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DECstation 5000 Model 260

Operator's Guide

March 1993

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Preface

This guide explains how to operate the hardware components of your DECstation 5000 Model 260 Series workstation. It discusses the following topics:

In Part I, “Introducing Your Workstation,”

- The parts that make up the basic DECstation 5000 Model 260 Series workstation
- The function of each workstation component
- How to set up each part of your workstation
- How to adjust your workstation hardware for your comfort
- The site and voltage requirements for your workstation
- How to power up, test, and shut down your workstation
- How to read the configuration displays and interpret the power-up and system self-test results
- How to dismantle your workstation in preparation for moving

In Part II, “External Additions to Your Workstation,”

- How to connect external storage devices to your workstation
- How to connect your workstation to the Ethernet network
- How to connect external communications options to your workstation

In Part III, “Internal Parts and Additions to Your Workstation,”

- What each internal component of the system unit does
- The internal components you can add to improve workstation performance
- How to open and close the system unit
- How to use an antistatic wrist strap

- How to install and remove internal options

In Part IV, “Managing Your Workstation,”

- How to use console and operating modes
- How to install and use a terminal as a separate system console
- How to use console commands
- How to diagnose and solve basic hardware problems

In Part V, “Appendixes,”

- Specifications for your workstation components
- Pin assignments for your workstation cables and connectors
- Regulatory information for the UK

Table 1 Conventions Used in This Guide

Convention	Use
Monospace type	Anything that appears on your monitor is set in monospace type like this.
Boldface type	Anything that you are asked to type is set in boldface type like this.
Caution note	Information that protects the workstation from being damaged is set off in a caution note.
Warning note	Information that protects you from being harmed is set off in a warning note.

Part I

Introducing Your Workstation

1

The Main Components and How to Install Them

This chapter tells you about the main parts of your workstation and how to install the following:

- System unit
- Monitor
- Keyboard and input devices
- Mouse and other pointing devices

It also explains how to:

- Position your workstation

The Main Components and How to Install Them

1.1 The System Unit

1.1 The System Unit

The system unit is the central component of your workstation. It contains the memory, central processing unit (CPU), power supply, and connectors by which you attach the monitor, keyboard and mouse, and all other parts of your workstation.

The system unit has a built-in small computer systems interface (SCSI) connector to which you can attach multiple external storage devices (tape, disk, and compact disc drives). It also has a built-in ThickWire Ethernet connector to connect your workstation to an Ethernet network. You can connect terminals, printers, plotters, or modems to its two synchronous/asynchronous RS232 serial communications connectors.

There are three TURBOchannel option slots on the system unit in which you can install TURBOchannel option modules. TURBOchannel option modules provide the hardware needed to connect and operate various workstation additions and options. The basic workstation comes with a graphics option module to which you attach the workstation monitor. The graphics option module can be installed in one of the TURBOchannel option slots on the system unit or in a TURBOchannel extender unit connected to the system unit.

The following sections describe the front and back of the system unit and how to install it.

For information about replaceable modules inside the system unit, refer to Chapter 8.

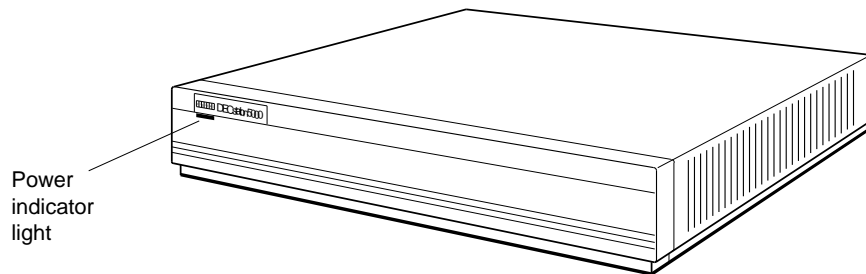
The Main Components and How to Install Them

1.1 The System Unit

1.1.1 Front of the System Unit

The front of the system unit has a green power indicator light. The light glows steadily when the system is operating correctly.

Figure 1–1 Front of the system unit



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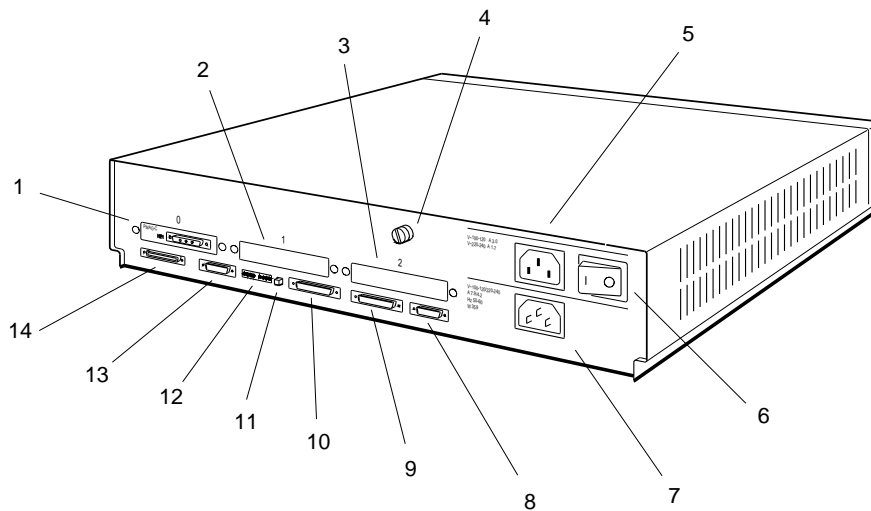
The Main Components and How to Install Them

1.1 The System Unit

1.1.2 Back of the System Unit

The back of the system will appear as shown in Figure 1–2. Table 1–1 explains each item.

Figure 1–2 Back of the system unit



- | | |
|--|--|
| 1. TURBOchannel option slot 0 with graphics module installed | 8. Keyboard-mouse connector |
| 2. TURBOchannel option slot 1 | 9. Communications connector 2 |
| 3. TURBOchannel option slot 2 | 10. Communications connector 3 |
| 4. Cover-release screw | 11. Halt button |
| 5. Monitor-to-system-unit power connector | 12. Diagnostic LED display |
| 6. On/off switch | 13. Base system ThickWire Ethernet connector |
| 7. System unit power connector | 14. Base system SCSI connector |

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The Main Components and How to Install Them

1.1 The System Unit

Table 1–1 Connectors, Controls, LED Display, and Lights on the System Unit

Item	Function
TURBOchannel option slots 0, 1, and 2	The points at which optional TURBOchannel hardware can connect to the system unit.
Cover-release screw	A captive screw that allows the cover to be removed from the system unit.
Monitor-to-system-unit power connector	The point at which power can pass from the system unit to the monitor.
On/off switch	The switch that turns the system unit on and off. Pressing the turns the system unit on. Pressing the O turns it off.
System-unit power connector	The point at which power from the power source reaches the system unit.
Keyboard-mouse connector	The point at which the keyboard-mouse cable connects the keyboard and mouse or tablet to the system unit.
Communications connectors	The points at which communications devices, such as modems and printers, connect to the system unit.
Halt button	The switch that stops the worksystem software and puts the workstation in console mode.
Diagnostic LED display	Eight small red lights that indicate an error code by means of the on-off pattern displayed when a system failure occurs.
Base system ThickWire Ethernet connector	The point at which Ethernet network cables connect to the system unit.
Base system SCSI connector	The point at which external SCSI storage devices connect to the base system.
Power indicator light	The light on the front of the system unit that indicates whether the unit is on or off.

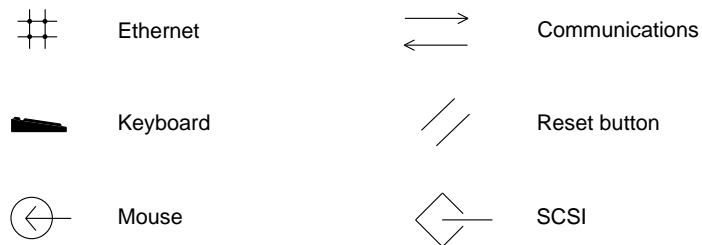
The Main Components and How to Install Them

1.1 The System Unit

1.1.3 Icons on the System Unit

The connectors on the back of the system unit are labeled with icons to remind you of their functions.

Figure 1–3 Icons on the system unit



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1.1.4 Setting Up the System Unit

Before setting up the system unit, check the voltage requirement labels printed on the back of the system unit (or check for a yellow voltage label covering the system unit power connector).

Caution

Be sure you know the voltage requirements for the device. Connecting a device to a power source that does not meet the voltage requirements of that device can damage the device.

1. Place the system unit flat on a level surface.

Caution

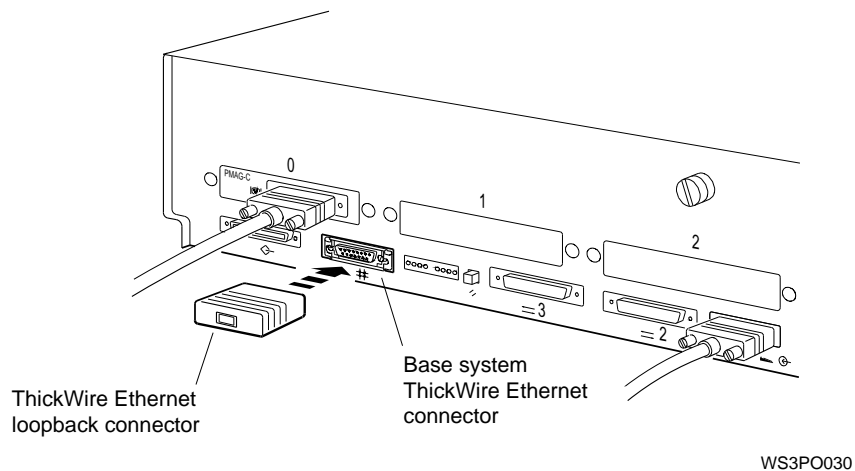
Do not stand the system unit on its side. This blocks the cooling vents and can damage the unit by causing it to overheat.

The Main Components and How to Install Them

1.1 The System Unit

2. Install a ThickWire Ethernet loopback connector on the base system Ethernet connector and on each Ethernet connector you may have in a TURBOchannel option slot. Hold the loopback connector so that the widest part of the metal rim on the connector is on top. Then firmly press the connector onto the system unit Ethernet connector. (See Chapter 6 for information on connecting your workstation to an Ethernet network.)

Figure 1-4 Attaching a ThickWire Ethernet loopback connector



The Main Components and How to Install Them

1.1 The System Unit

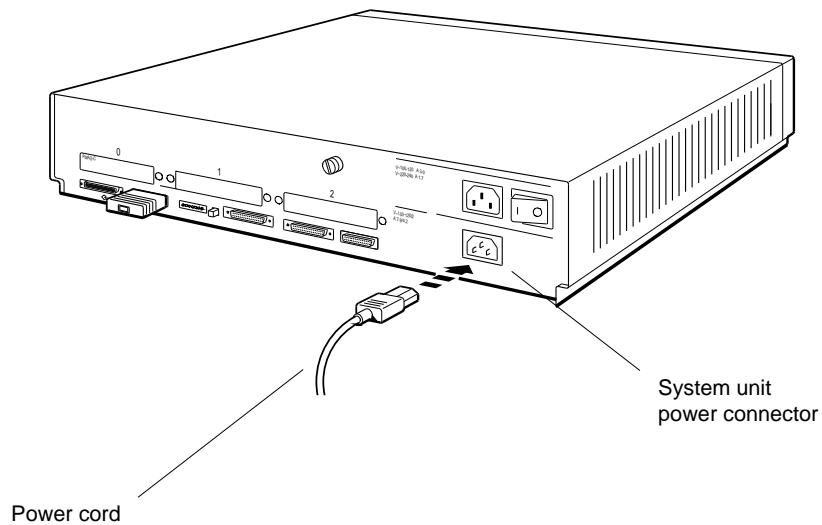
3. Connect the appropriate end of the system unit power cord to the system unit power connector.

Do not plug the power cord into a power outlet until you have installed all workstation components.

Caution

Installing workstation components while the system unit is connected to a power source may damage the components if the power is on.

Figure 1-5 Connecting the power cord to the system unit



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The Main Components and How to Install Them

1.2 The Monitor

1.2 The Monitor

Your workstation comes with a color or a monochrome monitor for use with your worksystem software and as a system console. You can also connect a terminal to your workstation for use as an alternate system console (see Chapter 10 for details).

The monitors shown in the illustrations for this guide are examples of several different monitors you can order for your workstation. The exact position of the on/off switch, connectors, and controls will vary depending on the monitor you order.

The video connector to which the monitor attaches can be located in any one of the TURBOchannel option slots on the system unit, or in a TURBOchannel extender (TCE) unit, connected to the system unit. The examples used here assume that the video connector is in TURBOchannel option slot 0.

1.2.1 Turning Your Monitor On and Off

Before connecting the monitor, make sure that the monitor and system unit power switches are in the off position, and that neither unit is plugged into a power source.

Caution

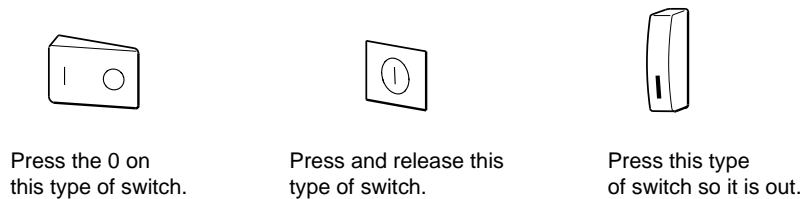
Do not connect or disconnect your monitor while power is turned on. This can damage the monitor.

Figure 1-6 shows how to turn the monitor power off with three different types of switches.

The Main Components and How to Install Them

1.2 The Monitor

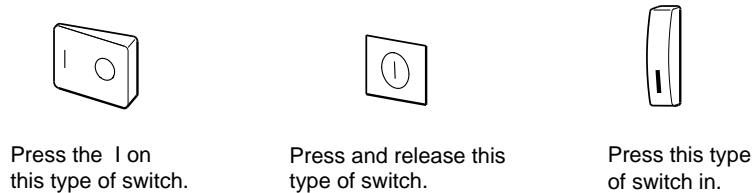
Figure 1–6 Turning off your monitor



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You can turn your monitor on and off independently, or install it so that it goes on and off when you turn the main workstation power on or off (for details, see “Section 1.2.5”). Figure 1–7 explains how to set the monitor power switch to the on position.

Figure 1–7 Turning on your monitor



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1.2.2 Positioning the Monitor

Place the monitor next to or on top of the system unit if you intend to connect its power cord to the system unit; see Section 1.2.5 for other options.

Caution

Do not place the monitor near an electromagnetic device, such as a printer or an electric pencil sharpener, or near magnetized objects, such as filing cabinets or steel beams in walls, which can interfere with its performance.

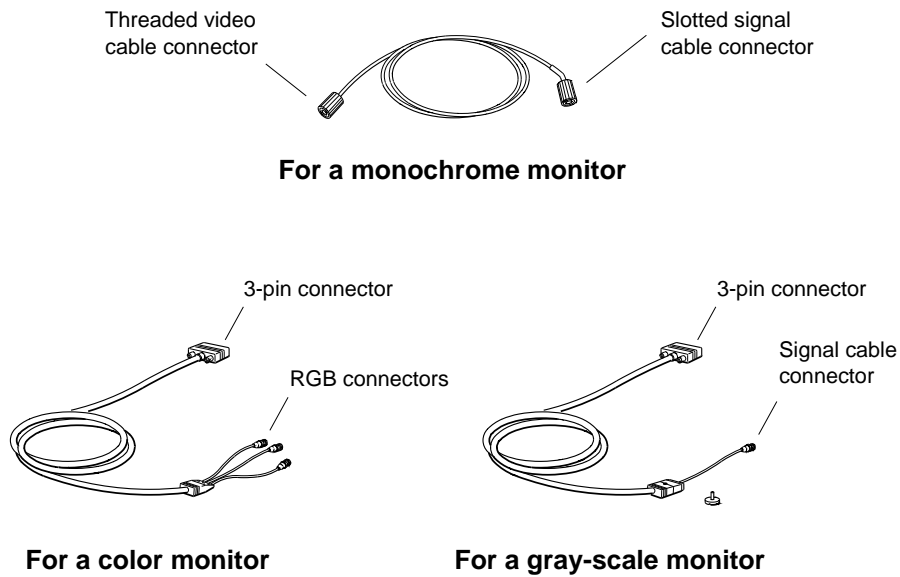
The Main Components and How to Install Them

1.2 The Monitor

1.2.3 Connecting the Monitor Video Cable

You connect one of the following monitor video cables to your monitor and to the system unit.

Figure 1–8 Video cable assemblies



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The Main Components and How to Install Them

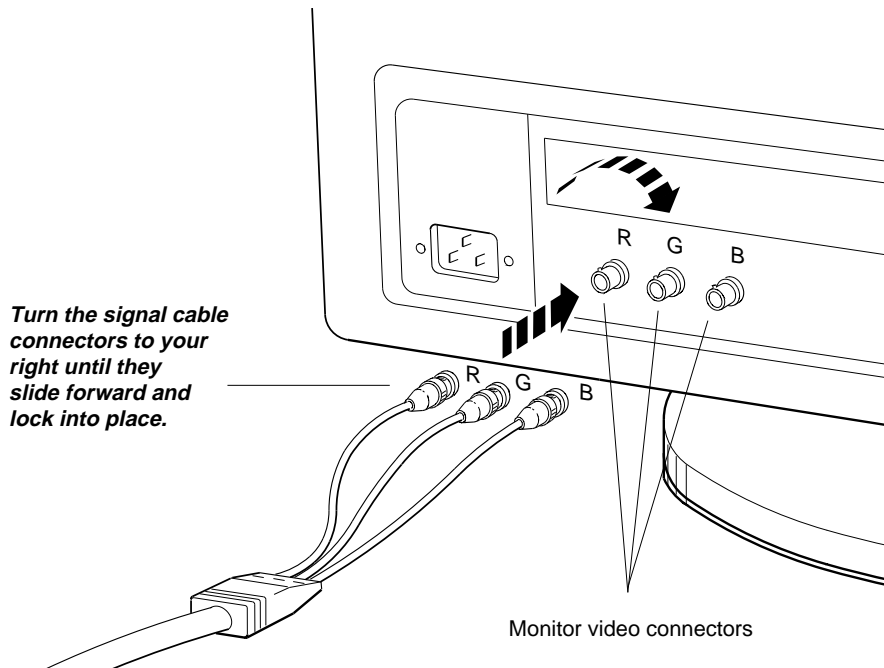
1.2 The Monitor

1.2.3.1 To Connect a Color Video Cable

1. The color video cable divides into red, green, and blue (RGB) cables at one end. Match the colors of these cables with the round RGB connectors on the monitor (labeled R, G, and B for red, green, and blue). The small collars on the cable connectors have two slots that fit over corresponding pins on the monitor connectors.

If your monitor has two sets of round RGB connectors, use the ones labeled VIDEO IN. The monitor will have no display if you use the other set of connectors.

Figure 1–9 Connecting a video cable assembly to a color monitor



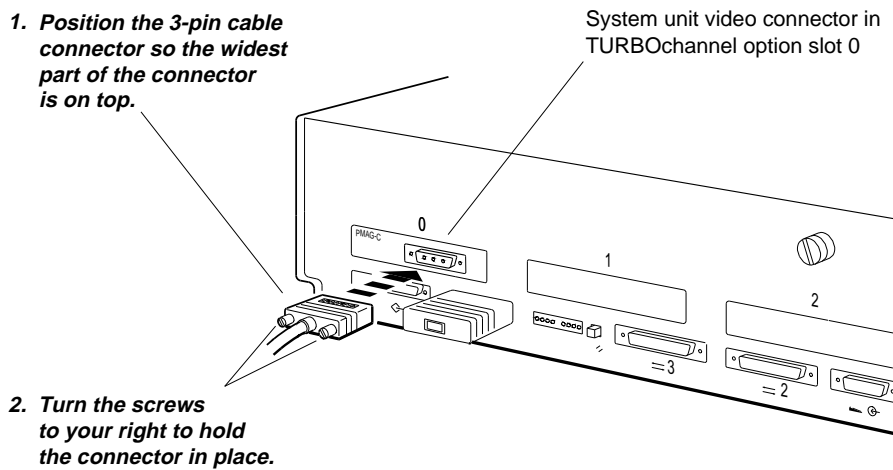
WS3PO019

The Main Components and How to Install Them

1.2 The Monitor

2. Connect the 3-pin cable connector to the workstation video connector in the system unit or TCE box.

Figure 1–10 Connecting a color video cable to the system unit



WS3PO073

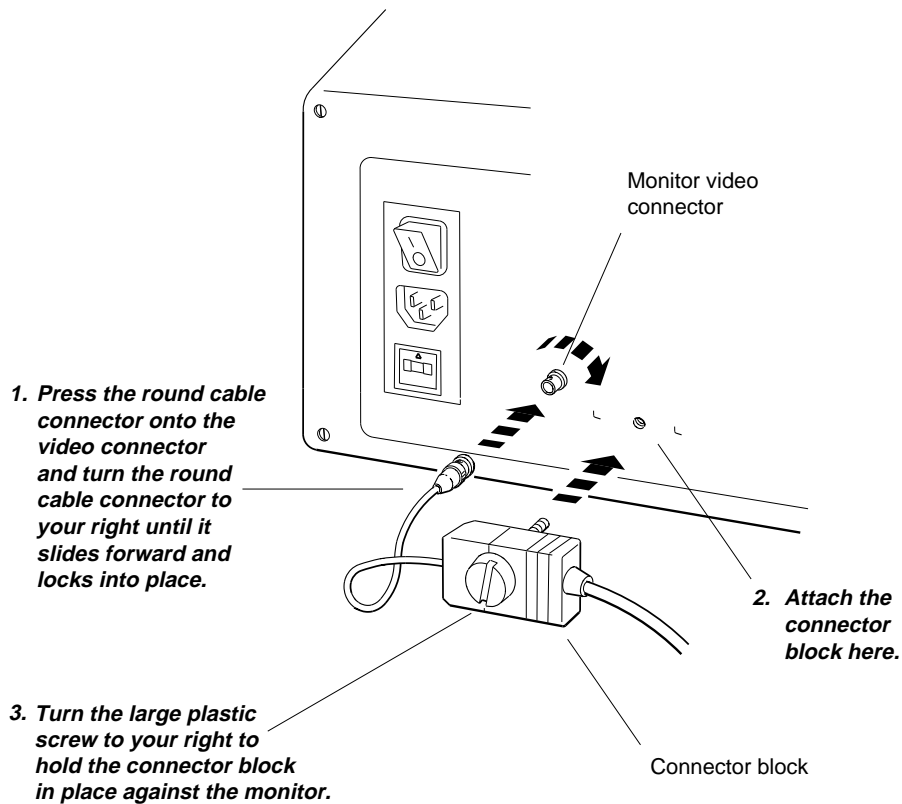
The Main Components and How to Install Them

1.2 The Monitor

1.2.3.2 To Connect a Gray-scale Video Cable

1. Attach the round cable connector to the monitor.
2. Attach the connector block to the back of the monitor.

Figure 1–11 Connecting a video cable assembly to a gray-scale monitor



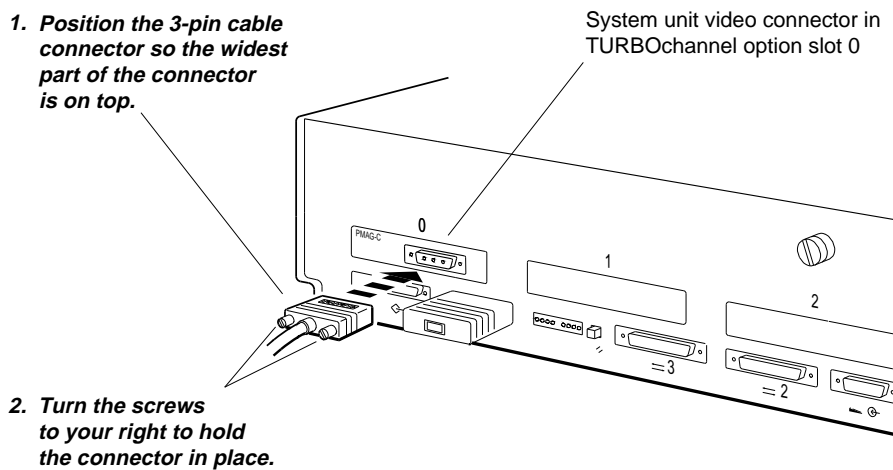
WS3PO020

The Main Components and How to Install Them

1.2 The Monitor

3. Attach the 3-pin cable connector to the system unit video connector in the system unit or TCE box.

Figure 1–12 Connecting a grey-scale video cable assembly to the system unit



WS3PO073

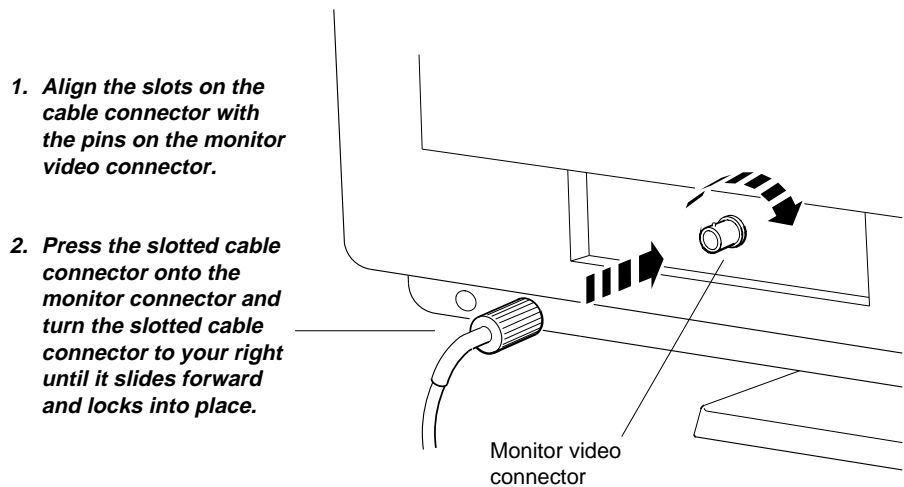
The Main Components and How to Install Them

1.2 The Monitor

1.2.3.3 To Connect a Monochrome Video Cable

1. Attach the slotted cable connector to the monitor video connector.

Figure 1–13 Connecting a video cable assembly to a monochrome monitor



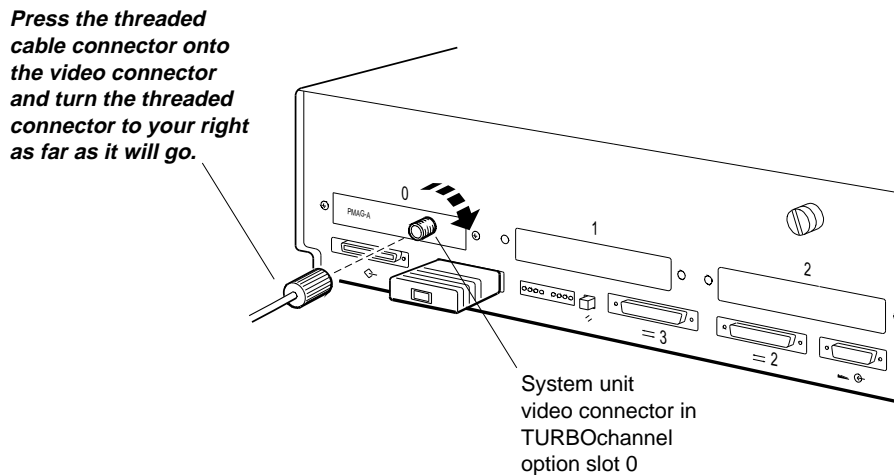
WS3PO072

The Main Components and How to Install Them

1.2 The Monitor

2. Attach the threaded cable connector to the video connector in the system unit or TCE box.

Figure 1-14 Connecting a monochrome video cable assembly to the system unit



WS3PO071

1.2.4 Connecting More Than One Monitor to a Workstation

You can connect an additional monitor for each TURBOchannel graphics option module you may have installed. However, all graphics option modules must be the same type and your workstation must be running an advanced installation of ULTRIX version 4.2 or higher. No matter how many monitors you attach to your workstation, you can use only one keyboard and mouse or other pointing device. The monitor that displays the console text is the monitor connected to the lowest numbered TURBOchannel slot, regardless of the number of monitors on the system.

To connect additional monitors to your workstation, follow the instructions for connecting a single monitor. To install graphics option modules inside the system unit, follow the instructions in your TURBOchannel user documentation.

The Main Components and How to Install Them

1.2 The Monitor

1.2.5 Supplying Power to the Monitor

The monitor can get its power from the system unit, a power strip, or a separate wall outlet.

- System unit

When the monitor is connected to the power outlet on the system unit, the monitor goes on or off whenever you turn the system unit on or off, if you set and leave the monitor power switch in the on position.

- Power strip

When the monitor is connected to a power strip, you can turn it on and off by turning the power strip on or off, if you set and leave the monitor power switch in the on position.

- Separate wall outlet

When the monitor is connected to a separate wall outlet, you have to turn the monitor on and off independently of the system unit.

The length of the cable supplied with your workstation to connect the monitor to the system unit power outlet may limit the location of the monitor. If you want to install the monitor at a distance from the system unit, connect the monitor to a power strip or wall outlet with a monitor power cord, or you can order a longer monitor-to-system-unit power cable.

Before connecting any power cords or cables, check for a yellow voltage label covering the power connector on the monitor or a voltage requirement printed on the monitor near the power outlet.

Caution

Check the voltage requirements for the device. Connecting a device to a power source that does not meet the voltage requirements of that device can damage the device.

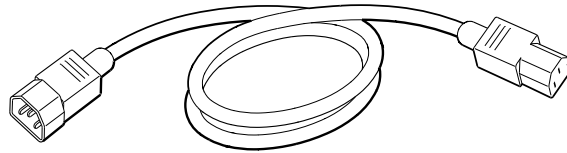
The Main Components and How to Install Them

1.2 The Monitor

1.2.5.1 To Connect the Monitor to the System Unit Power Outlet

1. Find the monitor-to-system-unit power cable.

Figure 1–15 Monitor-to-system-unit power cable



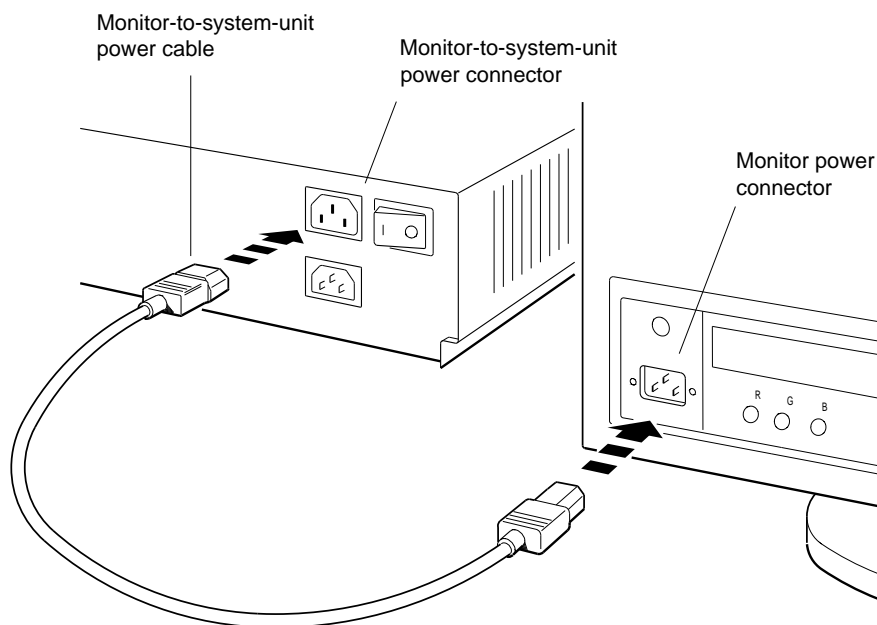
WS3PO085

The Main Components and How to Install Them

1.2 The Monitor

2. Plug the appropriate end of the monitor-to-system-unit power cable into the power connector on the back of the monitor.
Plug the other end into the monitor-to-system-unit power connector on the back of the system unit.

