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122-CK-NF68-XX

nForce 680i SLI Mainboard

User's Manual

User Guide

EVGA nForce 680i SLI
Motherboard
With Intel Processor
Installation and Configuration

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Before You Begin...

Parts NOT in the Kit

This kit contains all the hardware necessary to install and connect your new EVGA nForce 680i SLI motherboard. However, it does not contain the following items that must be purchased separately to make the motherboard functional.

- ❑ Intel microprocessor:
Intel Core 2 Extreme, Intel Core 2 Quad, Intel Core 2 Duo, Pentium EE, and Pentium.
- ❑ Cooling fan for the microprocessor
- ❑ System memory support:
Supports dual channel DDR2 533/667/800, and up to 1200 MHz SLI-Ready Memory. Supports up to 8 GBs DDR2 memory.
- ❑ Graphics Card
This motherboard is capable of using the NVIDIA SLI technology. To utilize this technology requires an SLI Kit from NVIDIA and two SLI-capable graphics cards. When ordering a graphics card, be sure it is a PCI Express card. The kit does contain the SLI connector used to connect the two graphics cards. See *Software Installation*
- ❑ *It is important to remember that before installing the driver CD that is shipped in the kit, you need to load your operating system. The motherboard supports Windows XP 32bit and 64bit and is Vista-capable.*

The kit comes with a CD that contains utility drivers and additional NVIDIA software.

The CD that has been shipped with your NVIDIA motherboard contains the following software and drivers:

- ❑ NVIDIA nForce drivers
- ❑ RealTek Audio drivers
- ❑ Microsoft DirectX 9.0C
- ❑ NVIDIA nTune

- ❑ Adobe Acrobat Reader
- ❑ NVIDIA MediaShield RAID Manager
- ❑ NVIDIA Networking (FirstPacket)

Windows XP Drivers Install

Note: When installing the graphics drivers, the resolution defaults to the lowest setting (typically 800 x 600), making your display very large. Adjust accordingly.

1. Insert the EVGA NVIDIA nForce 680i installation CD for the graphics drivers included in the kit.
2. Run **setup.exe**.

Depending on your system setup, the install disk may automatically run the install **setup.exe**. If it does not run, go to My Computer and click on the CD to open.

Using the NVIDIA Software

This section describes how to configure the following NVIDIA software that is included on the CD in the kit from the NVIDIA Control Panel:

- ❑ NVIDIA Monitor
- ❑ Performance (NVIDIA nTune)
- ❑ Storage (NVIDIA MediaShield RAID Manager)
- ❑ Networking (NVIDIA FirstPacket)

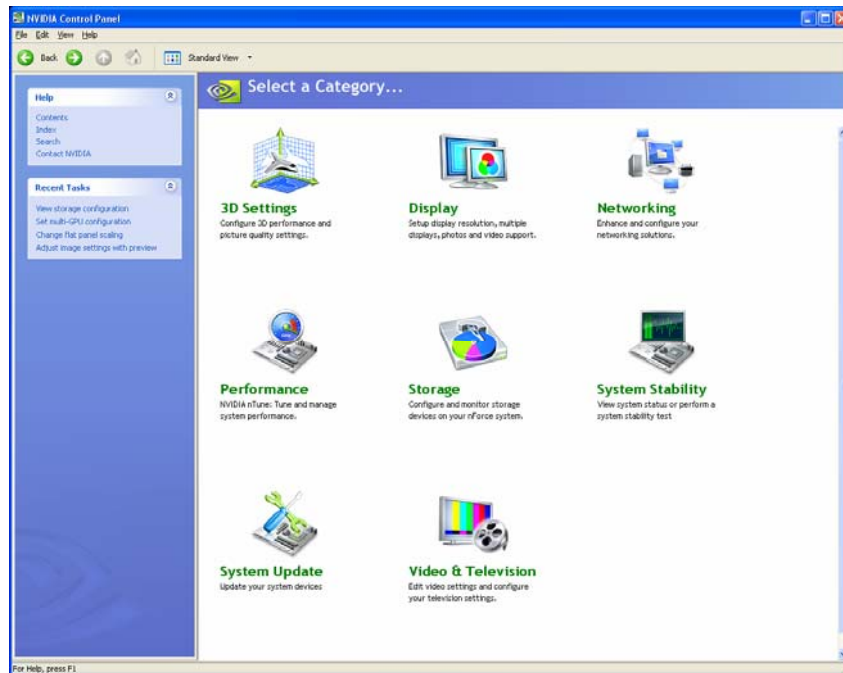
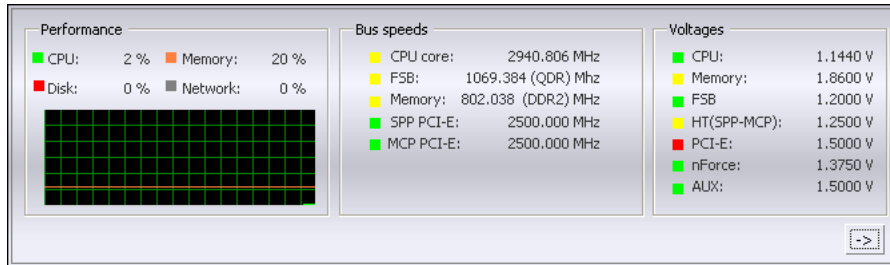



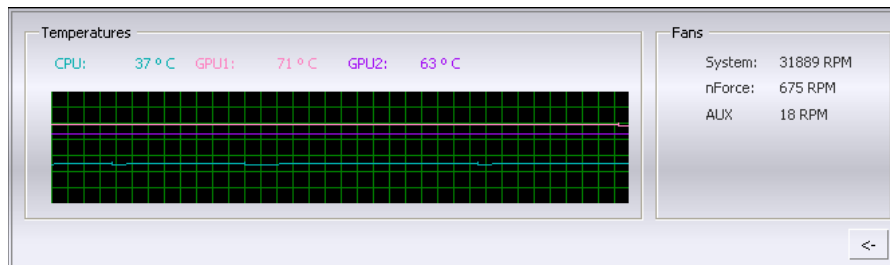
Figure 17. NVIDIA Control Panel, Select a Category

NVIDIA Monitor

The NVIDIA Monitor application can be used at any time with any applications to view the real-time status of various system components. To display the NVIDIA Monitor, select **Start>All Programs>NVIDIA Corporation>NVIDIA Monitor**. This display shows the performance (usage) of the CPU, disk, memory, and network. It also monitors the Bus speeds and voltages.



To view temperatures and fans, click the  button.



NVIDIA nTune 5.0

The Performance category is used to configure and manage NVIDIA nTune. The NVIDIA nTune program is a full-featured application for accessing, monitoring, and adjusting your system components (including bus speeds and voltages) with clear, user-friendly control panels.

Overclock your system for the highest performance, or underclock it for a nearly silent operation. All changes are performed within the Microsoft Windows interface, enabling full functionality without the need to make changes in the BIOS and reboot your system.

Use the following procedure to access nTune:

3. From the desktop, select **Start>All Programs>NVIDIA Corporation>NVIDIA Control Panel**.
4. Select **Performance** to display Performance Control Panel Categories.

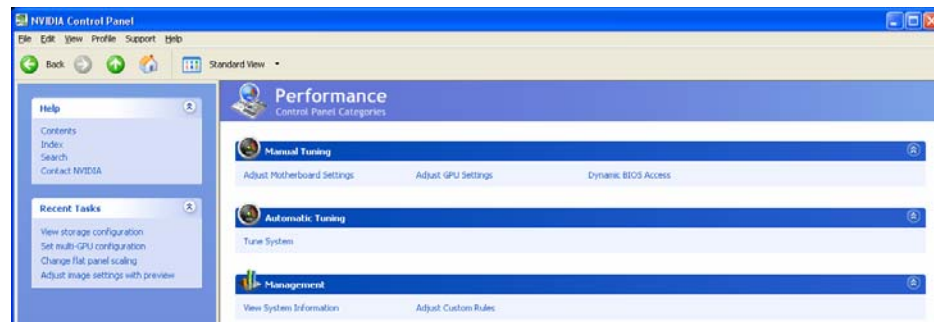


Figure 18. Performance Control Panel Categories (nTune)

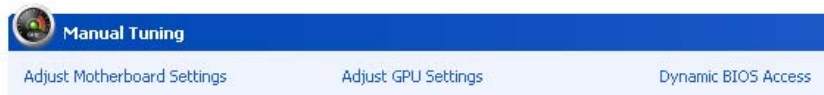
The **Performance** menu provides the following options:

- Manual Tuning
 - ↳ Adjust motherboard settings
 - ↳ Adjust GPU settings
 - ↳ Dynamic BIOS access
- Automatic Tuning
 - ↳ Tune system
- Management
 - ↳ View System Information
 - ↳ Adjust Custom Rules

- 🔗 View system information
- 🔗 Adjust custom rules

Manual Tuning

The Manual Tuning option provides the ability to adjust motherboard settings, adjust CPU settings, and make changes to the BIOS.



Adjust Motherboard Settings

The controls in the **Adjust Motherboard Settings** screen let you adjust the performance of the system clocks, system voltages, memory controller timings, and system fans. By manually adjusting these speeds you are able to either increase performance for gaming, or reduce performance to conserve power and create a quieter environment.

Figure 19 shows the Adjust Motherboard Settings screen. Note that as you pass the cursor over the various adjustments, notes display at the bottom of the screen to explain each setting.

The number to the *right* of the slider is the new bus speed that will be applied. Make adjustments by using the mouse to drag the slider. All changes take effect immediately after selecting **Apply**; however, these setting only remain active for the current Windows session. This allows you to safely return to Windows if a crash occurs, with no possibility of boot issues since the changes are not made directly to the BIOS settings.

Note: All changes on **Adjust Motherboard Settings** are dynamically made when you apply them, and only remain active for the current Windows session. You can save these settings as a profile for use later by using the **Profile** menu item. If a setting does not allow a change, it probably requires a reboot and should be changed in the BIOS or from the **Dynamic BIOS Access** page (if available).

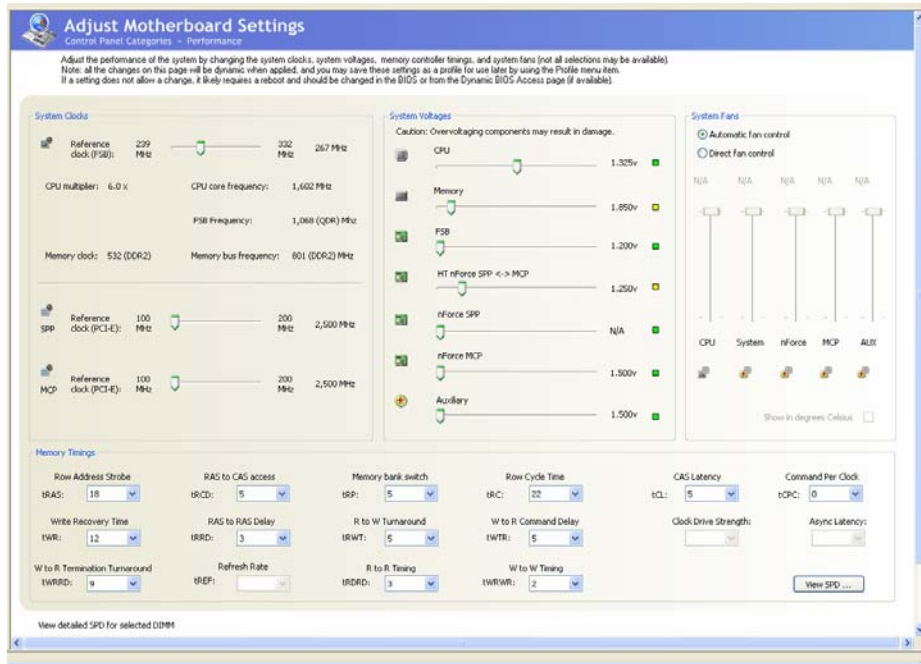


Figure 19. Adjust Motherboard Settings (nTune)

CAUTION: Increasing the voltage or the clock speed of a component may void its warranty due to exceeding recommended specifications. NVIDIA and the board manufacturer are not responsible for damage that may occur when component tolerances are exceeded.

