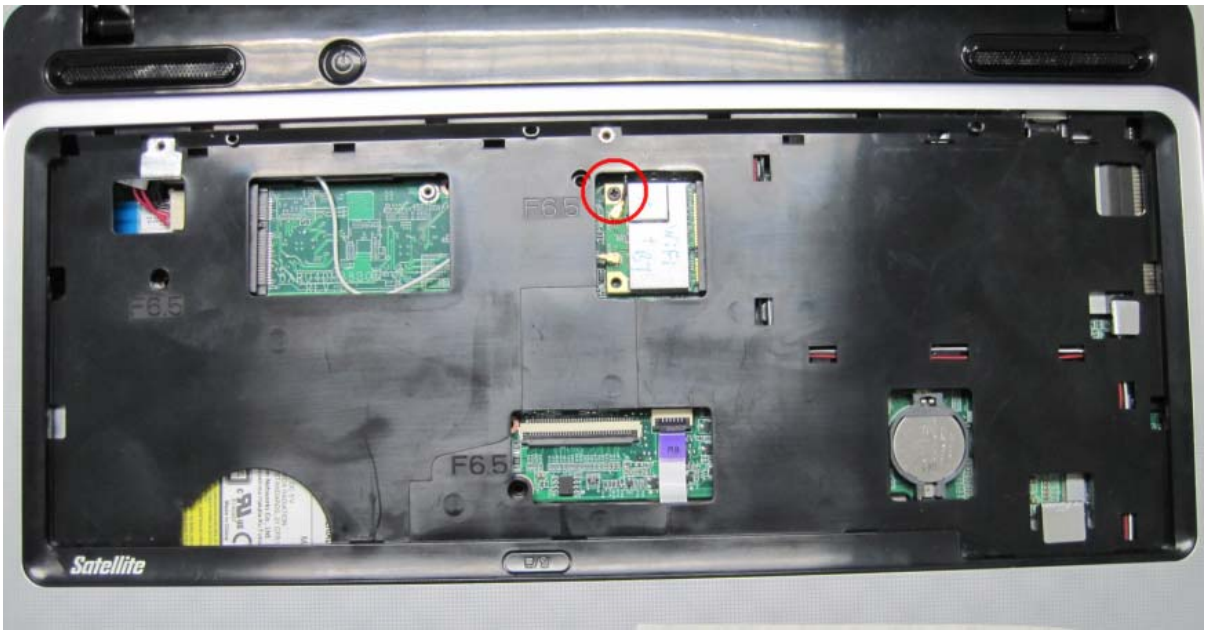


Figure 4-8-2 Remove WLBT screw

Installing WLBT

The following describes the procedure for installing WLBT.

1. Insert WLBT terminal slantwise into the connector on the computer and secure WLBT with SCREW M 2.0x3.0F 1PCS

2. Connect the Wireless LAN antenna cable to the terminals on WLBT.

4.9 Memory Module

CAUTION: *The power of the computer must be turned off when you remove a memory module. Remove a memory module with the power on risks damaging the module or the computer itself.*

Do not touch memory module terminals. Any dirt on the terminals may cause memory access problems.

Never press hard or bend a memory module.

Removing memory module

To remove a memory module, confirm that the computer is in boot mode. Then perform the following procedure (See Figure 4-9-1)

1. Remove the Ram door.
2. Open the left and right latches and remove memory module.

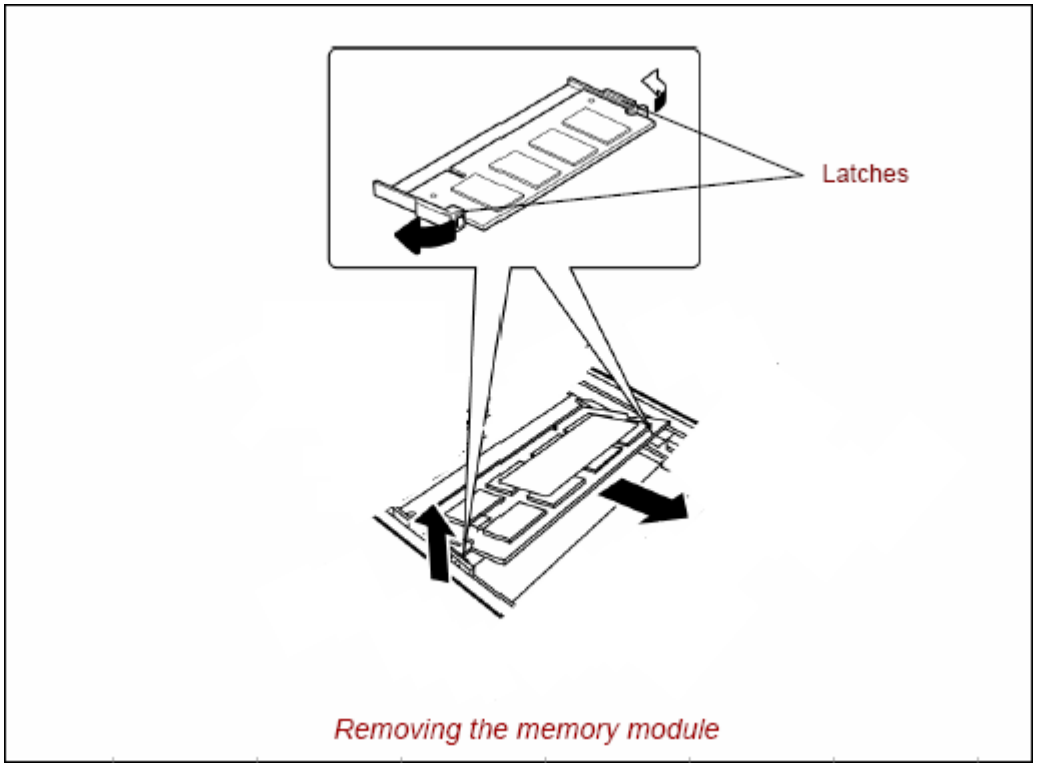


Figure 4-9-1 Remove memory module

Installing memory module

To install a memory module, confirm that the computer is in boot mode. Then perform the following procedure (See Figure 4-9-2).

1. Insert a memory module into the connector of the computer slantwise (terminal side first) and press it to connect firmly.

CAUTION:	*The power must be turned off when you insert a memory module. Inserting a memory module with the power on might damage the module or the computer itself.* *Never press hard or bend a memory module.*

2. When the power of the computer is turned on, the computer checks automatically the memory size. Confirm that the new memory is detected correctly.

3. If the memory is not detected, check that it is connected correctly.

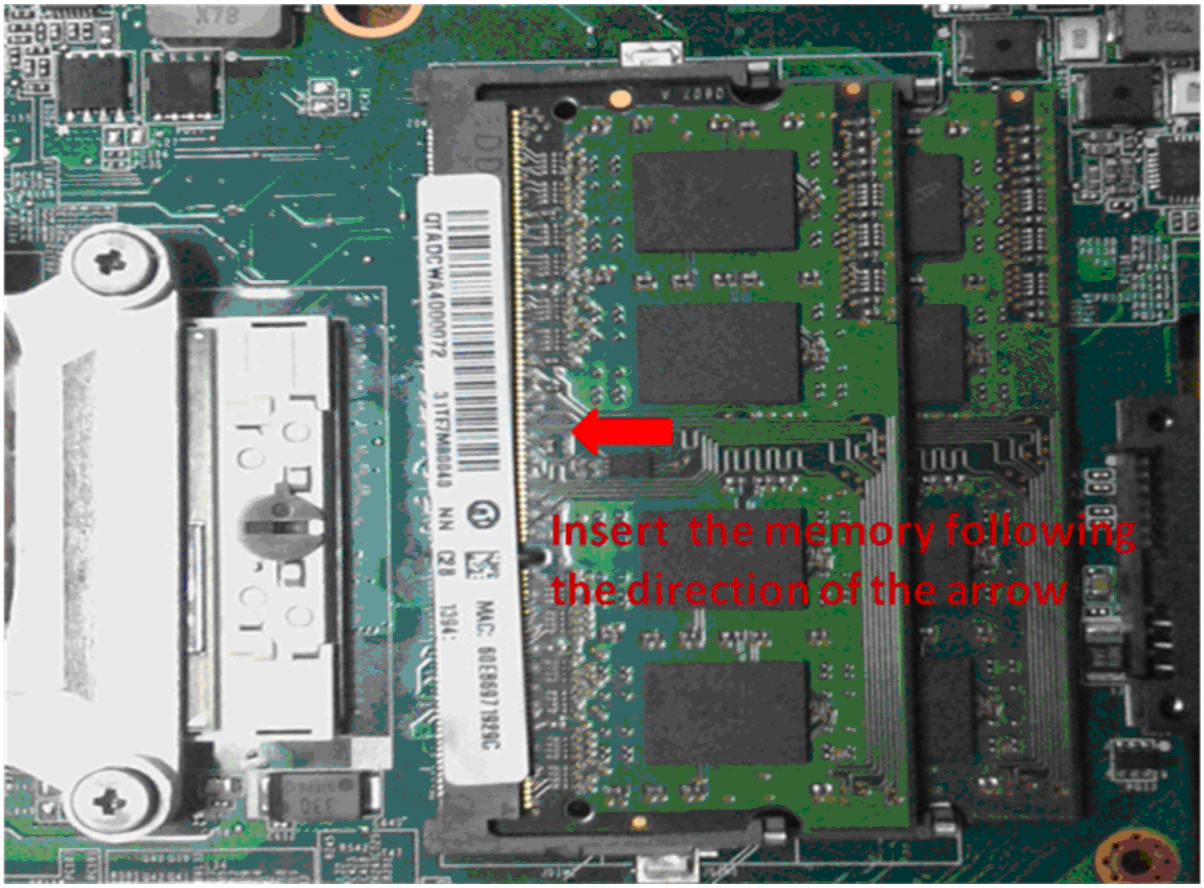


Figure 4-9-2 Insert memory module

4.10 Display Assembly

Removing the Display Assembly

The following describes the procedure for removing the Display Assembly.

1. Close the display and turn the computer upside down.
2. Remove the battery pack (See Figure 4-2-1)
3. Disassemble TOP Cover Assembly.
4. Pull out the LCD cables from the guide of system board.