Figure 1–16 Connecting the monitor-to-system-unit power cable



WS3PO070

3. Check to make sure that the power to the system unit is off. Then set the monitor power switch to the on position; see Section 1.2.1.

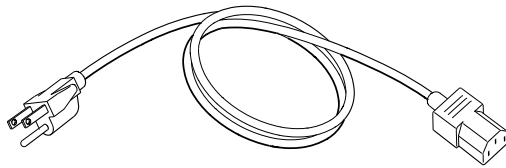
The Main Components and How to Install Them

1.2 The Monitor

1.2.5.2 To Connect the Monitor to an Independent Power Outlet

1. Find the monitor power cord (identical to the system unit power cord).

Figure 1–17 Monitor power cord



WS3PO086

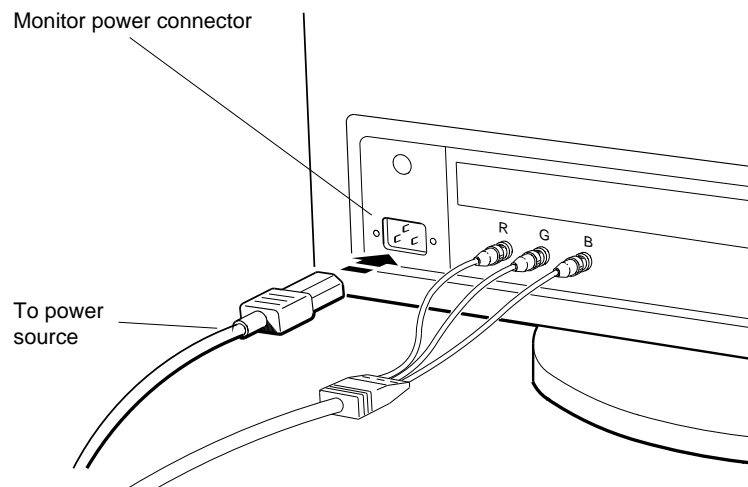
The Main Components and How to Install Them

1.2 The Monitor

2. Plug the appropriate end of the monitor power cord into the power connector on the back of the monitor.

Plug the other end of the power cord into a power strip or separate wall outlet.

Figure 1–18 Connecting a separate monitor power cord



WS3PO035

3. If you intend to turn your monitor on and off independently, set the monitor power switch to the off position.

If you intend to control the power to your monitor by turning the power strip on and off, set the monitor power switch to the on position.

For instructions on operating the monitor power switch, see Section 1.2.1.

The Main Components and How to Install Them

1.3 Input Devices

1.3 Input Devices

The following input devices can be connected to your workstation:

- Keyboard
- Mouse
- Tablet and puck or stylus
- Dial and button box

1.3.1 The Keyboard

You have a choice of a full-sized or smaller version of the keyboard.

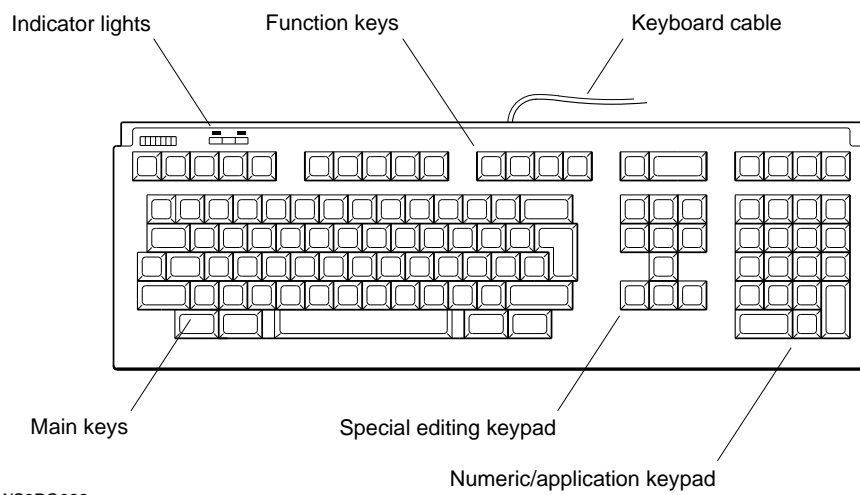
1.3.1.1 The LK401 Keyboard

The LK401 is a full-sized keyboard. The main part of the LK401 keyboard resembles a typewriter keyboard. In addition to the main keys, the LK401 keyboard has some special function keys, a special editing keypad, and a numeric/application keypad. The manuals for your software explain how to use the special keys.

The Main Components and How to Install Them

1.3 Input Devices

Figure 1–19 LK401 keyboard



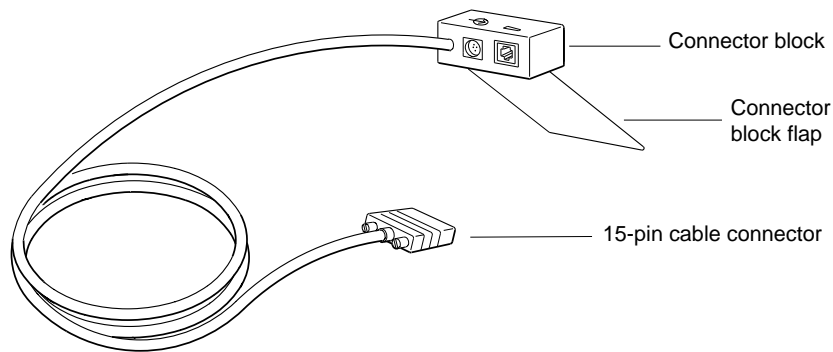
The Main Components and How to Install Them

1.3 Input Devices

1.3.1.2 Connecting the Keyboard to the System Unit

You connect the keyboard to the system unit using a keyboard-mouse cable assembly.

Figure 1–20 Keyboard-mouse cable assembly



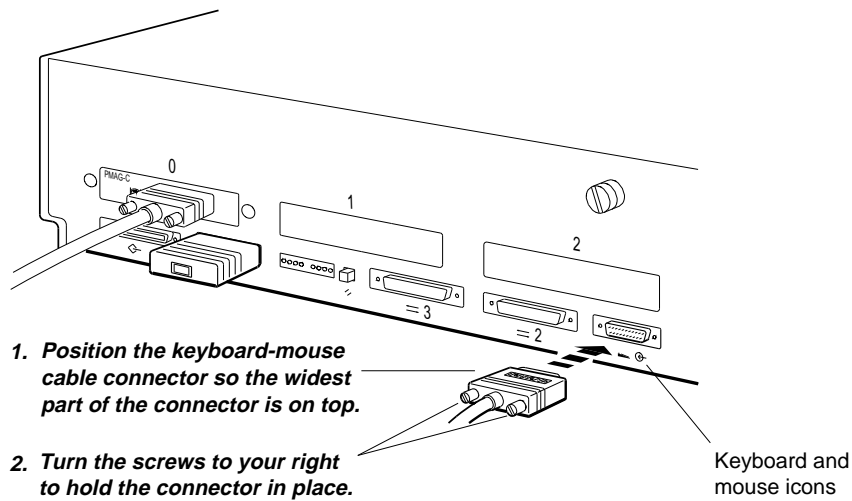
WS3P0082

The Main Components and How to Install Them

1.3 Input Devices

1. Plug the 15-pin connector on the keyboard-mouse cable assembly into the keyboard-mouse connector on the system unit.

Figure 1–21 Connecting the keyboard-mouse cable assembly to the system unit



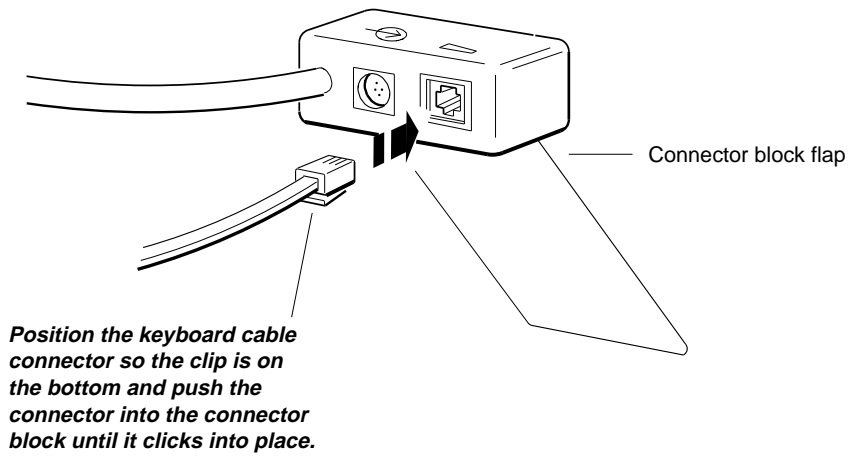
WS3PO081

The Main Components and How to Install Them

1.3 Input Devices

2. Insert the keyboard cable connector into the connector block of the keyboard-mouse cable assembly.

Figure 1–22 Connecting the keyboard cable to the connector block



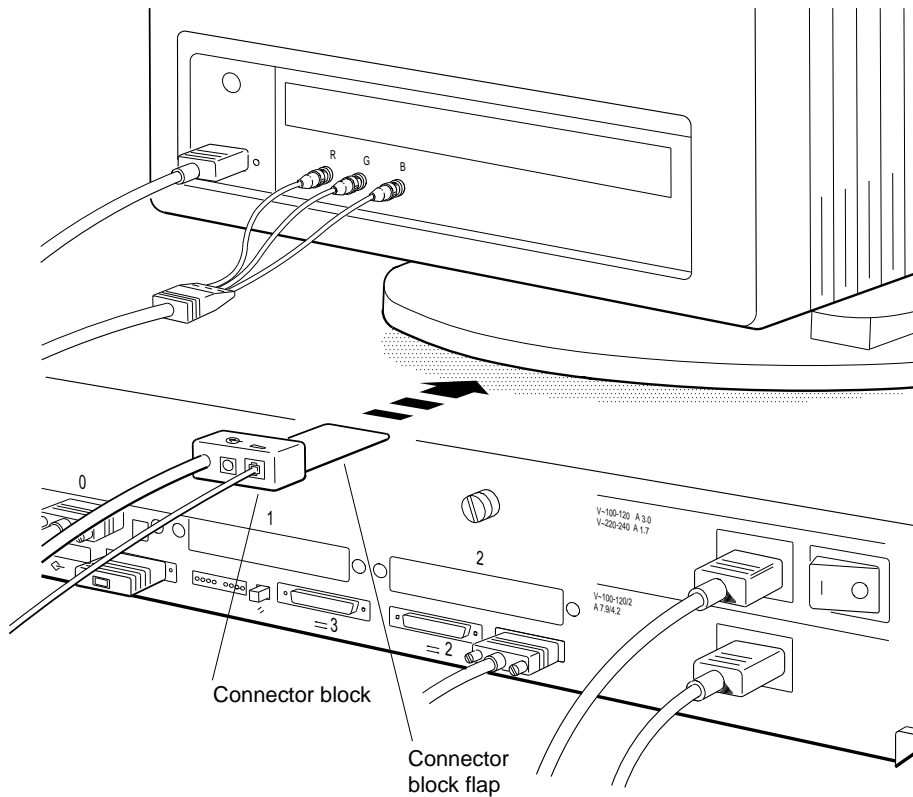
WS3PO083

The Main Components and How to Install Them

1.3 Input Devices

3. Lift the back of the monitor, slide the flap on the connector block under the base of the monitor, and lower the base onto the flap. Be sure the entire flap is under the base.

Figure 1–23 Positioning the connector block



WS3PO026

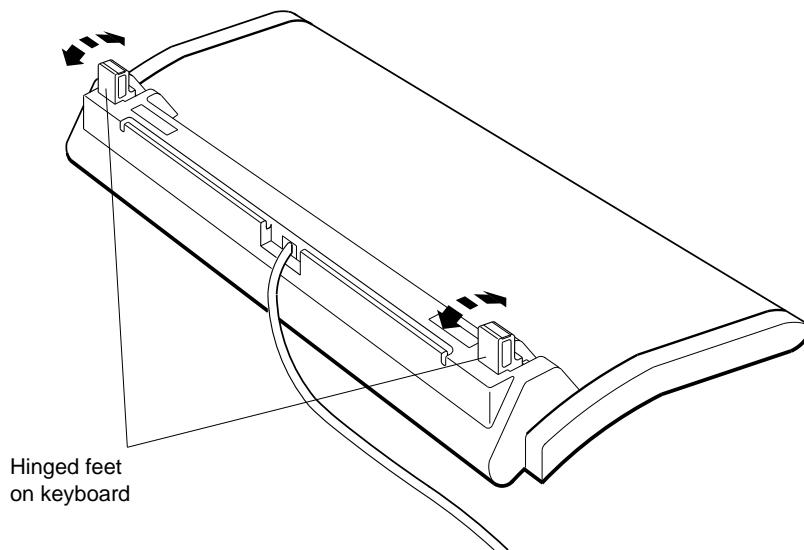
The Main Components and How to Install Them

1.3 Input Devices

1.3.1.3 Adjusting the Keyboard Feet

You can use the keyboard in either of two positions, depending on which you find more comfortable: you can lay the keyboard flat on your work surface, or you can slant it toward you at a slight angle. To position the keyboard, you raise or lower the hinged feet on the bottom of the keyboard.

Figure 1–24 Raising and lowering the hinged feet on the keyboard



WS3PO023

The Main Components and How to Install Them

1.3 Input Devices

1.3.2 Pointing Devices

You use a pointing device to move the pointer and cursor on the monitor screen.

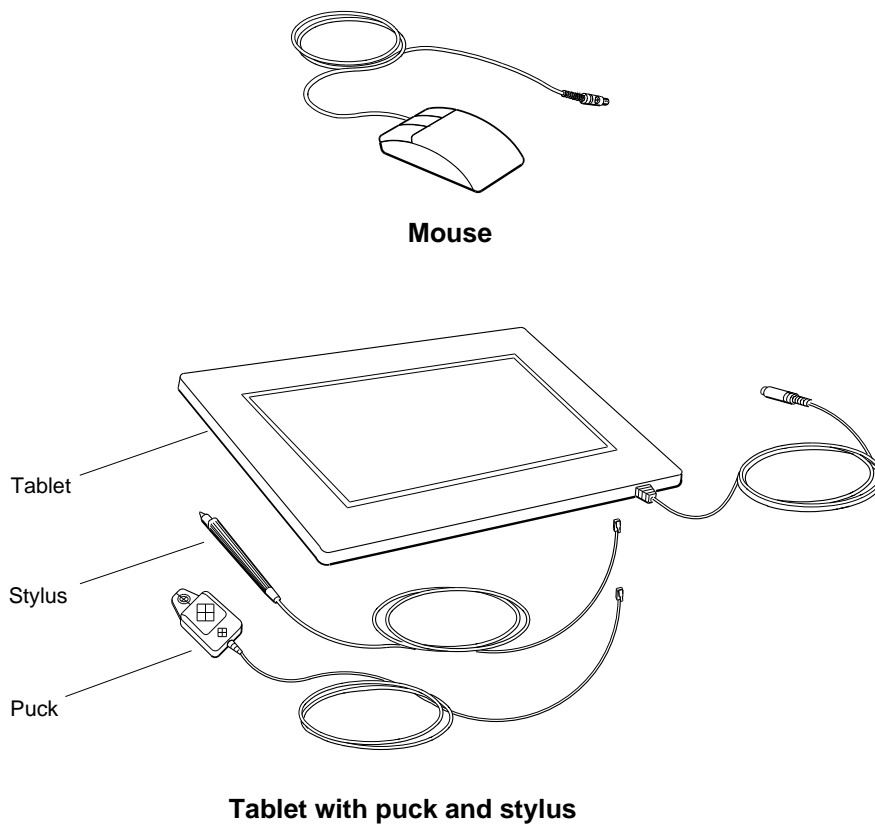
1.3.2.1 The Mouse and Tablet

The main pointing device for your workstation is a mouse. As an alternative to a mouse, you can use a tablet and stylus or puck as a pointing device. You cannot use both a mouse and a tablet and stylus at the same time.

Your software manuals explain how to use the devices.

The Main Components and How to Install Them 1.3 Input Devices

Figure 1–25 Pointing devices



WS3PO002

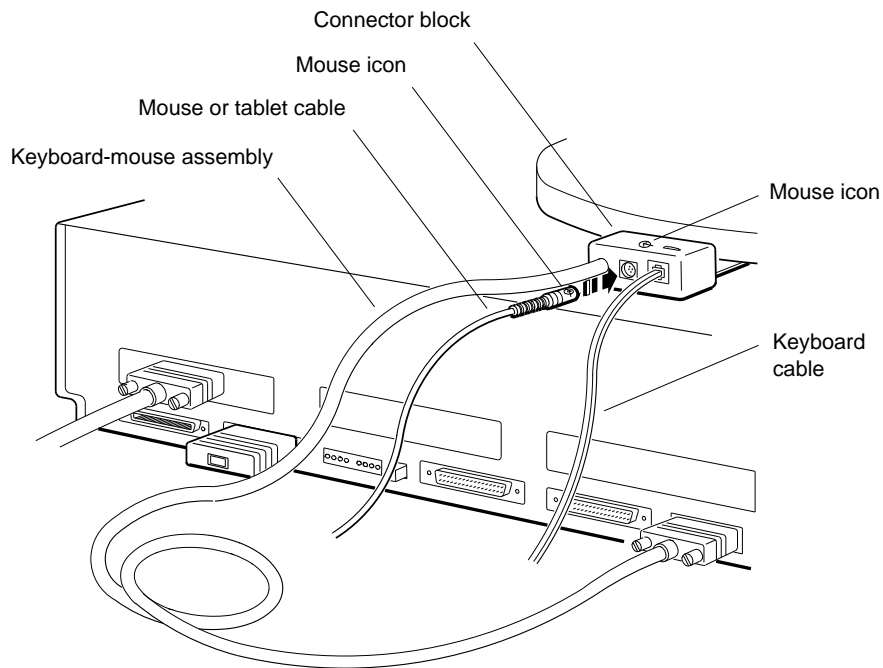
The Main Components and How to Install Them

1.3 Input Devices

You connect the mouse (or tablet and stylus) to the connector block on the keyboard-mouse assembly that attaches to the system unit.

1. Position the mouse or tablet cable connector so that the icon on it is below the mouse icon on the connector block.
2. Push the cable connector as far as it will go into the connector block.

Figure 1–26 Connecting the mouse or tablet



WS3PO028

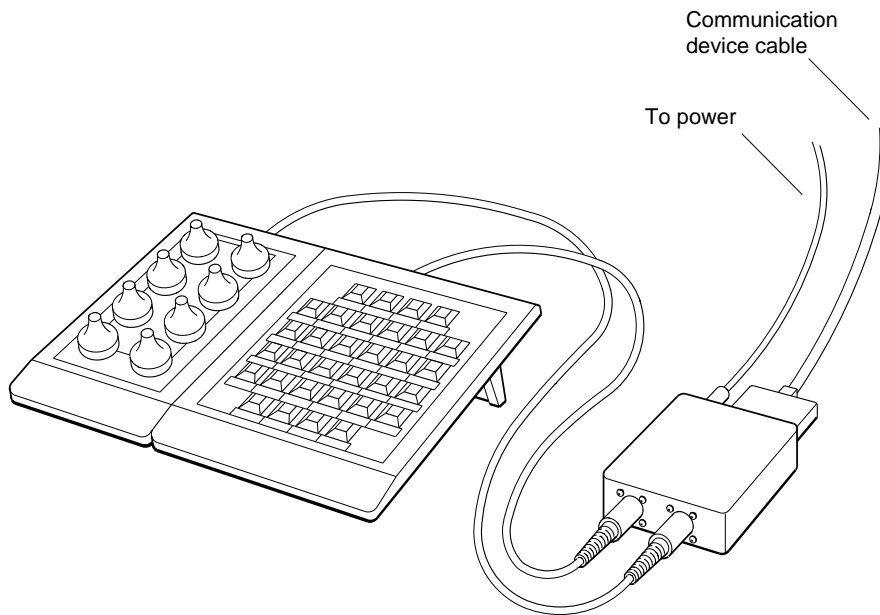
The Main Components and How to Install Them

1.3 Input Devices

1.3.2.2 Dial and Button Boxes

If you are using computer-aided design (CAD) applications with your workstation, you may want to connect a dial box or a button box in addition to the mouse or tablet. Dial and button boxes allows you to easily rearrange the contents of a graphic screen display. You connect a dial or button box to one of the communications connectors on the system unit. For installation information, refer to the documentation supplied with the device.

Figure 1–27 Dial and button boxes



WS3PO024

The Main Components and How to Install Them

1.4 Adjusting and Positioning Your Workstation for Comfort

1.4 Adjusting and Positioning Your Workstation for Comfort

You can make several adjustments to your workstation monitor and keyboard for your comfort. You can:

- Position the monitor on top of or beside the system unit.
- Anchor the keyboard-mouse cable assembly connector block under the monitor base, or wherever is convenient.
- Tilt and swivel the monitor on its stand.
- Adjust the monitor brightness and contrast controls.
- Slant the keyboard toward you or lay it flat by raising or lowering the hinged keyboard feet.

For more specific instructions, refer to the documentation that came with the device.

2

The Environment

This chapter describes the following topics:

- Site requirements
- Voltage

2.1 Site Requirements

To operate at its best, your workstation must be set up in a place that meets certain requirements.

Caution

Failure to meet these requirements can damage the equipment.

2.1.1 Temperature and Humidity

- The temperature around the workstation should be between 50° F (10° C) and 95° F (35° C).

The workstation should be set up away from heaters, photocopiers, and other sources of heat.

Protect your workstation from direct sunlight.

2.1 Site Requirements

- Air should flow freely around your workstation to keep heat from building up and damaging the equipment.
Leave 4 inches (10 centimeters) between system unit vents and other objects.
Leave 3 inches (7.6 centimeters) between monitor vents and other objects.
- Relative humidity should be between 10 and 90 percent.
- Store supplies (such as tape cartridges) within these same temperature and humidity limits.

2.1.2 Cleanliness

- Keep your work area as dust-free as possible.

2.1.3 Interference

- Set up your workstation at least 30 inches (76.2 centimeters) from any sources of electrical interference, such as other terminals or monitors, printers, or electric pencil sharpeners.
- To limit its exposure to static electricity and magnetized objects, set up your workstation away from busy corridors and other high-traffic areas and away from filing cabinets and steel beams in walls.

2.2 Electrical Requirements

- Reserve an entire circuit for your workstation power source. The fuse for the circuit must be at least 20 amperes.
- Be sure your electrical circuit is properly grounded and free from electrical noise. If possible, connect a surge-protected power strip to the outlet and plug your workstation power cord into the power strip.

2.2 Electrical Requirements

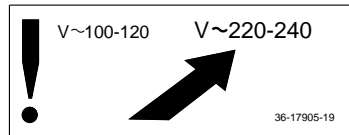
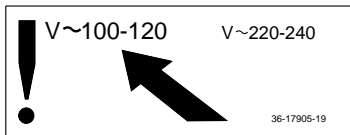
2.2.1 Voltage

Many of the devices you connect to your workstation, including most monitors, must have voltages that match your power source, which is either 110/120 or 220/240 volts. Devices that require matching voltages have a yellow voltage label covering the power connector. This label tells you that device's power requirements.

Caution

Connecting your equipment to a power source with the wrong voltage can damage the equipment.

Figure 2-1 Voltage Labels



WSE2I021

3

Starting and Testing

This chapter explains how to:

- Turn on your workstation
- Set your keyboard language
- Operate system self-tests
- Check your workstation configuration
- Stop your worksystem software
- Turn off your workstation

3.1 Turning On Your Workstation

3.1 Turning On Your Workstation

Before turning on your workstation for the first time,

- Make sure that the system unit power cord is plugged into a wall outlet or power strip.
- Make sure that the monitor and any external devices are plugged into a power source.
- If any components of your workstation are plugged into a power strip, make sure that the power strip is plugged into a power outlet.
- If you intend to control power to your workstation by turning the power strip on and off, make sure that all power switches on the workstation components are set to the on position.

If all workstation components are plugged into a power strip, first turn on the power strip, then your workstation. If some of your workstation components are plugged into different outlets, turn on your workstation in the following order:

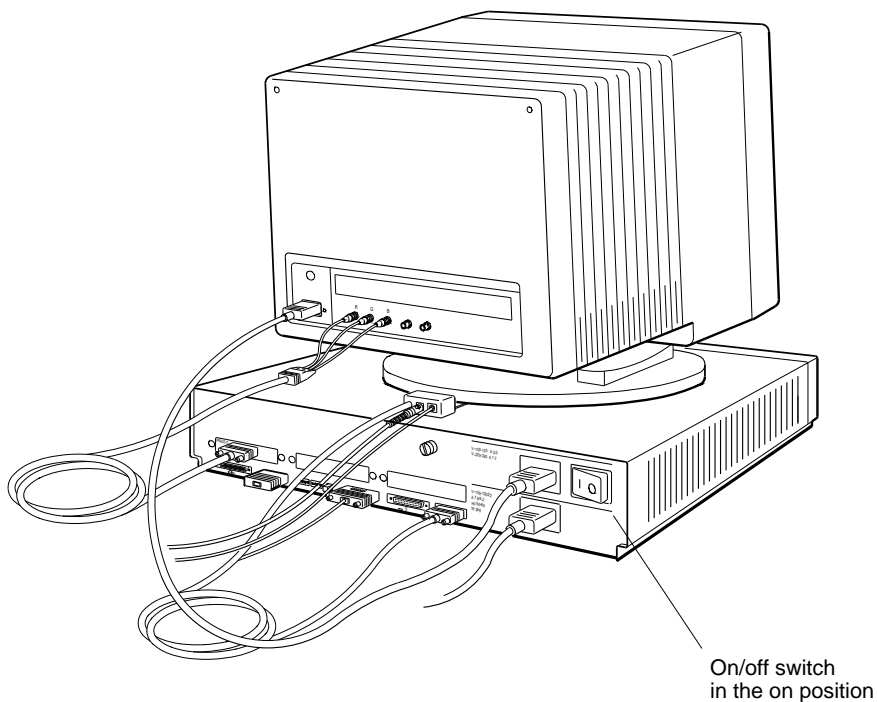
1. Turn on any external devices. Most devices have rocker switches. Some have push switches.
2. If necessary, turn on the monitor.
 - If the monitor gets its power through the system unit, and if you have set the monitor power switch to the on position, the monitor will go on when you turn on the system unit.
 - If the monitor is plugged into a wall outlet, or if the monitor power switch is in the off position, turn it on now. (For instructions, refer to the documentation that came with the monitor or see Section 1.2.1.)

When the monitor turns on, a green indicator light glows on the front of the monitor. The monitor must run for 10 to 15 seconds before it is warmed up enough for the display to be visible.

3. Turn on the system unit by pressing the | on the On/Off switch on the back of the system unit. See Figure 3-1.

3.1 Turning On Your Workstation

Figure 3-1 Turning on the system unit



WS3PO058

When you turn on the system unit, the following things happen:

- The green power indicator light glows on the front of the system unit.
- The system unit runs the automatic power-up self-test, which takes from 1 to 5 minutes. The system displays the names of each subtest that it runs at the bottom of the screen. Some tests display asterisks (*) and other symbols, and some tests cause the screen to flicker.

If you have multiple monitors, the monitor connected to the graphics module in the lowest-numbered option slot displays all system test information. At the end of the power-up self-test, messages explaining any errors that occurred during any of the subtests scroll across the screen. (You can redisplay these messages later.)

For more information on the power-up self-test, see Section 3.3.

3.1 Turning On Your Workstation

4. If you are starting your workstation for the first time, you will be prompted to select a keyboard language (see Section 3.2).
5. The screen displays the console prompt (>>) or the restricted console prompt (R>) when the system is ready to accept user commands.
 - At the console prompt (>>), you can execute all console commands.
 - At the restricted console prompt, you can use only the boot and passwd console commands until you enter the correct password, because someone has set up a password requirement to restrict access to the system.
 - To enter your password, type **passwd** and press Return. Then enter the console password at the `pwd` prompt and press Return again. If you do not know the password, contact your system manager or a Digital service representative.

If anything other than the console prompt (>>), or restricted prompt (R>) appears, turn to Chapter 11 for troubleshooting instructions.

6. At the console prompt, type **erl** and press Return to display a complete list of any error messages that scrolled across the screen during the self-test.

If you see any error messages, or if you see a message that begins with `?TFL:`, turn to Chapter 11 for troubleshooting instructions. After correcting the error, turn the system unit off and then turn it back on again.

If your system unit fails to turn on, turn it off and check to ensure that

- Power cords are connected properly, and the power strip, if there is one, is plugged in and turned on.
- There is power at all power outlets.
- All power switches are set to the on position.

If the system unit still fails to work, turn to Chapter 11 for troubleshooting instructions.

3.2 Setting the Keyboard Language

3.2 Setting the Keyboard Language

If you are installing the workstation for the first time, the system console displays the following language menu:

```
1) Dansk                9) Français (Suisse Romande)
2) Deutsch              10) Italiano
3) Deutsch (Schweiz)   11) Nederlands
4) English              12) Norsk
5) English (British/Irish) 13) Português
6) Español              14) Suomi
7) Français             15) Svenska
8) Français (Canadien) 16) Vlaams
```

```
(1..16): _
```

Type the number displayed to the left of the language you want to use. Then press Return.

The console prompt (>>) appears when the language is set.

If you need to change the workstation language, type **setenv console 0** at the console prompt and press Return. The language menu will be redisplayed. Select a language and press Return. Then type **boot** and press Return to restart the workstation.

3.3 Testing Your Workstation

3.3 Testing Your Workstation

Your workstation automatically runs a power-up self-test every time you turn on the power to the system unit. Self-tests are programs that check your workstation hardware to ensure that it is functioning properly.

Self-tests have numerous subtests that examine specific workstation components. When a subtest discovers a problem, it displays a coded message, called an error message, on the screen. When all the tests are done, the workstation displays the console prompt (>>).

3.3.1 Using the Quick or Full Self-Test

You can issue one of the following console commands at the system console prompt (>>) to change the number of self-tests the workstation runs during power-up:

- To set up your system to run a quick self-test (the default setting), enter the command **setenv testaction q**.
- To set up your system to run a more thorough set of self-tests, enter the command **setenv testaction t**.

Chapter 10 explains the console commands in more detail.

You can run the full set of self-tests, collectively called the system self-test, at any time. However, you must shut down your ULTRIX worksystem software first.