System Clocks

This section of the Adjust Motherboard Settings allows you to adjust the reference clocks for the FSB, the SPP PCI Express, and the MCP PCI Express.

Note that as you change the slider for the FSB reference clock, the CPU core frequency, the FSB Frequency and the memory bus frequency are dynamically changed.

System Voltages

CAUTION: Overvolting any component can result in damage.

In this section of the Adjust Motherboard Settings you must understand what you are changing. Overvoluting any of the components can result in damage to the components. From this menu, you can adjust the following voltages:

- CPU
- Memory
- FSB
- HyperTransport SSP↔MCP
- nForce SPP
- nForce MCP
- Auxiliary

Always note the color of the indicator square to the right of each slider. Green indicates the voltage is within range and will not damage any components. Yellow means to proceed with caution; you are no longer in the safe range. If the indicator square is red, you are possible overvoluting the component and could be causing damage.

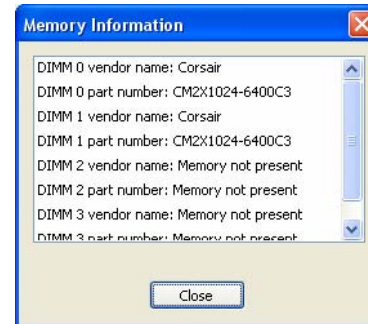
System Fans

This section of the Adjust Motherboard Settings menu allows you to control the CPU, System, nForce, MCP, and the auxiliary fans. You can either set all the fans to automatic control or you can manually control each fan.

When in manual control, you can specify to show the temperatures in Celsius or Fahrenheit.

Memory Timing

This section of the Adjust Motherboard Settings allows you to adjust various memory timings and cycles.



- ❑ **Row Address Strobe**
Adjusts the minimum RAS active time. This is the amount of time between a row being activated by Precharge and deactivated. A row cannot be deactivated until tRAS has completed. The lower this value, the faster the performance. However, if it is set too low it can cause data corruption by deactivating the row too soon. Adjustable from 1 to 63.
- ❑ **Write Recovery Time**
Memory timing that determines the delay between a write command and a Precharge command is set to the same bank of memory. Adjustable from 1 to 15.
- ❑ **W to R Termination Turnaround**
The Write-to-Read time is the number of clock cycles between the last write data pair and the subsequent READ command to the same physical block. Adjustable from 1 to 15.
- ❑ **RAS to CAS access**
The RAS-to-CAS access (tRCD) is the amount of time in cycles for issuing an active command and the read/write commands. Adjustable from 1 to 15.

- ❑ **RAS to RAS Delay**

The RAS-to-RAS delay (tRRD) is the amount of cycles it takes to activate the next bank of memory (this is the opposite of tRAS). The lower the timing the better the system performance. However, this scenario can cause instability. Adjustable from 1 to 15.
- ❑ **Refresh Rate**

This value is filled in by the system and can not be changed by the user.
- ❑ **Memory bank switch**

The row Precharge time (tRP) is the minimum time between active commands and the read/writes of the next bank on the memory module. Adjustable from 1 to 15.
- ❑ **R to W Turnaround**

The Read-to-Write turnaround (tRWT) is the amount of cycles for the command to be executed when a Write command is received. Adjustable from 1 to 15.
- ❑ **R to R Timing**

the Read-to-Read time (tRDRD) is the number of clock cycles between the last read and the subsequent READ command to the same physical bank. Adjustable from 1 to 15.
- ❑ **Row Cycle Time**

The Row Cycle Time is the minimum time in cycles it take a row to complete a full cycle. This can be determined by $tRC=tRAS+tRP$. If this value is set too short, it can cause corruption of data. If this value is set too high, it causes a loss in performance but an increase in stability. Adjustable from 1 to 63 cycles
- ❑ **W to R Command Delay**

The Write-to-Read (tWRD) command delay is the amount of cycles required between a valid write command and the next read command. A lower cycle time results in better performance but is can instability. Adjustable from 0 to 6 cycles.
- ❑ **W to W Timing**

The Write-to-Write (tWRWR) timing is the number of clock cycles between the last write and the subsequent Write command to the same physical bank. Adjustable from 2 to 15 cycles.
- ❑ **CAS Latency**

The CAS Latency (tCL) is the time (in number of clock cycles) that elapses after the memory controller sends a request to read a memory location and before the data is sent to the module's output pins. The value shown cannot be changed.

- ❑ **Clock Drive Strength**
This value is filled in by the system and can not be changed by the user.
- ❑ **Command Per Clock**
The Command Per Clock (tCPC) sets the Command Rate for the memory controller. The value shown cannot be changed
- ❑ **Async Latency**
This value is filled in by the system and can not be changed by the user.

Adjust GPU Settings

Use this interface to adjust the graphics processing unit (GPU) on your video card(s). You can override the shipped clock frequencies of your GPU and GPU memory and set the GPU fan speed. Increasing the clock speeds increases your GPU performance and may require adjusting cooling to maintain the same level of reliability.

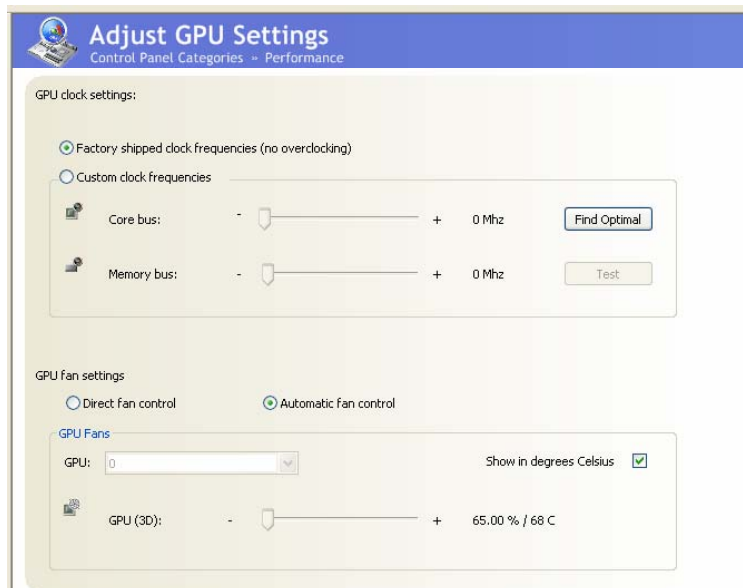


Figure 20. Adjust GPU Settings (nTune)

Dynamic BIOS Access

Dynamic BIOS Access allows you to change some of your system BIOS settings. The changes do not go into effect until you reboot your system. Since these changes are made to actual BIOS settings in the CMOS, the settings remain active until you change them again or restore the CMOS to the default settings.

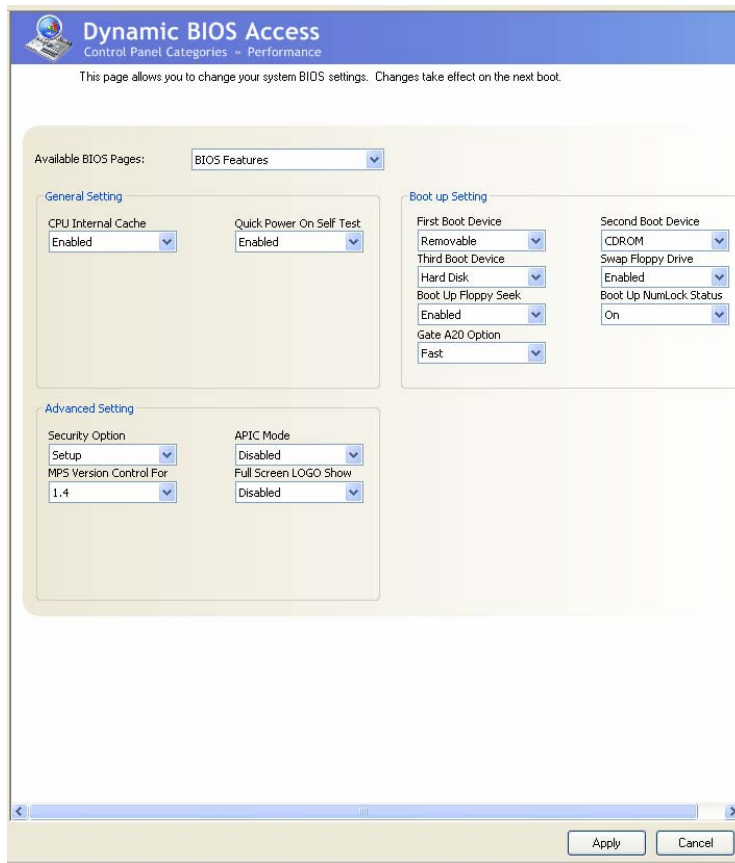


Figure 21. Dynamic BIOS Access (nTune)

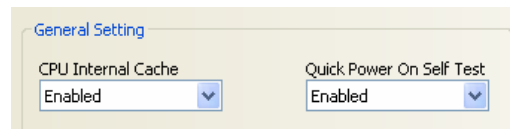
Available BIOS Pages

In the Dynamic BIOS Access page, select a BIOS page that you want to edit from the **Available BIOS Pages** drop-down menu. The BIOS page you select determines which items on the Dynamic BIOS Access menu are available for changing. To edit an item, select an option from the drop-down menus associated with each item. When finished making your changes, click **OK** or **Apply**.

Note: This feature is available only with BIOS support from the motherboard manufacturer.

General Settings

This section of the Dynamic BIOS Access menu allows you to Enable or Disable the CPU Internal Cache and the Quick Power on Self Test (POST).