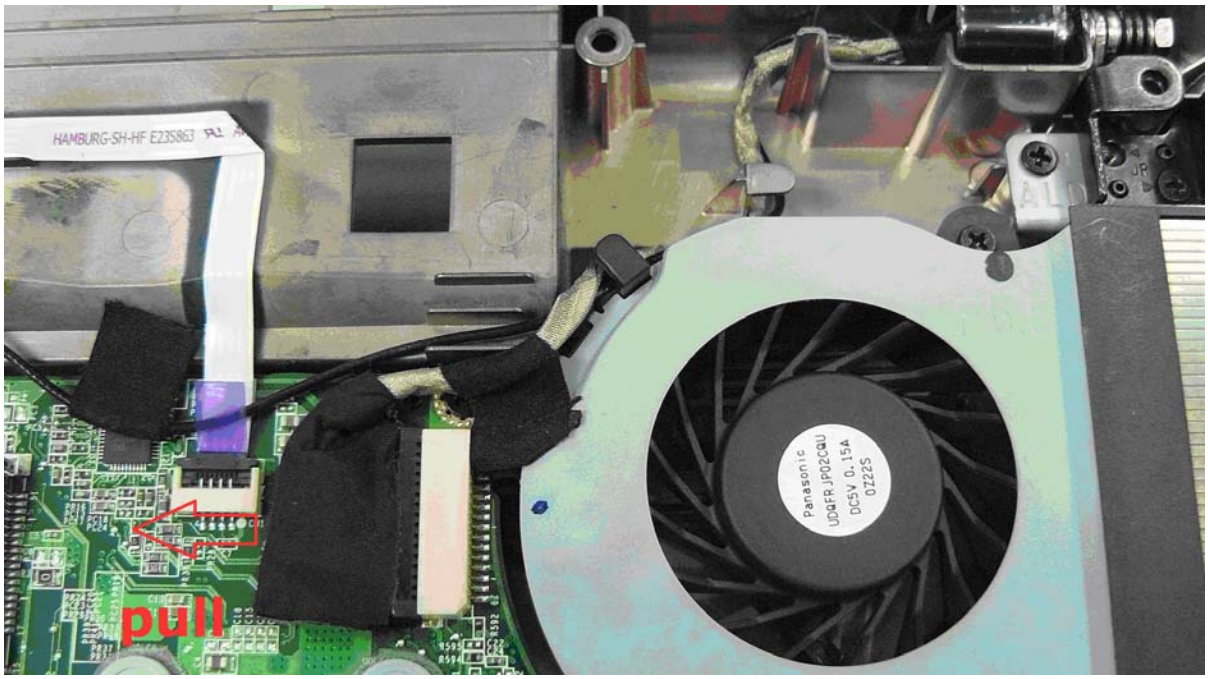


Figure 4-10-1 Remove the LCD cable from system board

5. Remove the DC-IN connector from the base assembly.

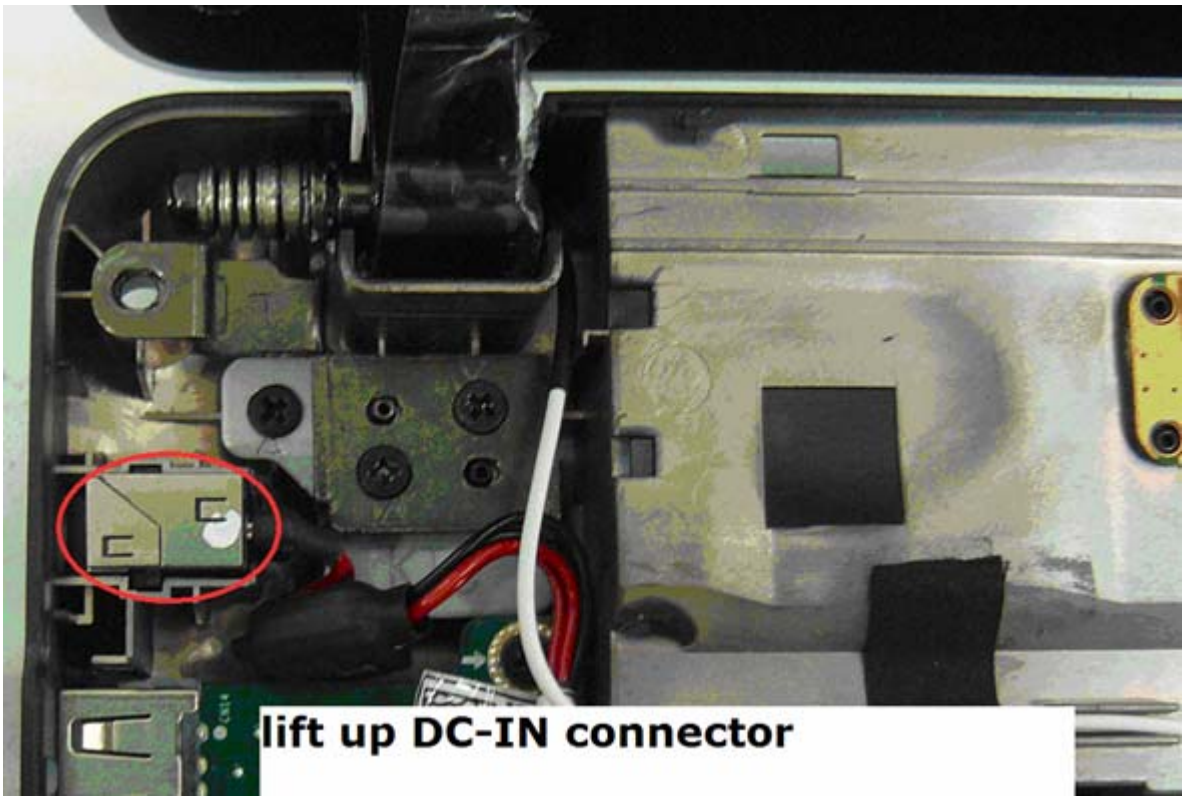


Figure 4-10-2 Remove the DC-IN connector from the base assembly

6. Opening the display to 120degree, keeping display side by hand and remove the hinge SCREW M2.5 *6.5F 4PCS

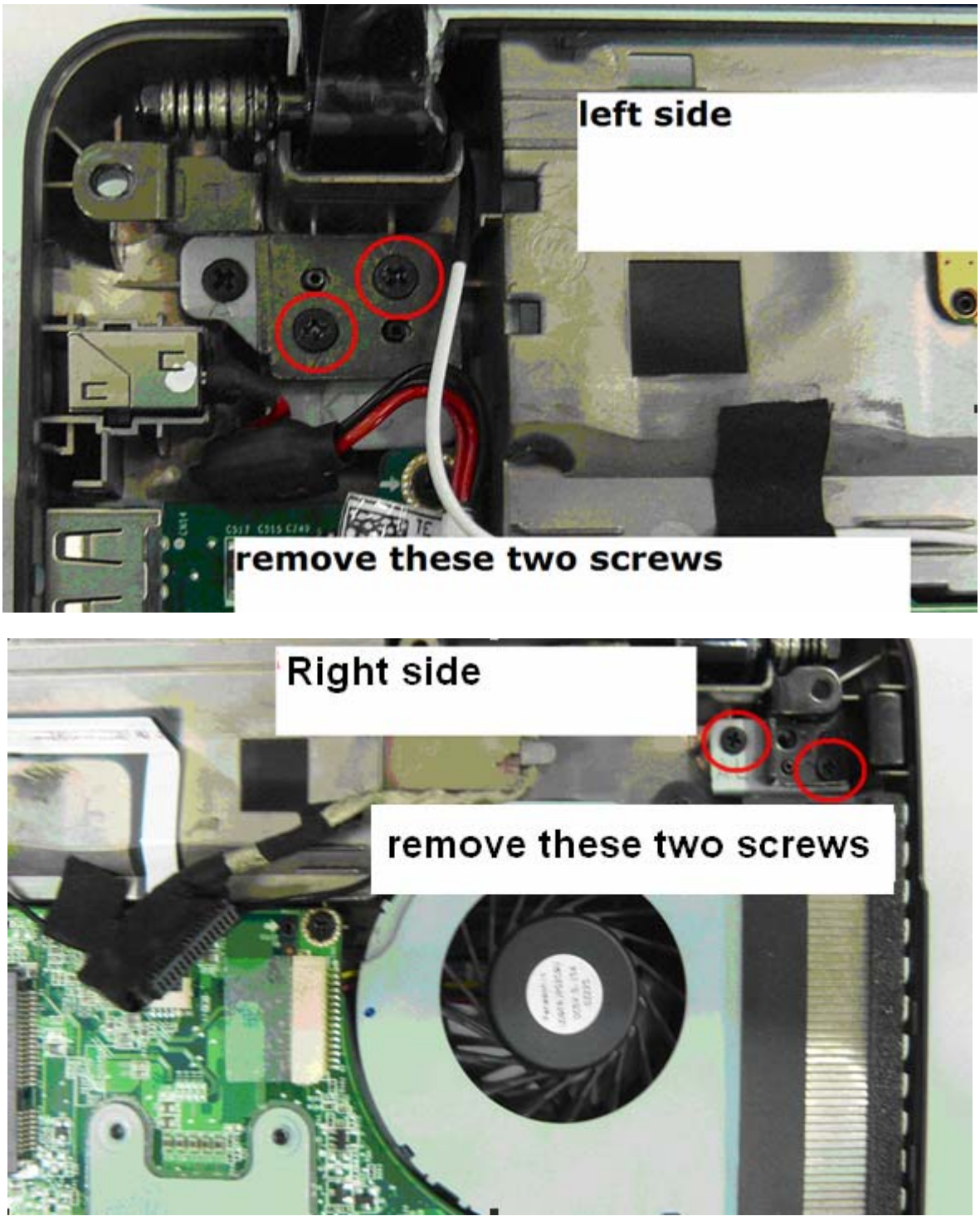


Figure 4-10-3 Remove the hinge screws

7. Remove the Display Assembly with two hands holding from the Base Assembly.

Figure 4-10-4 Remove the display assembly

Installing the Display Assembly

The following describes the procedure for installing the Display Assembly.

1. Inserting the pole of hinge to the hole of Hinge Assembly, set the Display Assembly with hands on the base assembly.
2. Secure the hinges with the following screws M2.5 *6.5F 4PCS.
3. Connect the LCD harness to the connector on the system board.
4. Put the DC-IN connector to the Base Assembly.
5. Arrange the wireless antenna cables and 3G antenna cables along the guide and contact with the connector with hands.

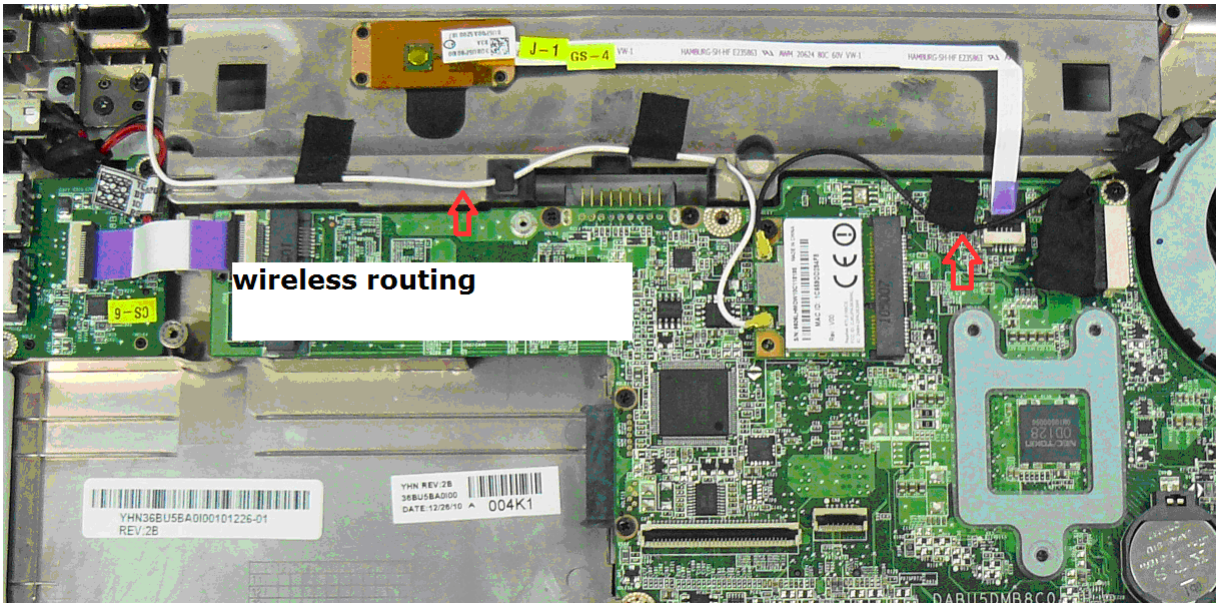


Figure 4-10-5 Arrange and connect Wireless LAN cable

6. Install Top Cover Assembly.

***NOTE**: If Fingerprint or Dust left on LCD screen during disassembly and assembly LCD units, please follow Appendix A to clean it.*

4.11 System Board

CAUTION:	*1. when handling the system board, always hold by the edges. Do not touch the printed circuit face.*
	2. if replacing with a new system board, execute the subtest01 Initial configuration in section 3.3 "Setting of the hardware configuration".

Removing the system board

The following describes the procedure for removing the System Board.

1. Please follow former steps to remove HDD, ODD and Top cover assembly,.

2. Disconnect the LCD CABLE, Power cable, Wireless LAN cable and USB board FFC from the connector on the System Board.

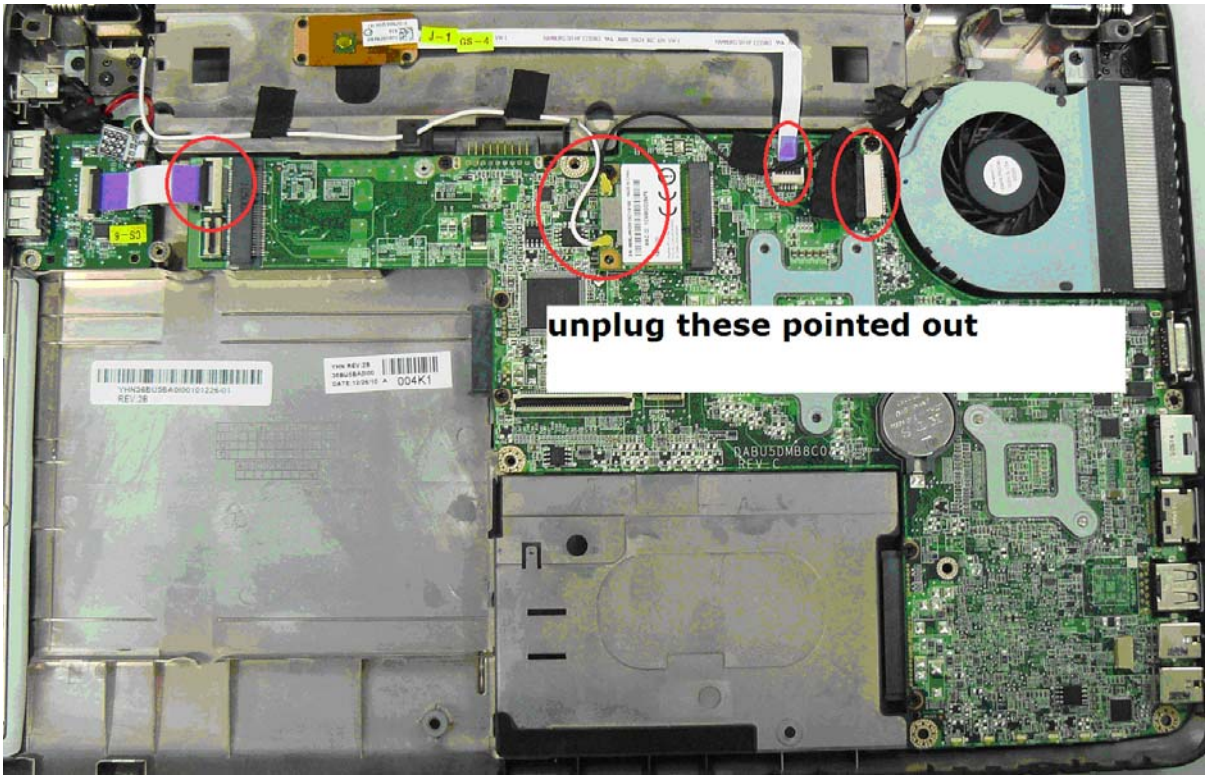


Figure 4-11-1 Disconnect the cable attached to MB

3. Remove SCREW M2.5*6.5F 2PCS securing the System Board and remove the System Board.

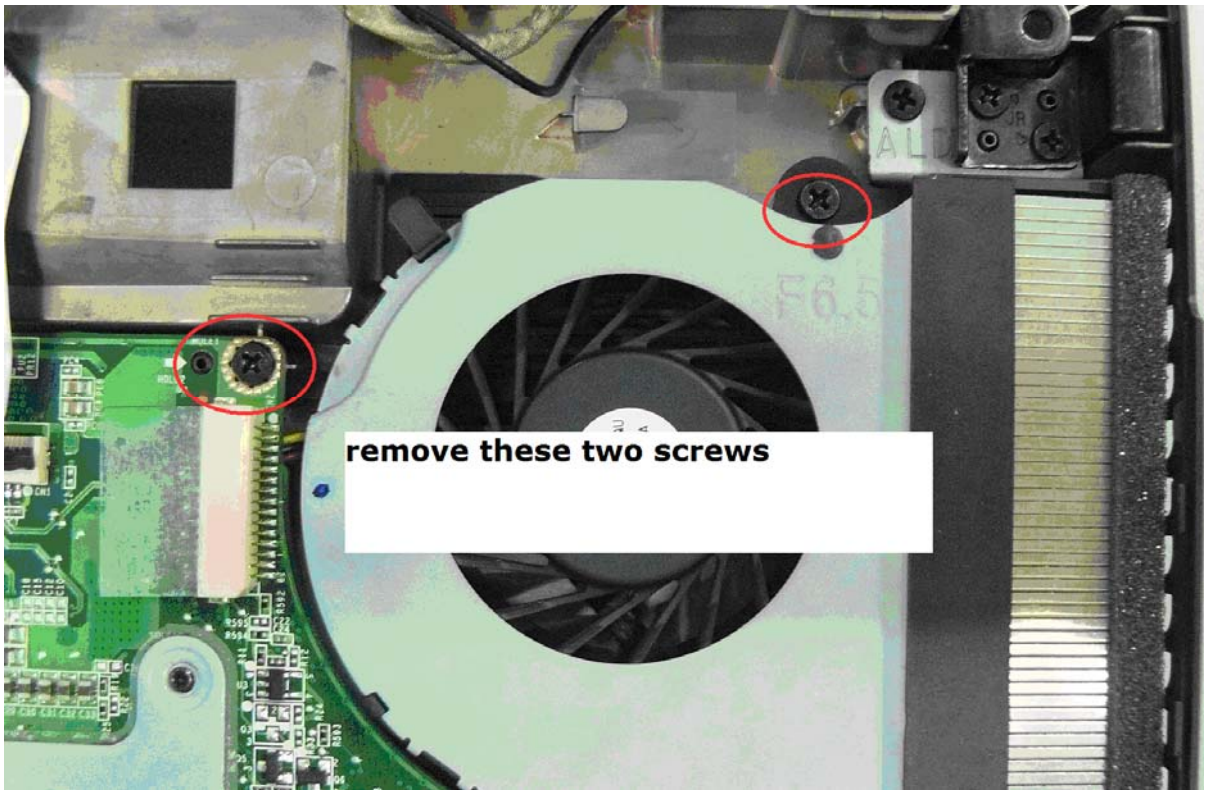


Figure 4-11-2 Remove screws securing the System Board

Installing the System Board

The following describes the procedure for installing the System Board.

1. Secure the System Board with SCREW M2.5*6.5F 2PCS.
2. Connect the LCD CABLE, Power cable, Wireless LAN cable and USB board FFC from the connector on the System Board.

RTC battery

***NOTE**: When handling it may break easily about rib and so on. So please handle softly and rightly.*

Removing RTC battery

The following describes the procedure for removing the RTC battery.

1. Push the RTC battery and then remove it following the direction of the arrows.

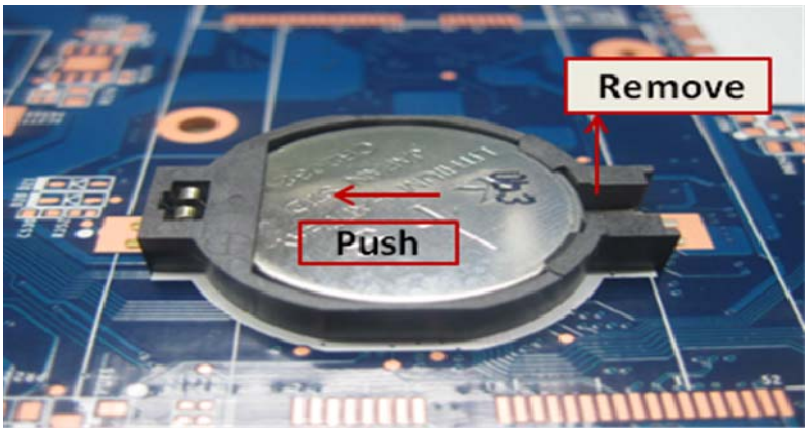


Figure 4-11-3 Remove RTC battery

Installing RTC battery

The following describes the procedure for installing the RTC battery.

1. Match the RTC battery and then press following the direction of the arrows

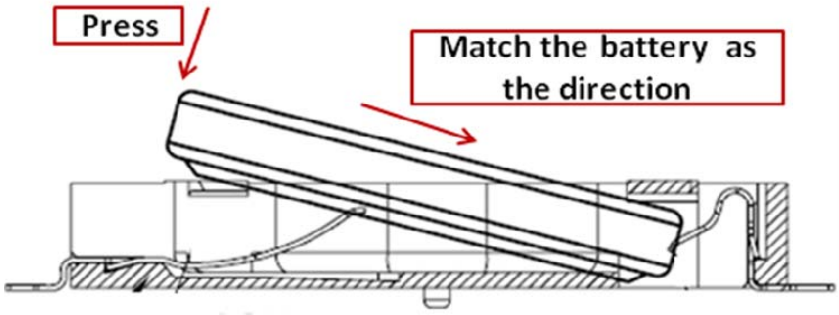


Figure 4-11-4 Install RTC battery

4.12 Thermal Module

Removing the Thermal Module

The following describes the procedure for removing the Thermal Module (See Figure 4-12-1).