3.3 Testing Your Workstation

3.3.2 To Run the Full Self-Test

1. If your workstation is running the ULTRIX worksystem software, type **shutdown -h now** at the ULTRIX prompt and press Return to halt the software.
2. At the console prompt (>>), type **test** and press Return.
 - As the system performs the subtests that make up the self-test, it briefly displays the name of each subtest on the screen. The tests can take 15 minutes or more to run.

At the end of the self-test, messages scroll across the screen explaining any errors that occurred during any of the subtests. Then the console displays the console prompt (>>).

- To redisplay the error messages, type **erl** at the console prompt (>>) and press Return.

3.3.3 If a Self-Test Fails

At the end of the system self-test, error messages that have been generated scroll across the screen. Use the error log command (**erl**) to redisplay these messages and to look for others.

If you see any error messages, or if you see a message that begins with **?TFL:**, turn to Chapter 11 for an explanation of the message and troubleshooting instructions.

3.4 Checking the Configuration Display

The configuration test tells you which option modules are in your system unit. It identifies each module in your system unit by slot number and a special option module code.

Use the **cnfg** command to check the workstation configuration (see Chapter 10). Check to be sure that all the modules ordered for your workstation are listed in the display on your screen. The modules you ordered are listed on the packing list for your shipment.

3.5 Stopping the Workstation Without Turning It Off

3.5 Stopping the Workstation Without Turning It Off

You can shut down the ULTRIX worksystem software by typing **shutdown -h now** at the ULTRIX prompt and pressing Return.

If you are unable to return to console mode using this shutdown command, you can stop your workstation and all worksystem software by pressing the halt button on the back of the system unit. The workstation and software stop whatever they were doing, and the monitor displays the console prompt (>>). Save all open work files, if you can, before pressing the halt button.

Note

It may take several seconds after pressing the halt button for your system to respond.

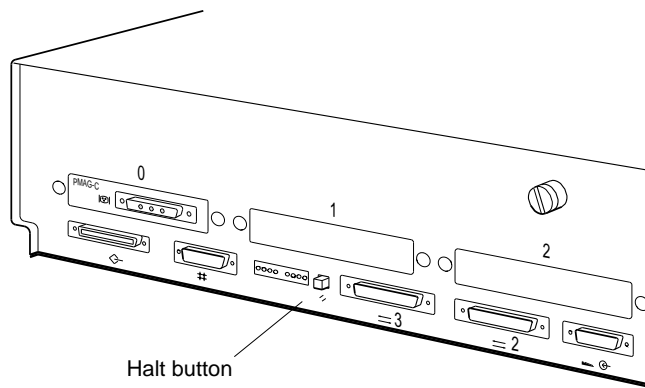
Caution

Do not press the halt button while you are running any worksystem software. This could cause the loss or corruption of data.

You can change the specific result of pressing the halt button by issuing a console command to change the setting of the halt/action environment variable. See Figure 3-2. Chapter 10 explains how to change this variable.

3.5 Stopping the Workstation Without Turning It Off

Figure 3-2 Halt button and system unit on/off switch



WS3PO059

3.6 Turning Off the Workstation

1. If your worksystem software has been installed, follow the instructions that came with that software to shut it down.
2. Turn off the power.
 - If your workstation and all the devices connected to it take power from a power strip, turn off the power strip.
 - If your workstation is not on a power strip,
 - Turn off any communications device by following the instructions that came with the device.
 - Turn off each expansion box.
 - If the monitor receives its power from a separate wall outlet, turn off the monitor. (If the monitor receives its power from the system unit, leave the monitor on.)
 - Turn off the system unit.

3.7 Installing Workstation Software

3.7 Installing Workstation Software

The software for your system can be installed by you, or it may be installed at the factory.

If you are installing the software, follow the instructions in the *Guide to Installing ULTRIX*.

If you have factory-installed software, follow these instructions to start the software:

1. At the console prompt (>>), type **setenv boot "3/rz2/vmunix -a"** and press Return.
2. Then type **boot** and press Return.

See the *ULTRIX Guide to Starting the Factory-Installed Software System* for further instructions.

Once you have installed the software, you can start it up in subsequent sessions just by typing **boot** at the console prompt and pressing Return.

You will see some ULTRIX start-up messages, and then the log-in screen appears. This is where you type your user name and your password, if you have one. You receive both your user name and password from the system manager when you first begin using your workstation.

Note

You must be running ULTRIX and UWS V4.3A or later. Earlier versions of ULTRIX did not support the DECstation 5000 Model 260.

Moving Your Workstation

This chapter tells you how to disassemble your workstation and pack it for moving.

4.1 Dismantling Your Workstation

1. If the workstation software is running, type **shutdown -h now** and press Return.
2. Turn off any devices connected to your workstation, such as printers, modems, or external hard disks.
3. Turn off the system unit by pressing the O on the On/Off switch on the back of the system unit.
4. If necessary, turn off the monitor.
 - If the monitor gets its power through the system unit, it will go off when you turn off the system unit.
 - If the monitor is plugged into a wall outlet, press the O on the On/Off switch.
5. Unplug all power cords from their power sources.
6. Disconnect all external devices, including the monitor and the keyboard, from the system unit. If two or more disk drives or other devices are chained together, disconnect them from each other.
7. If the SCSI connector on the back of the system unit contains a terminator, remove the terminator.
8. Disconnect the mouse from the keyboard.
9. If you are on a network, disconnect the Ethernet cable from the system unit. Otherwise, remove the loopback connector.

4.2 Packing Your Equipment

4.2 Packing Your Equipment

Pack each piece of equipment in the original carton. Use any padding that came in the carton to hold the equipment securely in place.

Be sure to include the following in each carton:

- Any cables, power cords, and terminators that came with that device
- Any documentation that came with the device

Part II

External Additions to Your Workstation

5

External Storage Devices

This chapter describes:

- Available external options
- Types of storage devices you can connect
- General rules for connecting storage devices
- Installation of external storage devices
- Meeting cable length limits
- Checking and setting the SCSI ID of a storage device
- Testing storage devices after installation

5.1 Available External Options

5.1 Available External Options

Listed below are the external options for the DECstation 5000 Model 260. External options are contained in expansion boxes that are attached by a cable to the system unit.

- RZ23L, RZ24L, RZ25, RZ26, RZ58 fixed disk drives
- RX23, RX33 diskette drive
- TZK10, TZ30, TLZ06, TKZ08, TKZ09, TZ85, TSZ07 tape drives
- TK50 cartridge tape drive
- RRD42 compact disk drive

5.2 Storage Devices You Can Add to Your Workstation

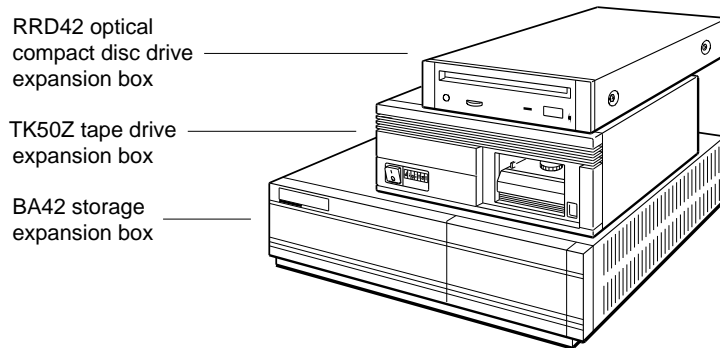
External storage devices for the DECstation 5000 Model 260 workstation are small computer systems interface (SCSI) drives (such as tape, disk, and compact disc drives) that are contained in external boxes you connect to the system unit. A SCSI drive can also be self-contained in its own box or installed in a multiple-drive expansion box such as a BA42 expansion box or a TCE. You can connect the external devices to the built-in SCSI connector on the system unit or to any SCSI connector in a TURBOchannel option slot.

You can connect any of the following storage devices, shown in Figure 5-1, to your workstation:

- Any drive installed in a BA42 expansion box (for a list of specific drives, see the *BA42 Installation Guide*)
- Any drive installed in a TURBOchannel extender (TCE) unit (for a list of specific drives, see the *TURBOchannel Extender Operator's Guide*)
- Any self-contained tape, disk, or compact disc drive that conforms to SCSI specifications such as
 - TK50Z tape drive
 - RZ58 disc drive
 - RRD42 optical compact disc drive

5.2 Storage Devices You Can Add to Your Workstation

Figure 5-1 Some typical expansion boxes



WS3PO005

5.3 Rules for Connecting Storage Devices

5.3 Rules for Connecting Storage Devices

For the system to work properly, external storage devices must be connected to your workstation according to the following rules:

- Up to seven SCSI drives (either self-contained or installed in multiple-drive expansion boxes) can be attached to each SCSI connector.
 - A self-contained drive is one drive in its own box
 - A BA42 expansion box can hold one or two drives
 - A TCE can hold up to three drives
- External storage devices that use the same SCSI connector must be linked together by SCSI cables, forming a single chain of devices. Each expansion box or self-contained storage device has two SCSI connectors:
 - One connects the device or box to the base system or to the previous device or box in the chain.
 - The other connects the device or box to the next device or box in the chain.
- A SCSI terminator must be connected to the unused SCSI connector on the last device or box in a chain.
- Each drive in a chain of devices connected to one SCSI connector must have a unique SCSI ID number. (See Section 5.6 for information about determining and setting SCSI ID numbers.)
- Up to three expansion boxes can be connected to each SCSI connector.
- The SCSI bus cannot exceed 19.8 feet (6 meters).

5.4 Installing External Storage Devices

5.4 Installing External Storage Devices

1. Determine what external storage devices you have:
 - BA42 expansion box
 - TCE, if it has internal drives
 - Self-contained tape, disk, or compact disc drive
2. Check to make sure that the number of SCSI drives and storage expansion boxes to be connected are within the allowable limits. You can connect up to seven SCSI drives, contained in up to three expansion boxes, to the base system SCSI connector.
3. Make sure that each SCSI drive on the same bus has a unique SCSI ID number. If two or more of the drives to be connected to a SCSI connector have the same SCSI ID number, you must change the duplicate SCSI IDs (see Section 5.6).
4. Position the storage expansion boxes next to or on top of the system unit. If one of the boxes is a TCE, place it directly on top of the system unit, because one of its interconnecting cables is very short. You may stack the boxes one on top of the other.
5. Set the power switches on the storage expansion boxes to the off position. (Figure 5–2).

Figure 5–2 Power switch in the off position



Press the 0 on
this type of switch.

WS3PO101

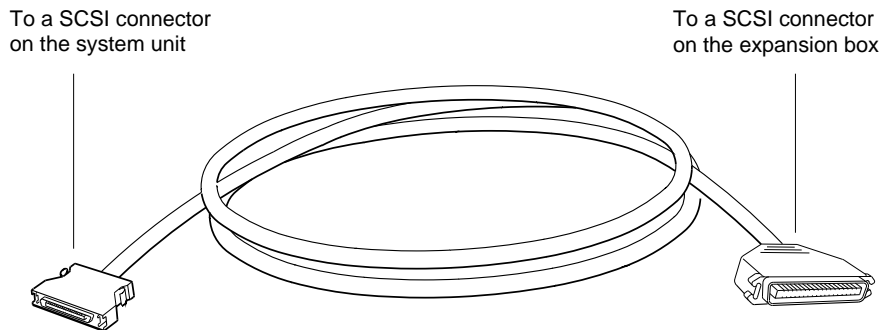
5.4 Installing External Storage Devices

6. If the *only* device you are connecting is a TURBOchannel extender (TCE), skip the rest of this procedure, mark your place in this guide, and refer to the *TURBOchannel Extender Operator's Guide* for instructions on installing the TCE.

Otherwise, continue with these instructions.

7. Find the system-unit-to-expansion-box cable, shown in Figure 5-3, that came with your workstation.

Figure 5-3 System-unit-to-expansion-box cable

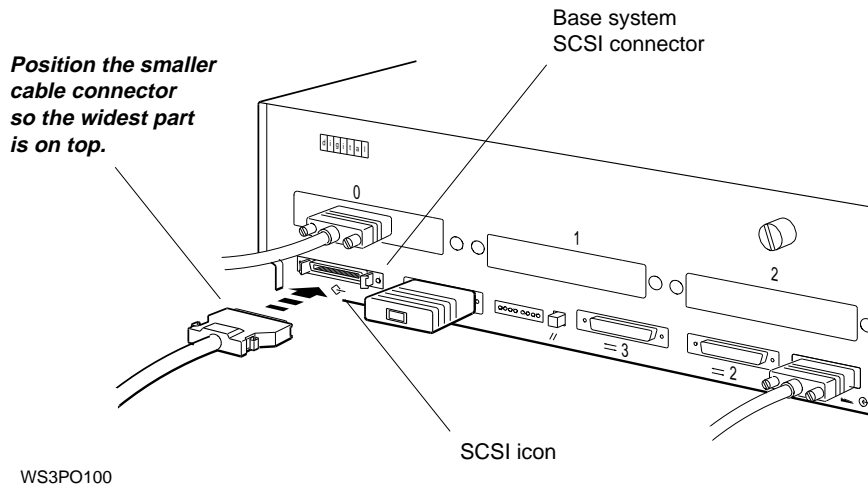


WS3PO102

5.4 Installing External Storage Devices

8. Attach the smaller connector on the system-unit-to-expansion-box cable to the SCSI connector on the system unit, as Figure 5-4 shows.

Figure 5-4 Connecting the system-unit-to-expansion-box cable to the system unit

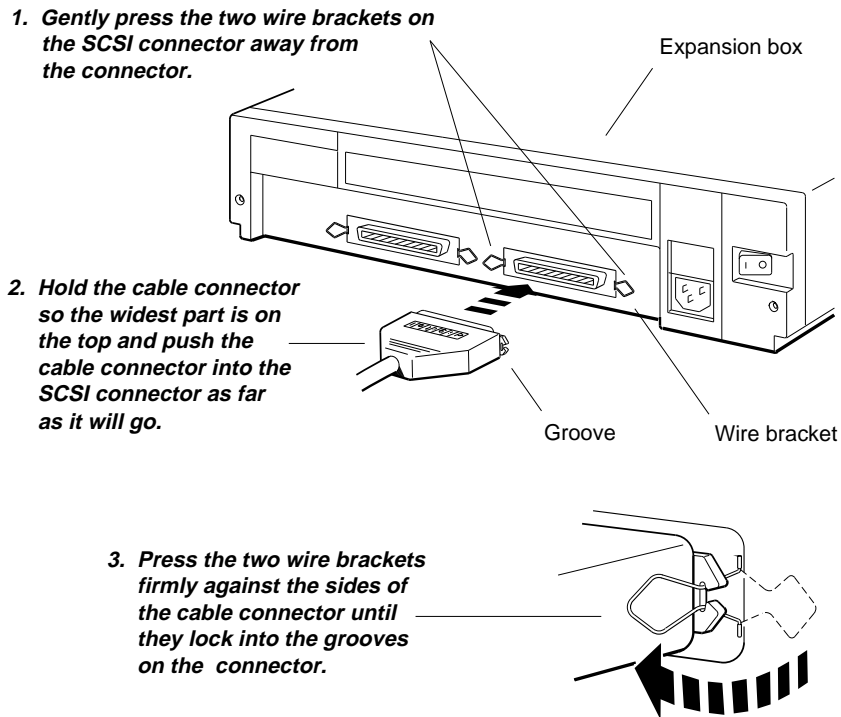


5.4 Installing External Storage Devices

9. Attach the larger connector on the system-unit-to-expansion-box cable to one of the SCSI connectors on an expansion box.

Do not connect this cable to a TCE, if you have one. Skip the TCE and connect the system-unit-to-expansion-box cable to the next box. (The TCE requires a different type of cable and must be connected last.)

Figure 5-5 Connecting the system-unit-to-expansion-box cable to expansion box

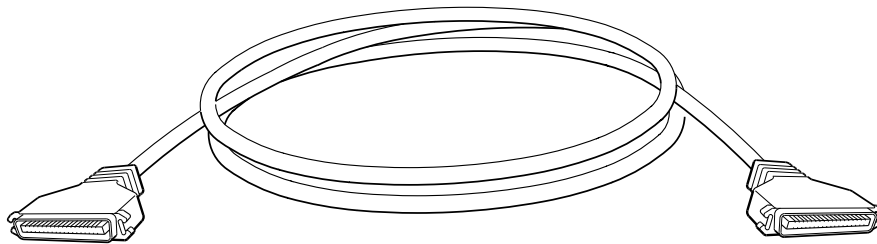


WS3PO099

5.4 Installing External Storage Devices

10. Connect additional non-TCE expansion boxes to the first box, using box-to-box SCSI cables.

Figure 5–6 SCSI box-to-box cable

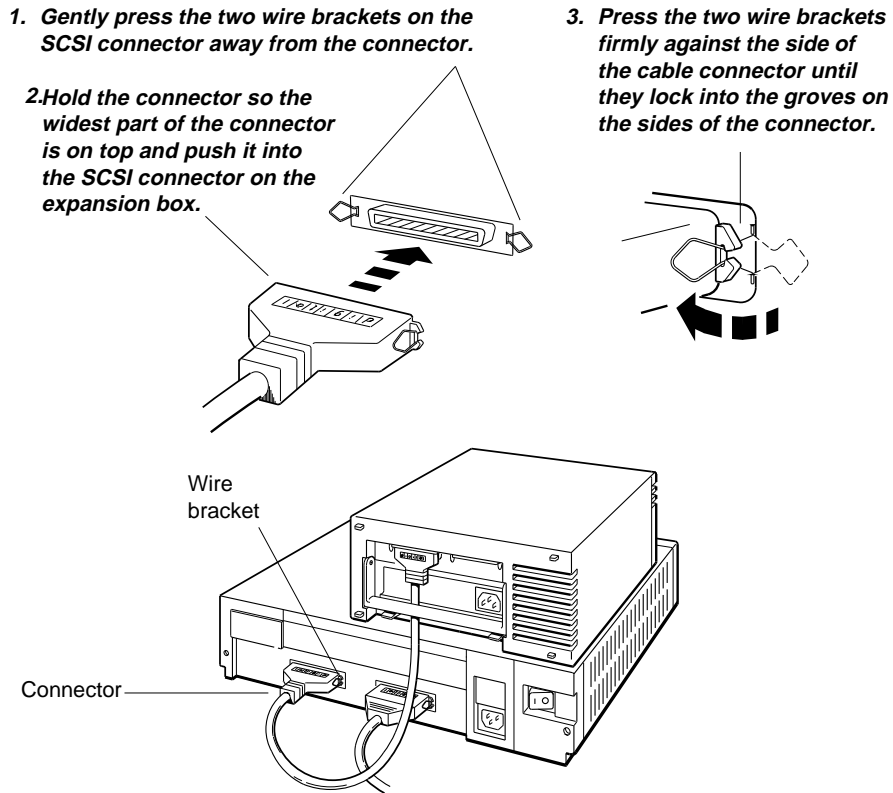


WS3PO103

5.4 Installing External Storage Devices

Attach one end of a SCSI box-to-box cable to the unused SCSI connector on the previously-installed box. Connect the other end of the cable to a SCSI connector on the next expansion box.

Figure 5–7 Connecting an additional non-TCE expansion box to the first box

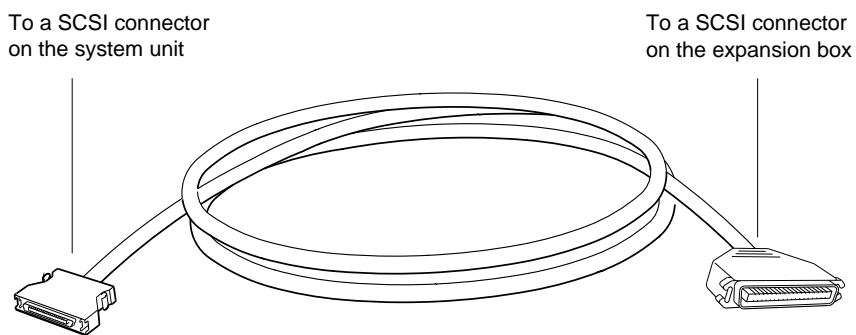


WS3PO098

5.4 Installing External Storage Devices

11. If one of the storage devices is a TCE with internal drives, connect the TCE to the previous expansion box or self-contained drive.
 - a. Find the TCE-to-expansion box cable that came with the TCE (identical to the system-unit-to-expansion-box cable).

Figure 5–8 TCE-to-expansion-box cable

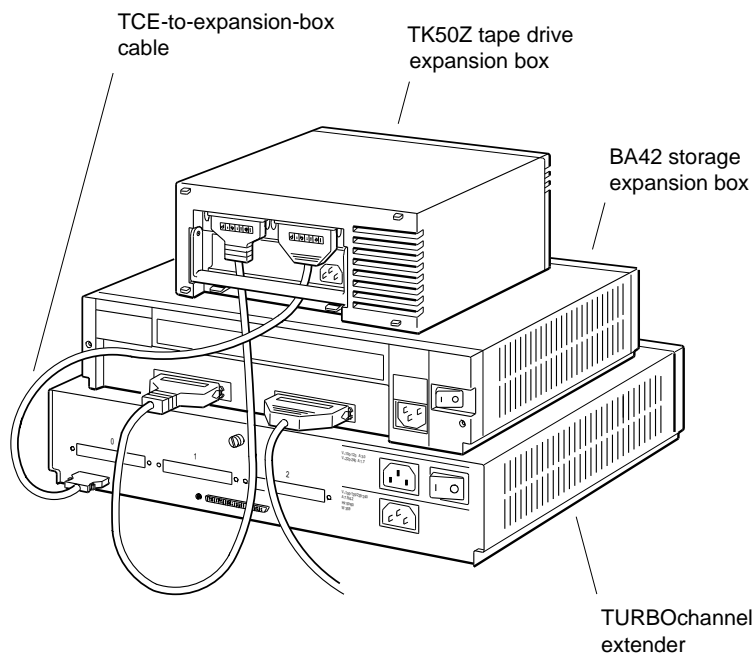


WS3PO104

5.4 Installing External Storage Devices

- b. Connect the small end of the TCE-to-expansion box cable to the SCSI connector on the TCE and connect the large end to the unused SCSI connector on the previous expansion box. (The TCE must be the last box in the chain of storage devices.)

Figure 5-9 Connecting the TCE to the expansion box

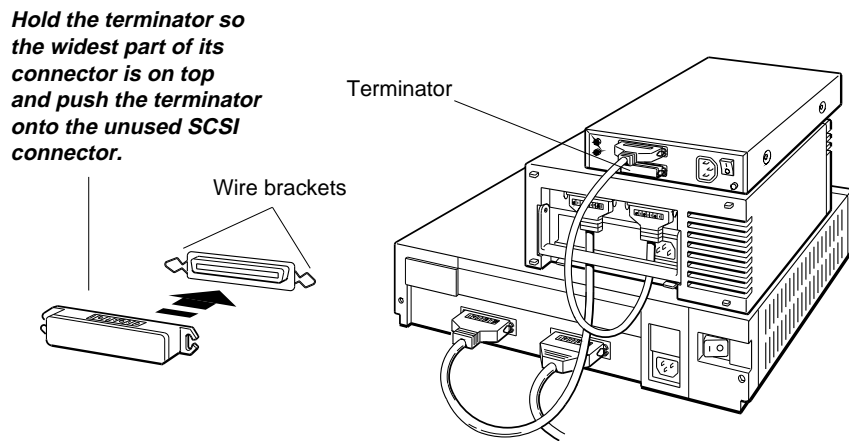


WS2PO092

5.4 Installing External Storage Devices

- Put a SCSI drive terminator on the unused SCSI connector on the last box you connected. If the last device you connected was a TCE, skip this step, because the TCE has its own internal SCSI terminator.

Figure 5–10 Connecting a SCSI drive terminator



WS3PO097

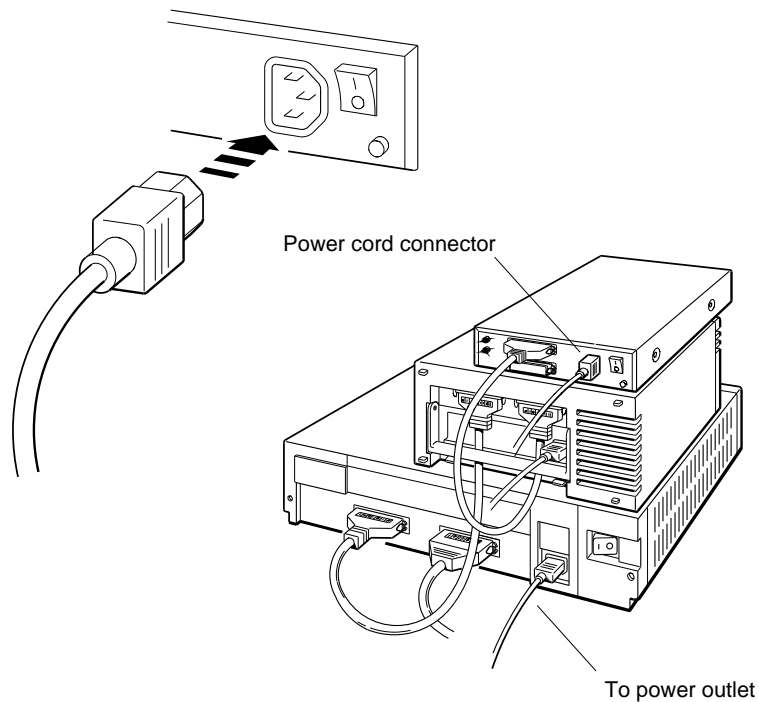
5.4 Installing External Storage Devices

13. For each expansion box, connect one end of the power cord that came with the device to the expansion box and connect the other end to a power outlet.

Caution

Check the voltage requirements for the device. Connecting a device to a power source that does not meet the voltage requirements of that device can damage the device.

Figure 5–11 Connecting the power cord



WS3PO096

5.4 Installing External Storage Devices

14. If you have additional SCSI connectors in the TURBOchannel option slots, repeat this procedure to connect any additional storage devices to these SCSI connectors.

Try to distribute the drives as evenly as possible among the SCSI connectors on the base system unit and in the TURBOchannel option slots.

5.5 SCSI Cable Length

5.5 SCSI Cable Length

If the total length of internal and external cable used in a chain of storage devices exceeds 236 inches (599 centimeters), the drives may not operate correctly and transmitted data may be lost. To make sure that the drives in a chain operate properly, put no more than three expansion boxes in one chain; or make sure that the total length of SCSI cables in the chain does not exceed the 236-inch limit. Table 5–1 lists the length of the SCSI cables linking the drives inside each type of expansion box, as well as the lengths of SCSI cables that you use to connect the external storage devices to the system unit and to each other. The table is as accurate as possible, but actual lengths may vary by an inch or two.

Table 5–1 SCSI Cable Lengths

Cable	Length
Internal cable for BA42 expansion box	31 inches (79 centimeters)
Internal cable for TCE unit	52 inches (132 centimeters)
Internal cable for self-contained storage devices (for devices not listed here, refer to the documentation that came with the device:	
–For TK50Z tape drive	14 inches (36 centimeters)
–For TLZ04 tape drive	37 inches (94 centimeters)
–For RRD42 optical compact disc drive	6.5 inches (17 centimeters)
System-unit-to-expansion-box cable (68-pin to 50-pin)	38 inches (97 centimeters)
System-unit-to-TCE cable (68-pin to 68-pin)	26 inches (66 centimeters)
SCSI box-to-box cable (50-pin to 50-pin)	26 inches (66 centimeters)
Expansion-box-to-TCE cable (50-pin to 68-pin)	38 inches (97 centimeters)

5.6 Checking and Setting SCSI ID Numbers

5.6 Checking and Setting SCSI ID Numbers

Each storage device in a group must have a SCSI ID, which the workstation uses to identify the device. The SCSI ID for each drive must:

- Be a number from 0 to 6. The numbers do not have to be consecutive.
- Be used only once for each group of drives connected to a single SCSI connector on the system unit.

5.6.1 To Check the SCSI ID

The SCSI ID for a single drive in its own box is usually displayed in a small window on the back of the box. Table 5–2 lists the usual SCSI ID numbers assigned to drives preinstalled at Digital in BA42 or TCE expansion boxes.

Table 5–2 Usual SCSI ID Assignments for External Drives

Type of External Drive	Usual SCSI ID Number
Hard disk drive	0
Hard disk drives in a multi-drive expansion box	0 and 1
Diskette drive	4
Optical compact disc drive	4
Tape drive	5

You can use the `cnfg` command to check the SCSI ID of a specific drive. Connect the device to a SCSI connector on the system unit to which no other devices are connected. Then follow the instructions Section 5.7.

5.6.2 To Set the SCSI ID

The SCSI IDs on most storage devices are preset to numbers that make it easy to connect different types of drives to the same SCSI connector without repeating SCSI IDs. However, the drives that you want to connect might have the same SCSI ID. If this happens, you must change the SCSI ID on those drives that repeat a SCSI ID number.

On some drives, such as the RRD42 optical compact disc, you set the SCSI ID by pushing a button to increment or decrement the number displayed in the SCSI ID window. On other drives, you set the SCSI ID by setting toggle switches on the back of the drive. For more information about how to set the SCSI ID on a specific drive, see the user's guide that came with that device.

5.6 Checking and Setting SCSI ID Numbers

Table 5–3 lists the SCSI ID switch positions you should use to set the SCSI ID to any number from 0 to 6 on drives installed in expansion boxes.

Table 5–3 SCSI ID Switch Settings

SCSI ID	Hard Disk Drives or Compact Disc Drives	Tape Drives ¹
6	Up Up Down	Down Down Up
5	Up Down Up	Down Up Down
4	Up Down Down	Down Up Up
3	Down Up Up	Up Down Down
2	Down Up Down	Up Down Up
1	Down Down Up	Up Up Down
0	Down Down Down	Up Up Up

¹Switch 1 (the left switch) on the TLZ04 tape drive should always be in the down position.

5.7 Testing External Storage Devices

5.7 Testing External Storage Devices

1. Turn on the system unit.

When the system unit has completed the power-up self-test successfully, type **cnfg 3** and press Return.

A display that describes the SCSI connector and the drives attached to it then appears on the monitor. This is a portion of a sample display for the base system SCSI controller (slot 3).

```
>>cnfg 3
3: KN05      DEC  V1.0a  TCF0  ( 32 MB)
              (enet: 08-00-2b-2d-84-c7)
              (SCSI = 7)
```

```
-----
DEV  PID                VID      REV    SCSI DEV
=====
rz0  RZ55      (C) DEC  DEC      0700  DIR
rz1  RZ24      (C) DEC  DEC      0700  DIR
rz4  RRD42     (C) DEC  DEC      0700  CD-ROM
tz5                                     SEQ
```

- a. Look in the column labeled SCSI DEV for a coded description of the type of drive (in this example, DIR, CD--ROM, and SEQ).
- b. Look in the column labeled PID for a coded description of the part ID number (in this example, RZ55, RZ24, and RRD42).
- c. Look in the column labeled DEV for the device code and SCSI ID for each of the drives connected to the base system SCSI connector (in this example, rz0, rz1, rz4, and tz5). The last character of the code is the SCSI ID. The drives in this example have the SCSI IDs 0, 1, 4, and 5.
- d. Note that the TKZ and TZ drives do not display PID, VID and REV information.
- e. Check the slot configuration display to see if the system recognizes all of the drives in the external storage devices that you connected to the SCSI connector in that slot.

Table 5-4 lists the device codes, device descriptions, and types of drives you may see in your slot configuration display.