Advanced Settings

This section of the Dynamic BIOS Access menu allows you to set the following options:

- ❑ Security options
 - Setup
 - System
- ❑ MPS Version Control For
 - 1.1
 - 1.4
- ❑ APIC Mode
 - Disabled
 - Enabled
- ❑ Full Screen LOGO Show
 - Disabled
 - Enabled

Boot up Setting

This section of the Dynamic BIOS Access menu allows you to set the following options:

- ❑ First/Second/Third Boot Device
 - Removable
 - Hard Disk
 - CDROM
 - Legacy LAN
 - Disable
- ❑ Swap Floppy Drive
 - Enable
 - Disable
- ❑ Boot Up Floppy Seek
 - Enable
 - Disable
- ❑ Boot UP NumLock Status
 - On
 - Off
- ❑ Gate A20 Option
 - Normal
 - Fast

Automatic Tuning



The NVIDIA nTune performance manager uses a complex searching algorithm to determine the best possible and most stable performance for your system. The nTune tuning engine pushes your system to the limits to test the highest possible performance settings. Because of this, there may be instances of system hangs during the testing. When you restart the system, nTune continues its tuning process until the process is complete. It is highly recommended that you check the **Select to continue the tuning process upon reboot** box at the bottom of the Tune System screen. The effects of the tuning process apply to the current Windows session only.

The nTune tuning engine runs internal benchmark tests on your system and creates performance profiles and rules.

CAUTION: Make sure to save and close all work prior to running the Tune System function. Close all applications and do not perform other tasks during the tuning session.

Three tuning options are available on the Tune System menu:

- ❑ **Course tuning** takes approximately 20 minutes to run while it adjusts system bus speeds and parameters. It first saves current bus speeds as two profiles: the **Default.npe** file with current bus speeds and **Bestsystem.npe** with the highest passing settings.
- ❑ **Fine tuning** takes approximately three (3) hours and performs a more complex tuning on bus speeds, memory timings, and voltages. This more complex testing achieves maximum performance.
- ❑ **Tuning using custom settings** allows you to select specific areas to test and the duration of the tests. Remember that a longer tuning session results in more precise and stable settings. The progress of your test and the results upon completion are displayed when the benchmarks are being executed. You can cancel the tests at any time.

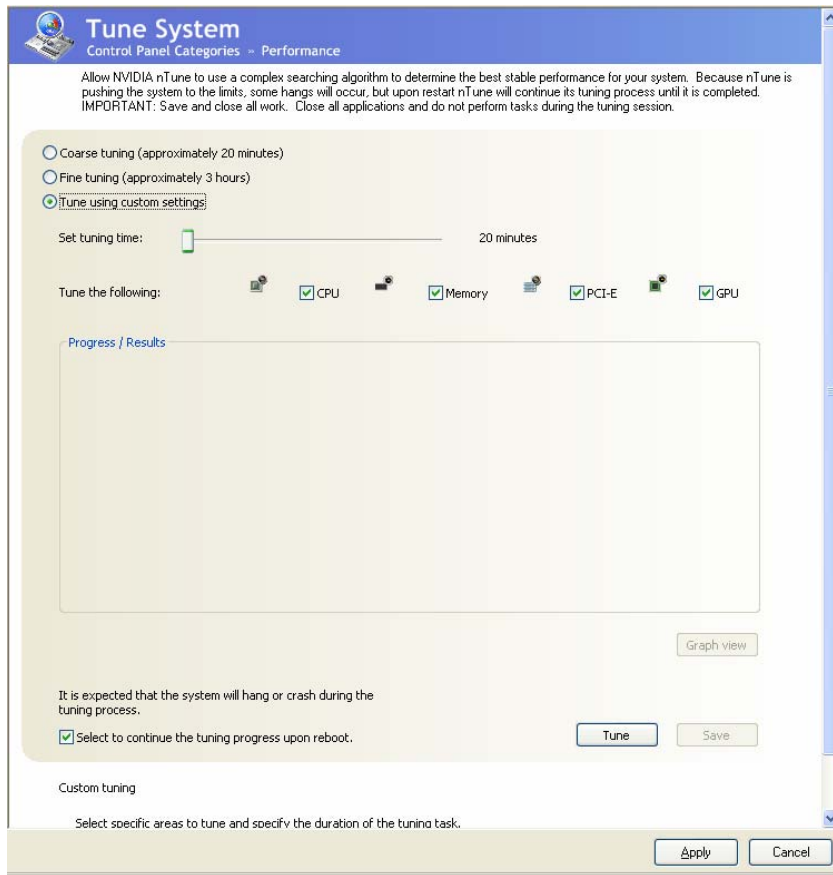


Figure 22. Tune System Menu (nTune)

Management

The Management option on the View System Information screen allows you to view hardware, software, and system information and adjust profiles.



View System Information

This screen is for information purposes only (you cannot make any changes to the information). The View System Information screen provides hardware, software, and system information that you can save to a log file to assist customer support or for your own uses.

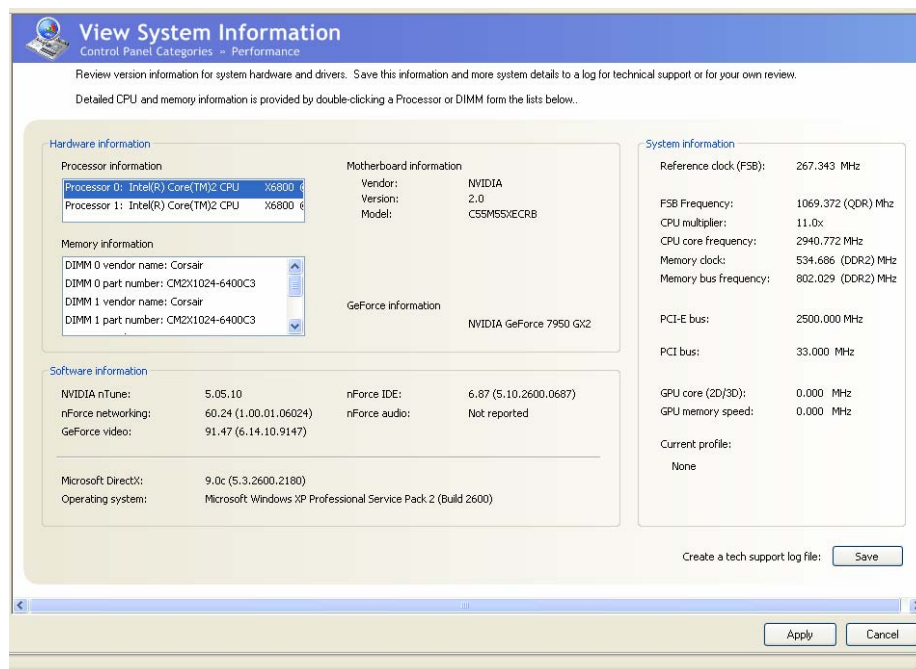
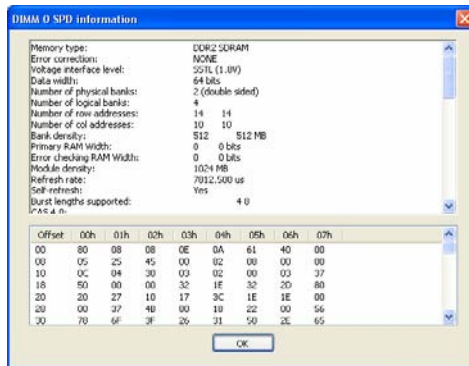
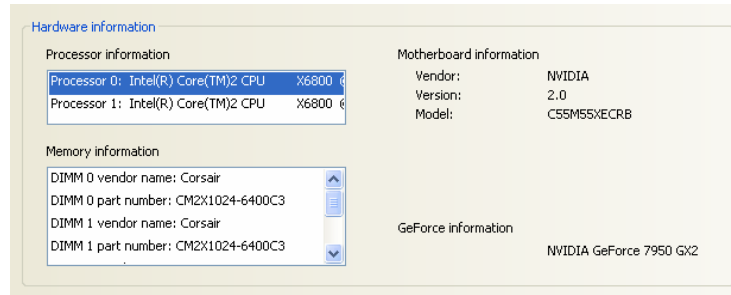


Figure 23. View System Information (nTune)

Hardware and driver version information can be viewed and saved using this interface. The status of the system, including current system clock speeds, system temperatures, memory timings, and system voltages can be logged. Versions of NVIDIA software and other system software are listed under Software information.

Detailed CPU and memory information is displayed when you double-click on a processor or DIMM listed under Hardware information.



Adjust Custom Rules

The Adjust Custom Rules selection provides you with the ability to create a rule to define when the system should use a particular profile (.nsu files or .npe files) that was created from a manual or automatic tuning session.

With custom rules, you can make your system run faster when you are playing games or make it run quieter when you are surfing the Internet.

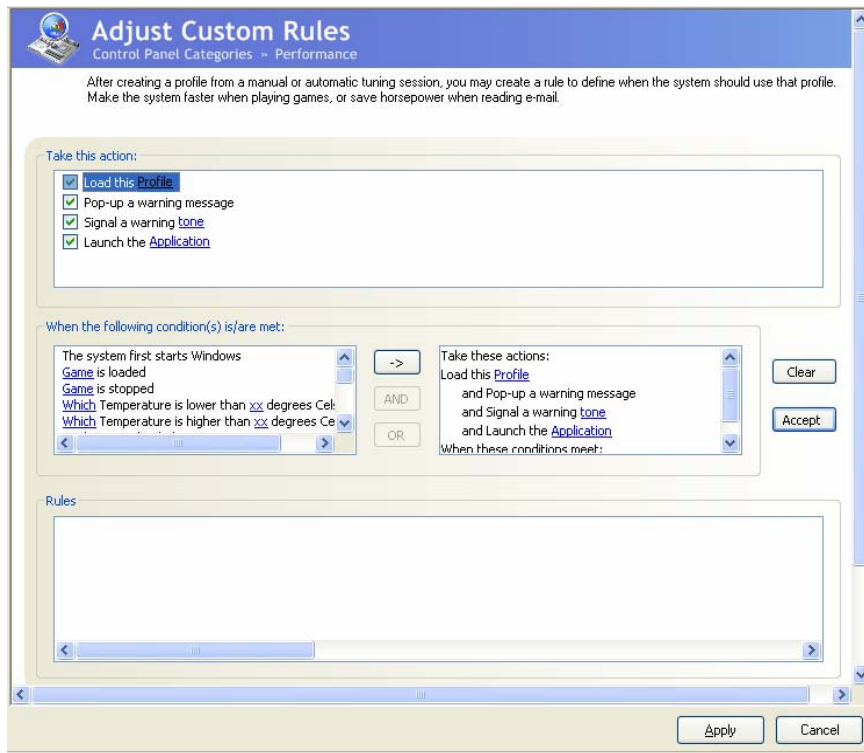


Figure 24. Adjust Custom Rules (nTune)

System Stability

System Stability lets you view your system's status and perform system stability testing. To access the System Stability menu, select **Start>All Programs>NVIDIA Corporation>NVIDIA Control Panel** and select **System Stability**.

Perform Stability Test

Use **Perform Stability Test** to quickly diagnose potential system performance issues and to gather troubleshooting data.

Stability Test performs a series of stress test to identify probable causes of performance issues, creates a list of the results, and provides recommendations for improvements. You can test the entire system (check All system components) or check individual components.

