

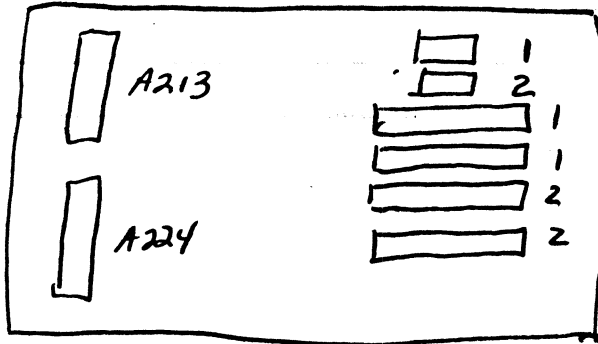
# TECH TIP #8

CATEGORY - Disk

Product - 9720

Reference - Setup of different models of 9720

## INTERFACE Bd - All models



<u>A213</u>			<u>A224</u>	
1	O		1	O
2	C		2	O
3	O		3	O
4	C		4	O
5	O		5	O
6	O		6	O
7	O	SMDE C	7	O
8	O		8	O
9	O		9	O
10	C		10	O

C > for  
BMX3

O - open C - closed

## DRIVE

SWPD - Always IN - Disable Sweep cycle

RUNT - Always OUT - makes sector count 1 less than  
set up for.

CONTINUATION Tech Tip #8

SECTOR Switches BMX3 - RDOOS

Switch	model - <u>368</u>	<u>500</u>	<u>736</u>	<u>850</u>	<u>1120</u>	<u>1230</u>
2 <sup>0</sup>				0		
2 <sup>1</sup>				C		
2 <sup>2</sup>				C		
2 <sup>3</sup>				C		
2 <sup>4</sup>				C		
2 <sup>5</sup>				C		
2 <sup>6</sup>				C		
2 <sup>7</sup>				0		
2 <sup>8</sup>				C		
2 <sup>9</sup>				0		
2 <sup>10</sup>				C		
2 <sup>11</sup>				C		
2 <sup>12</sup>				C		
2 <sup>13</sup>				C		
Clock Pulses				2.465		
Bytes/sector				64		
				642		

WON'T RUN ON  
BMX3, 3AP, 3A  
because freq.  
RATE IS GREATER  
than 20MHz

CONTINUATION of Tech T.P #8

Sector Switches BMX3 - AOS, AOS/US

Switch	model = 368	500	736	850	8500	1120	1230
2 <sup>0</sup>			C	O	O		
2 <sup>1</sup>			C	O	O		
2 <sup>2</sup>			C	O	C		
2 <sup>3</sup>			C	G	O		
2 <sup>4</sup>			O	C	O		
2 <sup>5</sup>			C	C	O		
2 <sup>6</sup>			O	C	O		
2 <sup>7</sup>			C	O	C		
2 <sup>8</sup>			C	C	C		
2 <sup>9</sup>			O	O	O		
2 <sup>10</sup>			C	C	C		
2 <sup>11</sup>			C	C	C		
2 <sup>12</sup>			C	C	C		
2 <sup>13</sup>			C	C	C		
Clock Pulses			1.814	64	68		
Byts/sect.			51	64	64		
B/8			C	C	C		

Byte/Rev  
2.465

Byte/Rev  
2.465  
64 used

WONT RUN ON  
BMX3, 3A, 3AP  
because freq.  
RATE > 20MHz

CONTINUATION of Tech TIP #8

Sector Switches AR21 - AOS, AOS/VS, AOS

Switch	model = 368	500	736	850	1120	1280
20	0	0	C	C	C	C
21	C	0	C	C	0	0
22	C	C	C	0	C	C
23	C	C	C	0	0	0
24	0	0	0	C	0	C
25	0	0	C	C	0	C
26	0	0	0	C	C	C
27	0	C	C	0	0	0
28	0	C	C	0	0	0
29	C	0	0	C	C	C
210	0	0	C	C	C	C
211	0	0	C	C	C	C
212	N/A	N/A	C	C	C	C
213	N/A	N/A	C	C	C	C
clock	Round down 1.2	Roundup 1.6	Round up 1.814	Round up 1.6	Round up 1.83	Round down 2.016
Pulses	** 52/51	69	51	69	69	86/85*
Bytes	592.87/3.37	595.50/594	573/570	595.50/594	669.50/606	592.50/37.5
13/8			C	0	0	0

\* 86 pulses, 85 used  
 \*\* 52 pulses 51 used

# CONTINUATION of Tech Tip #8

LOGICAL ADDRESS - Switch on logic board

UNIT	Switch =	$2^0$	$2^1$	$2^2$	$2^3$
0		C	C	C	C
1		O	C	C	C
2		C	O	C	C
3		O	O	C	C
4		C	C	O	C
5		O	C	O	C
6		O	O	C	C
7		O	O	O	C
8		C	C	C	O

O = OPEN

C = CLOSED

IF USING FRONT CONSOLE, leave All closed