5.7 Testing External Storage Devices

Table 5–4 Device Codes for Different Types of SCSI Drives

Device Code (DEV)	Device Description (SCSI DEV)	Type of Drive
rx	DIR	Diskette
rz	CD-ROM	Optical compact disc
rz	DIR	Hard disk
tz	SEQ	Tape

2. If you have any external storage devices attached to a SCSI connector in a TURBOchannel option slot, type **cnfg slot-number**, replacing *slot-number* with the number of the option slot (0, 1, or 2) that you want to check.
Then check for the presence of all drives connected to that slot, as described in the previous step.

If an expansion box that you installed fails to appear in the configuration display, be sure that:

- All cables are securely connected and a terminator has been installed on the unused connector on the last box.
- Each drive in the chain has a different SCSI ID number.
- The expansion box is connected to an active power source and switched on.
- The maximum SCSI bus length is not exceeded.

5.8 Removing an External Storage Device

5.8 Removing an External Storage Device

To remove a self-contained storage device or a drive expansion box:

1. Shut down the software.
2. Turn off all system hardware. First turn off the expansion boxes and other external devices. Then turn off the monitor. Then turn off the system unit.
3. Disconnect the expansion box that you are removing.
If the box is in the middle of a chain of devices, be sure to reconnect all of the remaining devices. Be sure that a terminator is on the unused connector of the last device on the chain.
4. Turn on the system hardware again. First turn on the drive expansion boxes and other external devices. Next, turn on the monitor. Then turn on the system unit.
5. Use the `cnfg` command to test the slot from which you removed the expansion box.

5.9 Installing a Drive in an Expansion Box

To install a drive in a BA42 storage expansion box, see the *BA42 Storage Expansion Box Installation Guide* for directions.

To install a drive in a TCE unit, see the *TURBOchannel Extender Operator's Guide* for directions.

6

Optional Network Connections

This chapter explains:

- Where your workstation's Ethernet connector is located
- When to use, how to install, and how to remove an Ethernet loopback connector
- How to operate the sliding lock on the Ethernet connectors
- How to find the Ethernet station address for your workstation
- How to connect your workstation to ThickWire, ThinWire, and twisted-pair Ethernet networks

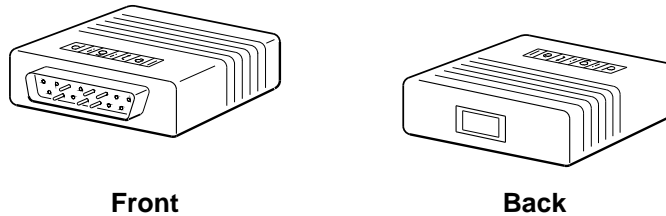
6.1 Locating Your Workstation Ethernet Connector

6.1 Locating Your Workstation Ethernet Connector

The basic workstation comes with one ThickWire Ethernet connector built into the base system unit for attaching to a single Ethernet network. You can connect the workstation to more than one Ethernet network if you have additional ThickWire Ethernet connectors in any of the TURBOchannel option slots. (For instructions on how to install TURBOchannel ThickWire Ethernet modules, refer to your TURBOchannel user documentation.) The illustrations in this guide show the Ethernet connector on the base system unit.

6.2 Installing and Removing an Ethernet Loopback Connector

Every Ethernet connector must be either connected to an Ethernet cable or terminated with an Ethernet loopback connector in order for your workstation to function correctly.



ThickWire Ethernet loopback connector

WS3PO079

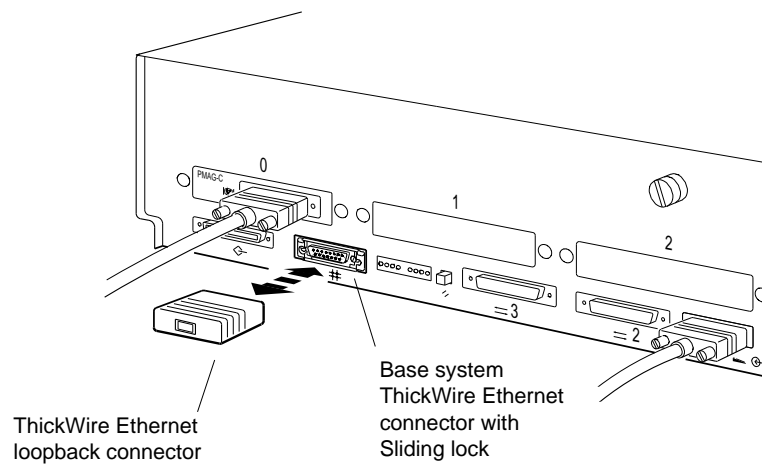
If your workstation is *not* connected to an Ethernet network, you need to put an Ethernet loopback connector on the base system Ethernet connector and on any Ethernet connectors you may have in the TURBOchannel option slots.

When you connect the workstation to a network, you must remove the loopback connector.

Figure 6–1 shows how to attach and remove an Ethernet loopback connector. When attaching it, hold the connector so that the widest part of the metal rim is uppermost and matches the connector on the system unit.

6.2 Installing and Removing an Ethernet Loopback Connector

Figure 6–1 Installing and removing an Ethernet loopback connector



WS3PO044

6.3 Operating the Ethernet Connector Sliding Lock

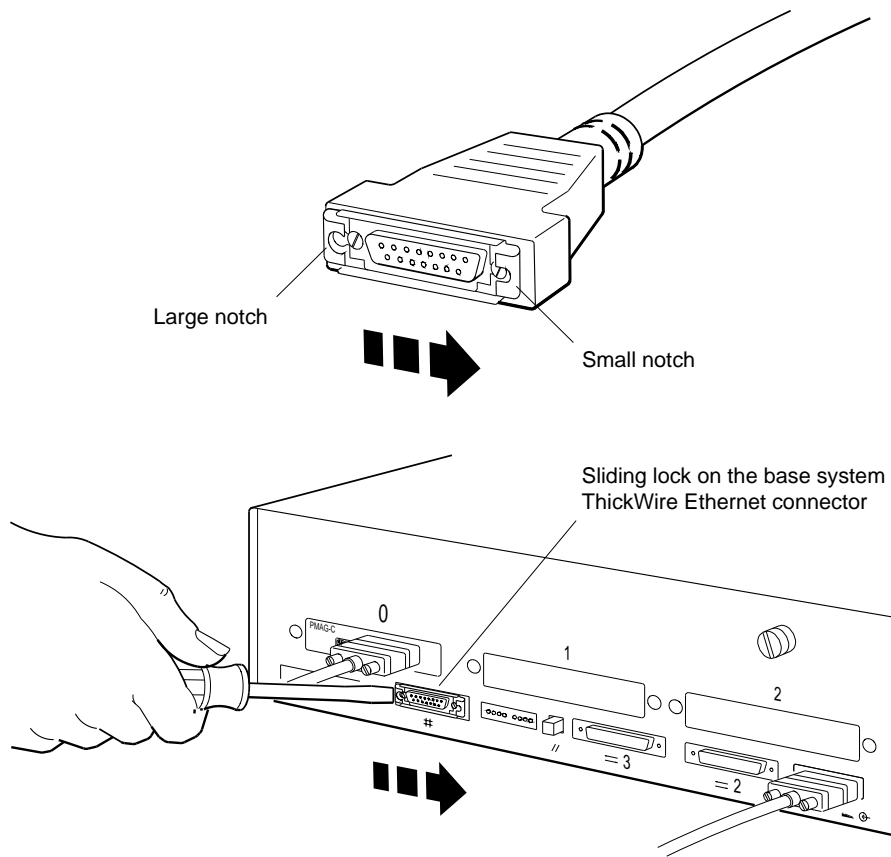
There is a sliding lock on the ThickWire Ethernet connector on the base system and on each Ethernet option module that may be installed in the TURBOchannel option slots. There is also a sliding lock on one end of the ThickWire Ethernet cable that connects your workstation to the Ethernet network.

6.3 Operating the Ethernet Connector Sliding Lock

To operate the sliding lock mechanism, follow these directions:

1. To unlock the sliding lock on the system unit Ethernet connector or on a ThickWire Ethernet cable, slide the lock in the direction of the small, u-shaped notch. (On the system unit, push the lock to the right with a flat-blade screwdriver. On the cable, push the lock either left or right toward the small notch, depending on the way the lock is mounted.)

Figure 6–2 Unlocking the Ethernet sliding lock



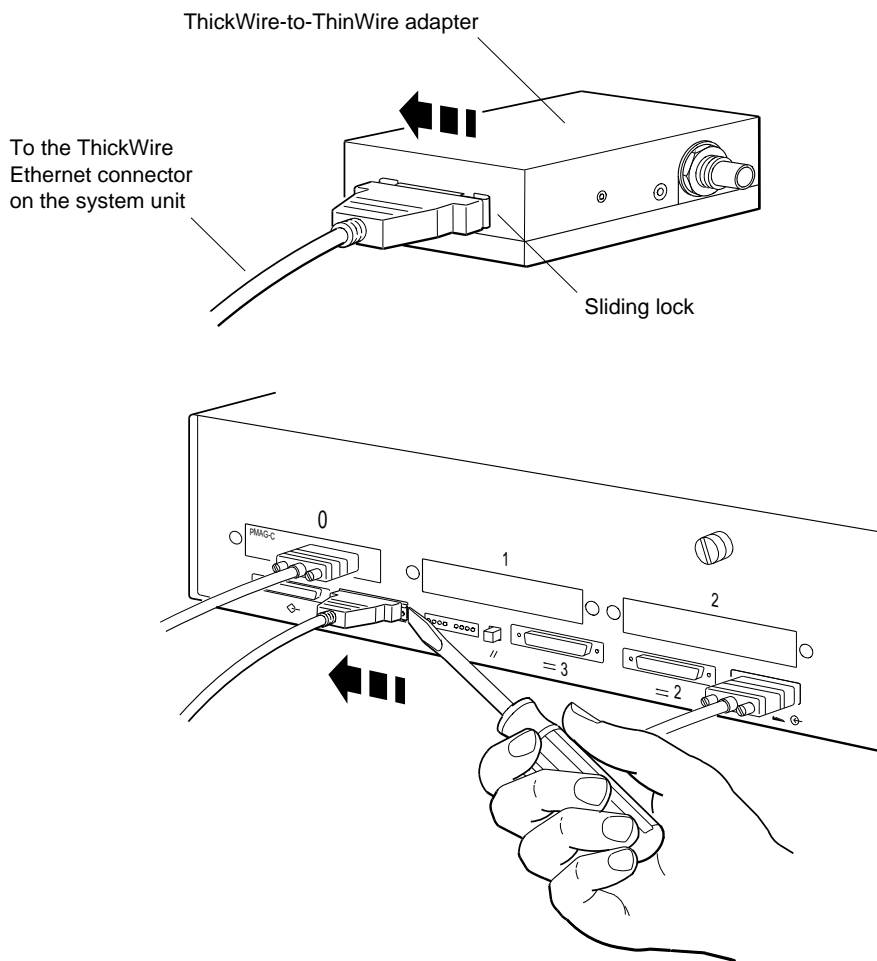
WS3PO095

6.3 Operating the Ethernet Connector Sliding Lock

2. To lock the sliding lock on the system unit Ethernet connector or on a ThickWire Ethernet cable, push the protruding edge of the lock toward the center of the connector until it clicks into place. Check to make sure that the cable is locked securely in place before proceeding.

6.3 Operating the Ethernet Connector Sliding Lock

Figure 6-3 Locking the Ethernet sliding lock



WS3PO094

6.4 Finding Your Ethernet Station Address

6.4 Finding Your Ethernet Station Address

Every Ethernet connector has a built-in controller. That controller has a unique ID called an Ethernet station address. The system manager needs the Ethernet address (or addresses) for your workstation in order to complete the network connection for you. You need to find and report the Ethernet station address for each Ethernet controller on your workstation, using the following procedure.

1. At the workstation console prompt (>>), type **cnfg** and press Return. A display similar to the following appears on the screen:

```
>>cnfg
3:  KN05      DEC      V1.0a   TCF0   ( 32 MB)
                                     ❶
                                     (enet: 08-00-2b-0f-45-72)
                                     (SCSI = 7)
0:  PMAG-BA   DEC      V5.3d   TCF0   (CX -- d=8)
1:  PMAD-AA   DEC      V5.3d   TCF0   (enet: 08-00-2b-0f-45-31)
>>                                     ❷
```

The 3: at the extreme left on the first line indicates that the information that follows is for slot 3, the base system unit. Look at the second line of the display. The entry after `enet:` within the parentheses is the Ethernet station address for the base system, slot 3.

The 0: and the 1: at the extreme left indicate that the information that follows is for TURBOchannel option slots 0 and 1.

In this display, lines for both 3: and 1: show Ethernet station addresses.

- ❶ The Ethernet address for the Ethernet controller in base slot 3 is 08-00-2b-0f-45-72.
- ❷ The Ethernet address for the Ethernet controller in option slot 1 is 08-00-2b-0f-45-31.

2. Write down the Ethernet address for each Ethernet controller to be connected to a network. Report the addresses to your system manager and ask the manager to complete the Ethernet connections for you.

6.5 Connecting the Workstation to an Ethernet Network

6.5 Connecting the Workstation to an Ethernet Network

Only a system manager or other authorized personnel can connect your workstation to your in-house Ethernet network.

Caution

Attempting to connect your workstation to the network without prior authorization and proper precautions can result in the loss of data being transmitted to or from other workstations on the network.

You can remove the Ethernet terminator and connect one end of the ThickWire Ethernet cable to your workstation, as well as any ThinWire or twisted-pair adapters, without completing the connection to your in-house network. However, once the Ethernet terminator is removed, your workstation will not function properly until it is connected to the network.

To connect the workstation to a ThickWire Ethernet network, see Section 6.5.1.

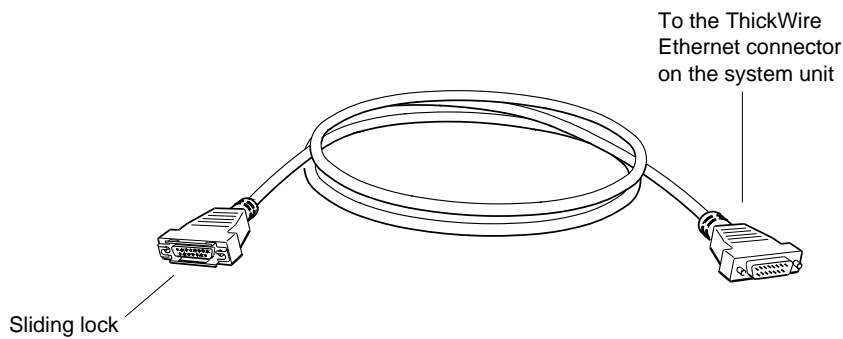
To connect the workstation to a ThinWire or Twisted-pair Ethernet network, follow the directions in Section 6.5.1; then follow the directions to connect a ThinWire Ethernet adapter in Section 6.5.2 or a twisted-pair Ethernet adapter in Section 6.5.3.

6.5 Connecting the Workstation to an Ethernet Network

6.5.1 To Connect a ThickWire Ethernet Cable

1. Obtain the Ethernet station address for the workstation from the workstation user.
2. Find the ThickWire Ethernet cable that was ordered for the workstation. Notice that one end of the cable has a sliding lock on it and the other does not.
3. Follow the instructions that came with the worksystem software to shut down the software.
4. Turn off the system unit by pressing the O on the On/Off switch on the back of the unit. Leave the power cord plugged in.

Figure 6–4 ThickWire Ethernet cable

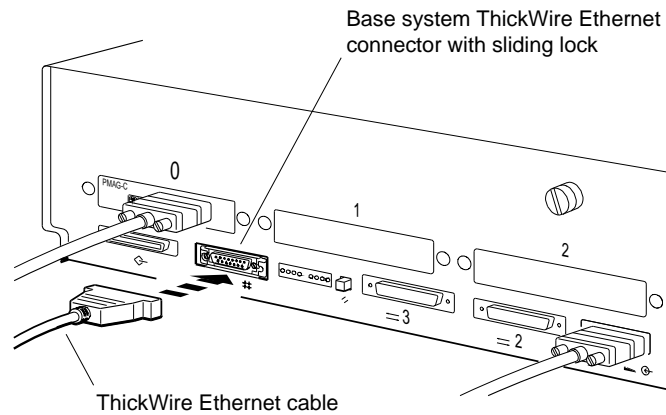


WS3PO047

6.5 Connecting the Workstation to an Ethernet Network

5. Remove the loopback connector (if present) from the Ethernet connector on the system unit (see Figure 6-1).
6. Position the cable connector that does *not* have the sliding lock so that the widest part is on top. Push the connector directly onto the base system ThickWire Ethernet connector.

Figure 6-5 Connecting a ThickWire Ethernet cable to the system unit



WS3PO048

7. Slide the lock on the system unit Ethernet connector to the locked position (see Figure 6-3).
8. If connecting the workstation to a ThinWire network, continue with the instructions, in Section 6.5.2.

If connecting the workstation to a twisted-pair network, continue with the instructions, in Section 6.5.3.

If connecting the workstation to a ThickWire network, continue with the next step.

6.5 Connecting the Workstation to an Ethernet Network

9. Put Ethernet loopback connectors on all unused Ethernet connectors you may have in the TURBOchannel option slots (see Figure 6-1).
10. Then do one of the following:
 - If you are connecting the workstation to a ThickWire network, contact your system manager or, if authorized to do so, follow your in-house procedures to finish connecting the workstation to the network when the network is not active. Your workstation will not operate properly with an unterminated Ethernet cable until it is connected to the network.
 - If you are connecting the workstation to a ThinWire network, continue with the instructions in Section 6.5.2.
 - If you are connecting the workstation to a twisted-pair network, continue with the instructions in Section 6.5.3.

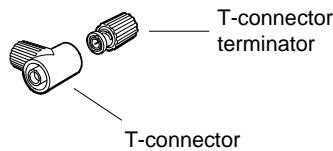
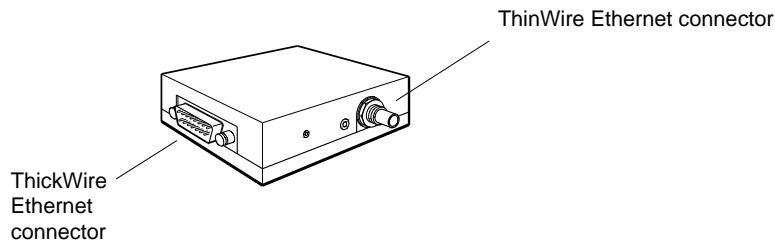
6.5 Connecting the Workstation to an Ethernet Network

6.5.2 To Connect a ThinWire Ethernet Adapter

Connect a DECstation 5000 Model 260 workstation to the ThinWire Ethernet network cable using the ThickWire-to-ThinWire adapter.

1. Follow the instructions in Section 6.5.1.
2. Find the ThickWire-to-ThinWire adapter, the T-connector, and the T-connector terminator that you ordered for your workstation.

Figure 6–6 Parts used to connect a workstation to a ThinWire network



WS3PO078

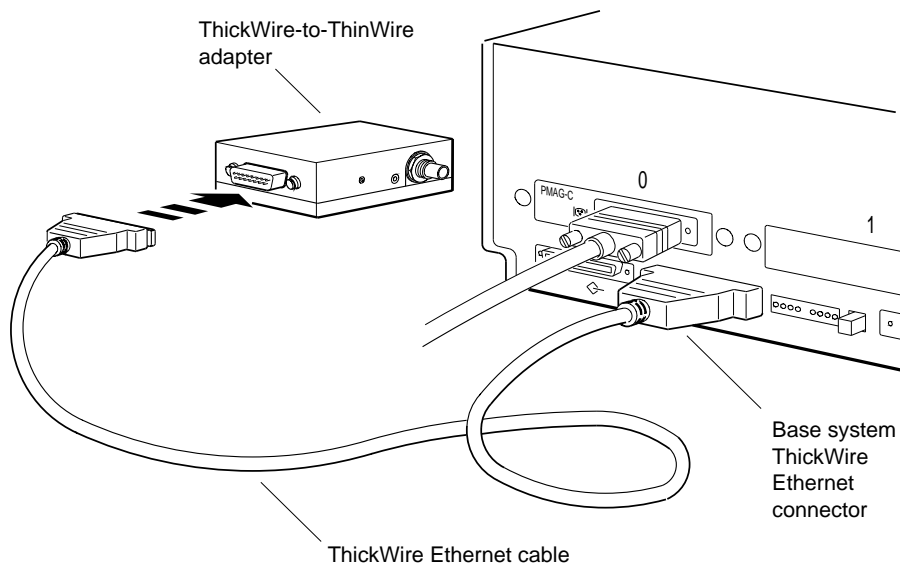
3. Find the connector with the sliding lock on the other end of the ThickWire Ethernet cable you connected to your workstation.

Make sure that the sliding lock on the cable connector is in the unlocked position (see Figure 6–2).

6.5 Connecting the Workstation to an Ethernet Network

4. Hold the ThickWire-to-ThinWire adapter and the free end of the ThickWire cable so that the connectors match. Push the ThickWire cable connector with the sliding lock onto the ThickWire connector on the adapter.
5. Slide the lock on the cable attached to the adapter to the locked position (see Figure 6-3).

Figure 6-7 Connecting a ThickWire cable to the ThinWire adapter

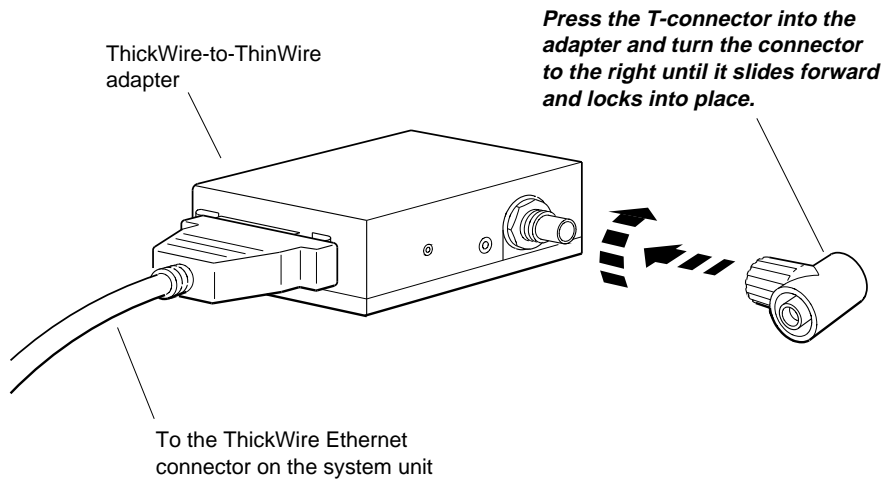


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6.5 Connecting the Workstation to an Ethernet Network

6. Attach the T-connector to the ThinWire Ethernet connector on the adapter.

Figure 6–8 Attaching a T-connector



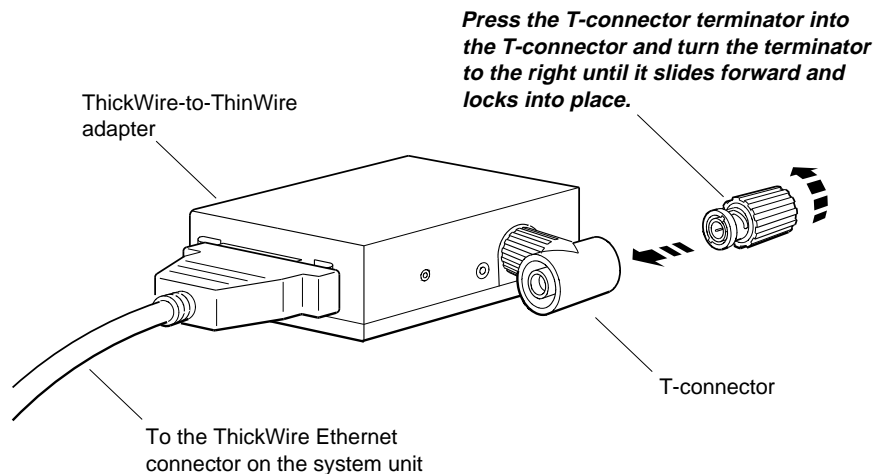
WS3PO074

6.5 Connecting the Workstation to an Ethernet Network

7. If you are connecting the workstation *within* a network cable segment, leave both ends of the T-connector free to attach your in-house network cables.

If you are connecting the workstation at the *end* of a network cable segment, attach a T-connector terminator to the open end of the T-connector on the adapter.

Figure 6–9 Attaching a T-connector terminator



WS3PO093

8. Put an Ethernet loopback connector on any unused Ethernet connectors in the TURBOchannel option slots (see Figure 6–1).
9. Contact your system manager or, if authorized to do so, follow your in-house procedures to finish connecting the workstation to the ThinWire network when the network is not active. Your workstation will not operate properly with an unterminated ThinWire adapter until it is connected to the network.

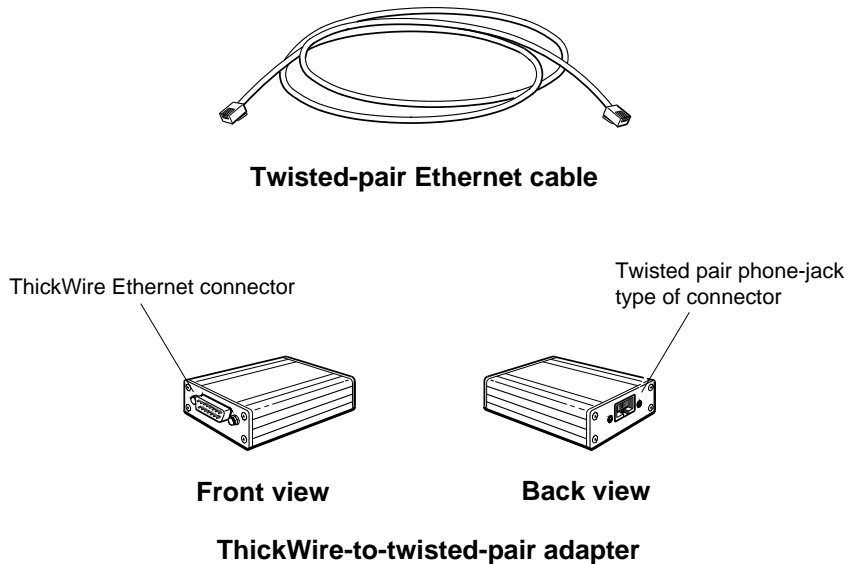
6.5 Connecting the Workstation to an Ethernet Network

6.5.3 To Connect a Twisted-Pair Ethernet Adapter

Connect a DECstation 5000 Model 260 workstation to an unshielded twisted-pair Ethernet network using a ThickWire-to-twisted-pair adapter.

1. Follow the instructions in Section 6.5.1.
2. Find the ThickWire-to-twisted-pair adapter and the twisted-pair Ethernet cable that you ordered for your workstation.

Figure 6–10 Parts used to connect a workstation to a twisted-pair Ethernet network



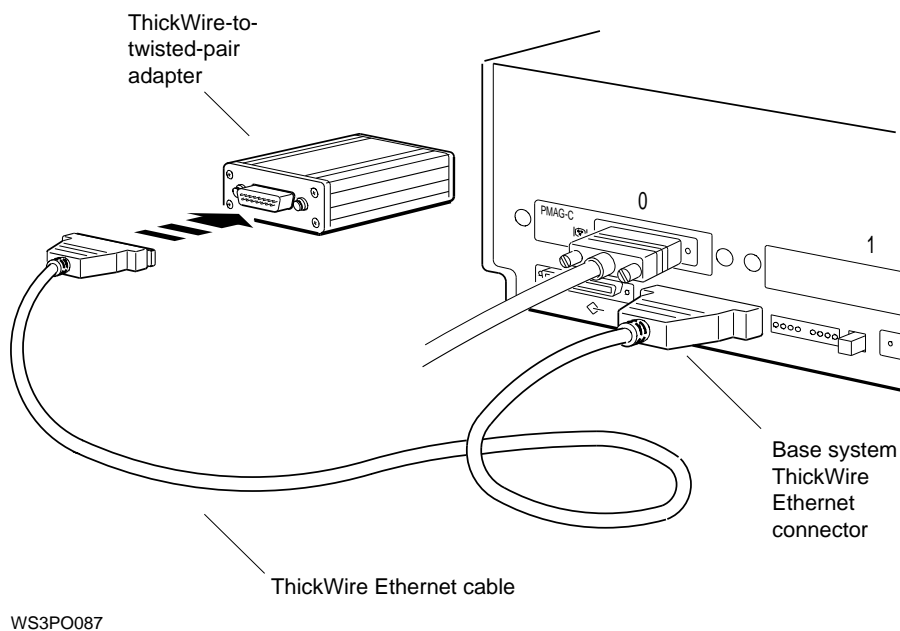
WS3PO077

3. Find the connector with the sliding lock on the other end of the ThickWire Ethernet cable that you connected to your workstation.
Make sure that the sliding lock on the cable connector is in the unlocked position (see Figure 6–2).

6.5 Connecting the Workstation to an Ethernet Network

4. Hold the ThickWire-to-twisted-pair adapter and the free end of the ThickWire cable so that the connectors match up. Push the ThickWire cable connector with the sliding lock onto the ThickWire connector on the adapter.

Figure 6–11 Connecting the ThickWire-to-twisted-pair-adapter

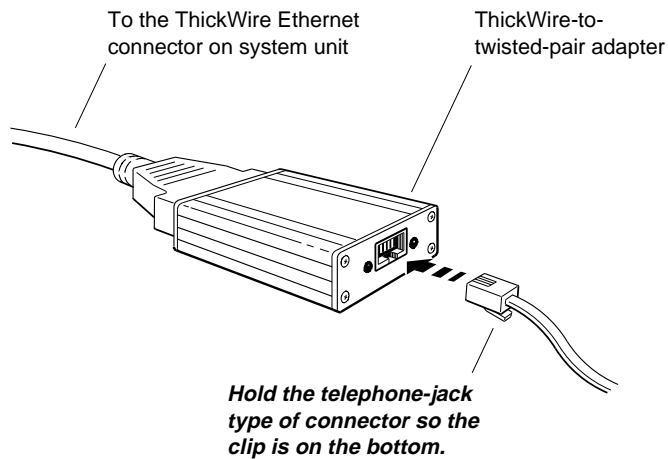


5. Slide the lock on the cable attached to the adapter to the locked position (see Figure 6–3).
6. Find the twisted-pair Ethernet cable that you ordered for your workstation. Notice that the telephone-jack type of connectors at both ends are identical.

6.5 Connecting the Workstation to an Ethernet Network

7. Push one of the connectors on the twisted-pair Ethernet cable into the telephone-jack type of connector on the adapter until it clicks into place.

Figure 6–12 Connecting the twisted-pair cable to the twisted-pair adapter



WS3PO076

8. Put Ethernet loopback connectors on any unused Ethernet connectors in the TURBOchannel option slots (see Figure 6–1).
9. Contact your system manager or, if authorized to do so, follow your in-house procedures to finish connecting the workstation to the twisted-pair network when the network is not active. Your workstation will not operate properly with an unterminated twisted-pair adapter until it is connected to the network.