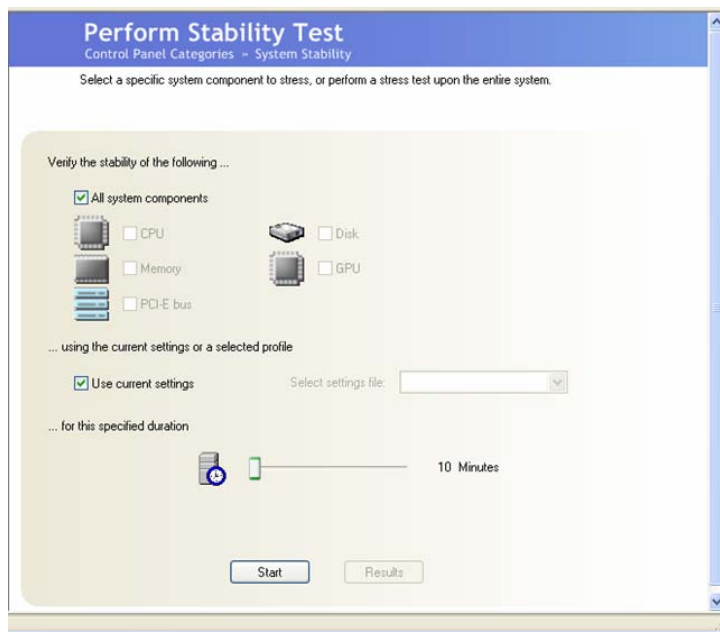


Figure 25. Perform Stability Test

You can designate a specific settings profile to use or check **Use current settings** for the tests. You can indicate the duration of the test by changing the slider (slider values are from 10 minutes to 48 hours). Click **Start** to begin testing and display the NVPerformance Benchmark display. Click **Results** to view a pop-up window containing the testing results.

Note that when you click start to begin the testing, Clicking **Stop** does not immediately stop the action in the NVPerformance Benchmark window. The cycle completes before the test is actually stopped.

Storage

The Storage application uses the NVIDIA MediaShield RAID Manager technology to configure and control NVIDIA storage hardware integrated into the NVIDIA MCP. NVIDIA RAID technology can protect data from hardware failure and provide increased file system performance.

To launch MediaShield, select **Start** > **All Programs** > **NVIDIA Corporation** > **NVIDIA Control Panel** and select **Storage** to displays the Storage Control Panel Categories screen.



Figure 26. Storage Control Panel Categories (MediaShield)

Health

The Health option on the Storage menu provides the ability for you to view the current storage configuration.



View Storage Configuration

The View Storage Configuration screen displays the current configuration of your storage devices. Check this screen prior to doing any management function. The View Storage Configuration screen provides status and capacity for all the storage disks on your system.

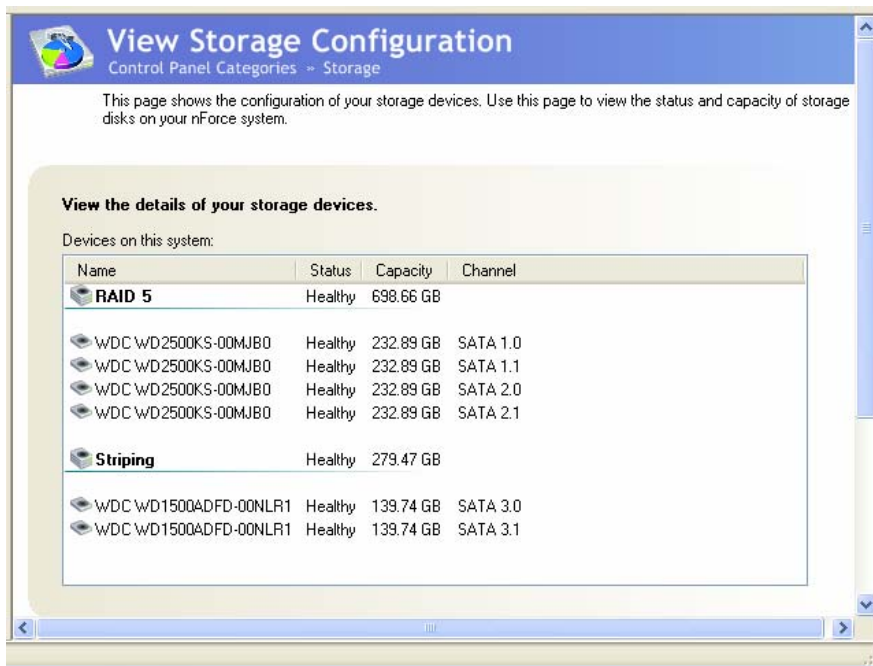


Figure 27. View Storage Configuration (MediaShield)

Management

The Management options on the Storage menu provides you with the ability to delete, rebuild, migrate, and synchronize arrays.



Delete Array

Use the following procedure to delete an array:

5. Click on **Delete Array** under Management to launch the NVIDIA Delete Array Wizard.

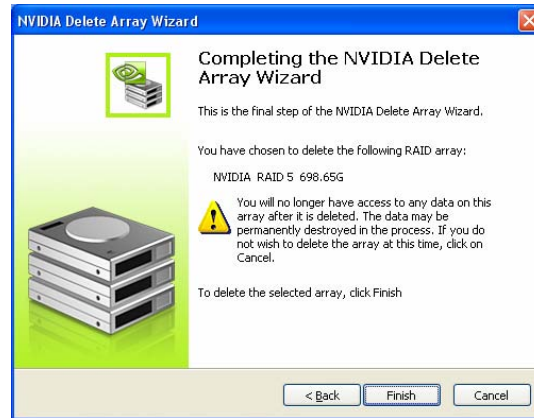


6. Click **Next** to continue with the wizard and display the RAID Array Selection menu.

7. Select an array you want to delete and press **Next**.

The Completing the NVIDIA Delete Array Wizard screen displays to verify that you still want to delete the array selected.

CAUTION: Be sure you are deleting the correct array. Once you click **Finish**, you no longer have access to any of the data on this array. The data may be permanently destroyed in the process. If you do not want to delete this array, click **Cancel**



8. Click **Finish** to delete the selected array.

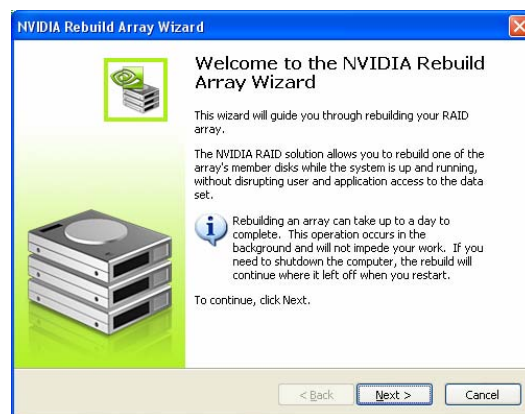
Rebuild Array

The Rebuild Array option allows you to rebuild a disk in the array while the system is running without disrupting user or application access to the data set.

Note: Rebuilding an array can take up to a full day to complete. This operation occurs in the background and does not impede any work being done. If you need to shutdown, the rebuild operation continues upon restart.

Use the following procedure to rebuild an array:

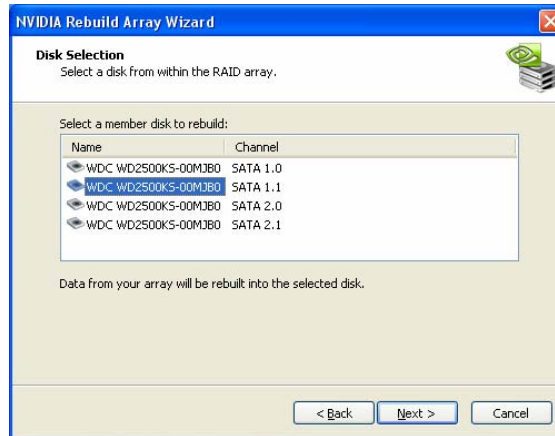
9. Identify the affect disk in the array and replace it.
10. Click on **Rebuild Array** under Management to launch the NVIDIA Rebuild Array Wizard.



11. Click **Next** to continue with the wizard and display the RAID Array Selection menu.
12. Select the array with that had the affected disk and click **Next**.
Rebuilding a degrading array adds a new disk to that array. Data from the healthy disk is rebuilt onto a new disk.

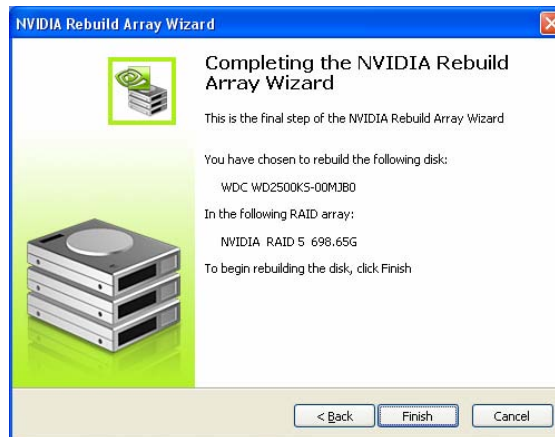
Note: Rebuilding a healthy RAID array resynchronizes the data set onto a disk.

13. Select the disk in the array that was replaced and needs to be rebuilt.



14. Click **Next**.

The Completing the NVIDIA Rebuild Array Wizard screen displays to verify that you still want to rebuild the array selected.



15. Click **Finish** to begin the rebuild of the selected disk in the array. (Remember that rebuilding a disk can take up to a full day.)

Migrating Array

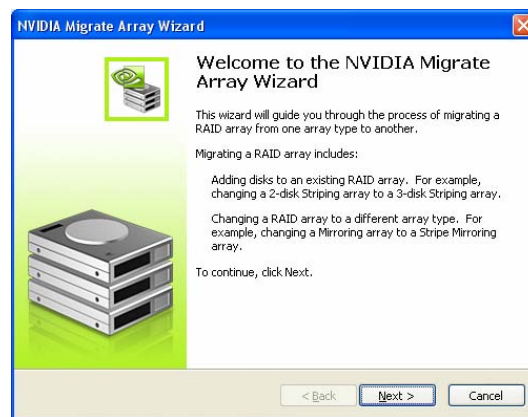
The Migrating Array option allows you to migrate a RAID array from one array type to another.

There are two reasons to use the Migrating Array option:

- ❑ Adding disks to an existing RAID array
An example would be to change a 2-disk Striping array to a 3-disk Striping array.
- ❑ Changing a RAID array to a different array type
An example would be to change a Mirroring array to a Strip Mirroring array.

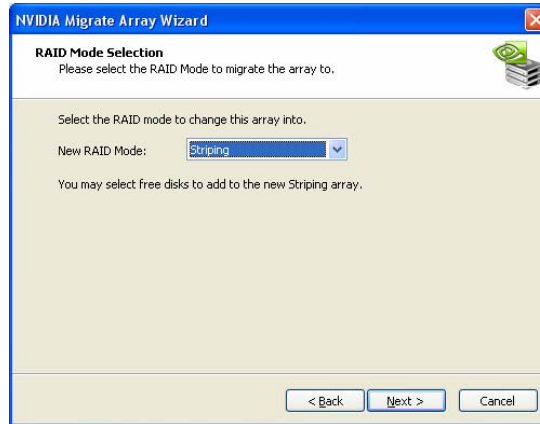
Use the following procedure to rebuild an array:

16. Click on **Migrate Array** under Management to launch the NVIDIA Migrate Array Wizard.



17. Click **Next** to continue with the wizard and display the RAID Array Selection window.

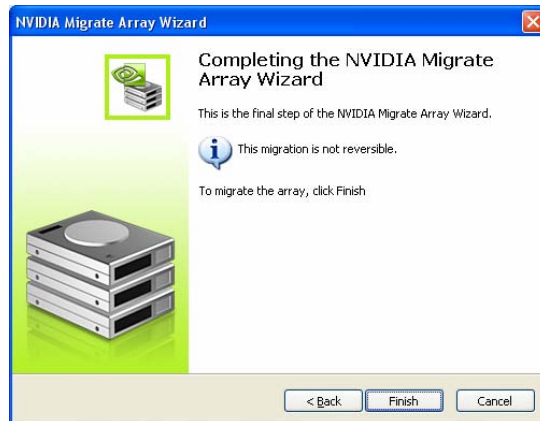
18. Select the array to migrate and click **Next** to display the RAID Mode Selection window.