1. Remove MB.
2. Loose the following screws M2.5*6.5F 3PCS securing the heat sink holder along 1 to 3.

> ***NOTE:*** *When removing the heat sink holder, be sure to remove the screws in the reverse order of the number marked on the holder.*

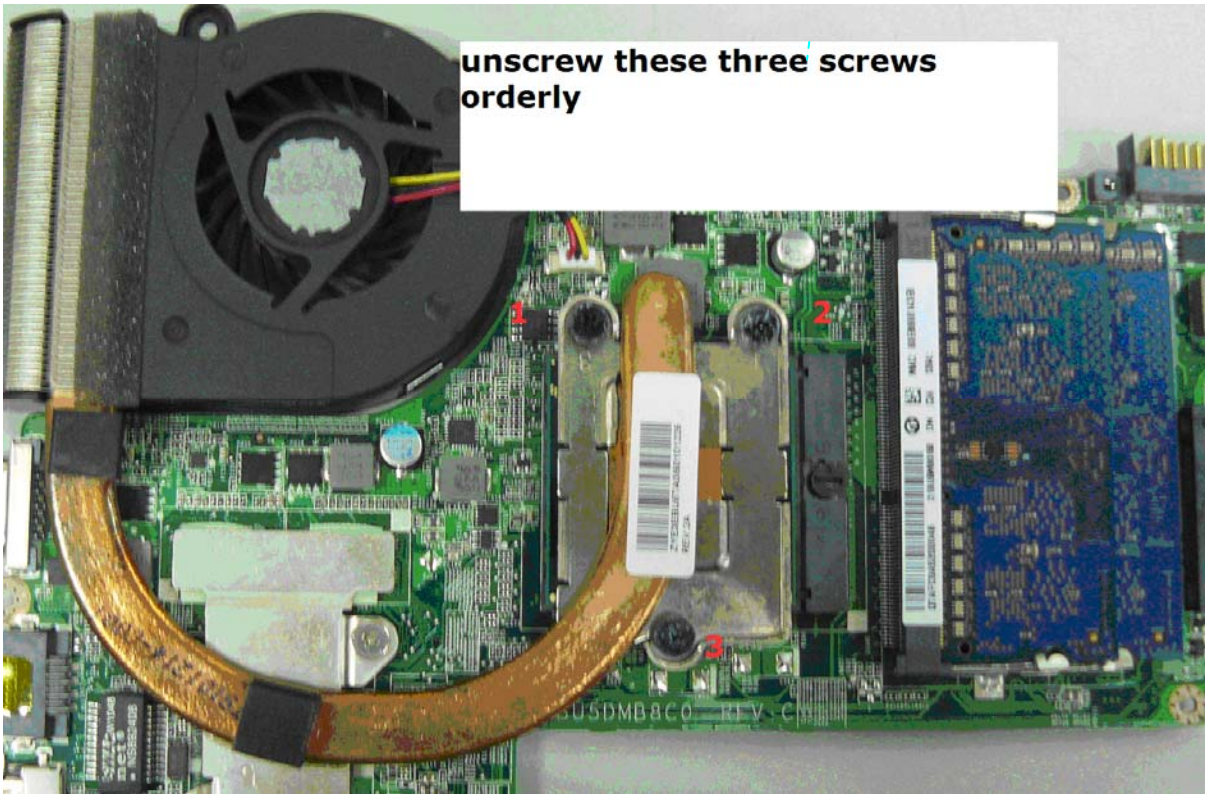


Figure 4-12-1 Remove the CPU Heat Sink

Installing the Thermal Module

The following describes the procedure for installing the Thermal Module

1. Secure the screws securing the heat sink holder along 1 to 3.

4.13 LCD Unit

***NOTE**: Need to handle softly during disassembly and assembly LCD units specially LCD Mask.*

Removing the LCD Unit

The following describes the procedure for removing the LCD Unit.

1. Remove Screw MYLAR 4PCS
2. Remove SCREW M2.0*5.0F 4PCS securing the display mask
3. Insert your finger between the edge of the display mask and the LCD, and remove the display mask while releasing the latches of display mask. (Note: when removing the display mask, please first remove from top side to the bottom in order to lessen the degree of breaking.

Figure 4-13-1 Remove the display mask

4. Remove SCREW M2.5*4.0F 2PCS securing the LCD Unit, and disconnect CCD FPC

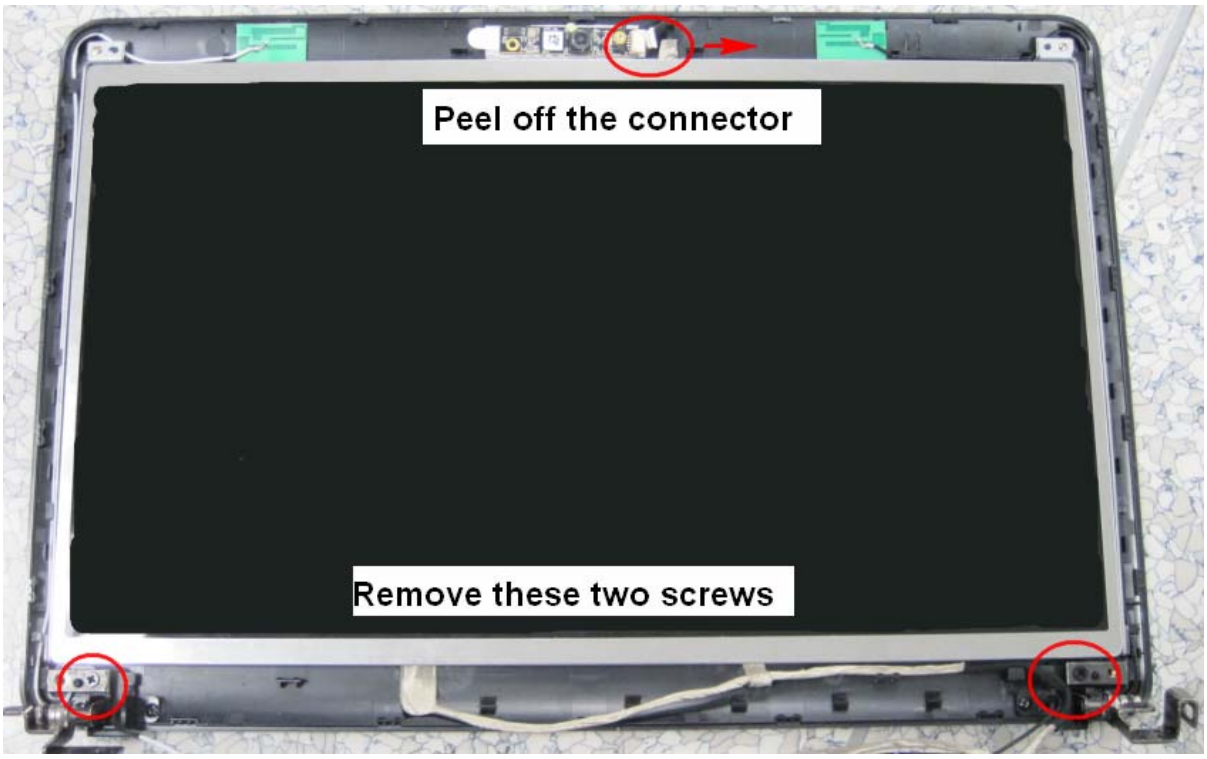


Figure 4-13-2 Remove screws and remove the connector of Web Camera Module

5. Remove the LCD Unit , the hinge and the LCD Harness from the bottom side

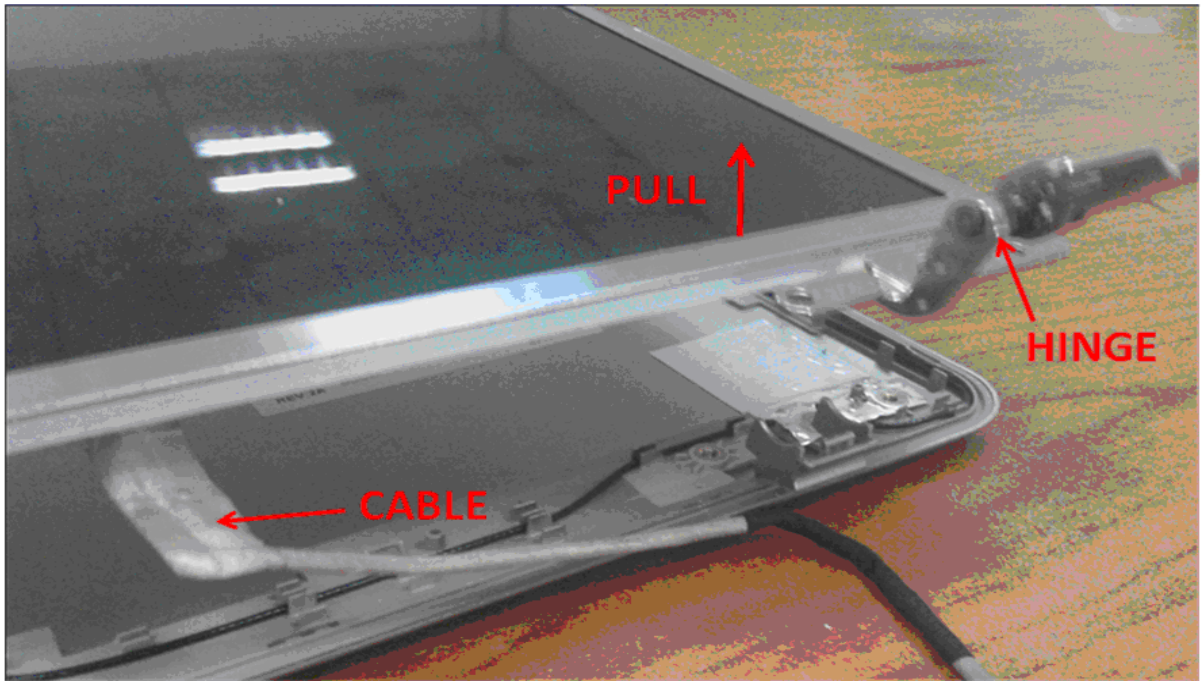


Figure 4-13-3 Remove the LCD

6. With the bottom edge of the LCD Unit on the display cover, lift only the top edge of the LCD Unit. After peeling off the MYLAR tape, disconnect the LCD harness from the connector on the back of the LCD.

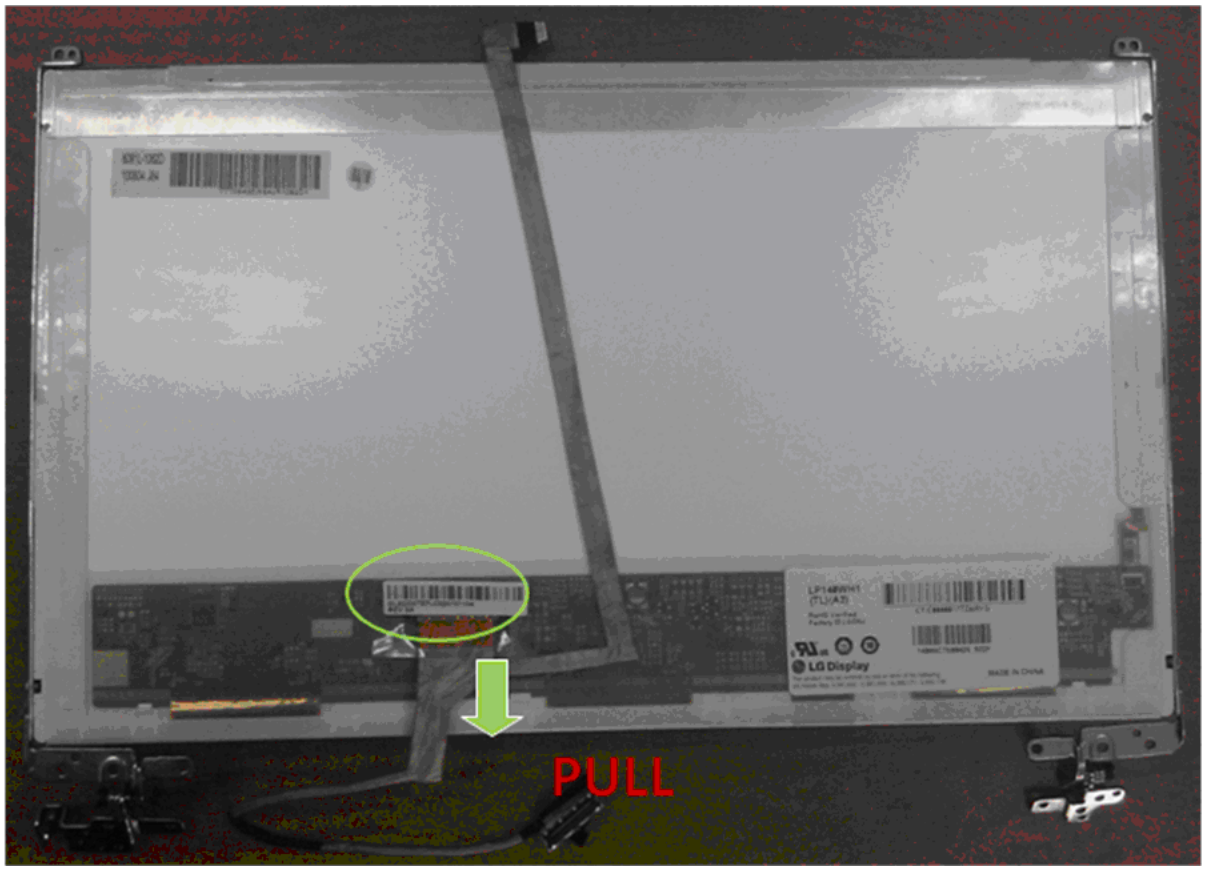
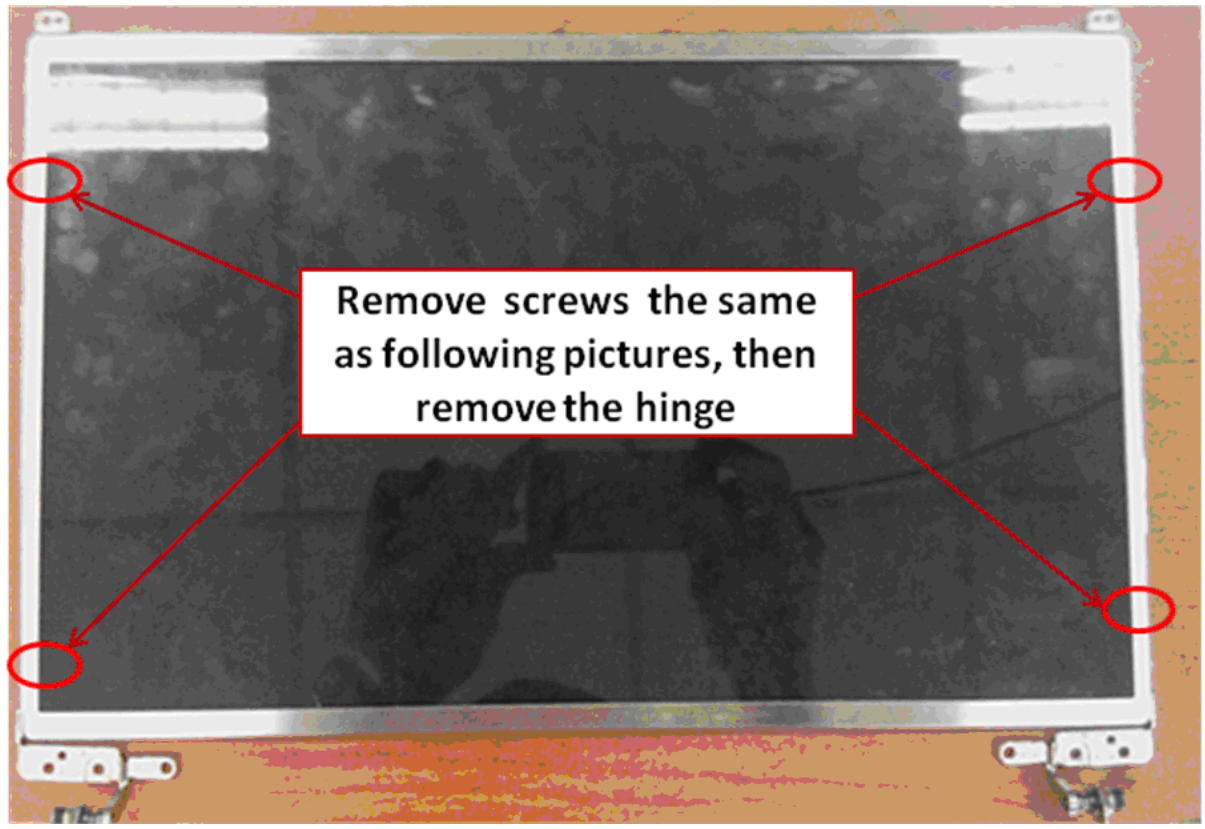