7

External Communications Options

This chapter explains how to:

- Connect a communications device directly to the system unit
- Use a communications connector adapter
- Install a terminal as an alternate system console

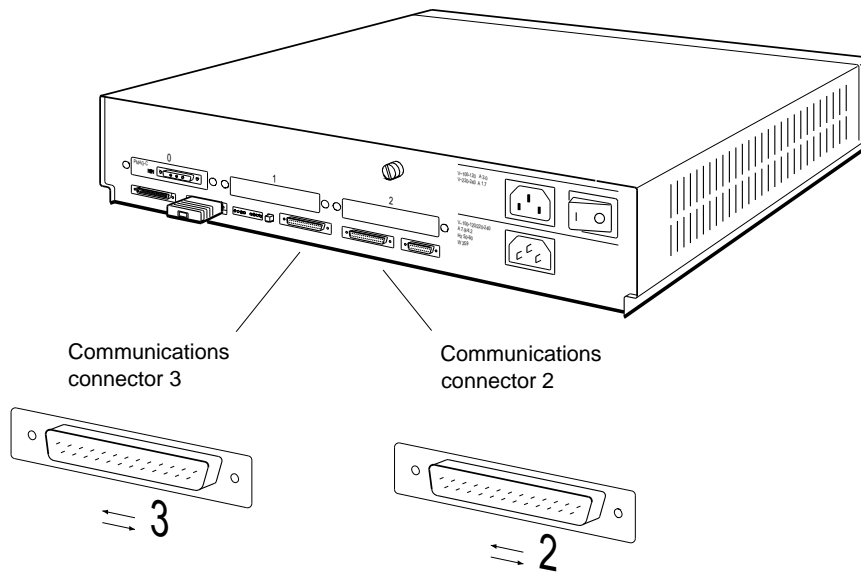
7.1 External Communications Options

7.1 External Communications Options

Communications devices that can be used with your DECstation 5000 Model 260 workstation include printers, plotters, modems, and console terminals.

Two synchronous/asynchronous RS232 serial communications ports with 25-pin connectors are located on the back of the system unit.

Figure 7-1 Communications connectors on the system unit



WS3PO052

When a terminal is configured as the system console, it occupies communications port 3, leaving the other free for an optional serial peripheral device such as a printer, plotter, or modem.

The baud rate of each serial line is independently programmable. The rate can be set at 50 to 204,200 bits per second. The default rate is 9600 baud.

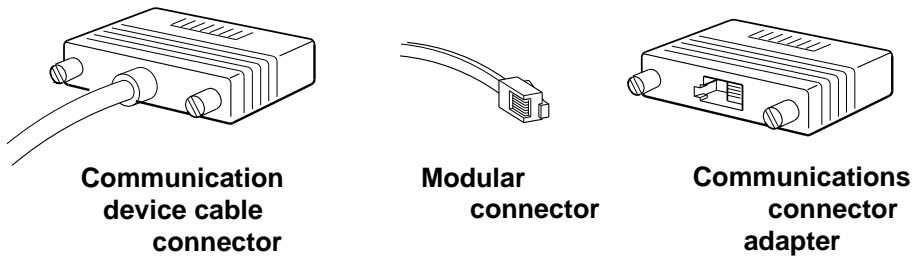
7.2 Types of Connectors

7.2 Types of Connectors

Communications devices used with your workstation have two types of connectors:

- 25-pin connector, which can be attached directly to the serial communications ports on the system unit
- Modular connector, which requires a communications connector adapter before it can be connected to the system unit

Figure 7-2 Communications device connectors and an adapter



WS3PO053

7.3 Installing a Device with a 25-Pin Connector

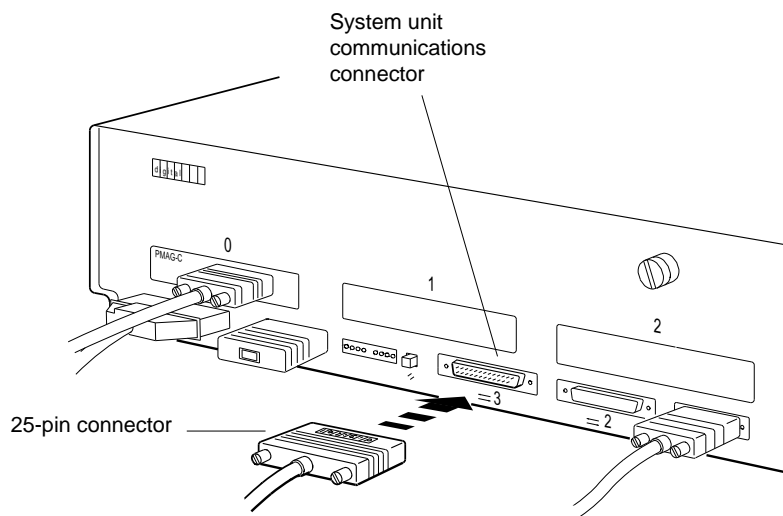
7.3 Installing a Device with a 25-Pin Connector

You can connect 25-pin communication connectors directly to the system unit.

1. Follow the instructions that came with your device and be sure that:
 - The device is turned off.
 - The device is set up and the cable and power cord that came with it are attached.
 - The proper baud rate and control settings on the device and in the worksystem software are set, if appropriate.
2. Follow the instructions that came with your worksystem software to shut down the software.
3. Turn off the system unit by pressing the O on the On/Off switch on the back of the unit.
4. Connect the end of the communications device cable to the system unit as shown in Figure 7-3. The connectors are shaped so that they go together only one way.

7.3 Installing a Device with a 25-Pin Connector

Figure 7-3 Connecting a communications device with a 25-pin connector



WS3PO054

7.3 Installing a Device with a 25-Pin Connector

5. Plug the power cord into the power outlet.
6. Turn on the communications device.
7. Turn on the system unit by pressing the | on the On/Off switch on the back of the unit.

The workstation performs either the quick or the full automatic power-up self-test, depending on how the testaction environment variable was set. (For information about setting the testaction environment variable or about the power-up self-test, see Section 3.3.)

8. If your workstation ran the quick rather than the full power-up self-test, type **test** at the console prompt (>>) and press Return. The workstation will then run the complete system self-test.

If any part of the self-test fails, the system displays an error message. Turn to Chapter 11 for troubleshooting instructions.

7.4 Installing a Device with a Modular Connector

7.4 Installing a Device with a Modular Connector

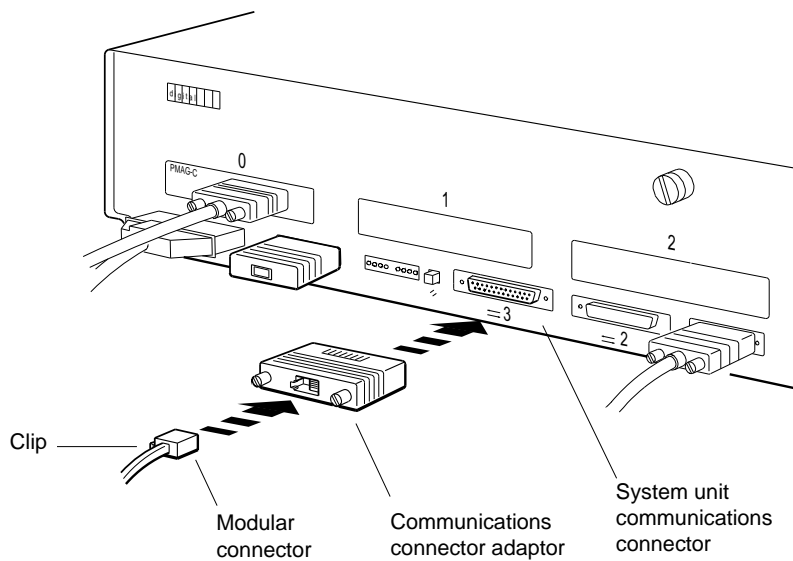
To install a device with a modular (telephone-jack type) connector, you need a 25-pin communications adapter.

1. Follow the instructions that came with your communications device and be sure that:
 - The device is turned off.
 - The device is set up and the cable and power cord that came with it are attached.
 - The proper baud rate and control settings on the device and in the worksystem software are set, if appropriate.
2. Follow the instructions that came with your worksystem software to shut down the software.
3. Turn off the system unit by pressing the O on the On/Off switch on the back of the unit.
4. Find the communications connector adapter that came with your shipment (see Figure 7-2).
5. Hold the adapter so that the widest part of the connector is on top. Press the 25-pin connector on the adapter into one of the communications connectors on the system unit and tighten the screws (see Figure 7-4).

7.4 Installing a Device with a Modular Connector

6. Hold the modular connector on the communications device cable so that the clip is on your left. Push the modular connector into the adapter until the connector clicks into place.

Figure 7-4 Using an adapter to connect a communications device with a modular connector



WS3PO055

7. Plug the power cord into the power outlet.
8. Turn on the communications device.

7.4 Installing a Device with a Modular Connector

9. Turn on the system unit by pressing the | on the On/Off switch on the back of the system unit.

The workstation performs either the quick or the full automatic power-up self-test, depending on how the testaction environment variable has been set. (For information about setting the testaction environment variable or about the power-up self-test, see Section 3.3.)

10. If your workstation ran the quick self-test, type **test** at the console prompt (>>) and press Return. The workstation will then run the complete system self-test.

If any part of a self-test fails, the system displays an error message. Turn to Chapter 11 for troubleshooting instructions.

Part III

Internal Parts and Additions to Your Workstation

8

Inside the System Unit

This chapter describes:

- Available internal options
- The main parts of the system unit
- How to remove and replace the cover of the system unit
- How to use the antistatic wrist strap

8.1 Available Internal Options

8.1 Available Internal Options

Listed below are the internal options for the DECstation 5000 Model 260. Internal options are contained inside the system box.

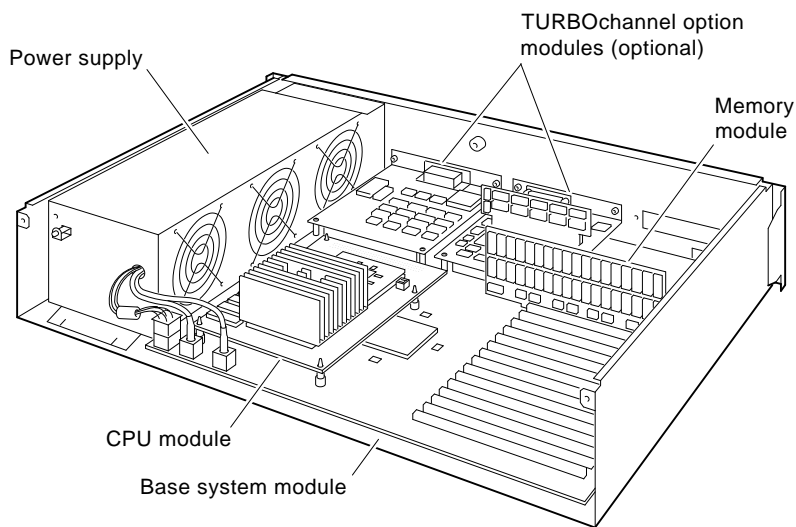
- MS02L-AB or MS02-CA memory modules
- TURBOchannel options

8.2 Main Parts of the System Unit

The system unit enclosure, shown in Figure 8-1, contains:

- Base system module
- Memory modules
- Central processing unit (CPU) module
- TURBOchannel option modules, if any
- Power supply

Figure 8-1 Inside of the system unit enclosure



8.2 Main Parts of the System Unit

You can improve your workstation's performance by replacing or adding the following internal options:

- Memory modules
- Nonvolatile random-access memory (NVRAM) module
- CPU module
- TURBOchannel option modules

8.2.1 The Base System Module

The base system module contains

- CPU module slot
- 15 memory module slots
- 256-kilobyte power-up self-test and bootstrap read-only memory (ROM)
- System control and status registers
- System clock and 50-byte battery-backed-up random-access memory (RAM)
- Two synchronous/asynchronous RS232 serial communication ports
- Serial line interface for keyboard and mouse or other pointing device
- Network interface for ThickWire Ethernet
- Small computer system interface (SCSI-2) for up to seven devices
- Three TURBOchannel option slots
- Interrupt halt switch

8.2.2 Memory Modules

Your workstation comes with at least 32 megabytes of memory. The amount of memory can vary, depending on what memory modules you ordered for your workstation. The memory modules plug into the memory slots on the base system module. You can expand your workstation's memory to a total of 480 megabytes by installing up to fifteen 32-megabyte (MS02-CA) single in-line memory modules. All memory modules in your system unit must be the same type and have the same capacity. (The MS02L-AB, MS02-AA, and MS02-AB are compatible.)(See Chapter 9 for instructions on installing memory modules.)

8.2 Main Parts of the System Unit

8.2.3 Nonvolatile Random-Access Memory (NVRAM) Module

Your workstation optionally comes with 1 megabyte of nonvolatile random-access memory (NVRAM). NVRAM provides a battery-backed-up memory disk cache that retains data during a power failure and improves workstation performance. The NVRAM module plugs into the last memory module slot on the base system module. See Chapter 9 for instructions on installing an NVRAM module.

8.2.4 The CPU Module

The CPU module performs all the data processing functions of the workstation. It plugs into the base system module.

The CPU module contains

- R4000 central processing unit (CPU)
- 1-Mbyte instruction and data secondary cache
- 256 KD ROM that superceeds system ROM

For information on installing a CPU module, refer to Chapter 9.

8.2.5 TURBOchannel Option Modules

The system unit has space for up to three TURBOchannel option modules. TURBOchannel option modules can expand the capabilities of your workstation in the following ways:

- Graphics modules allow you to connect one or more monitors to your workstation. Your workstation comes with one graphics option module installed. Graphics modules can be installed in:
 - Any TURBOchannel option slot in the system unit
 - A TURBOchannel extender (TCE) unit connected to the system unit
- SCSI controller modules allow you to connect more external storage devices (such as disk, tape, and compact disc drives) to your workstation than the base system SCSI controller can accommodate.
- Ethernet controller modules allow you to connect your workstation to more than one Ethernet network.
- Other TURBOchannel option modules allow you to connect special options, such as DECAudio and DECvideo-in, to your workstation.

8.2 Main Parts of the System Unit

Some TURBOchannel options, including many graphics modules, take up the physical space and power of two or three TURBOchannel option slots, but have only one TURBOchannel address. These TURBOchannel modules are called wide modules. To avoid using more than one slot in your system unit for a double- or triple-wide module, you can install the wide module in a TURBOchannel extender (TCE) unit instead. You connect the TCE to a single-wide TCE option module installed in one of the three TURBOchannel option slots in the system unit. The TCE can contain one wide module (for instance, a graphics module), as well as tape, disk, or compact disc drives.

For more information about TURBOchannel options and how to install them, refer to the *TURBOchannel Options User's Guide*.

8.2.6 The Power Supply

The DECstation 5000 Model 260 workstation has a fully self-contained, 244-watt maximum, fan-cooled power supply. Output voltages are +5.1 volts at 40 amperes, 12.1 volts at 2.7 amperes, and -12.1 volts at 0.2 amperes.

8.3 Removing and Replacing the System Unit Cover

8.3 Removing and Replacing the System Unit Cover

8.3.1 To Remove the Cover from the System Unit

1. Follow the instructions that came with your worksystem software to shut down the software.
2. Turn off the system unit by pressing the O on the On/Off switch on the back of the unit.
3. Unplug the system unit power cord.
4. Loosen the cover-release screw on the back of the system unit. This is a captive screw; it can be loosened, but not removed.
5. Stand in front of the system unit, grasp both sides of the cover with your hands, and pull the cover straight toward you about 2 inches (5 centimeters). Then pull up (see Figure 8-2).

Caution

If your workstation was running prior to removing the system unit cover, wait several minutes for the unit to cool down before touching any of the parts, as they could be hot.

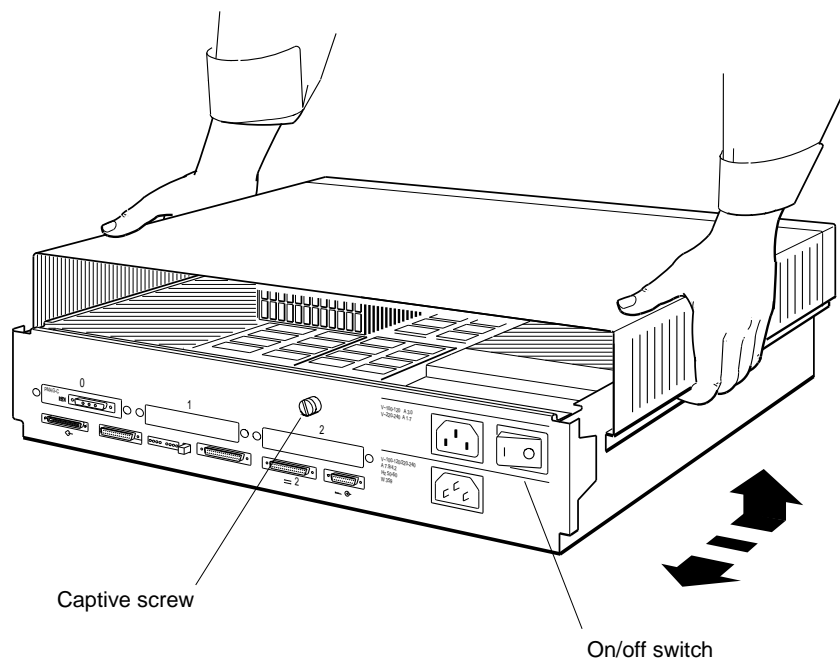
Always use an antistatic wrist strap when working inside of the system unit (see Section 8.4).

8.3 Removing and Replacing the System Unit Cover

8.3.2 To Replace the Cover on the System Unit

1. Standing at the front of the system unit, position the cover as shown in Figure 8-2.
2. Place the cover on the system unit about 2 inches (5 centimeters) from the back of the unit. Then slide the cover all the way to the back of the system unit.
3. Press and tighten the cover-release screw on the back of the unit.
4. Turn on the system unit by pressing | on the On/Off switch on the back of the unit.

Figure 8-2 Removing and replacing the system unit cover



WS3PO037

8.4 Using the Antistatic Wrist Strap

8.4 Using the Antistatic Wrist Strap

Always use an antistatic wrist strap when you work inside the system unit or with items stored in antistatic bags.

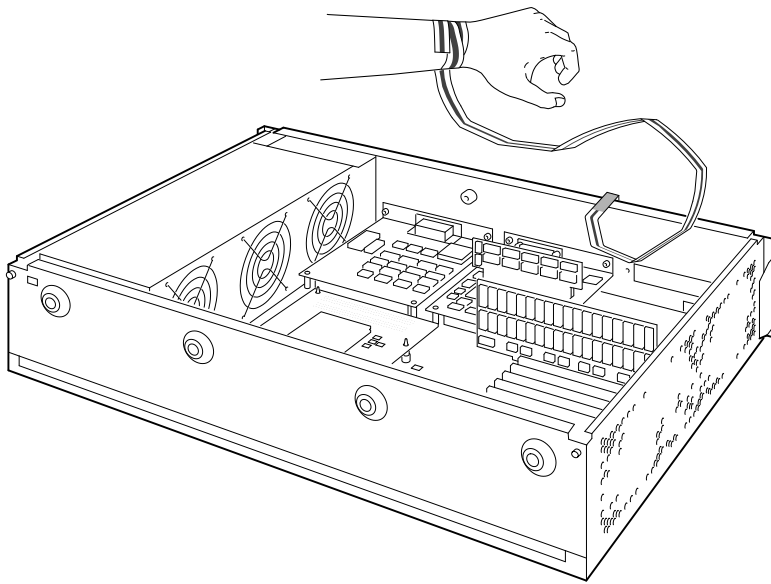
Caution

Failure to use an antistatic device while handling electrostatically sensitive computer parts can result in reduced reliability or damage to the part.

1. Find the antistatic wrist band that came with your workstation or with the parts to be installed.
2. Unwrap the first two folds of the wrist band and wrap the exposed adhesive side firmly around your wrist.
3. Unroll the rest of the band and peel the liner from the copper foil at the opposite end.
4. Attach the adhesive copper foil to the metal frame that encloses the system unit.

8.4 Using the Antistatic Wrist Strap

Figure 8-3 Using an antistatic wrist strap



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9

Installing Internal Option Modules

This chapter explains:

- How to install, test, and remove memory modules
- How to install, remove, and test an NVRAM module
- How to replace and test the CPU module
- Where to find information on installing TURBOchannel option modules

9.1 Installing and Removing Memory

9.1 Installing and Removing Memory

DECstation 5000 Model 260 workstations come with at least 16 megabytes of memory. You can add more memory by installing additional memory modules in the memory module slots inside the system unit. Your workstation has 15 memory slots. The first 14 slots (slots 0 to 13) can hold either all 8-megabyte or all 32-megabyte single in-line memory modules (SIMMs). The last slot (slot 14) can hold either another SIMM of the same type or an NVRAM module.

- With 8-megabyte memory modules, you can install up to 120 megabytes of memory.
- With 32-megabyte memory modules, you can install up to 480 megabytes of memory.

When adding memory modules, follow these rules:

- Fill the memory slots in order, starting with slot 0.
- Do not leave an empty slot between two filled slots.
- Use only one type of memory module in your workstation: either the MS02L-AB or the MS02-CA.
 - Each MS02L-AB module contains 8 megabytes of memory.
 - Each MS02-CA module contains 32 megabytes of memory.

The `cnfg` command shows how much memory is installed in your workstation. Chapter 10 explains how to use the command.

9.1 Installing and Removing Memory

9.1.1 To Install Memory Modules

To install memory modules, you need a medium Phillips screwdriver.

1. Follow the instructions that came with your worksystem software to shut down the software.
2. Turn off the system unit by pressing the O on the on/off switch on the back of the unit. Then unplug the system unit power cord.

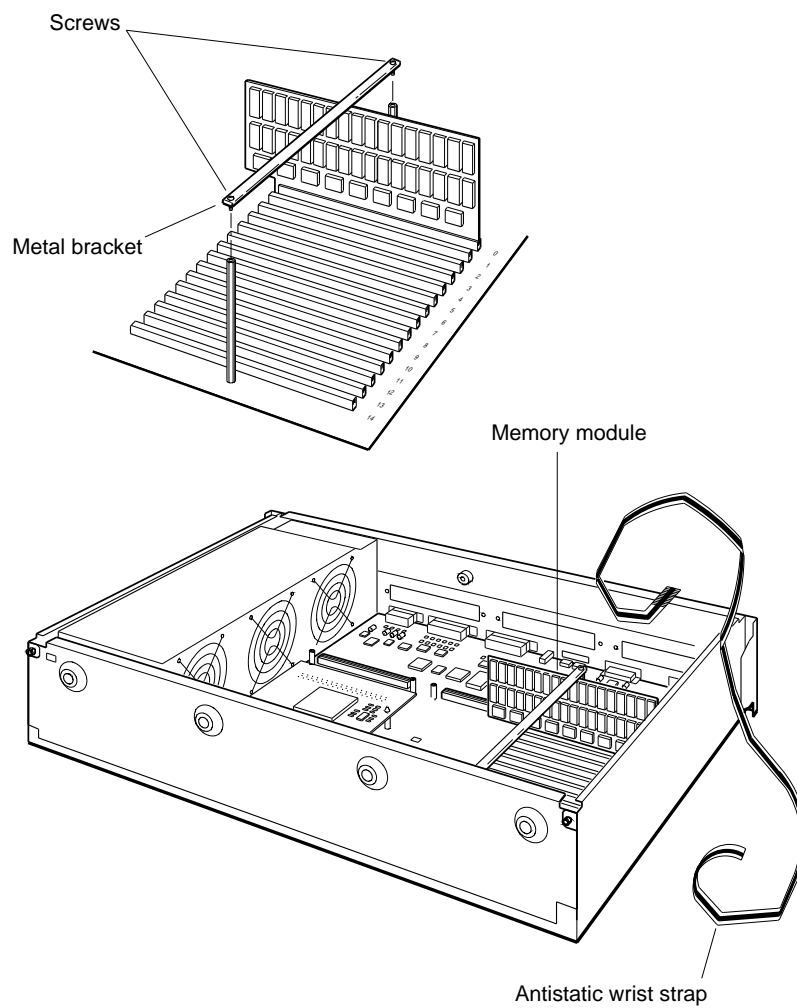
Caution

Allow the unit to cool down several minutes before touching any internal parts, as the parts could be hot.

3. Remove the cover from the system unit (see Section 8.3.1).
4. Attach one end of the antistatic wrist strap to your wrist and attach the other end to the metal frame that encloses the system unit (see Section 8.4).
5. Locate the metal bracket that locks the memory modules in place (see Figure 9-1). Loosen the two screws on the bracket until the bracket can be pulled away from the system unit.

9.1 Installing and Removing Memory

Figure 9-1 Releasing the memory module bracket



WS3PO038

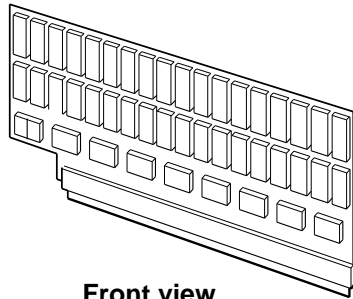
9.1 Installing and Removing Memory

6. Unpack a new memory module.

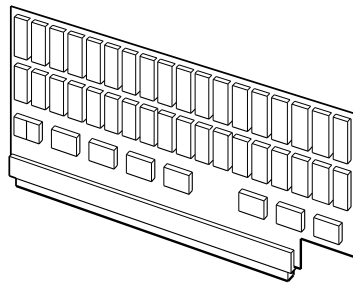
Caution

Do not touch the contacts along the bottom of the memory module, as this can damage or destroy the module.

Figure 9–2 Memory module



Front view



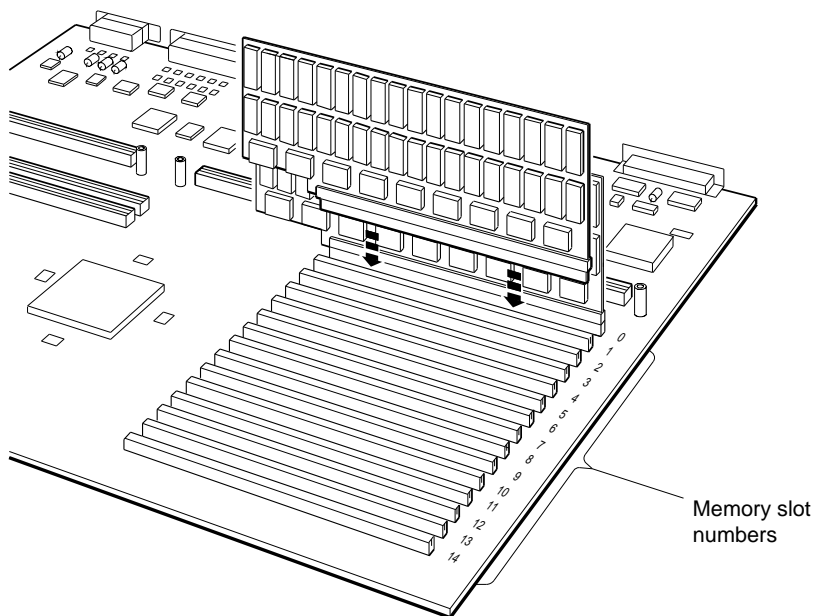
Back view

WS3PO039

9.1 Installing and Removing Memory

7. Look at the numbers printed beside the memory slots inside the system unit. Align the connector on the module with the lowest-numbered vacant connector in the system unit. Then push the memory module straight down and all the way into the memory connector on the system unit.

Figure 9-3 Memory slots inside the system unit



WS3PO040

8. Repeat the installation for every memory module you are installing. Be sure to install each module in the slot with the lowest number still available.
9. Replace the metal bracket and the two screws that hold it in place.
10. Remove the antistatic wrist strap from your wrist and from the system unit.
11. Replace the cover on the system unit (see Section 8.3.2).

9.1 Installing and Removing Memory

9.1.2 To Test Memory Modules

1. Turn on the monitor. Then turn on the system unit.
The system unit runs the power-up self-test.
2. At the console prompt (>>), type one of the following:
 - **t 3/mem *** to test all of the memory modules
 - **t 3/mem** followed by a space and the number of a memory slot to test the memory module installed in that slot. For example, to test the module in memory slot 2, type **t 3/mem 2**.

A display similar to the following appears on your screen as the memory test progresses: Testing all memory modules can take up to 5 minutes.

**\

When the test is done, the console prompt (>>) appears. If an error message appears, turn to Chapter 11 for troubleshooting instructions.

3. Type **cnfg 3** at the console prompt and press Return to see the total amount of memory in the workstation. A display like the following appears on your screen:

```
>>cnfg 3
3: KN05      DEC   V1.0a   TCF0   ( 32 MB)
              (enet: 08-00-2b-2d-84-c7)
              (SCSI = 7)

-----
DEV  PID                VID      REV    SCSI DEV
=====
rz2  RZ24      (C) DEC   DEC    0700  DIR
rz4  RRD42      (C) DEC   DEC    0700  DIR
tz5
cache: I( 8 KB), D(8KB), S(1024 KB); Scache line( 32 Bytes)
R4000 revision (3.0)
mem( 0): a0000000: a1ffffff   ( 32 MB)
mem( 1): a2000000: a3ffffff   ( 32 MB)
mem( 2): a4000000: a5ffffff   ( 32 MB)
mem( 3): a6000000: a7ffffff   ( 32 MB)
mem( 4): a8000000: a9ffffff   ( 32 MB)
mem( 5): aa000000: abffffff   ( 32 MB)
mem( 6): ac000000: adffffff   ( 32 MB)
mem(14): bc000000: bc0fffff   ( 1 MB)      Presto-NVR

mem(14): clean, batt OK, armed
>>
```

9.1 Installing and Removing Memory

The first number in the parentheses on the first line of the display shows the total amount of memory in your workstation. The lines beginning with `mem` show the amount of memory installed in each memory slot. If the display does not list the correct amount of memory, check to make sure that the correct memory modules are installed in the system unit in consecutive slots. If the correct modules are installed, turn to Chapter 11 for troubleshooting instructions.

9.1.3 To Remove Memory Modules

Follow these rules when you remove memory modules:

- Remove memory modules from one memory slot at a time, always starting with the highest-numbered slot.
- Do not leave an empty slot between memory modules.
- Be sure you have at least 16 megabytes of memory to operate your workstation.

To remove memory modules:

1. Follow the instructions that came with your worksystem software to shut down the software.
2. Turn off the system unit by pressing the **O** on the On/Off switch on the back of the unit. Then unplug the system unit power cord.