19. Select the RAID mode you want to migrate to and click **Next**.

The Completing the NVIDIA Migrate Array Wizard screen displays to verify that you still want to migrate the array selected.

CAUTION: Note that this migration is not reversible. Be sure you want to migrate this array before continuing.



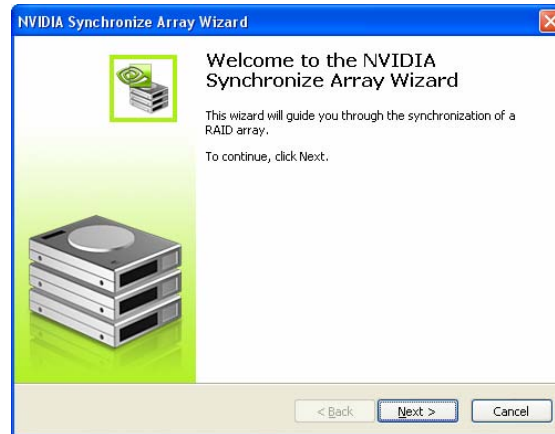
20. Click **Finish** to begin the migration of the selected array.

Synchronize Array

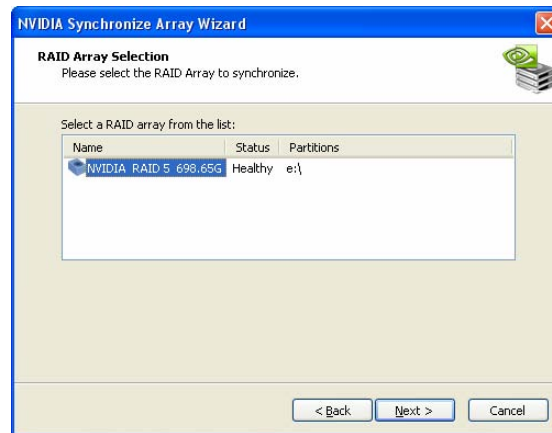
This option is used to synchronize a selected array.

Use the following procedure to rebuild an array:

21. Click on **Synchronize Array** under Management to launch the NVIDIA Synchronize Array Wizard.

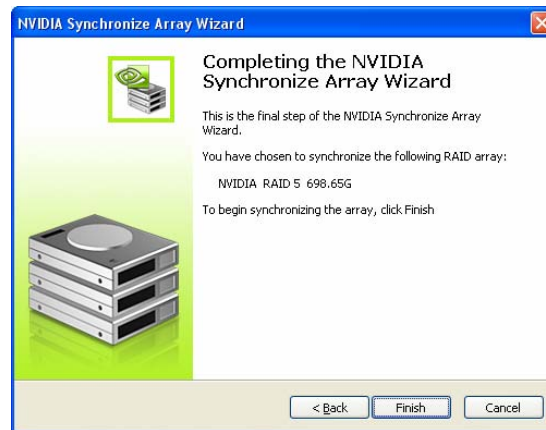


22. Click **Next** to continue with the wizard and display the RAID Array Selection window.



23. Select the array to synchronize and click **Next**.

The Completing the NVIDIA Synchronize Array Wizard screen displays to verify that you still want to synchronize the array selected.



24. Click **Finish** to begin synchronizing the array.

NVIDIA Networking

The NVIDIA Networking function configures and controls NVIDIA networking hardware integrated into the NVIDIA MCP. In addition to the typical network configuration functions that are controlled using the Windows Network Connections panel, the NVIDIA networking solution includes several key features that are accessed using the NVIDIA control panel.

- ❑ **FirstPacket**
FirstPacket provides a better gaming experience over a broadband connection when multiple applications on the same PC are simultaneously transmitting data to the Internet
- ❑ **TCP/IP Acceleration**
When TCP/IP acceleration is enabled, it lowers the CPU utilization and provides overall better system performance when the networking traffic is mainly TCP/IP.
- ❑ **Teaming**
Teaming increase bandwidth when serving files in a LAN environment.
Enables multiple integrated network interfaces to work together seamlessly.

To launch the NVIDIA Control Panel, select **Start**➤**All Programs** ➤**NVIDIA Corporation**➤**NVIDIA Control Panel**. Click on the **Networking** icon.



Performance

The Performance option on the Networking Control Panel Categories screen provides the means to configure FirstPacket settings and to set TCP/IP acceleration configuration.



Figure 28. Networking Control Panel Categories

First Packet

NVIDIA FirstPacket offers a new way to manage the traffic on your personal computer, allowing you to more effectively manage and improve the performance of networked games and other applications that are sensitive to network delay (latency), such as Voice-over-IP (VoIP).

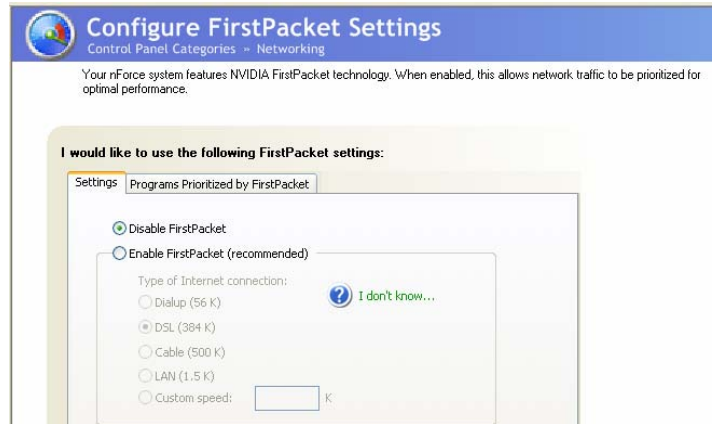
FirstPacket creates an additional transmit queue in the network driver so that network applications can share a limited resource. Based on user preference, FirstPacket can expedite transmission for user-approved network applications.

For example, when FirstPacket is enabled:

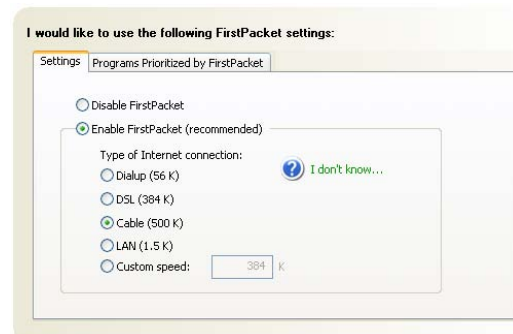
- ❑ A game that was previously unplayable can be completely usable
- ❑ VoIP connections will not be dropped due to the network traffic on a local computer.

Use the following procedure to enable or disable the ability to have network traffic to prioritized for optimal performance:

25. Select **Configure FirstPacket Settings** under Performance on the Networking Control Panel Categories screen to display the Configure FirstPacket Settings screen.
26. Click the **Settings** tab.



27. Click **Enable FirstPacket (recommended)** to enable the options that define the speed of the broadband connection. This information is needed by the FirstPacket software to appropriately prioritize network traffic.



28. Define the applications to accelerate by clicking **Program Prioritized by FirstPacket**.



29. Click **Add** to browse for an executable gaming applications. For example, if you want to accelerate a game such as Serious Sam 2, look for the **Sam2.exe** and add it.
30. Click **Apply**.

Note: Only applications that are added to the Programs Prioritized by FirstPacket section are prioritized and benefit from FirstPacket technology

TCP/IP Acceleration

Note: Enabling TCP/IP acceleration enhances your network performance but can cause your network traffic to bypass the firewall because all processes are off-loaded to the hardware.

NVIDIA TCP/IP Acceleration technology is a networking solution that moves the processing of TCP/IP network traffic from your computer's CPU to its nForce hardware resulting in greatly improved system performance.

NVIDIA TCP/IP Acceleration provides deep levels of networking and traffic inspections at full-duplex gigabit Ethernet speeds. Overall system performance is greatly improved because the CPU is not tied up processing network traffic, especially at gigabit Ethernet speed.

In traditional networking environments, inspecting packets is laborious and affects CPU overhead, memory bandwidth, and overall system latency. In comparison, the NVIDIA TCP/IP Acceleration engine discards bad packets before the CPU detects them. In addition, good packets take an “express lane” and bypass the traditional “network stack” process, improving overall throughput and lowering CPU utilization.

To configure TCP/IP acceleration, select **Set TCP/IP Acceleration configuration** from the Networking screen. Note that by default, TCP/IP acceleration is turned *off* (the **Not be hardware-accelerated** radio button is checked). Click the **Use hardware-acceleration (recommended)** radio button to enable TCP/IP acceleration. Click **Apply** to save changes.



Teaming

NVIDIA Teaming technology improves network throughput by distributing traffic efficiently across all available Ethernet interfaces. In normal network conditions, both transmit and receive traffic are distributed.

NVIDIA Teaming technology also improves network uploading time. If one of the physical Ethernet interfaces fails, the network can remain accessible because the remaining interface can take over the network traffic of the failed interface, achieving “fault tolerance”. The operating system and network application do not detect a network failure because network connection is bound to the logical interface rather than to a single physical interface.

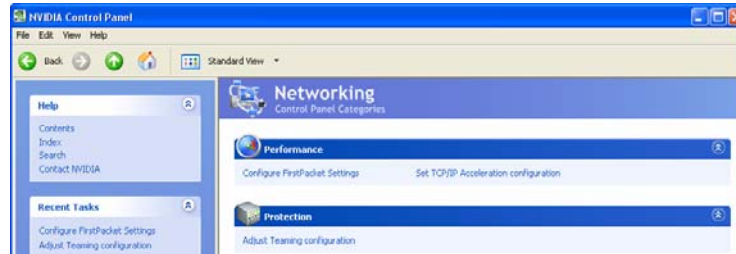
By utilizing the multiple interfaces on an NVIDIA nForce system and load balancing traffic among them, network users can gain fault tolerance and achieve greater throughput.