Figure 4-13-4 Remove the harness

7. Remove SCREW M2.5*3.0F 4PCS securing the LCD support (LCD Unit side) and remove the hinge from the LCD Unit.



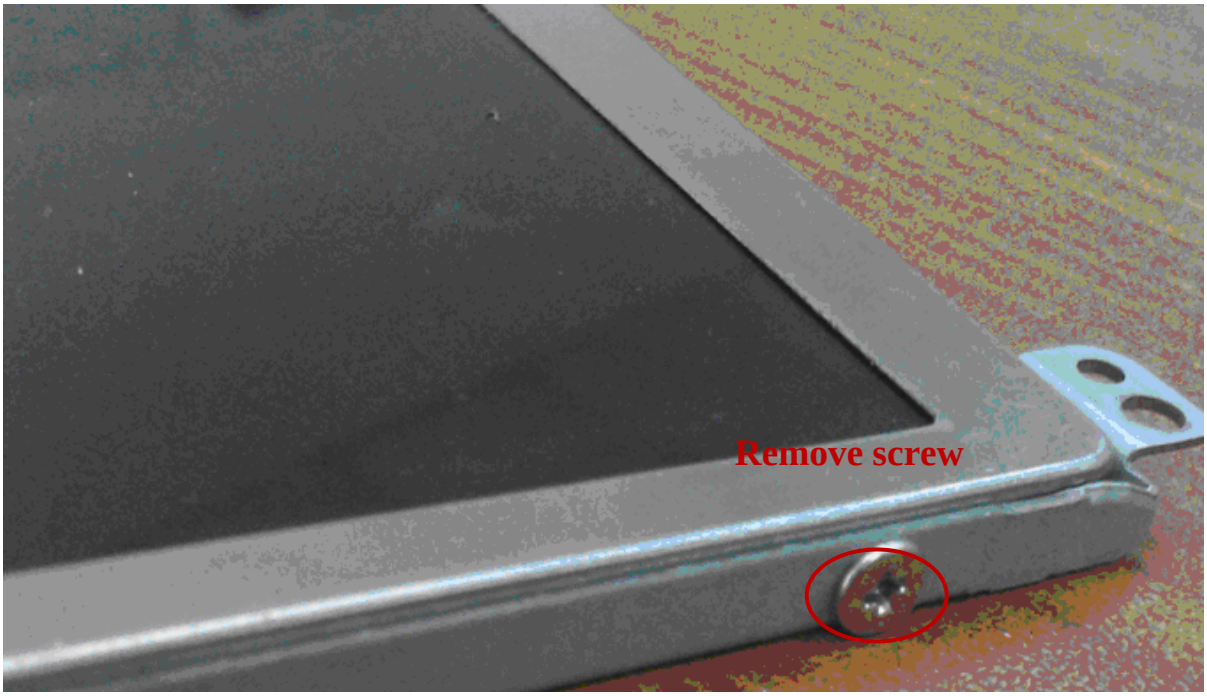


Figure 4-13-5 Remove the LCD hinge

Installing the LCD Unit

The following describes the procedure for installing the LCD Unit.

Install the LCD supports (LCD Unit side) and hinge to the LCD and secure them with the screws.

1. Stand the LCD Unit on the display cover and connect the LCD cable to the connector on the back of LCD.
2. Stick the MYLAR tape on the connector of LCD cable.
3. Secure the LCD Unit with SCREW M2.0*3.0 4PCS, and connect LCD cable with CCD FPC.
4. Secure the display mask with SCREW M2.0*5.0 4PCS and cover with Screw MYLAR cover
5. Mount the assembly with SCREW M2.5*4.0 2PCS

NOTE: *When installing the display mask, make sure there is no gap between the display mask and the display cover.*

4.14 Web Camera Module

Removing Web Camera Module

The following describes the procedure for removing the Web Camera Module.

(See Figure 4-14-1 to 4-14-2).

1. Remove the connector of Web Camera Module
2. Peel off the glue of Web Camera Module.

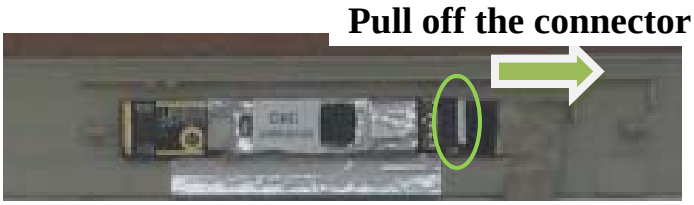


Figure 4-14-1 Remove the connector of Web Camera Module

Figure 4-14-2 Peel off the glue of Web Camera Module

Installing Web Camera Module

The following describes the procedure for installing the Web Camera Module.

1. Connect the connector of Web Camera Module.
2. Pull in the glue of Web Camera Module.

4.15 Application for Thermal Grease on CPU and North Bridge

I. For thermal grease on CPU

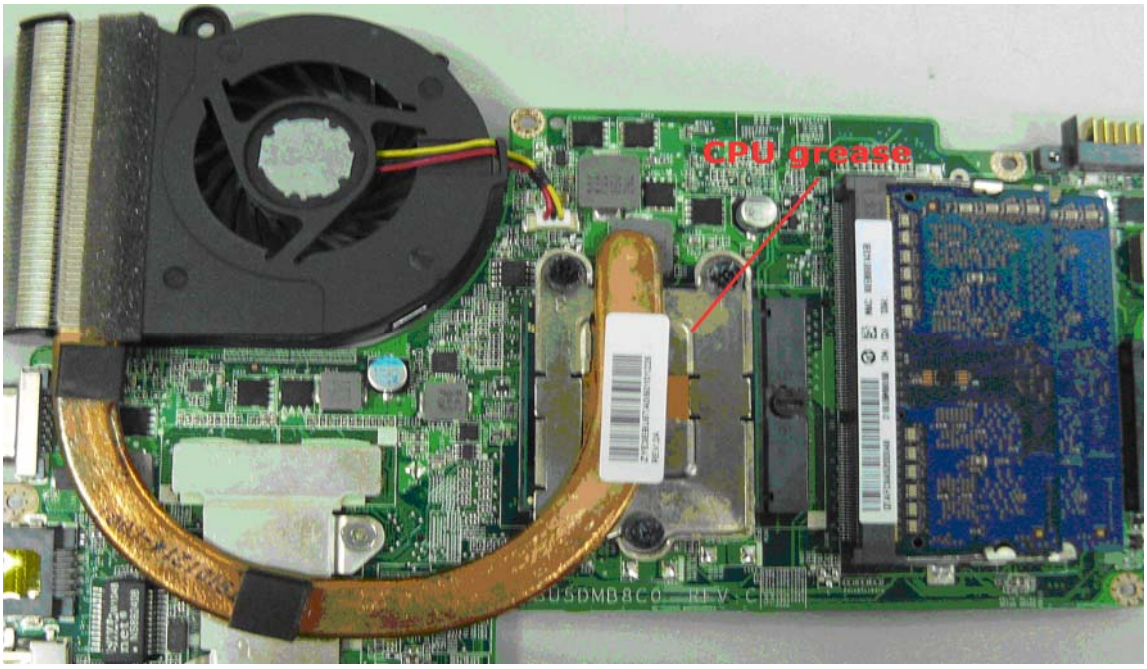


Figure 4-15-1 Intel thermal grease on CPU

A000018440	**THERMAL GREASE GFC-M1**

II. Use grease on CPU

0.1cc for one repair.

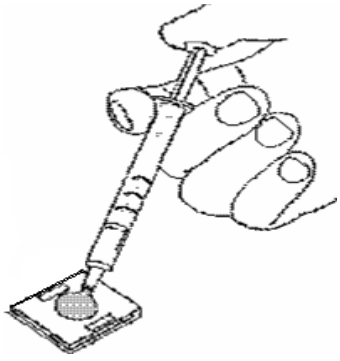


Figure 4-15-2 Apply silicon grease for CPU

4.16 Cardreader_USB Board

Removing the Cardreader_USB Board

The following describes the procedure for removing the board.

1. Turn over the machine and remove battery.
2. Remove Top Cover.
3. Remove SCREW M2.5*6.5F 1PCS and unplug USB/B-MB cable
4. Lift up Cardreader_USB Board and get it down.

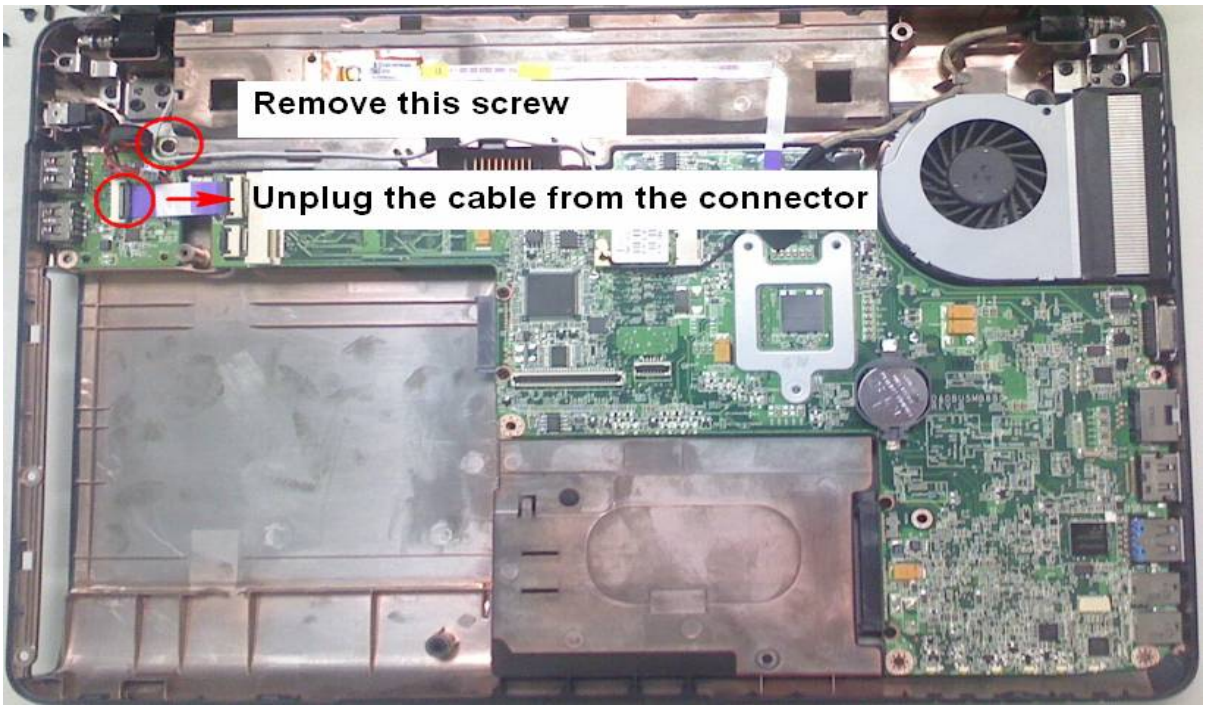


Figure 4-16-1 Remove screw and unplug USB/B-MB cable

Installing the Cardreader_USB Board

The following describes the procedure for installing the Cardreader_USB Board.

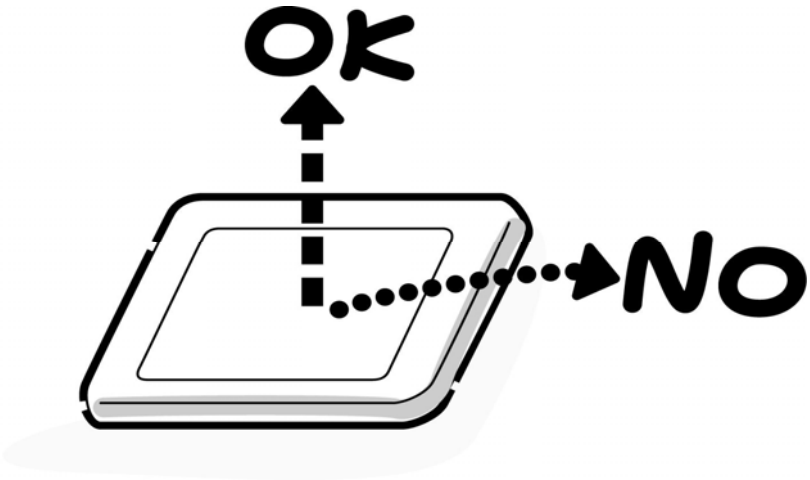
1. Set the board in the fit location.
2. Screw up Cardreader_USB Board with SCREW M2.5*6.5F 1PCS and plug USB/B-MB cable.
3. Mount top cover.

Appendix A Handling the LCD Module

Precautions for handling the LCD module

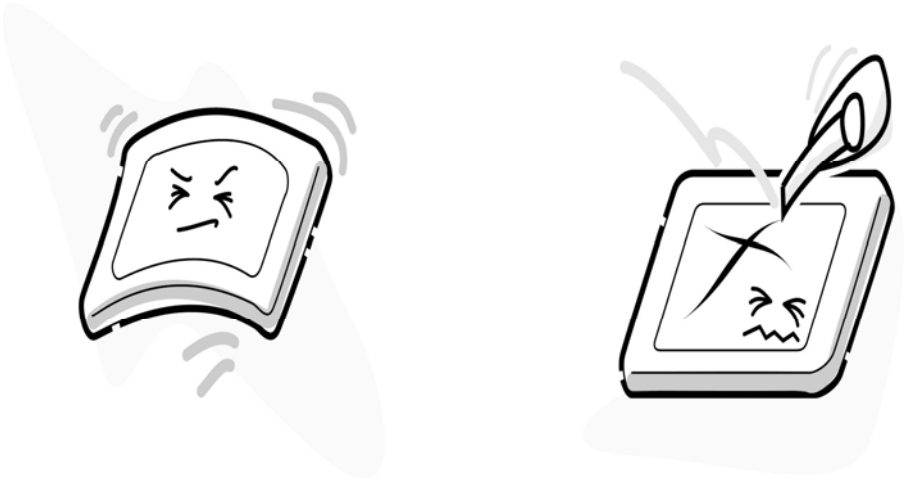
The LCD module can be easily damaged during assembly or disassembly. Observe the following precautions when handling the LCD module:

1. When installing the LCD module in the LCD cover, be sure to seat it so that it is properly aligned and maximum visibility of the display is maintained.



2. Be careful to align the holes at the four corners of the LCD module with the corresponding holes in the LCD cover before securing the module with screws. Do not force the module into place, because stress can affect its performance.

   Also, the panel's polarized surface is easily scarred, so be careful when handling it.



3. If the panel's surface gets fingerprint or dust, put on gloves and wipe it with static electricity cloth. If it is still dirty, drop some cleaning alcohol on the surface and wipe it again.