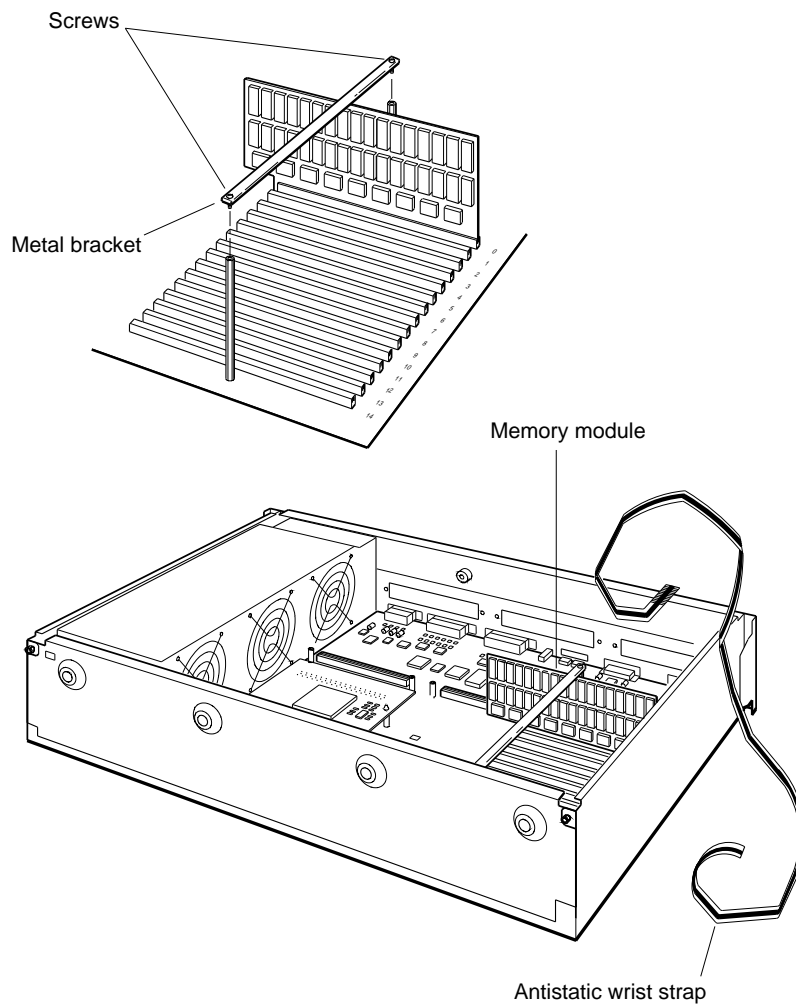
Caution

Allow the unit to cool down several minutes before touching any internal parts, as the parts could be hot.

3. Remove the cover from the system unit (see Section 8.3.1).
4. Use the antistatic wrist strap.
5. Locate the metal bracket that locks the memory modules in place (see Figure 9-4). Loosen the two screws on the bracket until the bracket can be pulled away from the system unit.

9.1 Installing and Removing Memory

Figure 9-4 Releasing the memory module bracket

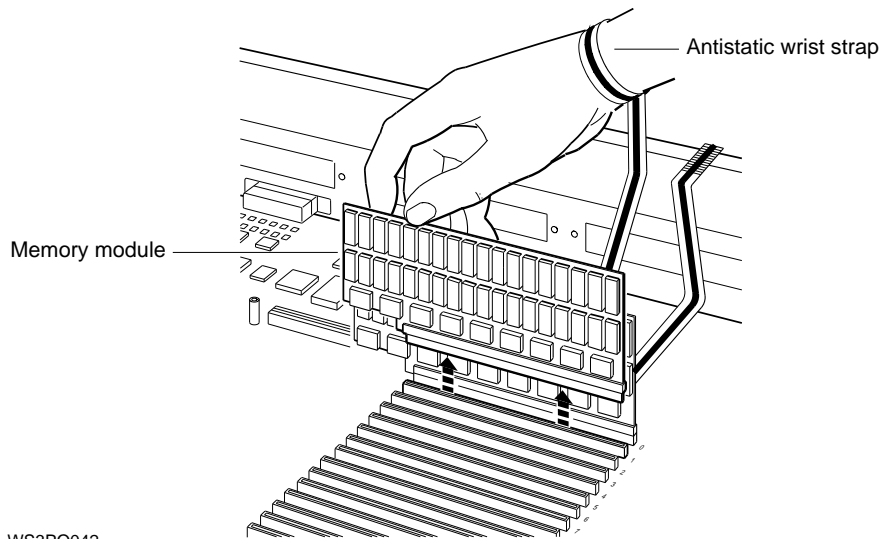


WS3PO038

9.1 Installing and Removing Memory

6. Locate the memory module in the highest-numbered memory slot and pull that module straight up until it is free of its connector. Store the module in an antistatic bag.

Figure 9–5 Removing a memory module



WS3PO042

7. Continue removing memory modules until you have removed all that you intend to. (You must have at least 16 megabytes of memory to operate your workstation.) Always remove memory modules from the highest-numbered memory slots first.
8. If you are replacing the existing memory modules with new ones, turn to Section 9.1.1.
9. Replace the metal bracket and tighten the screws.
10. Remove the antistatic wrist strap from the system unit and your wrist and replace the cover on the system unit (see Section 8.3.2).

9.2 Installing and Removing a PrestoServe/NVRAM Module

9.2 Installing and Removing a PrestoServe/NVRAM Module

The PrestoServe nonvolatile random-access memory (NVRAM) module is an option for your workstation that provides 1 megabyte of battery-backed up memory. The NVRAM module (MS02-NV) can be installed only in memory slot 14 on the base system module. You install and remove an NVRAM module in basically the same way that you install and remove memory modules (see Section 9.1.1 and Section 9.1.3).

To test an NVRAM module,

1. Turn on your workstation.

The system unit runs the power-up self-test. (For details about the self-test, see Chapter 3.) When the test is done, the console prompt (>>) appears. If an error message appears, turn to Chapter 11 for troubleshooting instructions.

9.2 Installing and Removing a PrestoServe/NVRAM Module

2. Type **cnfg 3** at the console prompt and press Return. A display like the following appears on your screen (the numbers in the black circles correspond to the descriptions that follow):

```
3: KN05      DEC      V1.0a      TCF0      ( 32 MB) 1
              (enet: 08-00-2b-2d-84-c7)
              (SCSI = 7)

-----
DEV  PID              VID      REV      SCSI DEV
=====
rz4  RX23      (C) DEC  DEC      0700  DIR
tz1  SEQ

cache: I( 8 KB), D( 8 KB), S(1024 KB); Scache line (32 bytes)
R4000 revision (3.0)
mem( 0): a0000000: a1ffffff ( 32 MB)
mem( 1): a2000000: a3ffffff ( 32 MB)
mem(14): bc000000: bc0fffff ( 1 MB) 2 Presto-NVR
3
mem(14): clean, batt OK, armed

>>
```

- 1** Indicates that 1 megabyte of NVRAM is present in the base system slot (slot 3)
- 2** Indicates that the NVRAM module has been installed in memory slot 14
- 3** Indicates the status of the NVRAM module

A clean cache has no data in it, in which case the battery disconnect circuits are armed and the battery is disconnected from the cache, which is not currently needed. A valid cache has valid data in it, in which case the battery disconnect circuits are unarmed and the battery is connected to the cache to preserve the data in the event of a power failure.

Caution

Turning the workstation off when battery disconnect circuits are unarmed (NVRAM battery is connected to the cache and the cache is valid) will drain the batteries unnecessarily.

9.2 Installing and Removing a PrestoServe/NVRAM Module

Turn to Chapter 11 for troubleshooting instructions in any of the following circumstances:

- The system self-test displayed an error message referring to prcache.
- The cnfg 3 display does not list the NVRAM module.
- The cnfg 3 display shows the status of the NVRAM module to be anything other than: clean, batt OK, armed

9.3 Replacing CPU Modules

You may need a flat-blade screwdriver to install a new CPU module.

9.3.1 To Remove a CPU Module

1. Follow the instructions that came with your worksystem software to shut down the software.
2. Turn off the system unit by pressing the 0 on the On/Off switch on the back of the unit. Then unplug the system unit power cord.

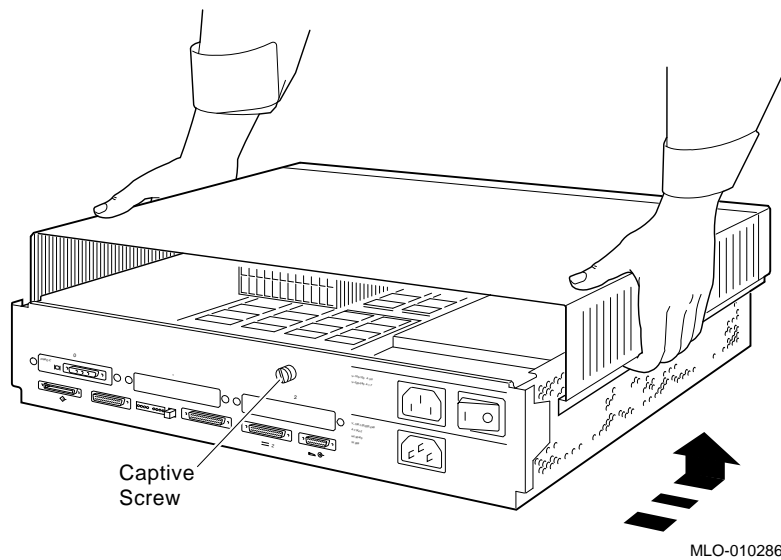
Caution

Allow the unit to cool down several minutes before touching any internal parts, as the parts could be hot.

9.3 Replacing CPU Modules

3. Remove the cover from the system unit by following these steps: unscrew the captive screw, then press down on the cover, slide it forward, and lift it off. (see Section 8.3.1).

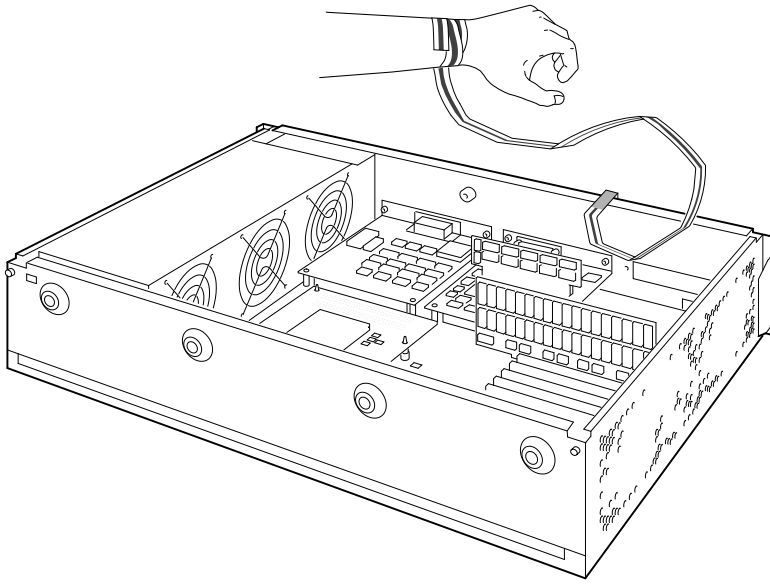
Figure 9–6 Removing the Cover



9.3 Replacing CPU Modules

4. Use the antistatic wrist strap.

Figure 9–7 Attaching the Wrist Strap

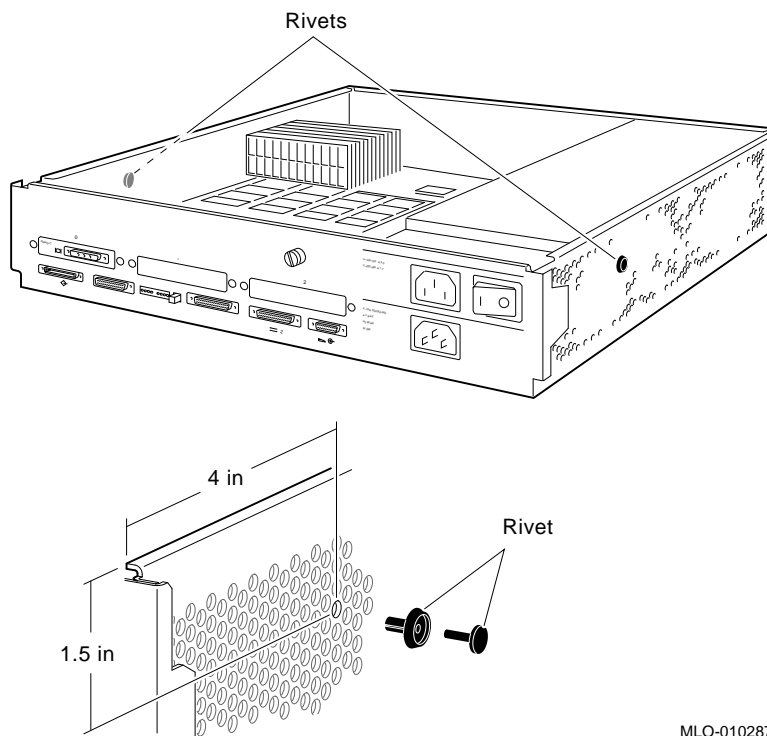


MLO-010285

9.3 Replacing CPU Modules

5. Push in the rivets.

Figure 9–8 Attaching the Rivets

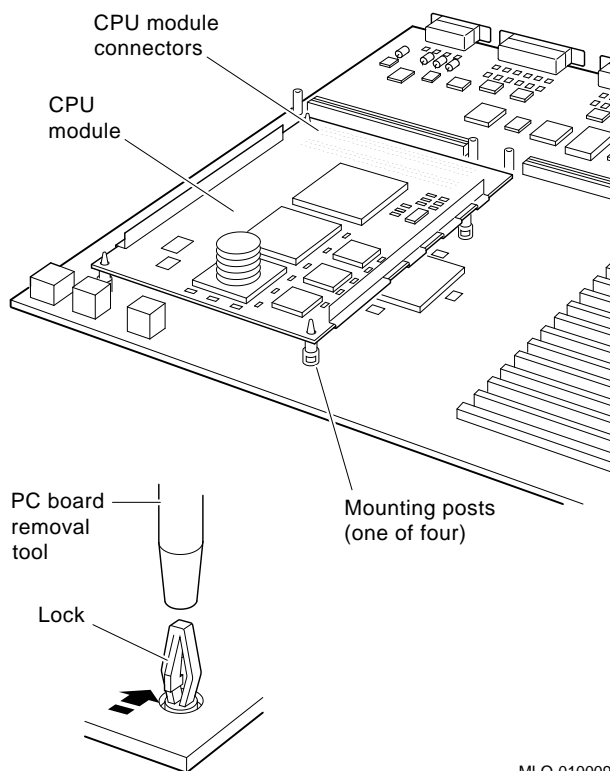


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9.3 Replacing CPU Modules

6. Remove the CPU module inside the system unit.
 - Push the PC board removal tool over each of the mounting posts to unlock the post.
 - Pry up the board with your fingers. Set it aside.

Figure 9–9 Removing the Old CPU



MLO-010009

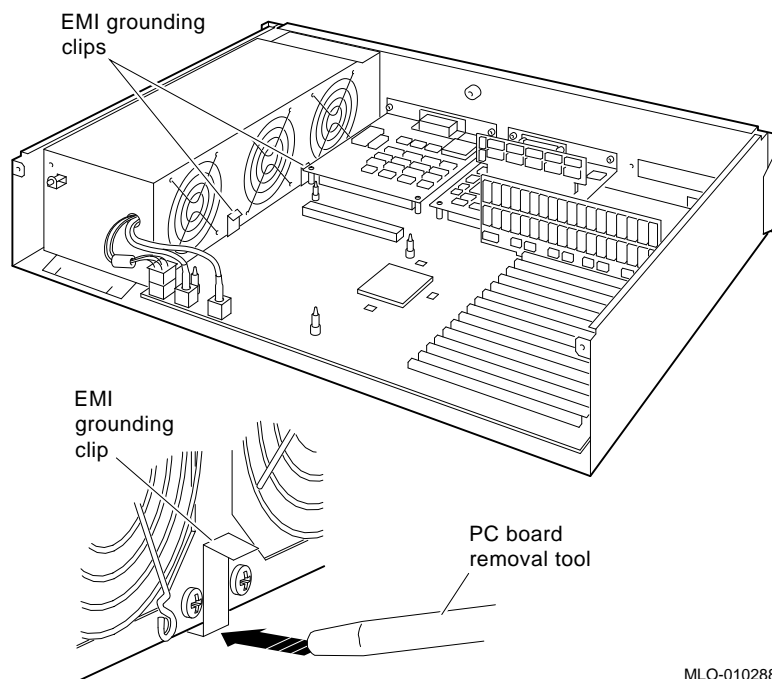
Caution

Do not pull on the heat sinks, as that can damage the CPU module.

9.3 Replacing CPU Modules

7. Slide each of the grounding clips in place under the power supply. Use the wooden tool to push in the clip securely.

Figure 9–10 Inserting the Grounding Clips



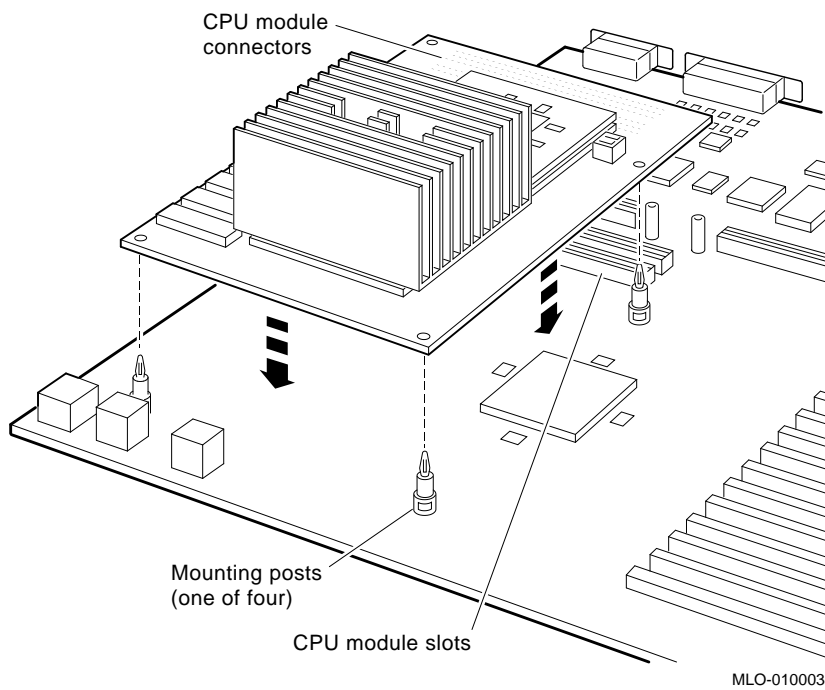
MLO-010288

9.3 Replacing CPU Modules

9.3.2 To Install a New CPU Module

1. Align the board mounting holes over the mounting posts. Push down on the board with your fingers over the holes and on the rear of the board.

Figure 9–11 Adding the New CPU

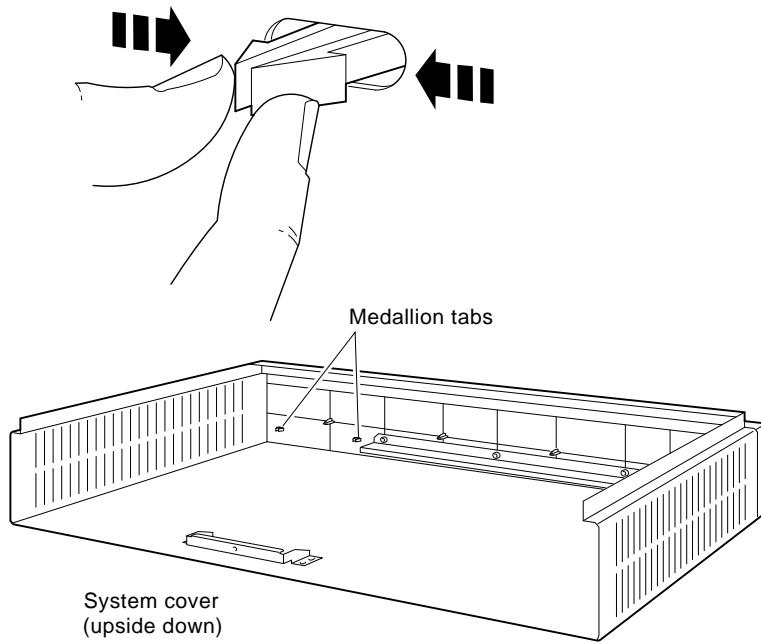


2. Remove the wrist strap.

9.3 Replacing CPU Modules

3. Place the system box cover upside down on a table. Squeeze together the medallion tabs and pop out the medallion. Snap in the new medallion. Turn the system box rightside up.

Figure 9–12 Replace the Medallion

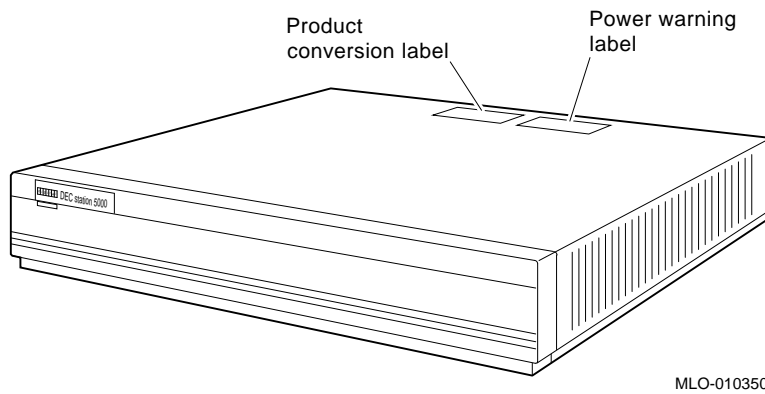


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9.3 Replacing CPU Modules

4. Paste the power warning and product conversion labels onto the top of the cover.

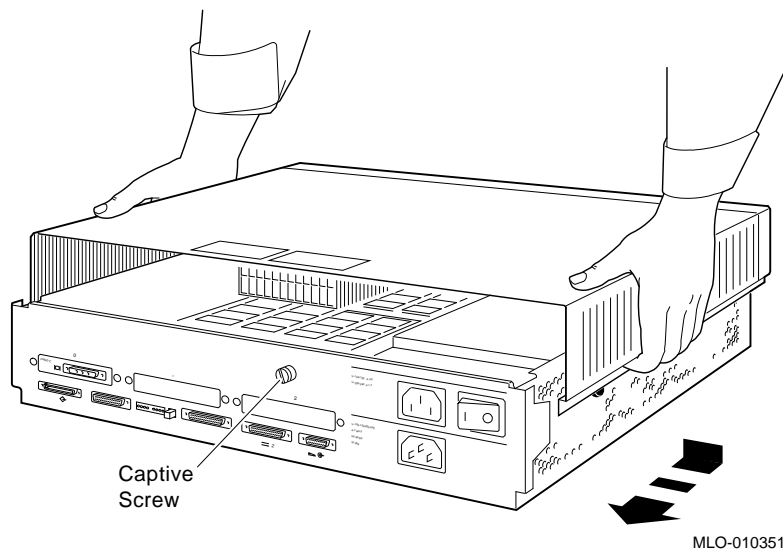
Figure 9-13 Add the Labels



9.3 Replacing CPU Modules

5. Replace the system unit cover and turn on the system unit.

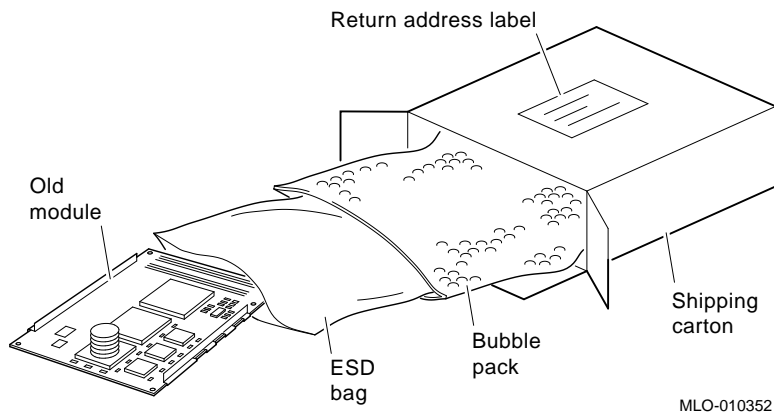
Figure 9–14 Replace the Cover



9.3 Replacing CPU Modules

6. Put the R3000 module into the R4000 packaging. Paste on the address label and mail to Digital.

Figure 9-15 Return the Old CPU



9.3.3 To Test the CPU Module

1. Turn on your workstation. The workstation runs the power-up self test. (For details about the self-test, see Chapter 3.)
2. When the console prompt (>>) appears, type **t 3/misc/cpu-type**.
If the system recognizes the CPU module, it displays the message: 3/misc /cpu-type's code: *NDX-111A*
The *type-code* displayed should match that of the CPU module you installed.

If your workstation fails to run the power-up self-test, you may have installed the CPU incorrectly. The module connectors may not have been aligned correctly. Try installing the CPU module again. If the test fails again, call your Digital service representative for help.

9.4 Installing and Removing TURBOchannel Option Modules

9.4 Installing and Removing TURBOchannel Option Modules

Your DECstation 5000 Model 260 workstation comes with three TURBOchannel option slots in which you can install various TURBOchannel option modules. You can install a double- or triple-wide TURBOchannel module in either the system unit or a TCE. (For a discussion of TURBOchannel options, refer to Section 8.2.5.)

If you are installing a TURBOchannel module in a TCE, you also need to install a TCE option module in the system unit, which connects to the module in the TCE. Follow these instructions:

1. Remove the cover from the workstation system unit (see Section 8.3).
2. Refer to the *TURBOchannel Extender Operator's Guide* for instructions on installing the TURBOchannel module in the TCE and the TCE option module in the system unit.

If you are installing TURBOchannel option modules in the system unit, follow these instructions:

1. Remove the cover on the system unit (see "Section 8.3" on page 8-6 for instructions).
2. Refer to the chapter in the *TURBOchannel Options User's Guide* that discusses the option you want to install.

Part IV

Managing Your Workstation

10

Using the Console Commands

This chapter describes:

- The use of console and operating modes
- How to use console mode
- How to install a terminal as an alternate system console
- Rules for console commands
- Console conventions
- Console commands
- Environmental variables

10.1 Console and Operating Modes

10.1 Console and Operating Modes

Your workstation functions in two modes: console mode and operating mode. When your workstation is in console mode, you are using the setup and testing software that is built into the workstation. You use console mode and the console commands for such tasks as:

- Running workstation self-tests
- Displaying workstation hardware configurations
- Setting workstation environmental variables
- Booting (starting) the operating system

When your workstation is in operating mode, you use your worksystem software for such activities as:

- Running applications in DECwindows
- Backing up files
- Sending and receiving electronic mail

This manual explains how to use the workstation in console mode. Your worksystem software manuals explain how to use the workstation in operating mode.

10.2 Using Console Mode

The workstation starts in console mode and stays in that mode until you start your worksystem software. While you are in console mode, you can use the console commands, which are the commands of the built-in setup and testing software.

You enter console commands at the system console. If you connected only one monitor to your workstation, that monitor is your system console. If you connected multiple monitors, the monitor in the TURBOchannel option slot with the lowest number is the system console. If you have no graphics monitor or if you have connected a terminal and typed **setenv console s**, the terminal is your system console.

10.2 Using Console Mode

10.2.1 To Enter Console Mode

To enter console mode, do one of the following:

- If you are using ULTRIX worksystem software, type **shutdown -h now** at the ULTRIX prompt and press Return.
- Press the halt button on the back of the system unit.
- Turn off the power to the system unit and turn it back on again.

Caution

Be sure that your workstation and any worksystem software are shut down before you turn off the power or press the halt button. Otherwise, data may be lost or corrupted.

10.2.2 Console Prompts

When you use console mode, the workstation displays one of these two prompts on the screen of the system console: >> or R>.

- The >> prompt means that the workstation is in privileged mode. You can execute all console commands at the console prompt.
- The R> prompt means that the workstation is in restricted mode because someone has set up a password requirement to restrict access to the console prompt. At the restricted console prompt, you can use only the boot and passwd console commands until you enter the correct password.

To change the console prompt to (>>), type **passwd** and press Return. Then enter the console password and press Return again. If you do not know the password, contact your system manager or a Digital service representative.

10.3 Installing a Terminal as an Alternate System Console

10.3 Installing a Terminal as an Alternate System Console

The system console displays error messages and other system messages from the workstation, from networks, and from the worksystem software. You also use the system console to enter console commands, such as the `cnfg` command.

You generally use your workstation monitor in console mode as the system console. If a monitor is not available, you can use a terminal as an alternate system console. A terminal can display text only; it cannot display illustrations, DECwindows, or DECwindows applications; therefore, you cannot use a terminal as a standard workstation monitor. Some users prefer to connect both a monitor and a terminal to their workstations. In console mode, with both a monitor and a terminal configured, the monitor screen displays graphics tests while the terminal screen displays other tests and text input.

The following instructions describe how to install a terminal and keyboard as a system console.

Contact your Customer Support Center if you have questions about using a terminal.

10.3.1 To Install a Terminal as a System Console

1. Follow the instructions that came with your worksystem software to shut down the software.
2. Turn off the system unit by pressing the **O** on the On/Off switch on the back of the system unit.
3. Plug a communications connector adapter into one of the serial communications connectors on the system unit (communications port 3 is preferred).

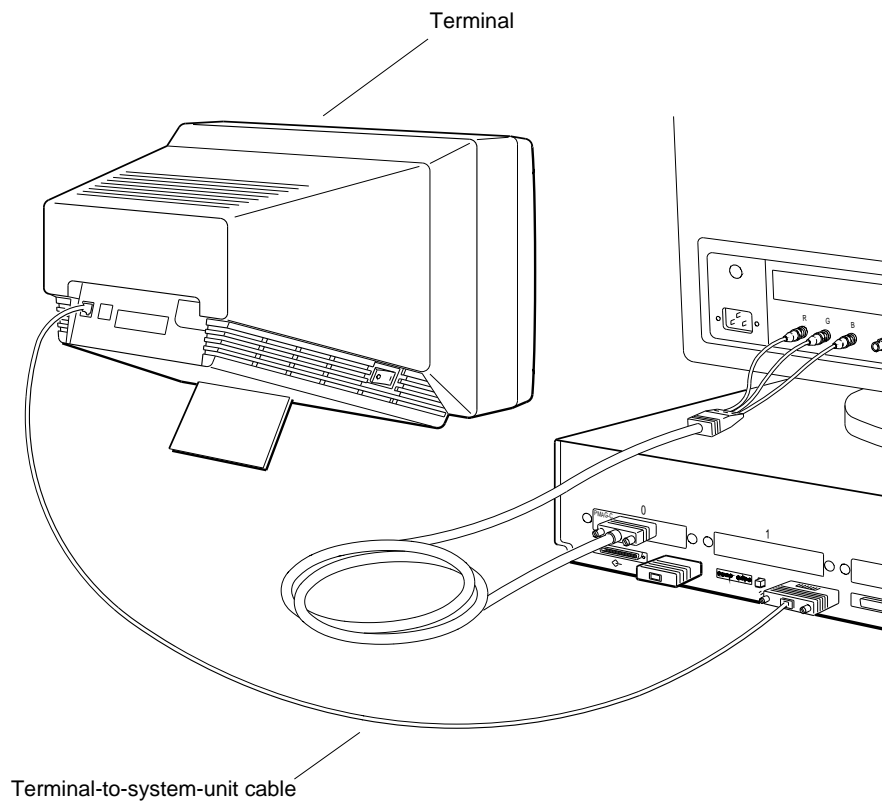
4. Find the terminal-to-system-unit cable that came with your terminal. Notice that it has telephone-jack-type connectors on both ends.

Plug one end of the terminal-to-system-unit cable into the communications connector adapter (see Figure 10-1).

5. Plug the other end of the terminal-to-system-unit cable into the modular connector on the back of the terminal.

10.3 Installing a Terminal as an Alternate System Console

Figure 10–1 Connecting a VT320 terminal to the system unit



WS3PO056

10.3 Installing a Terminal as an Alternate System Console

6. Find the coiled keyboard cable that came with your terminal. Notice that it has telephone-jack-type connectors at both ends, and that one end has a keyboard icon.

Plug the end of the terminal keyboard cable with the keyboard icon into the connector on the side of the terminal.