The Adjust Teaming Configuration screen has two radio buttons:

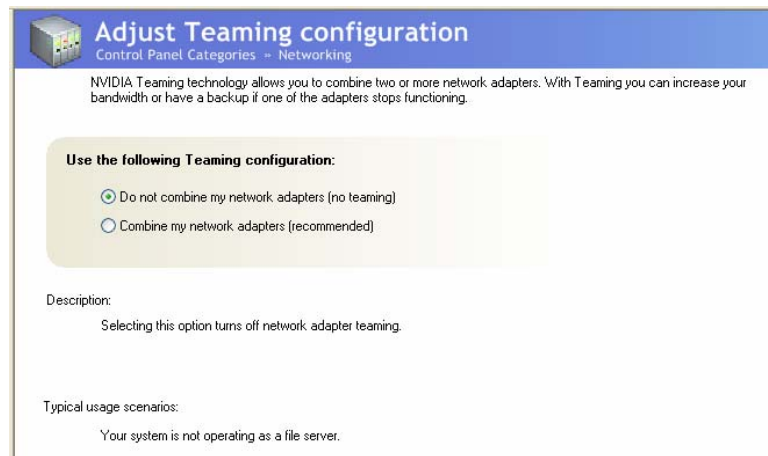
- Combine my network adapters (recommended).**
NVIDIA Teaming technology combines two or more NVIDIA Ethernet interfaces to increase your network bandwidth and also provides load balancing and fault tolerance benefits.
- Do not combine my network adapters (no teaming).**
This is also the default setting. You may want to disable network adapter teaming if your system is not operating as a file server. When disabled, each NVIDIA Ethernet interface works independently.

Use the following procedure to configure Teaming:

31. Select **Start>All Programs>NVIDIA Corporation>NVIDIA Control Panel** to display the NVIDIA Control Panel.
32. Click on the networking icon to display the Networking Control Panel Categories.



33. Select **Adjust Teaming configuration** to display the teaming configuration window. Note that by default, Teaming is disabled.



34. Select **Combine my network adapters (recommended)** radio button to enable Teaming.
35. Click **Apply** to enable teaming.
 - ❑ Installing Graphics Cards in an SLI Configuration on page 67.
 - ❑ Power Supply
The power supply requirement is dependent upon the power and the


number of the GPUs you install. If you are going to SLI two graphics cards, you are going to require more power. As a rule, for one GPU you need a minimum of a 350 W power supply. If you have two GPUs in an SLI configuration, you will need a minimum of a 500 W power supply. To calculate the power you are going to require for your specific configuration, go to www.slizone.com.

These instructions tell you how to install each of the parts listed so you can have a functioning motherboard. As you go through the installation instructions, we are assuming you have purchased the necessary parts.

Intentions of the Kit

This kit provides you with the motherboard and all connecting cables necessary to install the motherboard into a PC cabinet. If you are *building* a PC, you will use most of the cables provided in the kit. If however, you are *replacing* a motherboard, you will not need many of the cables.

When *replacing* a motherboard in a PC cabinet, you will need to reinstall an operating system even though the current drives have an operating system.



Introduction to the EVGA nForce 680i SLI Motherboard

Thank you for buying the EVGA NFORCE 680i SLI Motherboard. This motherboard offers the tools and performance PC enthusiast's demand. When combined with two SLI-Ready NVIDIA GeForce graphics cards, you get innovative NVIDIA SLI Technology for enhanced system performance.

Features

Engineered for Enthusiasts

NVIDIA nForce® 680i SLI™ media and communications processors (MCPs) deliver the tools and performance PC enthusiasts demand. When combined with two NVIDIA GeForce graphics cards, you get innovative NVIDIA® SLI™ technology for enhanced system performance. With select SLI-Ready memory you get automatic access to special memory performance. Be ready for system overclocking and greater data throughput.

Extreme Overclocking

Unleash the underlying hardware. With comprehensive overclocking tools to push the limits on front side bus (FSB) speed and support for higher memory speeds, the NVIDIA nForce 680i SLI MCPs were designed for overclocking.

Extreme FSB speeds

The front side bus (FSB) in the NVIDIA nForce 680i SLI MCP is specified to run at 1333MHz to support existing and future FSB speeds. Through overclocking, however, the EVGA nForce 680i SLI MCP can deliver FSB speeds well beyond specification*. Get the headroom today for overclocking and/or future FSB speeds.

Extreme DDR2 Speeds

NVIDIA nForce 680i SLI MCPs support high-speed SLI-Ready memory of DDR2-1200 and beyond to keep pace with overclocked system components.

Comprehensive Overclocking Tools

Award-winning NVIDIA overclocking tools provide a complete kit of tools giving everyone from the most veteran enthusiast to the novice overclocker the ability to unleash the hardware in their PC.

- ❑ **NVIDIA nTune™ Utility**
Now with access to more settings from this Windows-based utility. Adjust CPU and memory speeds without rebooting. Access to most BIOS settings from inside Windows. Save and automatically load profiles for each application you run.
- ❑ **NV BIOS**
NV BIOS delivers easy-to-use tuning to let you have full control over your hardware including processor voltage tables and memory drive strengths.

Designed for NVIDIA SLI Technology

NVIDIA® SLI™ technology is a revolutionary platform innovation that allows users to intelligently scale graphics performance by combining multiple NVIDIA graphics solutions in a single system with an NVIDIA nForce SLI MCP.

True 2 x16 PCI Express SLI Support

Two full-bandwidth 16-lane PCI Express links ensure maximum graphics performance for next-generation GPUs and games. This feature offers twice the PCI Express bandwidth of x8 SLI solutions.

NVIDIA SLI-Ready Memory

NVIDIA nForce 680i SLI MCP automatically increases bandwidth when select SLI Certified memory modules are detected.

NVIDIA SLI Certified Components

Look for other components including NVIDIA® GeForce® GPUs and system memory that have been certified by NVIDIA to deliver unmatched performance with EVGA nForce 680i SLI motherboards. For more information on SLI Certified components, visit www.SLIzone.com/nForce.

Third PCIe Slot for Graphics Expansion

Make sure your rig is ready for the future. The third PCIe slot can be used for new three GPU applications or a PCIe card of your choice.

Dual DDR2 Memory Architecture

A state-of-the-art Dual DDR2 memory controller allows high bandwidth and low latency data access to the CPU and GPU. Ensures data and information are relayed through the system as quickly as possible for incredible performance.

NVIDIA MediaShield Storage

NVIDIA MediaShield™ Storage offers a suite of features that safeguards your most important digital media assets; always reliable, scalable, and accessible which includes RAID and SATA drive support.

Multiple Disk Setup

Through a simple wizard-based interface, you can effortlessly set up your drives for better data protection, faster disk access or maximum storage capacity. MediaShield automatically selects RAID 0, 1, 0+1 or 5 configuration according to your needs. Advanced users can access RAID options directly.

DiskAlert System

The event of a disk failure, MediaShield users see an image that highlights which disk has failed to make it easier to identify, replace, and recover.

RAID Morphing

MediaShield allows users to change their current RAID set-up to another configuration in a one-step process called morphing. This eliminates the need to back up data and follow multiple steps in the process.

Bootable Multidisk Array

MediaShield storage fully supports the use of multi-disk array for loading the operating system at power-up.

Six SATA 3Gb/s Drives

Combine up to six SATA drives into one volume for bigger, faster RAID. More drives mean more configuration options such as six RAID 0 (striped) drives for maximum throughput, or Dual RAID 5 arrays. Take advantage of the latest SATA 3Gb/s hard disk drives with full support for native and tagged command queuing and hot plug. Native command queuing provides higher disk performance in a multi-threaded environment by performing out-of-order disk accesses.

Networking with NVIDIA nForce

NVIDIA networking delivers the highest network throughput at the lowest CPU utilization. The manageable and stable NVIDIA networking solution results in better networking management and a lower total cost of ownership. Only NVIDIA integrates this level of networking features to allow you to take your online experience to the next level.

NVIDIA Native Gigabit Ethernet

The industry's fastest Gigabit Ethernet performance eliminates network bottlenecks and improves overall system efficiency and performance.

NVIDIA FirstPacket™ technology

Be the 'King of Ping' with NVIDIA FirstPacket technology. Get the crystal-clear phone conversations and online gaming performance you expect. NVIDIA FirstPacket technology assures your game data, VoIP conversations, and large file transfers are delivered according to preferences set by you in an intuitive wizard.

NVIDIA DualNet® technology

Get Double-Barrel Gigabit Ethernet with two integrated networking connections on your NVIDIA nForce 680i MCP.

- ❑ **Dual Gigabit Ethernet with Teaming**

Teaming allows the two connections to work together to provide up to twice the Ethernet bandwidth for transferring large amounts of data from home file servers to other PCs. It also provides network redundancy through fail-over capability

- ❑ **TCP/IP Acceleration**

Delivers the highest system performance by offloading CPU-intensive packet filtering tasks in hardware, providing users with a PC networking environment that is faster.

High Definition Audio (HDA)

High definition audio brings consumer electronics quality sound to the PC delivering high quality sound from multiple channels. Using HDA, systems can deliver 192 kHz/32-bit quality for eight channels, supporting new audio formats.

USB 2.0

A standard plug-and-play interface that provides easy-to-use connectivity for USB devices.

Note: *While NVIDIA technology will provide FSB speeds beyond spec, the processor must be capable of this speed.

Motherboard Specifications

- ❑ **Size**
 - ATX form factor of 12 inch x 9.6 inch
- ❑ **Microprocessor support**
 - Intel Core 2 Extreme, Intel Core 2 Quad, Intel Core 2 Duo, Pentium EE, and Pentium.
- ❑ **Operating systems**
 - Supports Windows XP 32bit and Windows XP 64bit.
- ❑ **Contains NVIDIA nForce 680i SLI MCP**
- ❑ **System Memory**
 - Dual-channel DDR2 800/667/533
 - SLI-Ready Memory up to 1200 MHz
 - Supports up to 8 GB DDR2 memory
- ❑ **USB 2.0 Ports**
 - Supports hot plug
 - Ten USB 2.0 ports (six rear panel ports, two onboard USB headers providing four extra ports)
 - Supports wake-up from S1 and S3 mode
 - Supports USB 2.0 protocol up to 480Mbps transmission rate
- ❑ **Onboard Serial ATA II**
 - 3Gb/s data transfer rate
 - Six Serial ATA II connectors
 - NVIDIA MediaShield™ RAID with support for RAID 0, RAID 1, RAID 0+1, RAID 5, and JBOD
 - Supports hot plug and NCQ (Native Command Queuing)
- ❑ **Dual Onboard LAN**
 - Two LAN interfaces built-in onboard
 - Supports 10/100/1000 Mbit/sec Ethernet
- ❑ **Onboard 1394**
 - Supports hot plug
 - Two 1394a ports with rate of transmission at 400 Mbps

- ❑ **Onboard Audio**
 - Supports 8-channel audio
 - Supports S/PDIF output
 - Supports Jack-Sensing function
- ❑ **Dual PCI Express x16 Support**
 - Supports 4 GB/sec (8 GB/sec concurrent) bandwidth
 - Low power consumption and power management features
- ❑ **Green Function**
 - Supports ACPI (Advanced Configuration and Power Interface)
 - Supports S0 (normal), S1 (power on suspend), S3 (suspend to RAM), S4 (Suspend to disk - depends on OS), and S5 (soft - off)
- ❑ **Expansion Slots**
 - Two PCI slots
 - Two PCI Express x1 slots
 - Three PCI Express x16 Graphics slots
 - One PCI Express x16 Graphics Expansion slot (electrical x8)

Unpacking and Parts Descriptions

Unpacking





The EVGA nForce 680i SLI motherboard comes with all the necessary cables for adding a motherboard to a new chassis. If you are replacing a motherboard, you may not need many of these cables.