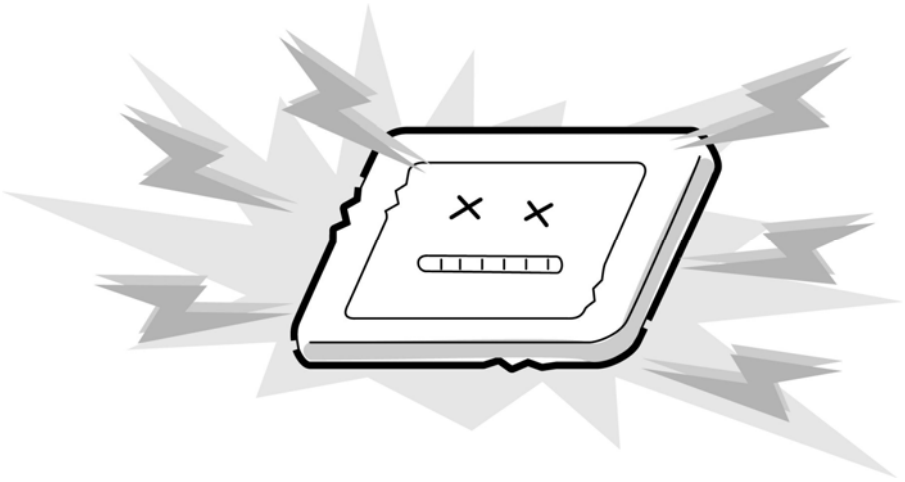
   If the surface is much more fingerprint or dust, we recommend a CRT cleaning agent. Apply the agent to a cloth and then wipe the panel's surface. Do not apply cleanser directly to the panel.

   If dust still exists, please use ionic FAN which can avoid static electricity to deal with it.

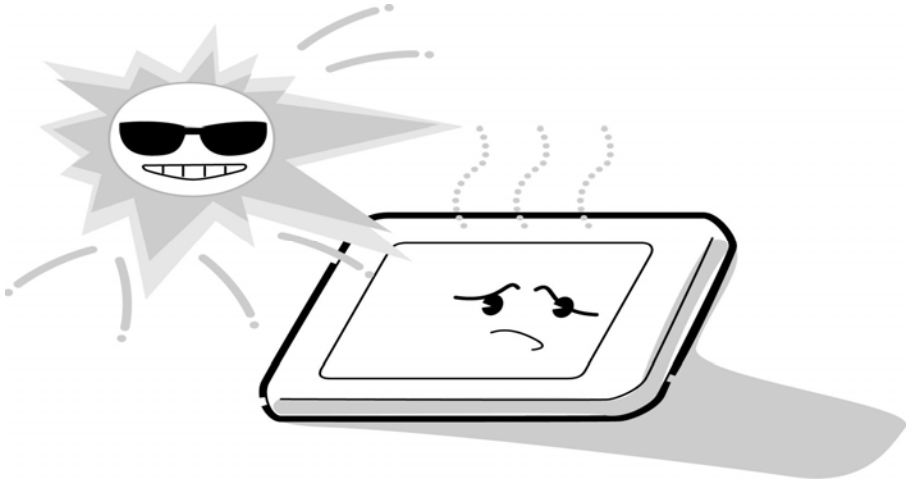
4. If water or other liquid is left on the panel's surface for a long period, it can change the screen's tint or stain it. Be sure to quickly wipe off any liquid with cloth or ionic FAN

5. Glass is used in the panel, so be careful not to drop it or let it strike a hard object, which could cause breakage or cracks.

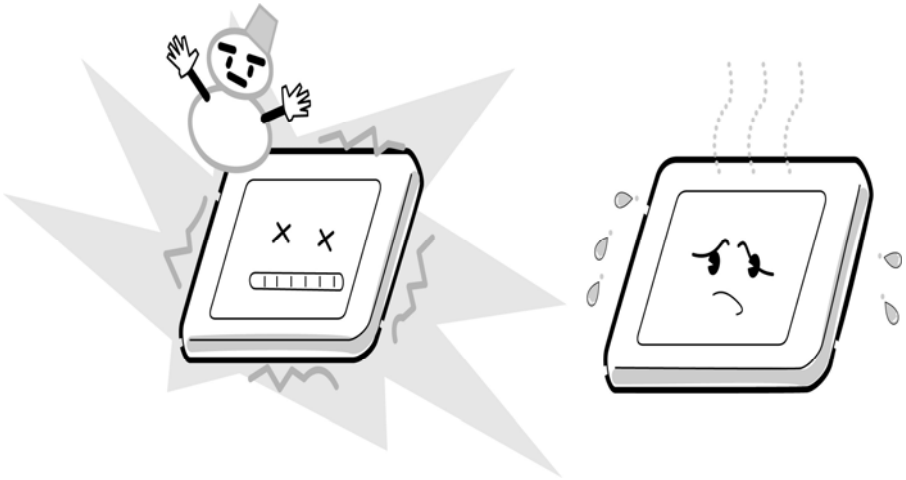
6. CMOS-LSI circuits are used in the module, so guard against damage from electrostatic discharge. Be sure to wear a wrist or ankle ground when handling the module.



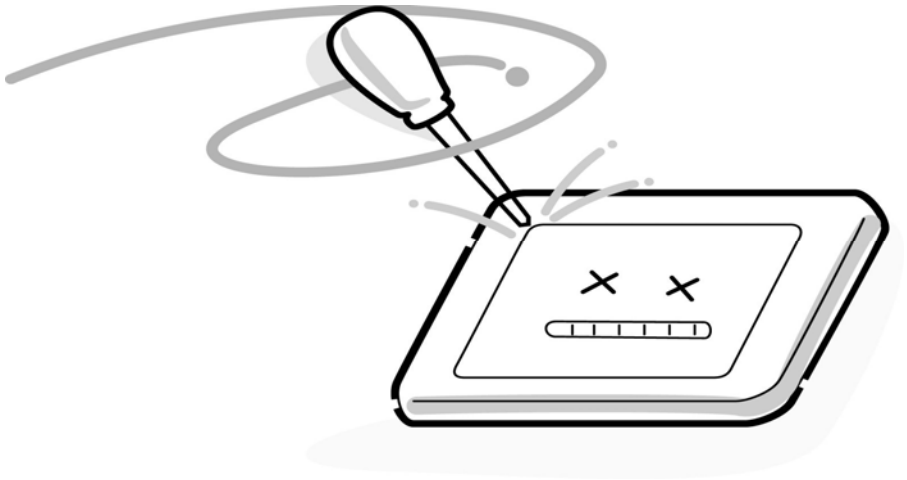
7. Do not expose the module to direct sunlight or strong ultraviolet rays for long periods.



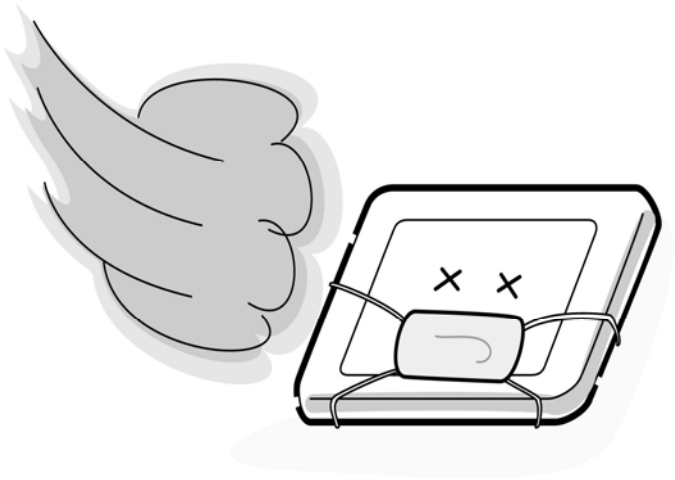
8. Do not store the module at temperatures below specifications. Cold can cause the liquid crystals to freeze, lose their elasticity or otherwise suffer damage.



9. Do not disassemble the LCD module. Disassembly can cause malfunctions.



10. If you transport the module, do not use packing material that contains epoxy resin (amine) or silicon glue (alcohol or oxide). These materials can release gas that can damage the panel's polarization.



Appendix B Board Layout

B.1 System Board

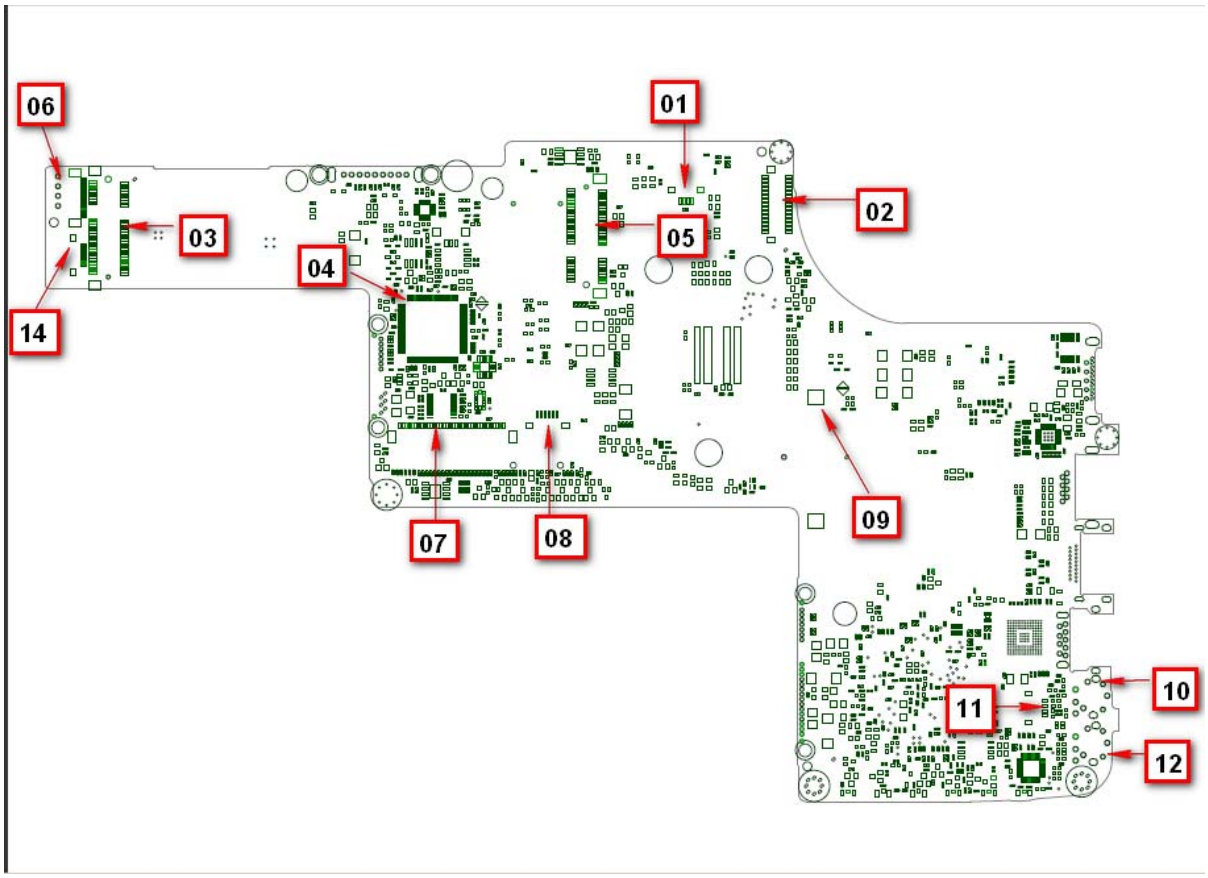


Figure B-1-1 System board layout (front)

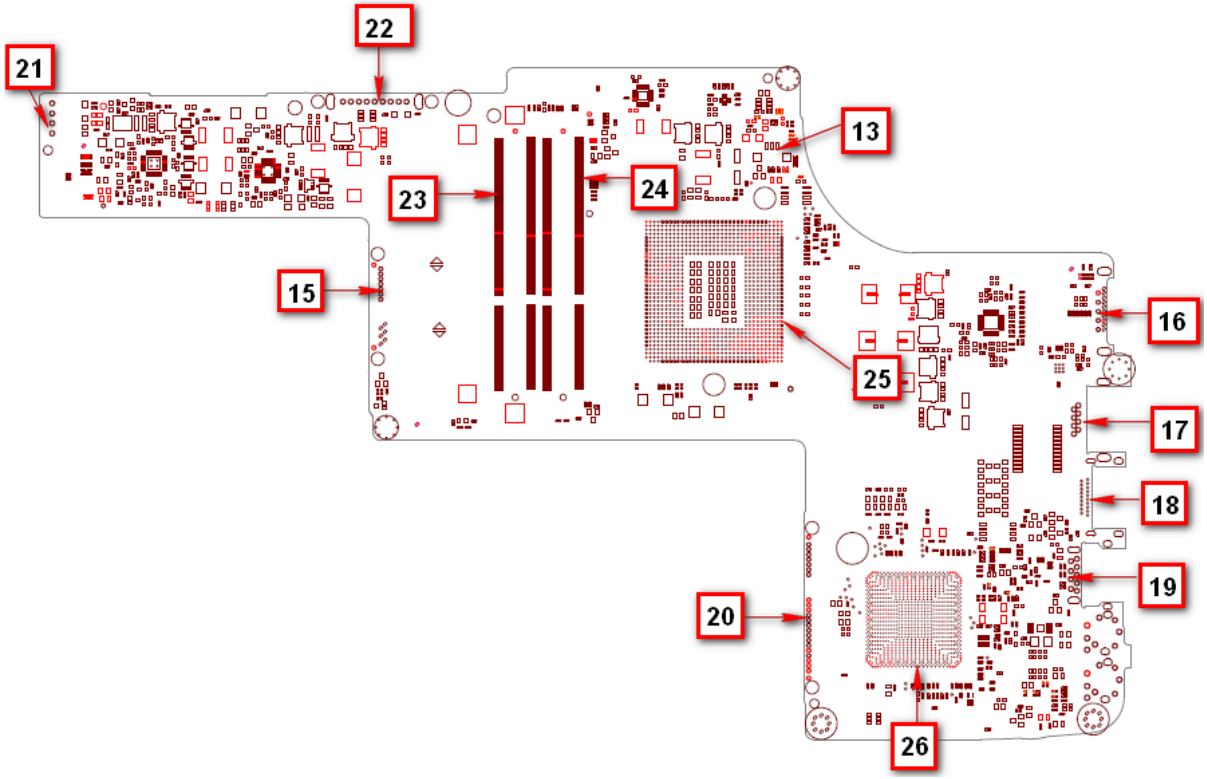


Figure B-1-2 System board layout (Back)

NUM	Location	Function
(01)	CN1	POWER BOARD CONN
(02)	CN2	LVDS CONN
(03)	CN3	3G CONN
(04)	U4	EC IC
(05)	CN5	WLAN CONN
(06)	CN6	CARD READER CONN
(07)	CN7	KB CONN
(08)	CN8	TP CONN
(09)	CN9	RTC CONN
(10)	CN10	EXTERNAL MIC CONN

(11)	CN11	INTERNAL SPEAKER CONN
(12)	CN12	AUDIO CONN
(13)	CN13	FAN CONN
(14)	CN14	SIM CARD CONN
(15)	CN15	ODD CONN
(16)	CN16	CRT CONN
(17)	CN17	LAN CONN
(18)	CN18	HDMI CONN
(19)	CN19	USB3.0 CONN
(20)	CN20	HDD CONN
(21)	PCN1	AC IN CONN
(22)	PCN2	BATT CONN
(23)	JDIM1	RAM CONN
(24)	JDIM2	RAM CONN
(25)	U22	CPU
(26)	U25	SB

Table B-1-1 System board ICs and connectors

B.2 Power Board

<Front layout>

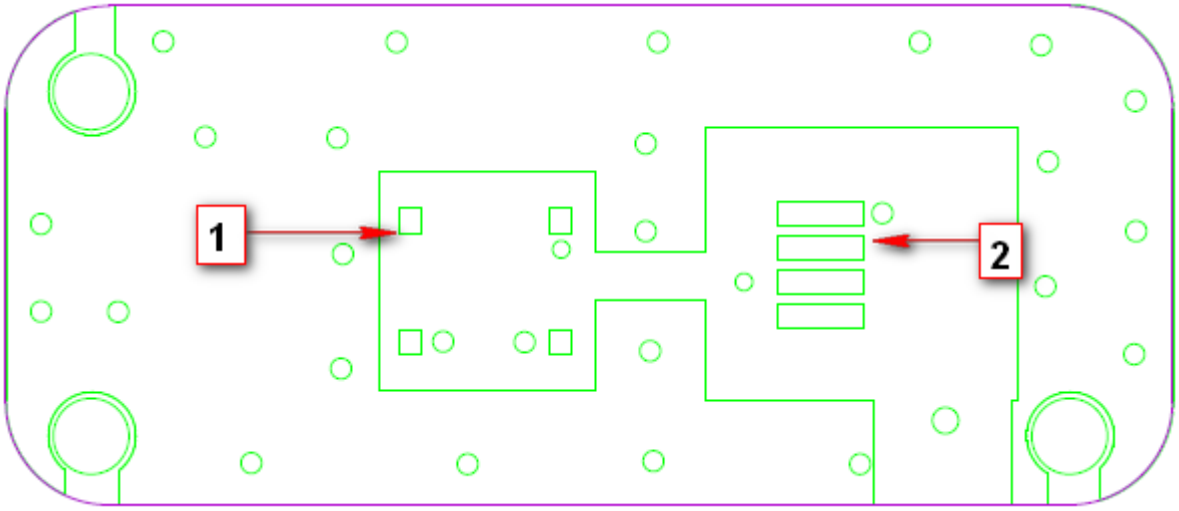


Figure B-2-1 Power board layout (Front)