7. Plug the other end of the terminal keyboard cable into the modular connector on the end of the terminal keyboard.
8. Connect a power cord to the terminal and to a power outlet.
9. Turn on the terminal and the system unit and wait for the system self-test to finish before proceeding. The workstation monitor, rather than the terminal, is still acting as the system console at this point.

10.3.2 To Activate the Terminal as the System Console

You must set the console environmental variable to `s` to make the terminal your system console. The operating system will then be under the control of the terminal each time you boot the system, until you change the console environmental variable again.

If you are using a terminal and have no graphics monitor, you need not set the variable to `s` because the system will default to the terminal.

1. Follow the instructions that came with your worksystem software to shut down the software.
2. To activate the terminal as the system console, type **setenv console s** at the workstation monitor console prompt and press Return.

10.3 Installing a Terminal as an Alternate System Console

10.3.3 To Make Your Workstation Monitor the System Console

The workstation monitor is the system console by default. If you have set the console environmental variable to `s`, your terminal is currently the system console. To make your monitor the system console again,

1. Follow the instructions that came with your worksystem software to shut down the software.
2. Type **setenv console *** at the console prompt on the terminal and press Return.
3. Turn off the terminal if you are using the monitor as the system console. (You need not turn off the terminal in console mode and turn it on again to boot ULTRIX.)

10.4 Rules for Console Commands

10.4 Rules for Console Commands

You can use all console commands when the system monitor displays the console prompt (>>). You can use only the boot and passwd commands at the restricted console prompt (R>) until you enter the correct password. Then the normal console prompt (>>) appears.

To use a console command, type the command as shown, add appropriate options and arguments, and press Return.

Follow these rules:

- Type uppercase and lowercase letters exactly as they appear in the manual. The system recognizes the difference between uppercase and lowercase letters.
- Press Return after typing a command.
- Use these keys:
 - Ctrl-s to freeze the screen display.
 - Ctrl-q to release a frozen screen display.
 - Ctrl-c to abort a command.
 - Ctrl-u to erase a partially typed command line.
 - DEL to erase the last character typed.
 - To use the Ctrl commands, hold down the Ctrl key while you type the letter of the command. For example, to use Ctrl-s, hold down Ctrl while you type **s**.
- To type a hexadecimal number, precede the number with 0x (zero x). To type an octal number, precede the number with 0 (zero). To type a decimal number, do not precede the number with any leading 0s (zeros).

10.5 Conventions Used

- **Letters in boldface type** should be typed exactly as they appear.
- *Words in italic type* are options or arguments for the commands. You must replace them with the appropriate information. For example, the script command has a *scriptname* argument. When you type the command, you replace *scriptname* with the name of the script you are creating.
- Options are read by the console programs. Arguments are read by the worksystem software.
- When options and arguments are shown in brackets, you should use them only if they are appropriate. When they are not in brackets, you must always use them. For example, the printenv command is shown like this:

```
printenv [env]
```

Because *[env]* is enclosed in brackets, you should use it only when you want to display the setting of one environmental variable.

The script command is shown like this:

```
script scriptname
```

Because *scriptname* is not shown in brackets, you must use it in every script command.

Do not enclose options and arguments in brackets when you type them. The brackets are just a way of showing you when to use them.

- When an argument is followed by an ellipsis, you can use more than one argument with the command.

10.6 Console Commands

10.6 Console Commands

This section explains all of the console commands for workstation users, system managers, service representatives, and other technical specialists.

Table 10–1 lists the console commands.

Table 10–1 Console Commands

Command	Function
?	Displays a list of console commands and formats
boot	Boots the system
cat	Displays scripts
cnfg	Displays system configuration information
d	Deposits (writes) data into memory
e	Examines memory contents
erl	Displays a log of error messages
go	Transfers control to a specific address
init	Resets the system
ls	Displays a list of files present in a module ROM
passwd	Sets and clears the console password
printenv	Prints environmental variables
restart	Restarts the worksystem software
script	Enters a short script at the console
setenv	Sets environmental variables
sh	Starts a script
t	Starts module diagnostic tests
unsetenv	Removes environmental variables during session

10.6 Console Commands

To display the help menu, type a question mark (?) and press Return. The console commands appear in the help menu on the screen as follows:

```
boot [[-z #] [-n] #/path [ARG...]]
cat SCRPT
cnfg [#]
d [-bhw] [-S #] RNG val
e [-bhwdoux] [-S #] RNG
erl [-c]
go [ADR]
init [#] [-m] [ARG...]
ls [#]
passwd [-c] [-s]
printenv [EVN]
restart
script SCRPT
setenv EVN STR
sh [-belvS] [SCRPT] [ARG...]
t [-l] #/STR [ARG...]
unsetenv EVN
```

The following subsections describe the console commands in detail. Note that the command descriptions do not always use the format that appears in the help menu.

10.6.1 ?

```
>>? [command]
```

The ? command displays the help menu. If you enter the name of a specific command after the ?, the screen displays the help message for that command only.

10.6.2 boot

The boot command loads and executes the program specified by *#/path*, where *#* is the slot number of the device that you are booting from, and *path* is the file specification of the program.

```
>>boot [OPTIONS] [#/path]
[argument...]
```

Options are

- a** Use a multiuser bootstrap.
- n** Load but do not execute *path* program.
- z number** Wait for *number* seconds, then boot.

10.6 Console Commands

The `-a` argument boots for a multiuser environment; to perform a single-user boot, enter the boot command without the `-a` argument. The `-n` option suppresses execution of the program after it is loaded. The `-z` option causes the system to wait before booting. When you enter the command with no options, path, or argument, the options, path, and argument in the boot environmental variable are used (see Section 10.7).

The following example of the boot command uses the options and arguments that you set in the boot environmental variable:

```
boot
```

The following command boots from a tape drive in base slot 3 (tz is the device code of the drive, and 5 is its SCSI ID number):

```
boot 3/tz5
```

The following command boots from the network that is connected to your workstation at option slot 2:

```
boot 2/mop
```

The following command performs a multiuser boot (`-a`) using the file `vmunix` on an external drive (`rz1`) in base slot 3 (`rz1` is the device code and SCSI ID for the drive):

```
boot 3/rz1/vmunix -a
```

10.6.3 cat

```
>>cat #/scriptname
```

The `cat` command displays the contents of the script specified by *scriptname*. The `#` option indicates the number of the slot where the script is stored.

10.6 Console Commands

10.6.4 cnfg

```
>>cnfg [#]
```

The `cnfg` command displays important information about the configuration of your workstation such as the kind of hardware in the workstation and connected to it. If you type a slot number for `#`, the command displays configuration information for that slot. Otherwise, it displays general information for all the slots.

The following example shows the display for a `cnfg` command in which the specific slot number was not specified. This information shows the kinds of modules in the base system slot (base slot 3) and in the option slots. The workstation has option modules in slots 0 and 1, but not in slot 2. The numbers in black circles correspond to the descriptions that follow.

```
>>cnfg
❶      ❷      ❸
3:  KN05      DEC      V1.0a      TCF0      ( 32 MB)
      (enet: 08-00-2b-2d-84-c7)
      (SCSI = 7)
0:  PMAG-AA   DEC      V5.3d      TCF0      (CX -- D=8)
1:  PMAD-AA   DEC      V5.3d      TCF0      (enet: 08-00-2b-0f-45-31)
```

❶ Slot number.

❷ Model code. This code indicates the model of the hardware item. For example, `KN05` is the model code of the system module.

❸ Module code. This code shows the kind of module installed in the slot.

Slot 3 is the system module slot (often referred to as base slot 3). It always contains the memory (MB) modules, a base system Ethernet (enet) controller, and a base system SCSI (SCSI) controller. The MB code shows the total amount of memory installed in the workstation. The SCSI code (in this case, 7) is the SCSI ID of the SCSI controller for the slot. The enet code is the Ethernet address for the Ethernet controller in that slot.

Table 10–2 lists the module codes that may appear in item 3 of the `cnfg` display:

10.6 Console Commands

Table 10–2 Module Codes

Module Code	Description
CX---d=8 or 24	True color frame buffer, where d=8 indicates color or gray scale, and d=24 indicates “true” color (any color the eye can see). This module can be installed in any TURBOchannel option slot.
CXT 8 plane	Smart frame buffer. This module can be installed in any TURBOchannel option slot.
DA: PXG+---D=8 or 24	Low 3D graphics accelerator, where D=8 indicates color or gray scale, and D=24 indicates “true” color (any color the eye can see). This module occupies two adjacent TURBOchannel option slots, but is connected to the system through the lower-numbered slot.
EA: PXG+---D=8 or 24	Mid 3D graphics accelerator, where D=8 indicates color or gray scale, and D=24 indicates “true” color (any color the eye can see). This module occupies two adjacent TURBOchannel option slots, but is connected to the system through the lower-numbered slot.
enet:	Ethernet controller. A ThickWire Ethernet controller is built into the base system. Other Ethernet controllers may be installed in the TURBOchannel option slots. The 12-character alphanumeric reference after enet: is a unique Ethernet station address that identifies the controller for the network software.
FA: PXGTurbo+	High 3D graphics accelerator. This module occupies three adjacent TURBOchannel option slots, but is connected to the system through the lower-numbered slot.
MB	Memory module. The number indicates the megabytes of memory installed in base slot 3.
MX---D=1	Monochrome frame buffer, where D=1 indicates black and white. This module can be installed in any TURBOchannel option slot.

(continued on next page)

10.6 Console Commands

Table 10–2 (Cont.) Module Codes

Module Code	Description
NVRAM	Nonvolatile random-access memory (RAM) module. An NVRAM module is an optional module that is preinstalled in the base system, if purchased for your workstation. It provides 1 megabyte of battery backed-up memory that will retain data during a power failure.
PX---D=8	2D graphics accelerator, where D=8 indicates color or gray scale. This module can be installed in any TURBOchannel option slot.
SCSI	SCSI controller. One is built into base slot 3; others may be installed in the TURBOchannel option slots.

The next example shows a configuration display for a specified option slot. In this case, it is for the base system slot (slot 3).

The numbers in black circles correspond to the descriptions that follow. Notice that the first three numbered pieces of information were described in the previous example. The rest of the display provides details regarding the three devices and six memory modules that are installed in the base slot.

10.6 Console Commands

```

1   2           3
3:  KN05      DEC      V1.0a    TCF0    ( 32 MB)
                                           (enet: 08-00-2b-2d-84-c7)
                                           (SCSI = 7)

      4   5           6
-----
DEV  PID              VID      REV     SCSI DEV
=====
rz4  RX23      (C) DEC  DEC      0700   DIR
tz1  tz1              (C) DEC  DEC      0700   SEQ

cache: I(8 KB), D(8 KB), S(1024 KB); Scache line (32 Bytes)
R4000 revision (3.0)

7           8
mem( 0):  a0000000:  a1ffffff    ( 32 MB)
mem( 1):  a2000000:  a3ffffff    ( 32 MB)
mem( 2):  a4000000:  a5ffffff    ( 32 MB)
mem( 3):  a6000000:  a7ffffff    ( 32 MB)
mem( 4):  a8000000:  a9ffffff    ( 32 MB)
mem( 5):  aa000000:  abffffff    ( 32 MB)
mem( 6):  ac000000:  adffffff    ( 32 MB)
mem(14):  bc000000:  bc0ffffff    ( 1 MB)    Presto-NVR

9
mem(14):  clean, batt OK, armed
>>

```

- 1** Slot number.
- 2** Model code.
- 3** Module code.
- 4** Device code with SCSI ID number of the device. For example, in rz4, the SCSI ID number is 4.
- 5** Product ID. Not all devices show a product ID in this column.
- 6** Device descriptor, which provides a general description of the device. DIR indicates direct access drives (diskette and hard disk drives), SEQ indicates sequential access drives (tape drives), and CD-ROM indicates optical compact disc drives.
- 7** Memory slot number.
- 8** Amount of memory in the slot. The amount can be 8 or 32 megabytes for SIMMs, and 1 megabyte for NVRAM (in memory slot 14 only). All the slots must have the same amount of memory, except for the NVRAM module.
- 9** Status of the NVRAM module.

10.6 Console Commands

Table 10–3 shows the device codes and device descriptors of SCSI devices, as indicated in items 4 and 6 of the `cnfg` display.

Table 10–3 SCSI Device Codes and Descriptors

Device Code	Device Descriptor	Type of Drive
rx	DIR	Diskette
rz	CD-ROM	Optical compact disc
rz	DIR	Hard disk
tz	SEQ	Tape

10.6.5 d

```
>>d [OPTIONS]  
RANGE value
```

The `d`, or deposit, command writes values to memory. Values can be stored as words, halfwords, or bytes. The default option is word. The command writes the specified *value* through the range of specified addresses. No intervening blanks are allowed in an address range.

Options are:

```
-w          Word (default)  
-h          Halfword  
-b          Byte  
-S count    Repeat deposit count times
```

The `-S` option causes a value to be stored repeatedly in memory. The value is stored *count* times at each address in the address range.

Ranges can be:

```
address      Single address  
address:address Starting and ending address  
address#count Starting address and the number of addresses  
range,range  Multiple address ranges separated by commas. Note that no space follows the comma in an address range.
```

10.6 Console Commands

10.6.6 e

```
>>e [OPTIONS] RANGE
```

The `e`, or examine, command examines the contents of memory. Memory can be examined as words, halfwords, or bytes. The default option is word. The `e` command examines values in the range of addresses specified. Options are:

-w	Word (default)
-h	Halfword
-b	Byte
-S <i>count</i>	Repeat examine <i>count</i> times
-x	Display in hexadecimal format
-o	Display in octal format
-u	Display in unsigned decimal format
-d	Display in decimal format
-c	Display as ASCII characters

You can choose how to display the memory data with format options: `-x`, `-o`, `-u`, `-d`, and `-c`. You can use more than one option, in which case the data is displayed in every format that you choose. If you do not indicate a format, the system displays the data in hexadecimal format.

The `-S` option fetches the contents of each address in the address range *count* times. The screen displays only the final value in each range. Ranges can be:

<i>address</i>	Single address
<i>address:address</i>	Starting and ending address
<i>address#count</i>	Starting address and number of addresses
<i>range,range</i>	Multiple addresses

Note that no intervening space follows the comma in an address range.

10.6.7 erl

```
>>erl [-c]
```

The `erl` command displays the log of error messages (see Chapter 11). The system records error messages in a special error log buffer, and the `erl` command displays the contents of this buffer. If you specify `-c`, the buffer is cleared. The system stops recording error messages when the buffer is full and resumes when the buffer is cleared.

10.6 Console Commands

10.6.8 go

```
>>go [address]
```

The `go` command transfers control of the workstation to the specified address. If you do not specify an address, `go` uses the execution address returned by the last `boot -n` command. If the `boot -n` command has not been executed and no address is specified, the system ignores the `go` command.

10.6.9 init

```
>>init [#] [argument...]
```

The `init` command initializes module hardware. If you specify a slot number (`#`), the command initializes the modules in that slot only.

Arguments are specific to each module.

10.6.10 ls

```
>>ls [#]
```

The `ls` (list) command displays a list of the files in a module ROM. If you do not specify a slot number (`#`), the command lists the files for all modules.

10.6.11 passwd

```
>>passwd [OPTIONS]
```

The `passwd` command enters, sets, or clears your console password. Options are:

- `-s` Set a new console password
- `-c` Clear the console password

The console password keeps unauthorized people from using the console commands on your workstation. You do not need to use the password if security is not an issue in your workplace.

When you first set up your workstation, you do not need a console password. The only way that a console password can be required is if you choose to start using one.¹

¹ The console password is not the same as the passwords required by your worksystem software or networks. The console password protects your workstation hardware by controlling access to the console commands.

10.6 Console Commands

To start using a console password, type **passwd -s** and press Return. The system displays a prompt (`pwd:`) asking you to type the password that you want to use. Type a word with at least six characters. You can use letters and numbers; the system recognizes the difference between uppercase and lowercase letters.

The system displays the `pwd:` prompt twice. Type the same password each time. For security reasons, the screen does not display what you type, so choose a password that is easy to remember.

Once you choose a password, the system displays the restricted console prompt when you first start your workstation:

```
R>
```

At this prompt, you can only boot your worksystem software or enter your console password.

- Boot your worksystem software. Type **boot** and press Return. This is the only boot command that you can use. It has no options or arguments. It uses the values that you set in the boot environmental variable (see Section 10.7). If you have not set the variable, the command does not work.
- Enter your console password. Type **passwd** and press Return. Then type your console password at the `pwd:` prompt. The screen does not display what you type.

After you enter your console password, the prompt changes to the standard console prompt (`>>`). You can now use all the console commands that are described in this chapter.

To stop using your console password, type **passwd -c** at the standard console prompt and press Return. You will then have unrestricted access to the console commands.

10.6.12 printenv

```
>>printenv [env]
```

The `printenv` command displays the values of environmental variables. If you specify the name of an environmental variable, the command displays the value of only that variable. See Section 10.7.

10.6 Console Commands

10.6.13 restart

```
>>restart
```

The restart command attempts to restart the worksystem software. This command relies on a restart facility that you must enable in the worksystem software.

10.6.14 script

```
>>script scriptname
```

The script command allows you to write a short temporary script at the system console. A script is a miniprogram. After you write the script, you can run it with the sh command, or you can type the name (*scriptname*) of the script by itself at the console prompt to execute the script.

To write a script, type **script** followed by a name for the script and press Return. Then write the script line by line. When you are done, go to a new line and press Return.

10.6.15 setenv

```
>>setenv env value
```

The setenv command sets the value of an environmental variable. You must enclose the command in double quotation marks if *value* contains blank spaces. See Section 10.7.

10.6.16 sh

```
>>sh [OPTIONS] [#!/scriptname]  
[argument...]
```

The sh, or shell, command activates, or runs, a script. Replace # with the slot number of the module that contains the script. Options are:

- | | |
|----|--|
| -e | Exit on error. |
| -b | Branch to script. |
| -v | Verbose; echo to console. |
| -S | Suppress script-not-found errors. |
| -l | Execute in a loop. (This option is the letter “el,” not the number one.) |

10.6 Console Commands

If you specify a script name for the *scriptname* option, the script is used as the input. Otherwise, what you type at the console is the input, and a subshell is created. When you run a shell script, environmental variable 0 is set to the script name, 1 is set to the first argument in the script, 2 is set to the second argument, and so on.

The `-e` option directs the shell to exit when an error occurs. Normally, the shell ignores errors. The `-b` option executes the script specified by *scriptname* instead of creating a subshell. The `-v` option causes the script to be echoed to the console when it is executed; the default setting is no echo. The `-S` option suppresses any error message if the script is not found and causes the `sh` command to return a status that indicates success. The `-l` option causes a script to be executed continuously until a system reset occurs or you press `Ctrl-c`.

10.6.17 `t`

```
>>t [OPTIONS] #/testname  
[argument...]
```

The `t`, or `test`, command runs module tests. Specify a test with `#/testname`, where `#` is the slot number, and *testname* is a module-specific test. Option is:

`-l` Execute in a loop

The `-l` option makes the test run continuously until a system reset occurs or you press `Ctrl-c`.

If the `t` command is part of a script, the system console displays `#/testname` as each test runs.

To display the tests and test formats for a specific module, type `t #/?`, where `#` is the slot number of the module.

Type `test` to run the script that performs a thorough test of the entire system. Typing `test` is a shorthand way of typing `sh 3/test`. If you type `sh -l 3/test`, the test runs continuously.

10.6.18 `unsetenv`

```
>>unsetenv env
```

The `unsetenv` command removes a standard environmental variable during the current session. When the system is reset, the values of the standard environmental variables revert to their previously set values.

When you enter the command, replace *variable* with the name of the environmental variable that you want to remove (see Section 10.7).

10.6 Console Commands

10.7 Environmental Variables

Environmental variables store system parameters and scripts and pass information to the operating system. Some environmental variables persist; others are lost when you turn off the power.

Table 10–4 summarizes the console commands for setting environmental variables. Table 10–5 lists the standard environmental variables that you can set.

Table 10–4 Console Commands for Environmental Variables

Command	Description
printenv	Displays the value of environmental variables
setenv	Sets the value of an environmental variable
unsetenv	Deletes the value of an environmental variable

10.7 Environmental Variables

Table 10–5 Environmental Variables Set by User

boot ¹	Specifies arguments for the boot command.
console ¹	<p>Chooses the system console. You normally do not set this variable. Any setting except <i>s</i>, including the default “blank” setting, selects autoconfiguration and makes your monitor and monitor keyboard the system console. Autoconfiguration makes the monitor in the lowest-numbered option slot the system console. If the workstation has no monitor connected to a graphics module, communications connector 3 becomes the system console slot.</p> <p>To activate a terminal as an alternate system console, set console to <i>s</i>. Set console to <i>*</i> to make your graphics monitor the system console again.</p> <p>To display the language menu on the system console, set console to zero. If more than one monitor is connected to the system unit, the monitor in the lowest-numbered slot is the system console.</p>
haltaction ¹	<p>Specifies what happens when you press the halt button or turn on the power:</p> <ul style="list-style-type: none">b Boots the worksystem software, as specified by the boot environmental variable.h Halts the worksystem software and displays the console prompt.r Restarts the worksystem software. If the restart fails, boots the software.
more	Specifies the greatest number of lines of text that can fit on the screen at one time. When text scrolls on the screen, the system stops the scrolling at the number of lines that you set. If you set the number to zero, the text scrolls continuously.
testaction ¹	<p>Controls the power-up self-test:</p> <ul style="list-style-type: none">t Specifies a thorough (but slow) testing of the system.q Specifies a quicker but less thorough test.m Specifies manufacturing tests. Do not use this setting.
#	Specifies the number of the module that contains the current script. If no script is active, the system module is assumed.

¹These environmental variables persist in memory until you delete them.

There are other environmental variables. Some, like *oconsole*, should not be changed. Others can be set as implementation-specific side effects of various bootstrap and test procedures.

11

Troubleshooting

This chapter describes:

- Help within this manual
- Checking the LED display
- Checking hardware connections
- Using the system self-test
- Interpreting self-test messages
- Contacting the Customer Support Center

11.1 Where to Look in This Manual for Help

11.1 Where to Look in This Manual for Help

- If some part of your workstation fails to turn on, check the LED display (see Section 11.2).
- If the workstation turns on, but a component does not function properly, check for correct connections (see Section 11.3).
- If the workstation turns on and everything is connected, but the workstation still does not function properly, use the full system self-test (see Section 11.4).

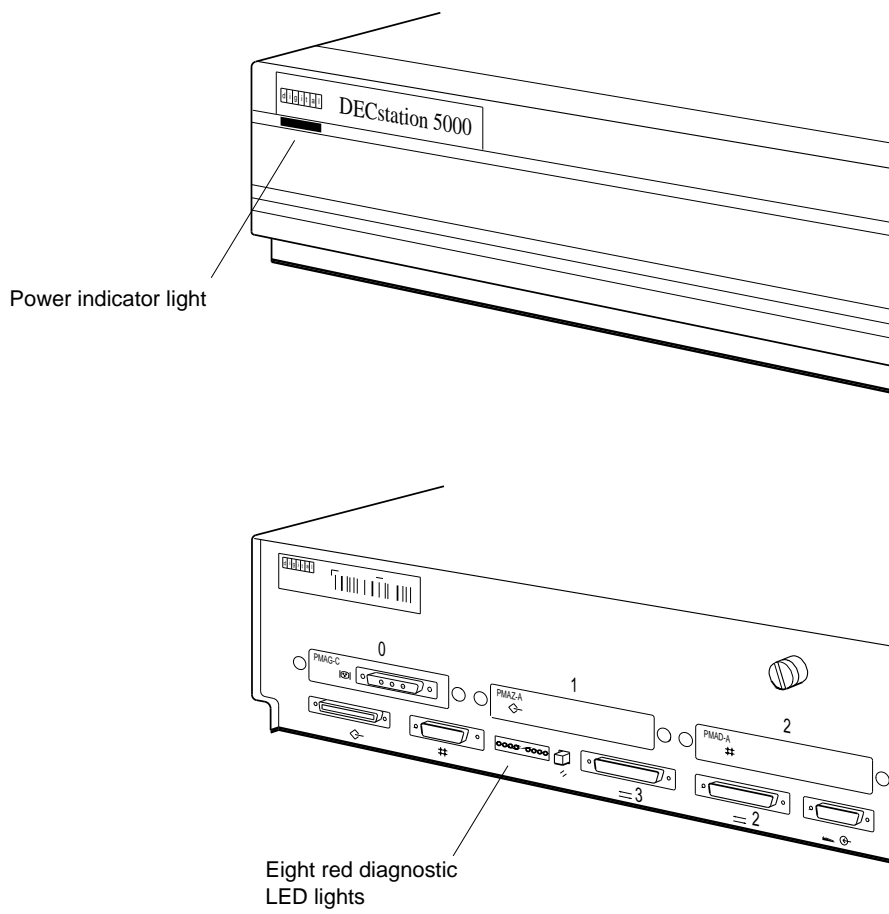
11.2 Checking the LED Display

An indicator light on each hardware component of your workstation shows whether the unit has power or not. In addition, eight small, red diagnostic LED lights on the back of the system unit indicate whether or not the basic components of the workstation are ready to use.

If the workstation is not functioning and no error messages appear on the monitor, check the power indicator lights and the diagnostic LED display. The on/off pattern of the LED display indicates which portion of the power-up self-test failed.

11.2 Checking the LED Display

Figure 11-1 Indicator light and LED display



WS3PO060

11.2 Checking the LED Display

Table 11–1 shows you how to interpret the LED display codes. The codes are shown in the order in which the tests run, so you can determine which subtests ran successfully and at what point the test failed.

If the LED display indicates a problem with your workstation, try the suggestion provided for that LED code. If no specific suggestion is given, or if the suggested procedure does not solve the problem, try reinstalling the CPU module and the memory modules on the base system module. Then restart the workstation. If the problem persists, call your system manager or the Digital Customer Support Center.

Table 11–1 Interpreting the LED Codes

LED Code	Meaning
●●●● ●●●●	Workstation hardware initialization could not begin.
○○●● ●●●●	Workstation firmware initialization could not be completed.
○○●● ○●●●	Firmware could not initialize the input-output subsystem on the system module to a known state. The input-output subsystem controls the Ethernet and SCSI interfaces, as well as the keyboard, mouse, and other serial-line communications.
○○●● ○●●○	Memory slot 0 could not be initialized. Try replacing the memory module in memory slot 0 (see Chapter 9).
○○●● ○●●●	Firmware could not calculate the cache size. Try reinstalling the CPU module (see Chapter 9).
○○●● ●●●○	Firmware could not calibrate the millisecond delay loop. Try reinstalling the CPU module (see Chapter 9).
○○●● ●●●●	Firmware could not configure the system. Try reinstalling the CPU module and all memory modules (see Chapter 9).
○○○○ ○○○○	<i>If the workstation turns on, all workstation components have been initialized, and the workstation is ready for use. If the workstation does not turn on, a device or module is not connected properly or is broken. Make sure that all cables are securely attached and that all external components of the workstation have been installed properly and are plugged into a power source.</i>

Legend:

- Light is off.
- Light is on.

(continued on next page)

11.2 Checking the LED Display

Table 11–1 (Cont.) Interpreting the LED Codes

LED Code	Meaning	
○○○○ ○○○● ○○●○ ○○●●	●○○● ●○○● ●○○● ●○○●	<p>The system console programs could not be initialized. The lights on the left show the slot number of the module with the problem, from slot number 0 (Off Off Off Off) to slot number 3 (Off Off On On). Try reinstalling the option module in the slot indicated by the LED code. If the problem is in the base slot (slot 3), try reinstalling the CPU module and all memory modules (see Chapter 9).</p>
○○○○ ○○○● ○○●○ ○○●●	○○○○ ○○○○ ○○○○ ○○○○	<p>A read-only memory (ROM) object could not be loaded. This could be a portion of the system module, system firmware, or firmware for an option module. The lights on the left show the slot number of the module with the problem, from slot number 0 (Off Off Off Off) to slot number 3 (Off Off On On). Try reinstalling the option module in the slot indicated by the LED code. If the problem is in the base slot (slot 3), try reinstalling the CPU module and all memory modules (see Chapter 9).</p>
○○○○ ○○○● ○○●○ ○○●●	○○○● ○○○● ○○○● ○○○●	<p>The workstation was initialized, but there is a problem in the system module or one of the option modules. The lights on the left show the slot number of the module with the problem, from slot number 0 (Off Off Off Off) to slot number 3 (Off Off On On). Type erl at the console prompt >> to display any error messages relating to the problem. Then and look up the error message in Table 11–3 to interpret the message.</p>
○○○○ ○○○● ○○●○ ○○●●	○○○● ○○○● ○○○● ○○○●	<p>The worksystem software could not be loaded. The lights on the left show the slot number of the module where the software is stored, from slot number 0 (Off Off Off Off) to slot number 3 (Off Off On On). Check to make sure that the device on which the software is stored has power, is properly connected to the system unit, and has a unique SCSI ID (see Chapter 5). If the problem persists, try reinstalling the SCSI controller module in the slot indicated by the LED code. If the problem is in the base slot (slot 3), try reinstalling the CPU module and all memory modules (see Chapter 9).</p>
<p>Legend:</p> <ul style="list-style-type: none"> ○ Light is off. ● Light is on. 		

11.3 Is It Connected Properly?

11.3 Is It Connected Properly?

Table 11–2 lists some problems that new users may have, and some problems that may occur after new hardware has been installed. Many of these problems can be solved easily by following the suggestions in the table. If these solutions do not resolve the problem, see Section 11.4.

Table 11–2 Solutions to Common Problems

Problem	Solution
Amount of memory in the cnfg 3 display is incorrect.	<ol style="list-style-type: none">1. Note the slot location and size of each memory module listed in the cnfg 3 display and compare it to the actual memory module in the specified system unit memory slot. Reinstall any memory modules that do not appear in the display (see Chapter 9).2. If the problem persists, type t 3/mem * at the console prompt and see Section 11.5 to interpret the test results.
The NVRAM module you ordered does not appear in the cnfg 3 display.	<ol style="list-style-type: none">1. Turn off your workstation.2. Check to make sure that the NVRAM module is installed in memory slot 14.3. Reinstall the NVRAM module (see Chapter 9).4. Turn on your workstation and try the cnfg 3 command again.
The status of the NVRAM module in the cnfg 3 display is not clean, batt OK, armed.	See the NVRAM chapter in the <i>TURBOchannel Options User's Guide</i> for an explanation.

(continued on next page)

11.3 Is It Connected Properly?

Table 11–2 (Cont.) Solutions to Common Problems

Problem	Solution
A TURBOchannel module for your workstation does not appear in the cnfg display.	<ol style="list-style-type: none">1. If the missing module is a TCE option module, check to see if the option module in the TCE (to which it is connected) is displayed. The cnfg display only lists the module in the TCE—not the TCE option module in the system unit.2. Check to make sure that you specified the correct slot number for the missing module in the cnfg command.3. Reinstall the missing option module (see Chapter 9).
An external drive does not appear in the cnfg display.	<ol style="list-style-type: none">1. Check to make sure that you specified the correct slot number for the missing drive in the cnfg command.2. Turn off the workstation.3. Make sure that the external device in which the missing drive is located is turned on and connected to an active power source.4. Make sure that the external device in which the drive is installed is properly connected to your workstation (see Chapter 5).5. Make sure that the missing drive has a unique SCSI ID from 0 to 6 (see Chapter 5).6. If the missing drive is in a TCE or BA42 expansion box, reinstall the drive inside the box (see the <i>BA42 Installation Guide</i> or <i>TURBOchannel Extender Operator's Guide</i>).7. Turn on your workstation and try the cnfg command again.8. Remove all the devices except for the one that was missing. If that device appears, you may have a SCSI cabling or a termination problem or one of the other devices may be faulty. If the device is still missing, then that device is bad.