Be sure to inspect each piece of equipment shipped in the packing box. If anything is missing or damaged, contact your reseller.

All parts shipped in this kit are RoHS-compliant (lead-free) parts.

Equipment

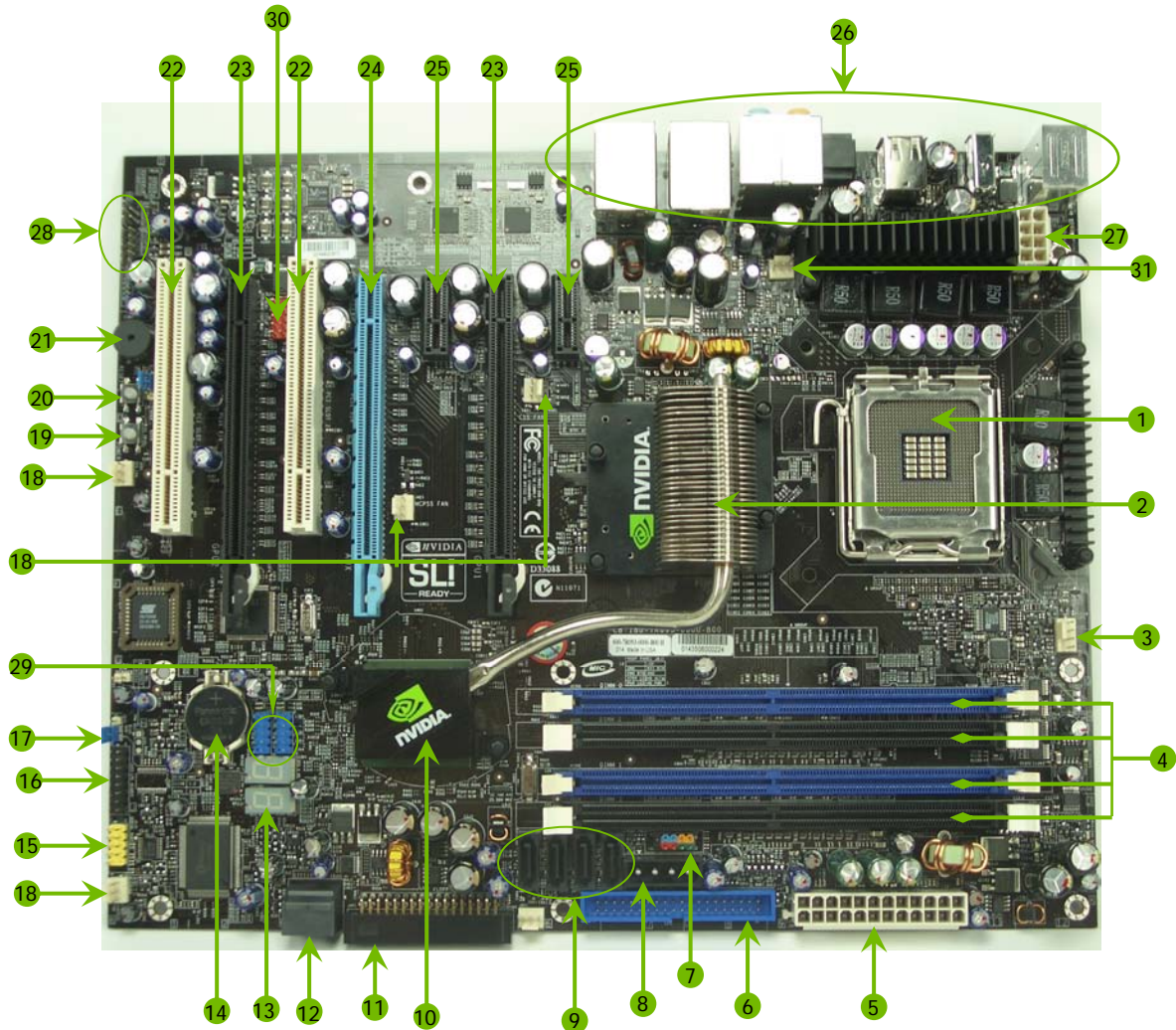
The following equipment is included in the EVGA nForce 680i SLI motherboard box.

| | |
|---|--|
|  | EVGA nForce 680i SLI Motherboard This PCI Express motherboard contains the NVIDIA 680i MCP and is SLI-ready. |
|  | I/O Shield Installs in the chassis to block radio frequency transmissions and aids in proper airflow within the chassis. |
|  | Floppy Cable Used to attach a floppy drive to the motherboard. |
|  | 2-Port SATA Power Cable (Qty Three) |

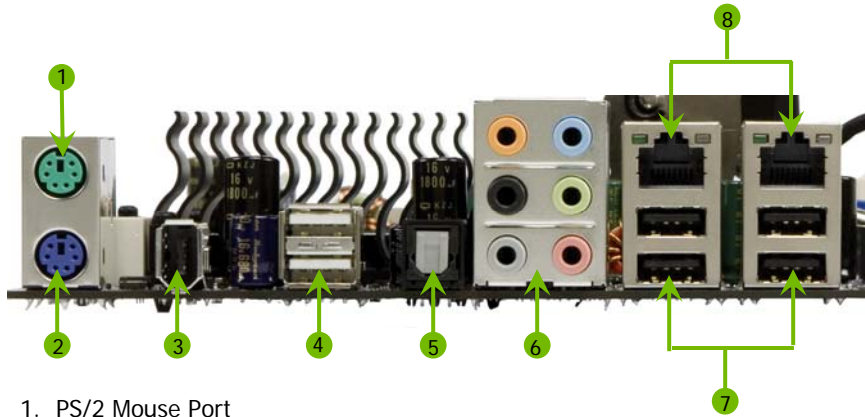
| | |
|---|---|
|  | <p>1394 Cable Provides an additional 1394 ports to either the back panel of the chassis.</p> |
|  | <p>USB 2.0 4-Port Cable Provides four additional USB ports to either the front or back panels of the chassis.</p> |
|  | <p>SATA Signal Cable (Qty Six) Used to support the Serial ATA protocol and each one connects a single drive to the motherboard</p> |
|  | <p>Comm2 Bracket Cable</p> |
|  | <p>IDE-ATA 133 HDD Cable</p> |
|  | <p>SLI Connector Used to connect two graphic cards installed in the x16 PCI Express slots in an SLI configuration.</p> |
|  | <p>Chipset Fan This fan is recommended for use if overclocking or using liquid/passive cooling solution.</p> |

EVGA nForce 680i SLI Motherboard

The EVGA nForce 680i SLI motherboard with the 680i SPP and MCP processors is a PCI Express, SLI-ready motherboard. Figure 1 shows the motherboard and Figures 2 shows the back panel connectors.



- | | | |
|--------------------------------------|-------------------------------|--------------------------------------|
| 1. CPU Socket | 12. Two Serial-ATA connectors | 23. PCI Express x16 slots (SLI) |
| 2. NVIDIA SPP with passive heat sink | 13. LED POST codes | 24. PCI Express Graphics Expansion |
| 3. CPU fan connector | 14. Motherboard battery | 25. PCI Express x1 slots |
| 4. DDR DIMM Slots 0 - 3 | 15. Serial connector | 26. Back panel connectors (Figure 2) |
| 5. 24-pin ATX Power Connector | 16. LPC connector (debug) | 27. 8-pin ATX_12V power connector |
| 6. FDD Connector | 17. Clear CMOS | 28. Front panel audio connections |
| 7. Front panel connector | 18. Fan Header | 29. USB Header1 & 2 |
| 8. AUX PEX Power connector | 19. Power on/off switch | 30. Firewire Header |
| 9. Serial-ATA connectors | 20. Reset switch | 31. V-Reg fan header |
| 10. NVIDIA MCP | 21. On-board speaker | |
| 11. Floppy drive connector | 22. PCI slots | |



1. PS/2 Mouse Port
2. PS/2 Keyboard Port
3. 1394a (Firewire) port
4. USB 2.0 ports
5. SPDIF output
6.

| Port | 2-Channel | 4-Channel | 6-Channel/8-Channel |
|--------|-----------|-------------------|---------------------|
| Blue | Line-In | Line-In | Line-In |
| Green | Line-Out | Front Speaker Out | Front Speaker Out |
| Pink | Mic In | Mic In | Mic In |
| Orange | | | Center/Subwoofer |
| Black | | Rear Speaker Out | Rear Speaker Out |
| Grey | | | |
7. USB 2.0 Ports
8. Lan Ports with LEDs to indicate status.
 - Yellow/Light Up/Blink = 10 Mbps/Link/Activity
 - Yellow and Green/Light Up/Blink = 100 Mbps/link/Activity
 - Green/Light Up/Blink = 1000 Mbps/Link/Activity

Figure 2. Chassis Backpanel Connectors



Hardware Installation

This section will guide you through the installation of the motherboard. The topics covered in this section are:

- Preparing the motherboard
 - Installing the CPU
 - Installing the CPU fan
 - Installing the memory
- Installing the motherboard
- Connecting cables and setting switches

Safety Instructions

To reduce the risk of fire, electric shock, and injury, always follow basic safety precautions.

Remember to remove power from your computer by disconnecting the AC main source before removing or installing any equipment from/to the computer chassis.

Preparing the Motherboard

The motherboard shipped in the box does *not* contain a CPU or memory. You need to purchase a CPU, a CPU fan assembly, and memory to complete this installation.

Installing the CPU

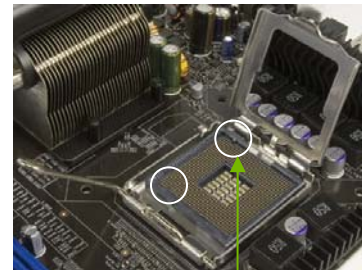
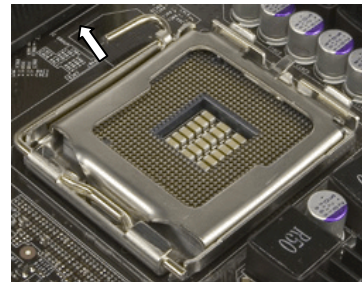
Be very careful when handling the CPU. Hold the processor only by the edges and do not touch the bottom of the processor.

Use the following procedure to install the CPU onto the motherboard.

36. Unhook the socket lever by pushing *down* and *away* from the socket.
37. Lift the load plate. There is a protective socket cover on the load plate to protect the socket when there is no CPU installed.
38. Remove the protective socket cover from the load plate.
39. Remove the processor from its protective cover, making sure you hold it only by the edges. It is a good idea to save the cover so that whenever you remove the CPU, you have a safe place to store it.
40. Align the notches in the processor with the notches on the socket.
41. Lower the processor straight down into the socket with out tilting or sliding it into the socket

Note: Make sure the CPU is fully seated and level in the socket.