NUM	Location	Function
(01)	SW1	Power SW
(02)	CN1	POWER/B to MB CONN

Table B-2-1 Power board connectors

<Back layout>

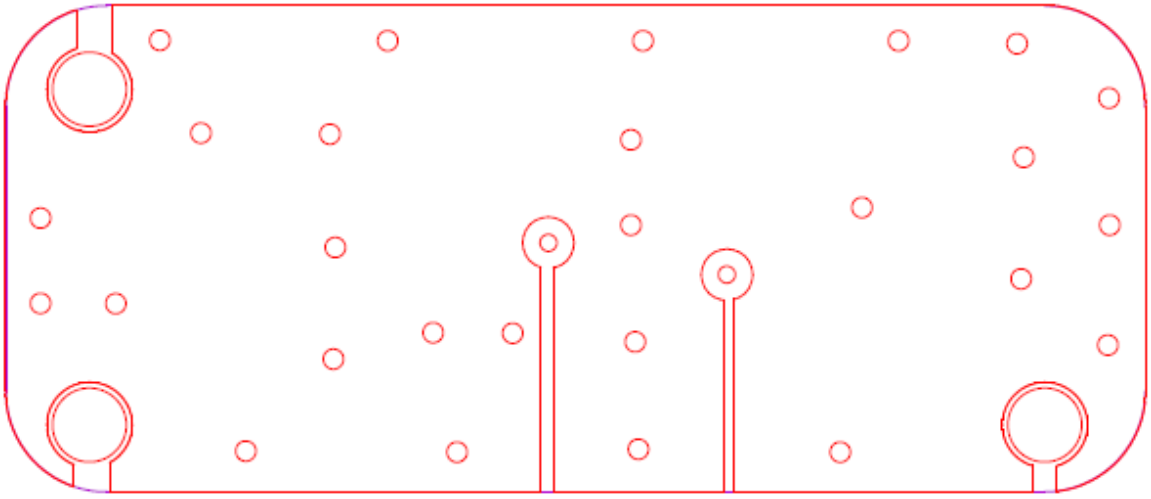


Figure B-2-2 Power board layout (Back)

B.3 Card Reader Board

<Front layout>

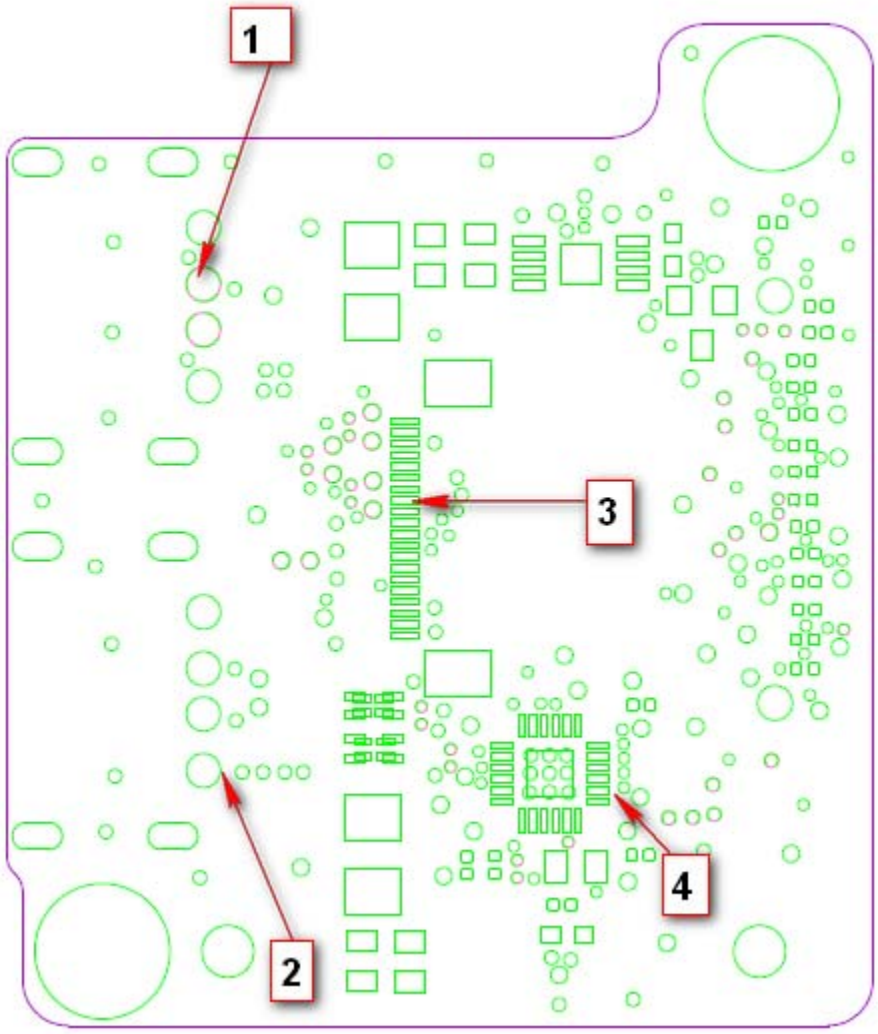


Figure B-3-1 Card Reader Board layout (Front)

NUM	Location	Function
(01)	CN14	USB2.0 CONN
(02)	CN23	USB2.0 CONN

(03)	CN9	CARD READER CONN
(04)	U35	CARD READER IC

Table B-3-1 Card Reader Board connectors

<Back layout>

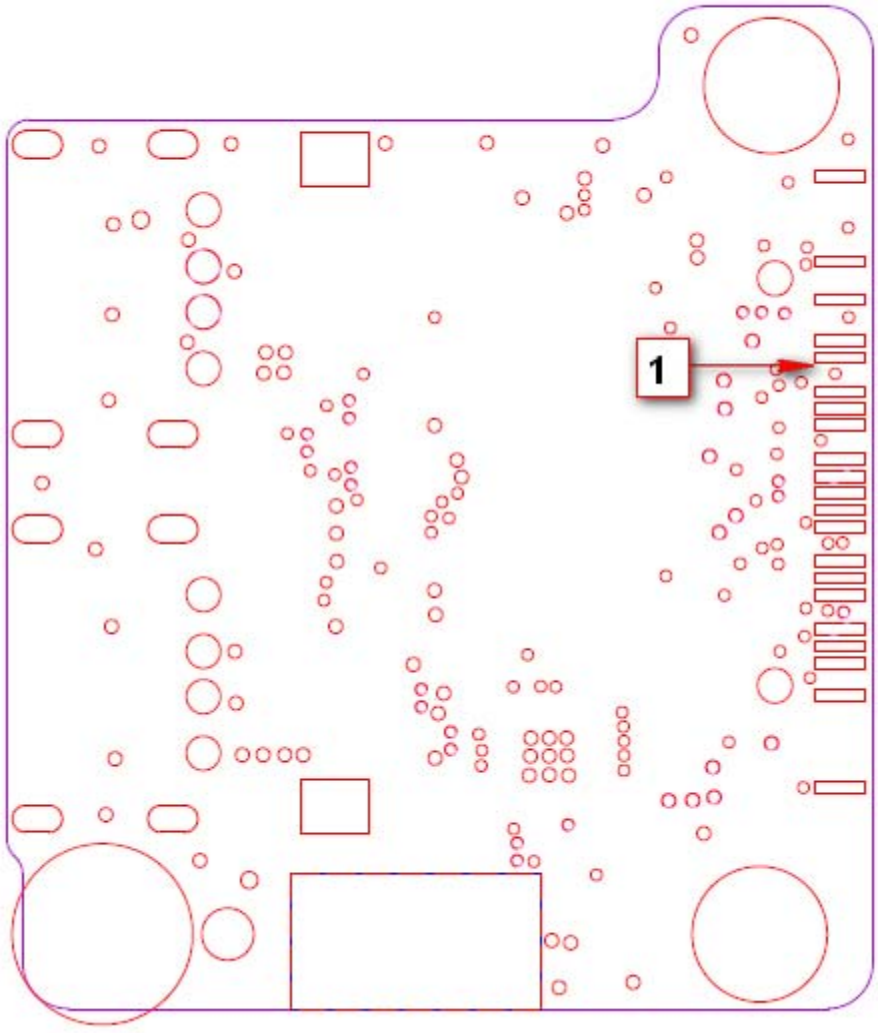


Figure B-3-2 Card Reader Board layout (Back)

NUM	Location	Function
(01)	CN26	CARD READER CONN

Table B-3-2 Card Reader Board connectors

B.4 SIM Board

<Front layout>

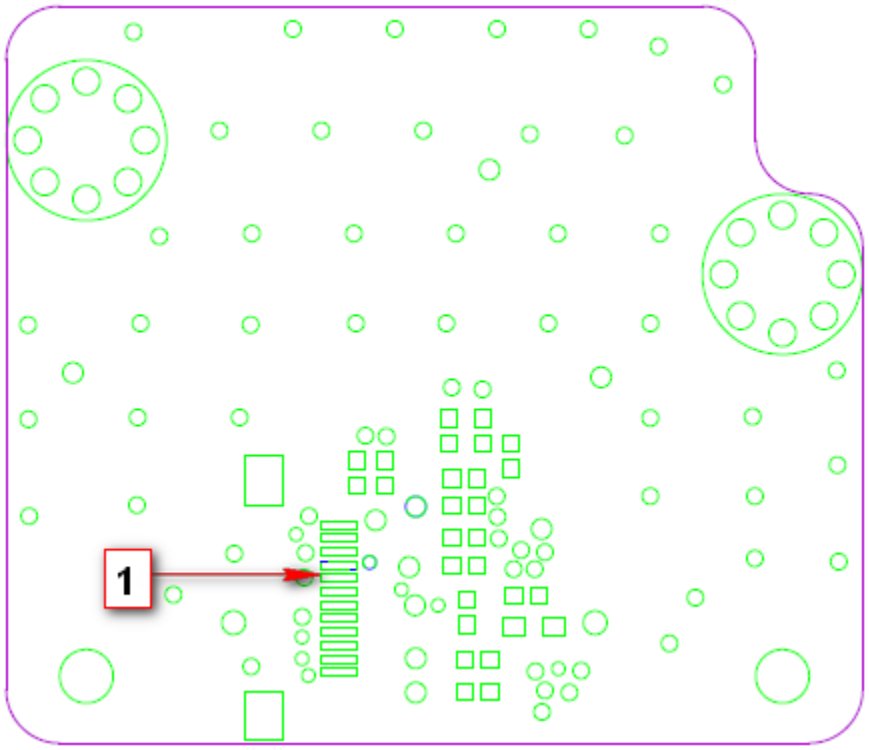


Figure B-4-1 SIM Board layout (Front)

NUM	Location	Function
(01)	CN1	SIM/B to MB CONN

Table B-4-1 SIM Board connectors

<Back layout>

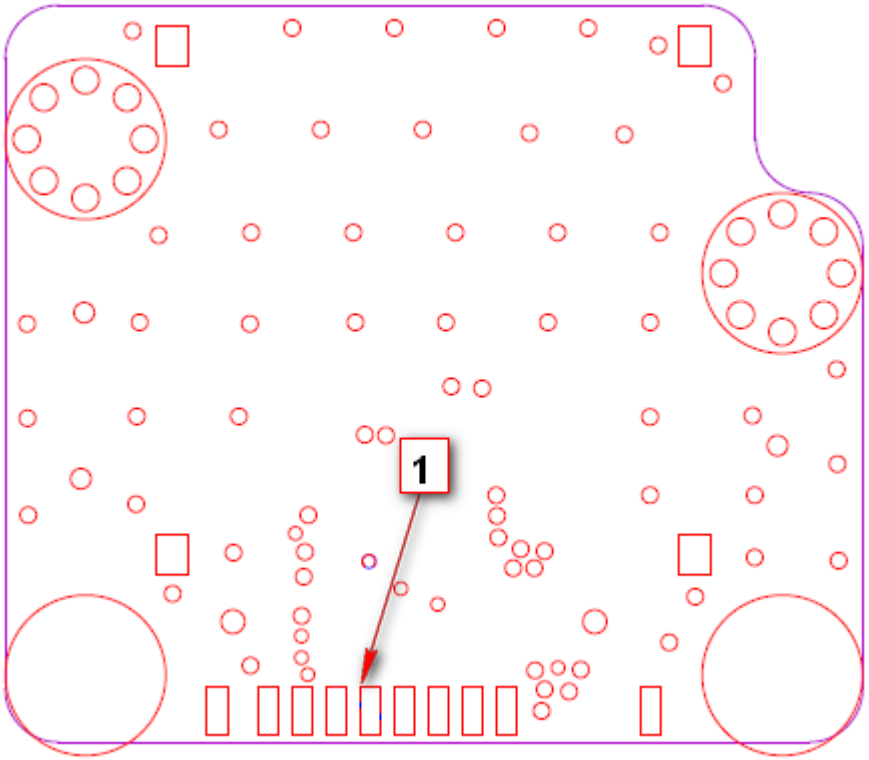


Figure B-4-2 SIM Board layout (Back)

NUM	Location	Function
(01)	JSIM1	SIM CARD CONN

Table B-4-2 SIM Board connectors

B.5 TOUCH PAD Board

<Front layout>

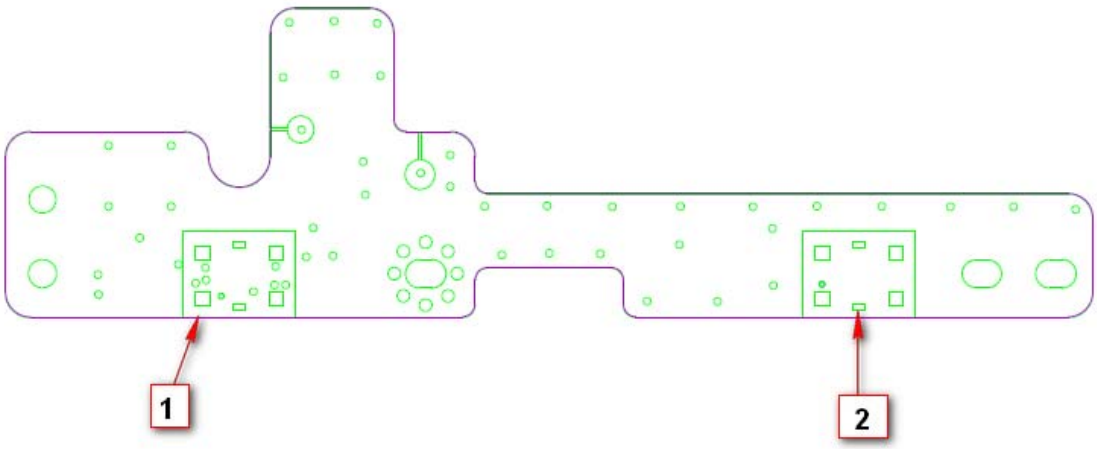


Figure B-5-1 Touch Pad Board layout (Front)

NUM	Location	Function
(01)	SW1	MOUSE BUTTON LEFT KEY
(02)	SW2	MOUSE BUTTON RIGHT KEY