(continued on next page)

11.3 Is It Connected Properly?

Table 11–2 (Cont.) Solutions to Common Problems

Problem	Solution
The screen is blank.	<ol style="list-style-type: none">1. Press any key on your keyboard. If your screen saver was active, the display will reappear. (This applies only if the operating system is running. There is no screen saver at the console level.)2. Make sure that the system unit and monitor are turned on.3. Adjust the brightness and contrast controls.4. Turn off the system unit and monitor.5. Make sure that the system unit power cord and the monitor-to-system-unit power cable or the monitor power cord are connected correctly.6. Make sure that the video cable is securely connected to the monitor and system unit.7. Make sure that your monitor is compatible with your graphics module (see the <i>TURBOchannel Options User's Guide</i> discussion of your graphics module or monitor).8. Turn on the system unit and monitor.
The screen display is distorted or unstable.	<ol style="list-style-type: none">1. Shut down your worksystem software, if necessary, and turn off the system unit and monitor.2. Make sure that the video cable connectors are correctly attached to the monitor and system unit.3. Make sure that your monitor is compatible with your graphics module (see the <i>TURBOchannel Options User's Guide</i> discussion on your graphics module or monitor).4. Turn on the system unit and monitor.

(continued on next page)

11.3 Is It Connected Properly?

Table 11–2 (Cont.) Solutions to Common Problems

Problem	Solution
Color is distorted or unclear.	<ol style="list-style-type: none">1. Move magnetic paper clip holders and electric pencil sharpeners or other electromechanical devices away from the monitor.2. If your monitor has a degauss button, press it for 5 seconds. If the monitor has no degauss button, turn the monitor off and then on again.3. See the manuals for your monitor for further troubleshooting instructions.
Red or blue is missing from the display on your color monitor.	<ol style="list-style-type: none">1. Shut down your worksystem software and turn off the system unit and monitor.2. Make sure that the video cable connectors are attached to the monitor correctly. (See Chapter 1.)3. Turn on the system unit and monitor.
The DIGITAL logo is red instead of blue on the login screen on your color monitor.	<ol style="list-style-type: none">1. Shut down your worksystem software and turn off the system unit and monitor.2. Remove the video cable connector from the video connector on the system unit.3. Unplug the cable connector. Holding the cable connector so that the widest part of the connector is on top, reattach the cable connector to the system unit.4. Turn on the system unit and monitor.

(continued on next page)

11.3 Is It Connected Properly?

Table 11–2 (Cont.) Solutions to Common Problems

Problem	Solution
Nothing happens on the screen when you type.	<ol style="list-style-type: none">1. Check the Hold Screen indicator light on the keyboard. If the light glows green and ULTRIX is running, press the Hold Screen key. If you are at the console, press Ctrl/Q.2. Shut down your worksystem software, if necessary, and turn off the system unit. To run shutdown, log into the system over the net and run shutdown remotely. Otherwise, halt the system.3. Disconnect the keyboard cable from its connector on the keyboard-mouse connector block and then reconnect it.4. Make sure that the keyboard-mouse cable is firmly attached to the system unit and turn on the system unit.5. Turn off the system unit and monitor, connect another keyboard, and turn on the system unit and monitor again.
You cannot connect to your networks, and you know the worksystem and network software are functioning.	<ol style="list-style-type: none">1. Shut down your worksystem software and turn off the system unit.2. Make sure that the Ethernet connectors on the system unit are attached correctly (see Chapter 6). If you are using adapters to connect ThinWire or twisted-pair Ethernet cable to your workstation, check those connectors, too.3. Turn on the system unit.

(continued on next page)

11.3 Is It Connected Properly?

Table 11–2 (Cont.) Solutions to Common Problems

Problem	Solution
No cursor appears on the screen.	<ol style="list-style-type: none">1. Check the Hold Screen indicator light on the keyboard. If the light glows green and ULTRIX is running, press the Hold Screen key. If you are at the console, press Ctrl/Q.2. Move the mouse around on your desktop, or move the puck or stylus around on your tablet, to see if you accidentally moved the cursor off the screen.3. Shut down your worksystem software and turn off the system unit. To run shutdown, log into the system over the net and run shutdown remotely. Otherwise, halt the system.4. Make sure that the mouse cable is correctly connected to the keyboard-mouse connector blocks, and the keyboard-mouse cable is correctly connected to the system unit.5. Turn on the system unit.6. If the problem persists, install another mouse or tablet.
The cursor on the screen fails to follow the movement of your pointing device (mouse, puck, or stylus).	<ol style="list-style-type: none">1. Shut down your worksystem software and turn off the system unit.2. Make sure that the cable for the device is connected securely to the keyboard-mouse connector block and to the device itself.3. Turn on the system unit.4. If the problem persists, install another pointing device.

(continued on next page)

11.3 Is It Connected Properly?

Table 11–2 (Cont.) Solutions to Common Problems

Problem	Solution
You cannot install worksystem software from an external storage device.	<p data-bbox="451 695 938 720"><i>If you have only one external storage device,</i></p> <ol data-bbox="451 743 1245 1293" style="list-style-type: none"><li data-bbox="451 743 1245 800">1. Make sure that the device is turned on and the power outlet it is plugged into has power.<li data-bbox="451 821 1245 877">2. Use the cnfg command to determine whether the workstation lists the device.<li data-bbox="451 898 1245 1251">3. If the device is missing from the display, turn off the device and the system unit and check the following:<ul data-bbox="500 968 1245 1251" style="list-style-type: none"><li data-bbox="500 968 1245 1024">• Make sure that the SCSI expansion cable is correctly connected to the device and to the system unit.<li data-bbox="500 1045 1245 1119">• Make sure that a terminator is correctly attached to the second SCSI connector on the device (unless the device is a TCE, which has an internal SCSI terminator).<li data-bbox="500 1140 1245 1251">• Check the SCSI ID switch settings or SCSI ID display window on the device to make sure that the SCSI ID is unique and within the range 0 to 6. If not, change the SCSI ID accordingly. See Chapter 5.<li data-bbox="451 1272 1245 1293">4. Turn on the device and the system unit. <p data-bbox="500 1304 1245 1356">If the problem persists, refer to the manual that came with the device and to the installation guide for your workstation software.</p>

(continued on next page)

11.3 Is It Connected Properly?

Table 11–2 (Cont.) Solutions to Common Problems

Problem	Solution
	<p><i>If you have more than one external storage device,</i></p> <ol style="list-style-type: none"> 1. Make sure that all the devices are turned on and the power outlets they are plugged into are active. 2. Type cnfg and the number of the slot in which the device is connected. If the device does not appear in the configuration display on the screen, turn off all devices connected to the system unit and then turn off the system unit. Then check the following: <ul style="list-style-type: none"> • Make sure that the SCSI cables are connected to all the devices in the chain and to the system unit. The SCSI cables between devices should be 18-inch Digital cables. • Make sure that a terminator is correctly attached to the second SCSI connector on the last device in the chain (unless the device is a TCE, which has an internal SCSI terminator). • Check the SCSI ID switch settings or SCSI ID display window on all devices in the chain to make sure that the SCSI ID of the missing device is unique and within the range 0 to 6. If not, change the SCSI ID accordingly (see Chapter 5). 3. Make sure that you attached no more than three expansion boxes to a single SCSI connector. If you attached more than this, you may have exceeded the total allowable cable length for a single SCSI connector (236 inches or 6 meters) for all SCSI cabling. (Table 5–1 provides a table with SCSI cable lengths for each expansion box and explains how to calculate the total cable length for a group of expansion boxes.) 4. Turn on the system unit and the devices. If the problem persists, refer to the manual that came with the device and to the installation guide for your workstation software.
A red light blinks rapidly on the front of your TK50Z tape drive.	<ol style="list-style-type: none"> 1. Push the load/unload button four times. 2. Turn the tape drive off and on once.

(continued on next page)

11.3 Is It Connected Properly?

Table 11–2 (Cont.) Solutions to Common Problems

Problem	Solution
Nothing happens when you try to use your printer.	<ol style="list-style-type: none">1. Make sure that the printer is turned on.2. Check your worksystem and communications software to be sure that the device is installed and enabled properly.3. Check your system software to be sure that the printer is installed in the software.4. Shut down your worksystem software, if necessary, and turn off the printer and the system unit.5. Make sure that the printer power cord is connected to a live power source.6. Make sure that the printer cable connector is correctly attached to one of the communications connectors on the system unit.7. Turn on the system unit and the printer. If the problem persists, see the manuals for your printer.
Nothing happens when you try to use a communications device.	<ol style="list-style-type: none">1. Make sure that the device is turned on.2. Shut down your worksystem software, if necessary, and turn off the device and the system unit.3. Make sure that the device power cord is connected to an active power source.4. Make sure that the connector on the communications device cable is correctly attached to the communications connector or the communications connector adapter on the system unit.5. Make sure that the right type of cable is connected to the device. Check the guide that came with the device to determine the proper cables.6. Turn on the system unit and the device. If the problem persists, see the manuals for the device.

11.4 Using a Full System Self-Test

11.4 Using a Full System Self-Test

If your workstation components have power and all components seem to be properly connected, but the workstation still does not function properly, try running a full system self-test. To do this, you must first shut down your ULTRIX worksystem software by typing **shutdown -h now** at the ULTRIX prompt and pressing Return. Then, at the console prompt (>>), type **test** and press Return.

For more complete instructions on how to run a self-test, see Section 3.3.

11.5 Interpreting Self-Test Messages

11.5 Interpreting Self-Test Messages

Self-tests display error messages when they discover problems in the hardware. The number after ?TFL: is the slot number of the module that has a problem.

- If 0, 1, or 2 follows ?TFL:, the problem is in the TURBOchannel option slot with the same number. For troubleshooting instructions, see the *TURBOchannel Options User's Guide* chapter that discusses the TURBOchannel module installed in that slot.
- If 3 follows ?TFL:, the problem is in the base system hardware. Copy the messages and then see Table 11–3 for a possible remedy to the problem. If you cannot fix it, call the Digital Customer Support Center.

The following is a typical error message. Numbers in black circles correspond to the descriptions below.

```
①      ② ③ ④                               ⑤                               ⑥  
?TFL: 3/ni/promisc (903: LANCE-start timeout.) [KN05]
```

- ① Test failure message. You can fix problems when the error message begins with TFL.
- ② Slot number of the hardware that reported a problem. If the slot number in the error message is 3, see Table 11–3 for an explanation of the error message.
- ③ Subtest that found the problem.
- ④ Part of the subtest that found the problem. Some messages do not have this information.
- ⑤ Explanation of the problem.
- ⑥ ID of the module in the slot.

Table 11–3 Self-Test Error Messages for the Base System Slot

cache/data	The random-access memory (RAM) cache in the CPU module is faulty. Copy the entire message and call your system manager or Customer Support Center.
cache/fill	
cache/isol	
cache/reload	
cache/seg	

(continued on next page)

11.5 Interpreting Self-Test Messages

Table 11–3 (Cont.) Self-Test Error Messages for the Base System Slot

ecc	The error correction or detection logic is faulty. This indicates a bad CPU module, memory module, or base system module. Reseat the CPU module, all memory modules, and the base system module; if the problem persists, replace the memory module in slot 0 (see Chapter 9). If the message reappears, copy the entire message and call your system manager or the Customer Support Center.
fpu	The math coprocessor in the CPU module is faulty. Copy the entire message and call your system manager or Customer Support Center.
mem	<p>Random-access memory (RAM) is faulty. Make sure that all the memory modules are firmly seated in their connectors in the system unit and then run the memory test. Type t 3/mem * and press Return. The memory test checks every memory module, taking several minutes for each one. If it finds a problem, it displays a message with one of the following formats, where <i>slot-number</i> indicates where the faulty memory module is installed.</p> <p>?TFL: 3/mem (1:board <i>slot-number</i>, MBE= <i>number</i>, SBE= <i>number</i>) ?TFL: 3/mem (2:board <i>slot-number</i>, too many SBES: <i>number</i>)</p> <p>Remove or replace the faulty memory module (see Chapter 9). You must retain at least 16 megabytes of memory for your workstation to operate correctly. After removing or replacing all faulty memory modules, run the memory test again. If the test still reports a problem, copy the entire message and call your system manager or Customer Support Center.</p>
mem/float10, mem/init, mem/select	A memory module is faulty. Copy the entire message and call your system manager or Customer Support Center.
misc/halt	The halt button or the built-in halt program is faulty. Copy the entire message and call your system manager or Customer Support Center.
misc/kbd	The keyboard, keyboard cable, or connectors are faulty. Make sure that the cable is connected properly (see Chapter 1). Then turn the system unit off and on. If the test message appears again, try replacing first the keyboard cable and then the keyboard. If the message still appears, copy the entire message and call your system manager or Customer Support Center.
misc/mouse	The mouse, mouse cable, or connector is faulty. Make sure that the cable is connected properly (see Chapter 1). Then turn the system unit off and on again. If the test message appears again, replace the mouse. If the message still appears, copy the entire message and call your system manager or Customer Support Center.

(continued on next page)

11.5 Interpreting Self-Test Messages

Table 11–3 (Cont.) Self-Test Error Messages for the Base System Slot

misc/pstemp	The flow of air through the system unit is inadequate, or the temperature in your office is more than 104°F (40°C). Make sure that there is a space of at least 4 inches (10 centimeters) between the vents in the system unit cover and other items on your work table. Then turn the system unit off, wait a moment, and turn it on. If the message appears again, turn off the system unit, copy the entire message, and call your system manager or Customer Support Center.
misc/wbpart	The CPU module or system memory is faulty. Copy the entire message and call your system manager or Customer Support Center.
ni/cllsn ni/common ni/crc ni/ctrs ni/dma1 ni/dma2 ni/int ni/int-lb ni/m-cst ni/promisc ni/regs ni/setup	The Ethernet controller in the base system slot is faulty. If your workstation is connected to a network, disconnect from the network, attach a loopback connector, and retry the test. If the message reappears, copy the entire message and call your system manager or Customer Support Center.
ni/esar	The base system Ethernet address chip is faulty. Copy the entire message and call your system manager or Customer Support Center.
ni/ext-lb	The built-in Ethernet connector in the base system slot or the loopback connector attached to the Ethernet connector is faulty. Replace the loopback connector, if there is one, or make sure that the network cable is connected properly (see Chapter 6). If the test message appears again, copy the entire message and call your system manager or Customer Support Center.
prcache	The NVRAM module is faulty; reinstall it (see Chapter 9). If the message reappears, copy the entire message and call your system manager or Customer Support Center.
rtc/nvr rtc/period trc/regs rtc/time	Interrupt handling or timekeeping in the system module is faulty. Copy the entire message and call your system manager or Customer Support Center.
sache/data	The secondary cache on the CPU daughter card is faulty. Copy the entire message and call your system manager or Customer Support Center.
scc/access scc/dma	The controller for a communications connector is faulty. Copy the entire message and call your system manager or Customer Support Center.

(continued on next page)

11.5 Interpreting Self-Test Messages

Table 11–3 (Cont.) Self-Test Error Messages for the Base System Slot

scc/int	The controller for a communications device fails to interrupt the communications signals when appropriate. Copy the entire message and call your system manager or Customer Support Center.
scc/io	The controller for one of the communications connectors, the connector itself, or a cable attached to the connector is faulty. Make sure that the cables to all your communications devices are plugged in. Then turn the system unit off and on. Copy the entire message and call your system manager or Customer Support Center.
scc/pins	One of the communications connectors is faulty. If the message appears, copy the entire message and call your system manager or Customer Support Center.
scc/tx-rx	The controller for one of the communications connectors, the connector itself, or a cable attached to the connector is faulty. Make sure that the cables to all your communications devices are plugged in. Then turn the system unit off and on. If the message appears again, copy the entire message and call your system manager or Customer Support Center.
scsi/cntl	The controller for the base system SCSI connector is faulty. Turn the system unit off and on. If the test message appears again, copy the entire message and call your system manager or Customer Support Center. Note that you can still use the SCSI connectors in the option slots.
scsi/sdiag	A SCSI device connected to the base system SCSI controller is faulty, or one of the SCSI cables that is connected to a device in that slot is faulty. Make sure that all SCSI cables are plugged in securely. If you connected a chain of external devices to the slot, make sure that the last device has a SCSI terminator in the unused SCSI connector. Then turn the system unit off and on. If the test message appears again, copy the entire message and call your system manager or Customer Support Center. Note that you can still use the SCSI connectors in the option slots.
scsi/target	One of the devices connected to the base system SCSI controller is not reading or writing data properly. Make sure that all SCSI cables are plugged in securely. If you connected a chain of external devices to the slot, make sure that the last device has a SCSI terminator in the unused SCSI connector. Then turn the system unit off and on. If the test message appears again, copy the entire message and call your system manager or Customer Support Center. Note that you can still use the SCSI connectors in the option slots.
tlb/prb tlb/reg	The CPU module is faulty. Copy the entire message and call your system manager or Customer Support Center.

11.6 Contacting Your Customer Support Center

11.6 Contacting Your Customer Support Center

If you follow the recommendations in this chapter and you still have a problem, call your Customer Support Center.

The service representative in the center will ask you several questions; be prepared to answer them.

- What kind of workstation do you have?
 - What is its serial number?
 - How much memory does it have?
 - What kind of monitor is connected to it?
 - What internal drives does it have?
 - What external storage devices and other options does it have?
- What is wrong?
- What error messages were displayed?
- What was the on/off pattern of lights in the diagnostic LED display?
- Did you try to fix the problem yourself? If so, what did you do?

The service representative will try to help you fix the problem while you are on the telephone, so make your call from a telephone near the workstation.

Part V

Appendixes

A

Equipment Specifications

A.1 DECstation 5000 Model 260 System Unit Equipment Specifications

Table A-1 System Unit Description

Weight	12.7 to 22.7 kg (28.0 to 50.0 lb)
Height	9.1 cm (3.6 in)
Width	51.1 cm (20.1 in)
Depth	43.4 cm (17.1 in)
Input voltage	Auto adjust 100–120 Vac or 220–240 Vac
Input current	5 A at 100–120 Vac 2.4 A at 220–240 Vac
Power	
– Frequency	50 to 60 Hz
– Heat dissipation	359 w, maximum

A.1 DECstation 5000 Model 260 System Unit Equipment Specifications

Table A-2 System Unit Operating Conditions

Temperature range ¹	10°C to 35°C (50°F to 95°F)
Temperature change rate	11°C (20°F) per hour, maximum
Relative humidity	10% to 90%, noncondensing
Maximum wet-bulb temperature	28°C (82°F)
Minimum dew-point temperature	2°C (36°F)
Altitude	2400 m (8000 ft) maximum

¹Reduce maximum temperature by 1.8°C for each 1,000 meter (1.0°F for each 1,000 ft) increase in altitude.

Table A-3 System Unit Nonoperating Conditions

Temperature range	-40°C to 66°C (-40°F to 151°F)
Relative humidity	10% to 95%, noncondensing
Maximum wet-bulb temperature	46°C (115°F), packaged
Altitude	4877 m (16,000 ft) maximum

Table A-4 Acoustics—Preliminary Declared Values per ISO 9296 and ISO 7779

	L_{WAd}	L_{pAm} (operator position)
Idle	4.8 bels	32 dBA
Operating	4.8 bels	32 dBA

B

Connector Pin Assignments

This appendix lists pin assignments for the following connectors:

- SCSI cable
- Keyboard and mouse or tablet
- Communications
- ThickWire Ethernet
- Power supply
- Modem loopback
- Ethernet loopback

It also provides a summary of loopback connectors.

Table B-1 SCSI Cable Connector Pin Assignments

Pin	Signal	Pin	Signal
50	~ I/O	25	GND
49	~ REQ	24	GND
48	~ C/O	23	GND
47	~ SEL	22	GND
46	~ MSG	21	GND
45	~ RST	20	GND
44	~ ACK	19	GND
43	~ BSY	18	GND
42	GND	17	GND
41	~ ATN	16	GND
40	GND	15	GND
39	RSVD	14	GND
38	TERMPWR	13	NC
37	RSVD	12	GND
36	GND	11	GND
35	GND	10	GND
34	~ PARITY	9	GND
33	~ DATA<7>	8	GND
32	~ DATA<6>	7	GND
31	~ DATA<5>	6	GND
30	~ DATA<4>	5	GND
29	~ DATA<3>	4	GND
28	~ DATA<2>	3	GND
27	~ DATA<1>	2	GND
26	~ DATA<0>	1	GND

Table B-2 Keyboard and Mouse or Tablet Connector Pin Assignments

Pin	Source	Signal	Description
1		GND	Ground
2		KEY.TX	Keyboard transmitted data
3	Keyboard	KEY.RX	Keyboard received data
4		+12V	Keyboard/tablet power
5		GND	Ground
6	Mouse/Tablet	MSE.RX	Mouse received data
7		MSE.TX	Mouse transmitted data
8		GND	Ground
9		GND	Ground
10		NC	
11		NC	
12		NC	
13		+5V	Mouse power
14		-12V	Mouse power
15		GND	Ground

Table B-3 Communications Connectors Pin Assignments

Pin	Source	Signal	CCITT ¹	EIA ²	Description
1		GND	102	AB	Signal ground
2	KNO5A-AA	TX	103	BA	Modem transmitted data
3	Modem/printer	RX	104	BB	Modem received data
4	KNO5A-AA	RTS	105	CA	Request to send
5	Modem/printer	CTS	106	CB	Clear to send
6	Modem/printer	DSR	107	CC	Data set ready
7		GND	102	AB	Signal ground
8	Modem/printer	CD	109	CF	Carrier detector
9					Unconnected
10					Unconnected
11					Unconnected
12	Modem/printer	SI	112	CI	SPDMI
13					Unconnected
14					Unconnected
15	Modem/printer	TxCk (DCE)	114	DB	Modem transmit clock
16					Unconnected
17	Modem/printer	RxCk (DEC)	115	DD	Modem transmit clock
18					Unconnected
19					Unconnected
20	KNO5A-AA	DTR	108.2	CD	Data terminal ready
21					Unconnected
22	Modem/printer	RI	125	CE	Ring indicator
23	KNO5A-AA	SS	111	CH	DSRS
24					Unconnected

¹Comite Consultatif International Telegraphique et Telephonique, an international consultative committee that sets international communications standards

²Electronic Industries Association

(continued on next page)

Table B–3 (Cont.) Communications Connectors Pin Assignments

Pin	Source	Signal	CCITT ¹	EIA ²	Description
25					Unconnected

¹Comite Consultatif International Telegraphique et Telephonique, an international consultative committee that sets international communications standards

²Electronic Industries Association

Table B–4 ThickWire Ethernet Connector Pin Assignments

Pin	Source	Signal	Description
1			Shield
2	XCVR	ACOL+	Collision presence
3	KNO5A-AA	ATX+	Transmission
4		GND	Ground
5	XCVR	ARX+	Reception
6	XCVR	GND	Power return
7		CTL+	Control output
8		GND	Ground
9	XCVR	ACOL–	Collision presence
10	KNO5A-AA	ATX–	Transmission
11		GND	Ground
12	XCVR	ARX–	Reception
13	KNO5A-AA	+12V	Power
14		GND	Ground
15		CTL–	Control output

Table B-5 Power Supply Pin Assignments

Pin	Signal	Wire Gauge
1	+12 volt	18
2	Ground	18
3	-12 volt	22
4	Ground	22
5	POK	22
6	Warning	22

Table B-6 Modem Loopback Connector Pin Assignments

From Pin No.	Signal	To Pin No.	Signal
P4-2	TX2	P4-3	RX2
P4-4	RTS2	P4-5	CTS2
P4-6	DSR2	P4-20	DTR2
P4-12	SPDMI2	P4-23	DSRS2
P4-18	LLPBK2	P4-8	CI2
P4-18	LLPBK2	P4-22	RI2
P4-18	LLPBK2	P4-25	TMI2

Table B-7 Ethernet Loopback Connector Pin Assignments

From Pin No.	Signal	To Pin No.	Signal	Description
P6-3	TRA+	P6-5	REC+	Through capacitor
P6-10	TRA-	P6-12	REC-	Through capacitor
P6-13	PWR	P6-6	RET	Through resistor and LED

Table B-8 Summary of Loopback Connectors

Function	Standard/ Unique	Option Number
Communications loopback connector	Standard	H3200
ThickWire loopback connector	Standard	N/A
ThinWire T-connector	Standard	H8223
ThinWire terminator	Standard	H8225

C

Regulatory Information for the United Kingdom

This appendix provides information on the Personal DECstation 5000 workstation that is required by the United Kingdom.

- Service Requirements
- Approvals for Digital Circuits
- Host Independent Approvals
- Host Power Rating
- Apparatus Between the Approved Apparatus and a Digital Circuit (PTT)

The Personal DECstation 5000 workstation is manufactured by Digital Equipment Corporation. The model number of the communication option is PMBA-AA.

C.1 Service Requirements

C.1 Service Requirements

The following table describes the service category, interface type, data rate, physical and electrical requirements, and PTO for the PMBA-AA.

Table C-1 PMBA-AA Service Requirements

Service Category	Interface Type	Data Rate	Physical Requirements	Electrical Requirements	PTO BT ¹ /Hull ² /MCL ³
1	CCITT	2400	ISO 2110	V.24/V.28	Yes/Yes/Yes
	Recommend	4800			Yes/Yes/Yes
	X.21bis	9600	BS.6623:	Cable:	Yes/Yes/Yes
		19200	Part 1 1985	BC22F-10 BC22F-25	No/No/Yes

¹BT - British Telecommunications plc

²Hull - Kingston Communications (Hull) plc

³MCL - Mercury Communications Limited

The maximum approved cable length is 25 feet, comprising:

Cat 1 V.24 25 feet for extension BC22F-25

C.2 Approvals for Digital Circuits

The PMBA-AA is approved for direct connection to a particular digital circuit. This approval includes interconnecting cable with mating connectors conforming to BS6623 part 1 and part 4.

If the product is connected to the service with anything other than its own approved cables, those cables must benefit from the relevant general approval and/or conform with any other applicable requirements.

C.2 Approvals for Digital Circuits

Caution

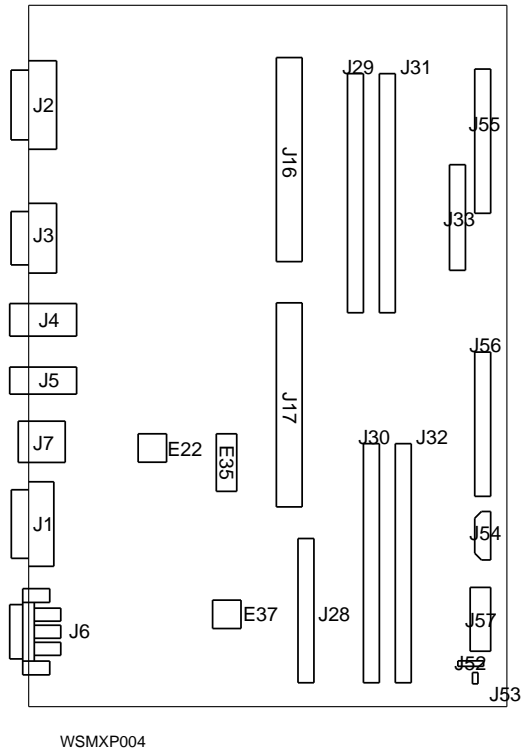
Ports J2, J3, J4, J5, J6, J7, J16, J17, J28, J33, J54, J55, J56, J57 (shown in Figure C-1) do not provide sufficient isolation to satisfy the requirements of the relevant parts of standard BS6301. Any product connected to these ports must meet one of the following conditions:

- Be covered by OFTEL's General Approval NS/G/1234/J/100003 (All products supplied by Digital comply with this General Approval.)
- Have been approved to the relevant parts of standard BS6301
- Have previously been evaluated against the British Telecom (Post Office) Technical Guide 2 or 26 and given permission to attach

Other usage will invalidate any approval given to this apparatus.

C.2 Approvals for Digital Circuits

Figure C-1 System Module J-Connector Locations



Interconnection directly, or by way of other apparatus, of ports marked by the safety warning label with other ports that are marked or not so marked, may produce hazardous conditions on the network. Seek advice from a competent engineer before making any such connection.

C.3 Host Independent Approvals

C.3 Host Independent Approvals

The PMBA-AA is approved only for installation in an approved host with approved attachments. For approval, the host and host attachments must be either:

- Type-approved (meaning the equipment is built exactly like the models that were originally approved)
- Marked with or supplied with a statement that the host is supplied under General Approval Number NS/G/1234/J/100003, if the equipment was supplied after March 1, 1989.

Except at the edge connector which plugs into the host's expansion slot, clearance and creepage distances of Xmm and Ymm, as listed below must be maintained between the PMBA-AA and other parts of the host, including any other expansion cards fitted.

Table C-2 Clearance and Creepage Specs for PMBA-AA

Clearance Xmm	Creepage Ymm	Voltage ¹
2.0	2.4 (3.8)	up to 50
2.6	3.0 (4.8)	up to 125
4.0	5.0 (8.0)	up to 250
4.0	6.4 (10.0)	up to 300

¹Used or generated by other parts of the host or expansion card (Vrms or Vdc)

Clearance is the shortest distance in air between two points. Creepage is the shortest distance along continuous solid parts between the same two points. The creepage distances apply when installed in a normal office environment. The creepage distance shown in parentheses apply where the local environment within the Host Computer is subject to conductive pollution or dry non-conductive pollution which could become conductive due to condensation. These distances can be checked by measuring between the adjacent parts.

If in doubt, advice should be obtained from a competent telecom safety engineer. Failure to install the PMBA-AA in accordance with these instructions will invalidate the approval.

C.4 Host Power Rating

C.4 Host Power Rating

The user must ensure that the power drawn by the PMBA-AA, together with the host and other auxiliary apparatus drawing power from the host, is within the rating of the host power supply.

Digital has designed all permutations of the host configuration to operate within the limits of the host power rating.

Table C-3 Module Power Rating for PMBA-AA

Supply (+/- 4%) (Volts)	Maximum Current (Amps)	Typical Current (Amps)
+5.1	16	4.0
+12.1	3.0	0.4

C.5 Apparatus Between the Approved Apparatus and a Digital Circuit (PTT)

If any apparatus, including cable or wiring, is to be connected between the approved apparatus and the point of connection to any particular digital circuit, all the other apparatus must conform as follows:

1. The overall transmission characteristics of all the other apparatus shall be such as to introduce no material effect upon the electrical conditions presented to one another by the apparatus and the particular digital circuit.
2. All the other apparatus shall comprise only:
 - Apparatus approved (such apparatus may be subject to limitations on its use) for the purpose of connection between the apparatus and a particular digital circuit
 - Cable or wiring complying with a code of practice for the installation of apparatus covered by this standard or such other requirements as may be applicable

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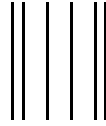
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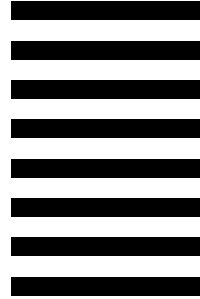
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