Table B-5-1 Touch Pad Board connectors

<Back layout>

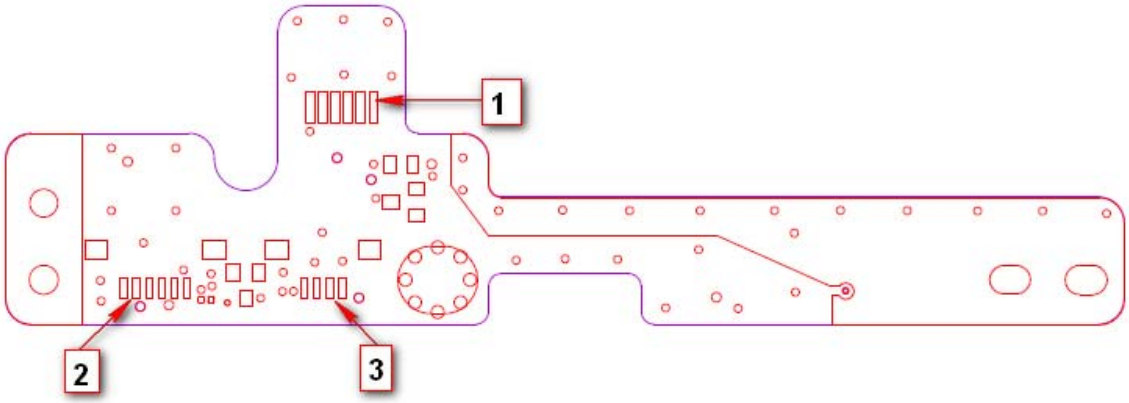


Figure B-5-2 Touch Pad Board layout (Back)

NUM	Location	Function
(01)	CN1	TP BOARD to MB CONN
(02)	CN2	TP BOARD to TP CONN
(03)	CN3	TP BOARD to TP SWITCH BOARD CONN

Table B-5-2 Touch Pad Board connectors

B.6 TP Switch Board

<Front layout>

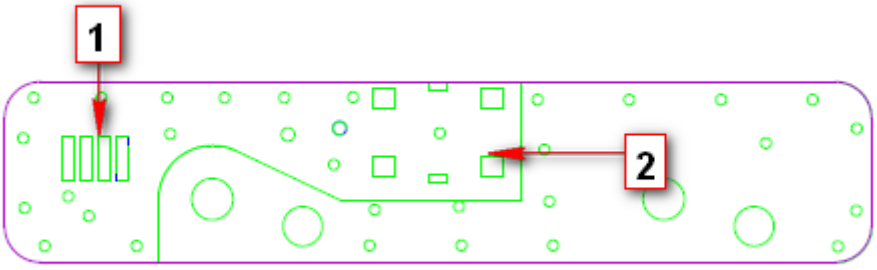


Figure B-6-1 TP Switch Board layout (Front)

NUM	Location	Function
(01)	CN1	TP SWITCH BOARD to TP BOARD CONN
(02)	SW1	TP SW

Table B-6-1 TP Switch Board connectors

<Back layout>

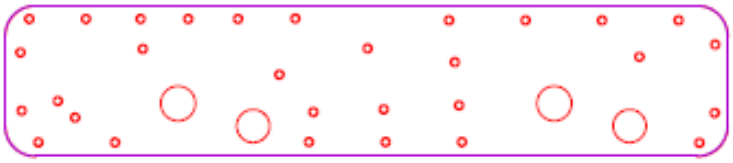


Figure B-6-2 TP Switch Board layout (Back)

Appendix C Pin Assignment

C.1 CN2 LCD Panel Connectors

PIN No.	Signal name	I/O	PIN No.	Signal name	I/O
1	LCD_BK_POWER	---	2	LCDVCC	---
3	LCD_BK_POWER	---	4	LCDVCC	---
5	---	---	6	---	---
7	+3V	---	8	GND	---
9	CCD_POWER	---	10	LCD_ TXLCLKOUT+	I/O
11	INT_DMIC_DATA_L	O	12	LCD_TXLCLKOUT	I/O
13	INT_DMIC_CLK_L	I	14	GND	---
15	DISPON	---	16	LCD_TXLOUT0+	I/O
17	LVDS_VADJ	---	18	LCD_TXLOUT0-	I/O
19	LCD_EDIDCLK	I/O	20	GND	---
21	LCD_EDIDDATA	I/O	22	LCD_TXLOUT1+	I/O
23	GND	---	24	LCD_TXLOUT1-	I/O
25	USB_CCD_R	---	26	GND	---
27	USB_CCD#_R	---	28	LCD_TXLOUT2+	I/O
29	GND	---	30	LCD_TXLOUT2-	I/O
31	GND	---	32	GND	---

C.2 CN3 3G Connector

PIN No.	Signal name	I/O	PIN No.	Signal name	I/O
1	---	---	2	+3V	---
3	---	---	4	GND	---
5	---	---	6	+1.5V	---
7	PCIE_CLK_3G_REQ#_C	---	8	UIM_PWR	---
9	GND	---	10	UIM_DATA	---
11	CLK_PCIE_3G#	I	12	UIM_CLK	---
13	CLK_PCIE_3G	I	14	UIM_RST	---
15	GND	---	16	UIM_VPP	---
17	---	---	18	GND	---
19	---	---	20	3G_EN [27]	I
21	GND	---	22	PLTRST# [3,9,19,23,27]	I
23	PCIE_RXN_3G#	O	24	+3V	---
25	PCIE_RXP_3G	O	26	GND	---
27	GND	---	28	+1.5V	---
29	GND	---	30	CGCLK_SMB	---
31	PCIE_TXN_3G#	I	32	CGDAT_SMB	---
33	PCIE_TXP_3G	I	34	GND	---
35	GND	---	36	USB_3G#	I/O
37	---	---	38	USB_3G	I/O
39	+3V	---	40	CPUSB# [10]	O
41	+3V	---	42	---	---
43	GND	---	44	---	---

45	---	---	46	---	---
47	---	---	48	+1.5V	---
49	---	---	50	GND	---
51	---	---	52	+3V	---

C.3 CN5 WIFI Connectors

PIN No.	Signal name	I/O	PIN No.	Signal name	I/O
1	---	---	2	+3V	---
3	---	---	4	GND	---
5	BT_RFCTRL_BT5	---	6	+1.5V	---
7	PCIE_CLK_REQ1#	O	8	LAD0_PCIE	I/O
9	GND	---	10	LAD1_PCIE	I/O
11	CLK_PCIE_MINI#	I	12	LAD2_PCIE	I/O
13	CLK_PCIE_MINI	I	14	LAD3_PCIE	I/O
15	GND	---	16	LFRAME#_PCIE	I
17	---	---	18	GND	---
19	---	---	20	RF_EN	I
21	GND	---	22	PLTRST#	---
23	PCIE_RXN_WLAN#	O	24	+3V	---
25	PCIE_RXP_WLAN	O	26	GND	---
27	GND	---	28	+1.5V	---
29	GND	---	30	CGCLK_SMB	---
31	PCIE_TXN_WLAN#	I	32	CGDAT_SMB	---
33	PCIE_TXP_WLAN	I	34	GND	---
35	GND	---	36	USB_WLAN#	I/O

37	GND	---	38	USB_WLAN	I/O
39	+3V	---	40	GND	---
41	+3V	---	42	----	---
43	GND	---	44	---	---
45	PCLK__debug_R	I	46	---	---
47	PLTRST#_debug	---	48	+1.5V	---
49	LDRQ#1__debug	O	50	GND	---
51	SERIRQ_debug	O	52	+3V	---

C.4 CN6 USB Connector

PIN No.	Signal name	I/O	PIN No.	Signal name	I/O
1	USB_EXT1#_R	I/O	2	USB_EXT1_R	I/O
3	GND	---	4	USB_EXT2#_R	I/O
5	USB_EXT2_R	I/O	6	GND	---
7	USB_CARD#_R	I/O	8	USB_CARD_R	I/O
9	GND	---	10	USB_EN0#	I
11	USBOC#9	O	12	TP_XD_LED#	O
13	GND	---	14	48M_CARD	I
15	+3V	---	16	---	---
17	+5V	---	18	+5V	---
19	+5V	---	20	+5V	---

C.5 CN7 KB Connectors

PIN No.	Signal name	I/O	PIN No.	Signal name	I/O
1	K_LED_P	---	2	MY16	O
3	---	---	4	MY17	O

5	---	---	6	K_LED_P	---
7	MY2	O	8	MY1	O
9	MY0	O	10	MY4	O
11	MY3	O	12	MY5	O
13	MY14	O	14	MY6	O
15	MY7	O	16	MY13	O
17	MY8	O	18	MY9	O
19	MY10	O	20	MY11	O
21	MY12	O	22	MY15	O
23	MX7	O	24	MX2	O
25	MX3	O	26	MX4	O
27	MX0	O	28	MX5	O
29	MX6	O	30	MX1	O
31	K_LED_P	---	32	CAPSLED	O
33	---	---	34	NUMLED	O
35	GND	---	36	GND	---

C.6 CN8 TP Board Connector

PIN No.	Signal name	I/O	PIN No.	Signal name	I/O
1	+5V	---	2	TPCLK_L	I/O
3	TPDATA_L	I/O	4	GND	---
5	TP_ON_OFF	O	6	GND	---

C.7 CN11 Speaker Connectors

PIN No.	Signal name	I/O	PIN No.	Signal name	I/O
1	INSPKR+N	---	2	INSPKR-N	---
3	INSPKL-N	---	4	INSPKL+N	---

C.8 CN14 SIM Connectors

PIN No.	Signal name	I/O	PIN No.	Signal name	I/O
1	GND	---	2	UIM_CLK	---
3	GND	---	4	UIM_DATA	---
5	GND	---	6	UIM_RST	---
7	UIM_VPP	---	8	UIM_PWR	---
9	GND	---	10	USB_SIM_R	I/O
11	USB_SIM#_R	I/O	12	GND	---

C.9 CN15 ODD Connectors

PIN No.	Signal name	I/O	PIN No.	Signal name	I/O
1	GND	---	2	SATA_TXP_ODD	I
3	SATA_TXN_ODD#	I	4	GND	---
5	SATA_RXN_ODD#	O	6	SATA_RXP_ODD	O
7	GND	---	8	ODD_PRSNT#	O
9	+5V	---	10	+5V	---
11	ODD_MD#	O	12	GND	---
13	GND	---	14	GND	---
15	GND	---			

C.10 CN16 CRT Connector

PIN No.	Signal name	I/O	PIN No.	Signal name	I/O
1	CRT_R1	---	2	CRT_G1	---
3	CRT_B1	---	4	---	---

5	GND	---	6	GND	---
7	GND	---	8	GND	---
9	5V	---	10	GND	---
11	---	---	12	CRTDDAT	I
13	CRTHSYNC	I	14	CRTVSYNC	I
15	CRTDCLK	I	16	GND	---
17	GND	---			

C.11 CN17 LAN Connectors

PIN No.	Signal name	I/O	PIN No.	Signal name	I/O
1	X-TX0P	---	2	X-TX0N	---
3	X-TX1P	---	4	X-TX2P	---
5	X-TX2N	---	6	X-TX1N	---
7	X-TX3P	---	8	X-TX3N	---

C.12 CN18 HDMI Connectors

PIN No.	Signal name	I/O	PIN No.	Signal name	I/O
1	HDMITX2P	I	2	GND	---
3	HDMITX2N	I	4	HDMITX1P	I
5	GND	---	6	HDMITX1N	I
7	HDMITX0P	I	8	GND	---
9	HDMITX0N	I	10	HDMICLK+	---
11	GND	---	12	HDMICLK	I
13	---	---	14	---	---
15	HDMI_DDCCLK	---	16	HDM_DDCDATA	---
17	GND	---	18	+5V	---
19	HDMI_CON_HP	---	20	GND	---

21	GND	---	22	GND	---
23	GND	---			

C.13 CN19 USB3.0 Connectors

PIN No.	Signal name	I/O	PIN No.	Signal name	I/O
1	+5VSUS_USBP0	---	2	USB_S&C#_R1	---
3	USB_S&C_R1	---	4	GND	---
5	USB30_RX1-	---	6	USB30_RX1+	---
7	GND	---	8	USB30_TX1-_C	---
9	USB30_TX1+_C	---	10	GND	---
11	GND	---	12	GND	---
13	GND	---			

C.14 CN20 HDD Connectors

PIN No.	Signal name	I/O	PIN No.	Signal name	I/O
1	GND	---	2	SATA_TXP_1ST_HDD	I
3	SATA_TXN_1ST_HDD#	I	4	GND	---
5	SATA_RXN_1ST_HDD#	O	6	SATA_RXP_1ST_HDD	O
7	GND	---	8	---	---
9	---	---	10	---	---
11	---	---	12	GND	---
13	GND	---	14	+5V	---
15	+5V	---	16	+5V	---
17	GND	---	18	---	---
19	GND	---	20	---	---
21	---	---	22	---	---
23	GND	---	24	GND	---

Appendix D Display Codes

D.1 Display Codes

Cap No.	Keytop	Code set 1		Code set 2			Note
		Make	Break	Make	Break		
01	‘ ~	29	A9	0E	F0	0E	
02	1 !	02	82	16	F0	16	
03	2 @	03	83	1E	F0	1E	
04	3 #	04	84	26	F0	26	
05	4 $	05	85	25	F0	25	
06	5 %	06	86	2E	F0	2E	
07	6 ^	07	87	36	F0	36	
08	7 &	08	88	3D	F0	3D	*2
09	8 *	09	89	3E	F0	3E	*2
10	9 (	0A	8A	46	F0	46	*2
11	0)	0B	8B	45	F0	45	
12	- _	0C	8C	4E	F0	4E	
13	= +	0D	8D	55	F0	55	
15	BkSp	0E	8E	66	F0	66	
16	Tab	0F	8F	0D	F0	0D	
17	Q	10	90	15	F0	15	
18	W	11	91	1D	F0	1D	
19	E	12	92	24	F0	24	
20	R	13	93	2D	F0	2D	
21	T	14	94	2C	F0	2C	
22	Y	15	95	35	F0	35	
23	U	16	96	3C	F0	3C	*2
24	I	17	97	43	F0	43	*2
25	O	13	98	44	F0	44	*2
26	P	19	99	4D	F0	4D	*2
27	[{	1A	9A	54	F0	54	
28	] }	1B	9B	5B	F0	5B	

Table D-1-1 Scan codes (set 1 and set 2) (1/4)

Cap No.	Keytop	Code set 1		Code set 2			Note
		Make	Break	Make	Break		
29	\ |	2B	AB	5D	F0	5D	*5
30	Caps Lock	3A	BA	58	F0	58	
31	A	1E	9E	1C	F0	1C	
32	S	1F	9F	1B	F0	1B	
33	D	20	A0	23	F0	23	
34	F	21	A1	2B	F0	2B	
35	G	22	A2	34	F0	34	
36	H	23	A3	33	F0	33	
37	J	24	A4	3B	F0	3B	*2
38	K	25	A5	42	F0	42	*2
39	L	26	A6	4B	F0	4B	*2
40	; :	27	A7	4C	F0	4C	*2
41	‘ “	28	A8	52	F0	52	
43	Enter	1C	9C	5A	F0	5A	*3
44	Shift (L)	2A	AA	12	F0	12	
45	No.102 key	56	D6	61	F0	61	
46	Z	2C	AC	1A	F0	1A	
47	X	2D	AD	22	F0	22	
48	C	2E	AE	21	F0	21	
49	V	2F	AF	2A	F0	2A	
50	B	30	B0	32	F0	32	
51	N	31	B1	31	F0	31	
52	M	32	B2	3A	F0	3A	*2
53	, <	33	B3	41	F0	41	*2
54	. >	34	B4	49	F0	49	*2
55	/ ?	35	B5	4A	F0	4A	*2
57	Shift (R)	36	B6	59	F0	59	

Table D-1-1 Scan codes (set 1 and set 2) (2/4)

Cap No.	Keytop	Code set 1		Code set 2		Note
		Make	Break	Make	Break	
58	Ctrl	1D	9D	14	F0 14	*3
60	Alt (L)	38	B8	11	F0 11	*3
61	Space	39	B9	29	F0 29	
62	ALT (R)	E0 38	E0 B8	E0 11	E0 F0 11	
75	Ins	E0 52	E0 D2	E0 70	E0 F0 70	*1
76	Del	E0 53	E0 D3	E0 71	E0 F0 71	*1
79	←	E0 4B	E0 CB	E0 6B	E0 F0 6B	*1
80	Home	E0 47	E0 C7	E0 6C	E0 F0 6C	*1
81	End	E0 4F	E0 CF	E0 69	E0 F0 69	*1
83	↑	E0 48	E0 C8	E0 75	E0 F0 75	*1
84	↓	E0 50	E0 D0	E0 72	E0 F0 72	*1
85	PgUp	E0 49	E0 C9	E0 7D	E0 F0 7D	*1
86	PgDn	E0 51	E0 D1	E0 7A	E0 F0 7A	*1
89	→	E0 4D	E0 CD	E0 74	E0 F0 74	*1
110	Esc	01	81	76	F0 76	
112	F1	3B	BB	05	F0 05	
113	F2	3C	BC	06	F0 06	
114	F3	3D	BD	04	F0 04	
115	F4	3E	BE	0C	F0 0C	
116	F5	3F	BF	03	F0 03	
117	F6	40	C0	0B	F0 0B	
118	F7	41	C1	83	F0 83	
119	F8	42	C2	0A	F0 0A	
120	F9	43	C3	01	F0 01	
121	F10	44	C4	09	F0 09	*3

Table D-1-1 Scan codes (set 1 and set 2) (3/4)

Cap No.	Keytop	Code set 1		Code set 2		Note
		Make	Break	Make	Break	
122	F11	57	D7	78	F0 78	*3
123	F12	58	D8	07	F0 07	*3
124	PrintSc	*6	*6	*6	*6	*6
126	Pause	*7	*7	*7	*7	*7
202	Fn	—	—	—	—	*4
203	Win	E0 5B	E0 DB	E0 1F	E0 F0 1F	
204	App	E0 5D	E0 DD	E0 2F	E0 F0 2F	

Table D-1-1 Scan codes (set 1 and set 2) (4/4)

Notes:

1. * Scan codes differ by mode.
2. * Scan codes differ by overlay function.
3. * Combined with the **Fn** key makes different codes.
4. * **Fn** key does not generate a code by itself.
5. * This key corresponds to key No. 42 in a 102-key model.
6. * Refer to Table D-6, No. 124 key scan code.
7. * Refer to Table D-7, No. 126 key scan code.

Cap	Key	Code set 1	Code set 2

No.	top	Make				Break				Make					Break				
55	/	E0	AA	E0	35	E0	B5	E0	2A	E0	F0	12	E0	4A	E0	F0	4A	E0	12
75	INS	E0	AA	E0	52	E0	D2	E0	2A	E0	F0	12	E0	70	E0	F0	70	E0	12
76	DEL	E0	AA	E0	53	E0	D3	E0	2A	E0	F0	12	E0	71	E0	F0	71	E0	12
79	←	E0	AA	E0	4B	E0	CB	E0	2A	E0	F0	12	E0	6B	E0	F0	6B	E0	12
80	Home	E0	AA	E0	47	E0	C7	E0	2A	E0	F0	12	E0	6C	E0	F0	6C	E0	12
81	End	E0	AA	E0	4F	E0	CF	E0	2A	E0	F0	12	E0	69	E0	F0	69	E0	12
83	↑	E0	AA	E0	48	E0	C8	E0	2A	E0	F0	12	E0	75	E0	F0	75	E0	12
84	↓	E0	AA	E0	50	E0	D0	E0	2A	E0	F0	12	E0	72	E0	F0	72	E0	12
85	PgUp	E0	AA	E0	49	E0	C9	E0	2A	E0	F0	12	E0	7D	E0	F0	7D	E0	12
86	PgDn	E0	AA	E0	51	E0	D1	E0	2A	E0	F0	12	E0	7A	E0	F0	7A	E0	12
89	→	E0	AA	E0	4D	E0	CD	E0	2A	E0	F0	12	E0	74	E0	F0	74	E0	12
203	Win	E0	AA	E0	5B	E0	DB	E0	2A	E0	F0	12	E0	1F	E0	F0	1F	E0	12
204	App	E0	AA	E0	5D	E0	DD	E0	2A	E0	F0	12	E0	2F	E0	F0	2F	E0	12

Table D-1-2 Scan codes with left Shift key

Note : The table above shows scan codes with the left **Shift** key. In combination with the right **Shift** key, scan codes are changed as listed below:

	With left **Shift**	With right **Shift**
Set 1	E0 AA _____	E0 B6
	E0 2A _____	E0 36
Set 2	E0 F0 12 _____	E0 F0 59
	E0 12 _____	E0 59

Cap	Key	Code set 1	Code set 2

No.	top	Make				Break				Make				Break					
75	INS	E0	2A	E0	52	E0	D2	E0	AA	E0	12	E0	70	E0	F0	70	E0	F0	12
76	DEL	E0	2A	E0	53	E0	D3	E0	AA	E0	12	E0	71	E0	F0	71	E0	F0	12
79	←	E0	2A	E0	4B	E0	CB	E0	AA	E0	12	E0	6B	E0	F0	6B	E0	F0	12
80	Home	E0	2A	E0	47	E0	C7	E0	AA	E0	12	E0	6C	E0	F0	6C	E0	F0	12
81	End	E0	2A	E0	4F	E0	CF	E0	AA	E0	12	E0	69	E0	F0	69	E0	F0	12
83	↑	E0	2A	E0	48	E0	C8	E0	AA	E0	12	E0	75	E0	F0	75	E0	F0	12
84	↓	E0	2A	E0	50	E0	D0	E0	AA	E0	12	E0	72	E0	F0	72	E0	F0	12
85	PgUp	E0	2A	E0	49	E0	C9	E0	AA	E0	12	E0	7D	E0	F0	7D	E0	F0	12
86	PgDn	E0	2A	E0	51	E0	D1	E0	AA	E0	12	E0	7A	E0	F0	7A	E0	F0	12
89	→	E0	2A	E0	4D	E0	CD	E0	AA	E0	12	E0	74	E0	F0	74	E0	F0	12
203	Win	E0	2A	E0	5B	E0	DB	E0	AA	E0	12	E0	1F	E0	F0	1F	E0	F0	12
204	App	E0	2A	E0	5D	E0	DD	E0	AA	E0	12	E0	2F	E0	F0	2F	E0	F0	12

Table D-1-3 Scan codes in Numlock mode

Cap No.	Keytop	Code set 1				Code set 2			
		Make		Break		Make		Break	
43	ENT	E0	1C	E0	9C	E0	5A	E0 F0	5A
58	CTRL	E0	1D	E0	9D	E0	14	E0 F0	14
60	LALT	E0	38	E0	B8	E0	11	E0 F0	11
121	ARROW	45		C5		77		F0 77	
122	NUMERIC	45		C5		77		F0 77	
123	Scrl	46		C5		7E		F0 7E	

Table D-1-4 Scan codes with Fn key

Cap No.	Keytop		Code set 1		Code set 2	
			Make	Break	Make	Break
09	8	(8)	48	C8	75	F0 75
10	9	(9)	49	C9	7D	F0 7D
11	0	(*)	37	B7	7C	F0 7C
23	U	(4)	4B	CB	6B	F0 6B
24	I	(5)	4C	CC	73	F0 73
25	O	(6)	4D	CD	74	F0 74
26	P	(–)	4A	CA	7B	F0 7B
37	J	(1)	4F	CF	69	F0 69
38	K	(2)	50	D0	72	F0 72
39	L	(3)	51	D1	7A	F0 7A
40	;	(+)	4E	CE	79	F0 79
52	M	(0)	52	D2	70	F0 70
54	.	(.)	53	D3	71	F0 71
55	/	(/)	E0 35	E0 B5	40 4A	E0 F0 4A

Table D-1-5 Scan codes in overlay mode

Key top	Shift	Code set 1								Code set 2									
		Make				Break				Make				Break					
Prt Sc	Common	E0	2A	E0	37	E0	B7	E0	AA	E0	12	E0	7C	E0	F0	7C	E0	F0	12
	Ctrl +		E0	37			E0	B7			E0	7C			E0	F0	7C		
	Shift +		E0	37			E0	B7			E0	7C			E0	F0	7C		
	Alt +			54			D4					84			F0	B4			

Table D-1-6 No.124 key scan code

Key top	Shift	Code set 1						Code set 2							
		Make						Make							
Pause	Common*	E1	1D	45	E1	9D	C5	E1	14	77	E1	F0	14	F0	77
	Ctrl*	E0	46	E0	C6			E0	7E	E0	F0	7E			

Table D-1-7 No.126 key scan code

**: This key generates only make codes.*

Appendix E Keyboard Layout

1. United Status (US) Keyboard

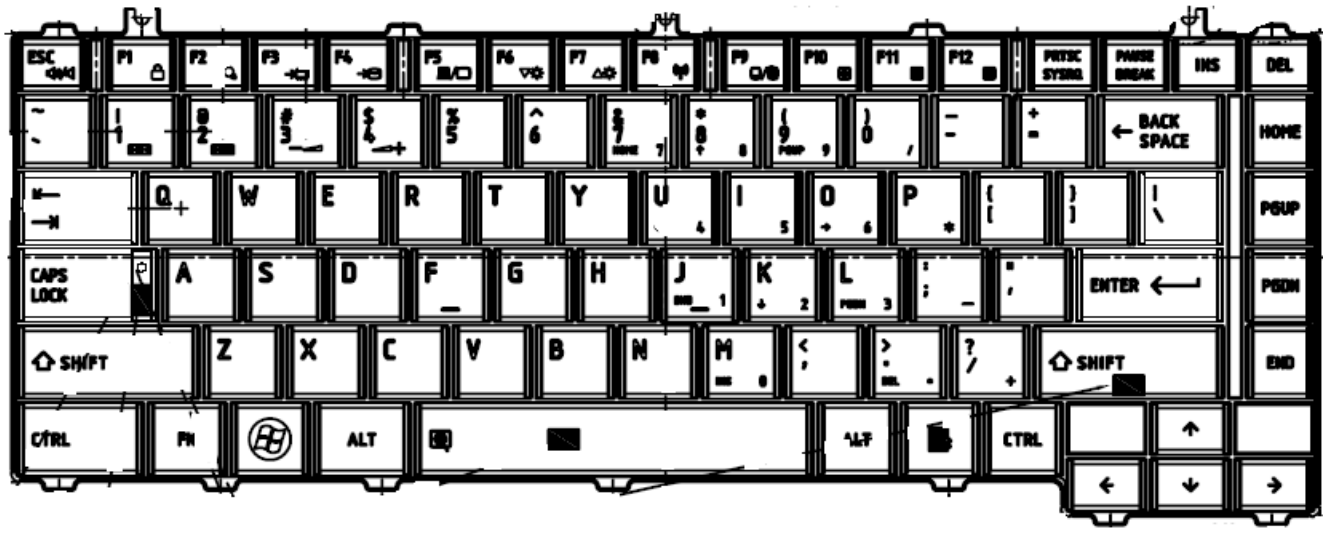


Figure E-1-1 US keyboard

2. United Kingdom (UK) Keyboard

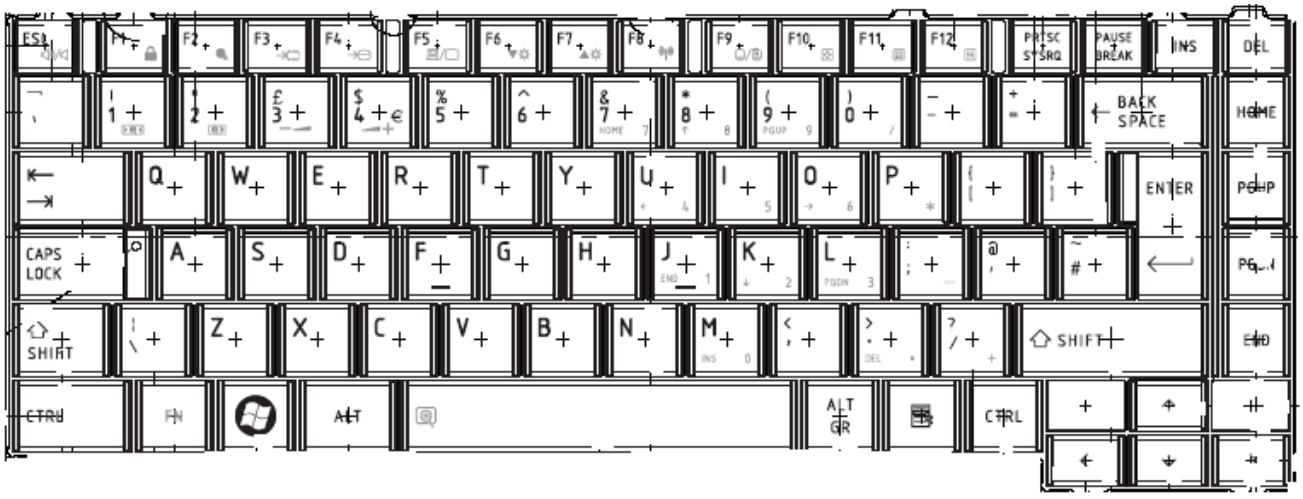


Figure E-2-1 UK keyboard

3. Japan Keyboard

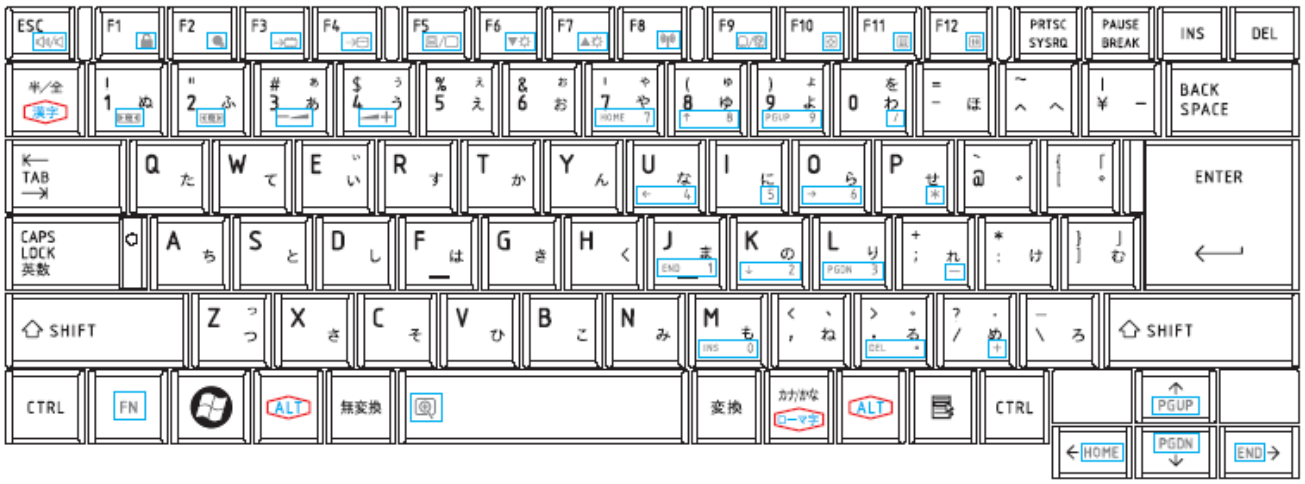


Figure E-3-1 Japan keyboard

Appendix F Wiring Diagrams

F.1 RGB Monitor ID Wraparound connector

(1)	+5V	———	+5V	(1)
(2)	+3V	———	+3V	(2)
(3)	NC	———	NC	(3)
(4)	NC	———	NC	(4)
(5)	GND	———	GND	(5)
(6)	CRT_DDCDAT	———	CRT_DDCDAT	(6)
(7)	CRT_VSYNC	———	CRT_VSYNC	(7)
(8)	CRT_DDCCLK	———	CRT_DDCCLK	(8)
(9)	CRT_HSYNC	———	CRT_HSYNC	(9)
(10)	GND	———	GND	(10)
(11)	GND	———	GND	(11)
(12)	CRT_RED	———	CRT_RED	(12)
(13)	CRT_GREEN	———	CRT_GREEN	(13)
(14)	GND	———	GND	(14)
(15)	GND	———	GND	(15)
(16)	CRT_BLUE	———	CRT_BLUE	(16)

Figure F-1-1 RGB Monitor ID Wraparound connector (15PIN to 15PIN)

F.2 LAN Loopback Connector

(1) BIBAP '(TX+) ——— (3) BIDBP (RX+)
(2) BIDAN (TX-) ——— (4) BIDBN (RX-)

Figure F-2-1 LAN loopback connector