42. Close the load plate over the CPU and press down while you close and engage the socket lever.



Align notches with notches on the CPU



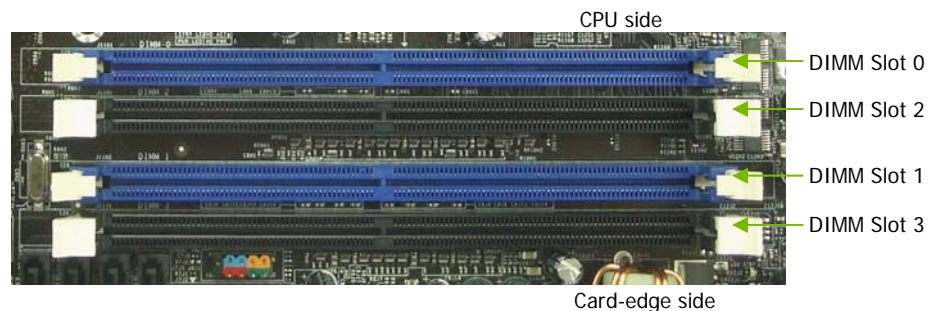
Installing the CPU Fan

There are many different fan types that can be used with this motherboard. Follow the instruction that came with you fan assembly. Be sure that the fan orientation is correct for your chassis type and your fan assembly.

Installing Memory DIMMs

Your new motherboard has four 1.8V 240-pin slots for DDR2 memory. These slots support 256 Mb, 512 Mb and 1 Gb DDR2 technologies for x8 and x16 devices. They also support dual channel DDR2 memory technology up to 10.7GB/s. There must be at least one memory bank populated to ensure normal operation. Use the following the recommendations for installing memory.

- ❑ One DIMM: Install into slot 0. You can install the DIMM into any slot, however, slot 0 is preferred.
- ❑ Two DIMMs: Install into either slots 0 and 1 or 2 and 3. The idea is to not have the DIMMs in adjacent slots.
- ❑ Four DIMMS: Install into slots 0, 1, 2, and 3.



Use the following procedure to install memory DIMMs into the slots on the motherboard. Note that there is only one gap near the center of the DIMM slot. This slot matches the slot on the memory DIMM to ensure the component is installed properly.

43. Unlock a DIMM slot by pressing the module clips outward.
44. Align the memory module to the DIMM slot, and insert the module vertically into the DIMM slot. The plastic clips at both sides of the DIMM slot automatically lock the DIMM into the connector.

Installing the Motherboard

The sequence of installing the motherboard into the chassis depends on the chassis you are using and if you are replacing an existing motherboard or working with an empty chassis. Determine if it would be easier to make all the connections prior to this step or to secure the motherboard and then make all the connections.

Use the following procedure to install the I/O shield and secure the motherboard into the chassis.

Note: Be sure that the CPU fan assembly has enough clearance for the chassis covers to lock into place and for the expansion cards. Also make sure the CPU Fan assembly is aligned with the vents on the covers.

Installing the I/O Shield

The motherboard kit comes with an I/O shield that is used to block radio frequency transmissions, protects internal components from dust and foreign objects, and promotes correct airflow within the chassis.



Before installing the motherboard, install the I/O shield from the *inside* of the chassis. Press the I/O shield into place and make sure it fits securely. If the I/O shield does not fit into the chassis, you would need to obtain the proper size from the chassis supplier.

Securing the Motherboard into the Chassis

Most computer chassis have a base with mounting studs or spacers to allow the motherboard to be secured to the chassis and help to prevent short circuits. If there are studs that do not align with a mounting hole on the motherboard, it is recommended that you remove that stud to prevent the possibility of a short circuit.

1. Carefully place the motherboard onto the studs/spacers located inside the chassis.
2. Align the mounting holes with the studs/spacers.
3. Align the connectors to the I/O shield.

4. Ensure that the fan assembly is aligned with the chassis vents according to the fan assembly instruction.
5. Secure the motherboard with a minimum of eight-to-ten screws.

Connecting Cables and Setting Switches

This section takes you through all the connections and switch settings necessary on the motherboard. This will include:

- ❑ Power Connections
 - 24-pin ATX power (**PWR1**)
 - 8-pin ATX 12V power (**PWR2**)
 - Auxiliary power for graphics (**PWR3**)
- ❑ Internal Headers
 - Front panel
 - IEEE 1394a
 - USB Headers
 - Audio
 - Speaker
 - COM
- ❑ FDD
- ❑ IDE
- ❑ Serial ATA II
- ❑ Chassis Fans
- ❑ Rear panel USB 2.0 Adapter
- ❑ Expansion slots
- ❑ CMOS jumper settings

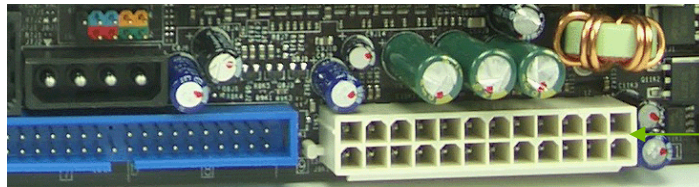
See Figure 1 on page 11 to locate the connectors and jumpers referenced in the following procedure.

Power Connections

This motherboard requires an ATX power supply. To support a PCI Express motherboard with the addition of dual graphics cards using NVIDIA SLI technology, you are going to need a minimum of a 500W power supply. Make sure you have enough power to cover all the expansion cards you will be installing. To determine what your power requirements are for your specific configuration, refer to www.SLIzone.com.

24-pin ATX Power (PWR1)

PWR1 is the main power supply connector located along the edge of the board next to the DIMM slots. Make sure that the power supply cable and pins are properly aligned with the connector on the motherboard. Firmly plug the power supply cable into the connector and make sure it is secure.



PWR1 connector
Plug power cable
from system power
supply to PWR1

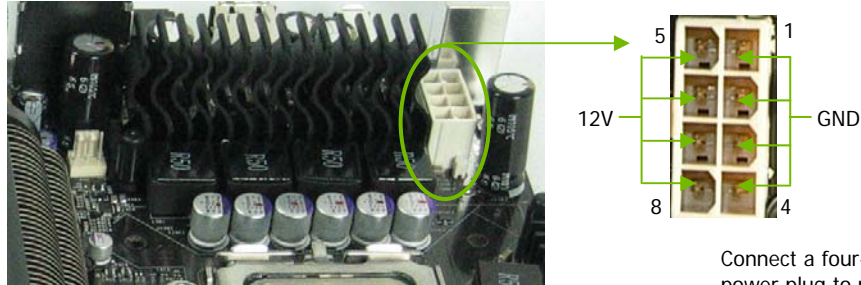
Figure 3. PWR1 Motherboard Connector

Table 1. PWR1 Pin Assignments

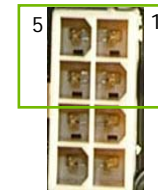
| Connector | Pin | Signal | Pin | Signal |
|-----------|-----|---------|-----|--------|
| | 1 | +3.3V | 13 | +3.3V |
| | 2 | +3.3V | 14 | -12V |
| | 3 | GND | 15 | GND |
| | 4 | +5V | 16 | PS_ON |
| | 5 | GND | 17 | GND |
| | 6 | +5V | 18 | GND |
| | 7 | GND | 19 | GND |
| | 8 | PWROK | 20 | RSVD |
| | 9 | +5V_AUX | 21 | +5V |
| | 10 | +12V | 22 | +5V |
| | 11 | +12V | 23 | +5V |
| | 12 | +3.3V | 24 | GND |

8-pin ATX 12V Power (PWR2)

PWR2, the 8-pin ATX 12V power connection, is used to provide power to the CPU. Align the pins to the connector and press firmly until seated.



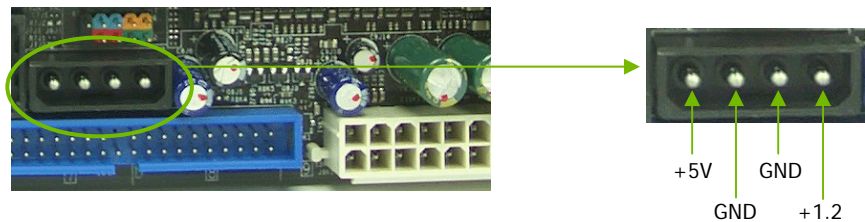
Connect a four-pin power plug to pins 1, 2, 5, and 6.



It is *strongly* recommended that you use an 8-pin ATX 12V power supply; however, if you have a four-pin power supply, plug the connector to pins 1, 2, 5, and 6 as shown.

Auxiliary Power for Graphics (PWR3)

The **PWR3** connector is an auxiliary power connection for graphics cards. This connection is only required for SLI configurations when running (2) cards at the same time.



Connecting IDE Hard Disk Drives

The IDE connector supports Ultra ATA 133/100/66 IDE hard disk drives.

1. Connect the blue connector (the cable end with a single connector) to the motherboard.
2. Connect the black connector (the cable with the two closely spaced black and gray connectors) to the Ultra ATA master device.
3. Connect the gray connector to a slave device.

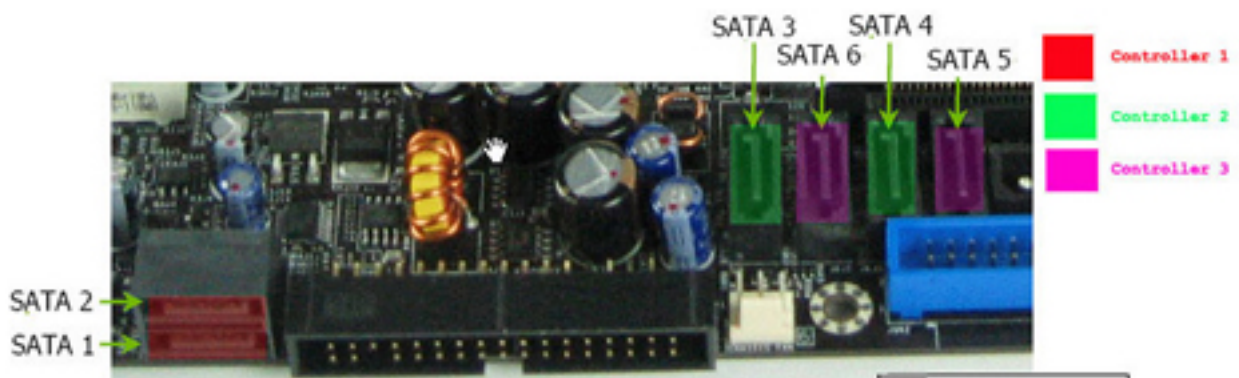
If you install two hard disk drives, you must configure the second drive as a slave device by setting its jumper accordingly. Refer to the hard disk documentation for the jumper settings.

Note: If an ATA-66/100 disk drive and a disk drive using any other IDE transfer protocol are attached to the same cable, the maximum transfer rate between the drives may be reduced to that of the slowest drive.

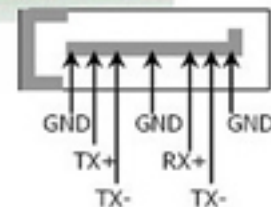
Connecting Serial ATA Cables

The Serial ATA II connector is used to connect the Serial ATA II device to the motherboard. These connectors support the thin Serial ATA II cables for primary storage devices. The current Serial ATA II interface allows up to 300MB/s data transfer rate.

There are six serial ATA connectors on the motherboard that support RAID 0, RAID 1, RAID 5, RAID 0+1 and JBOD configurations.



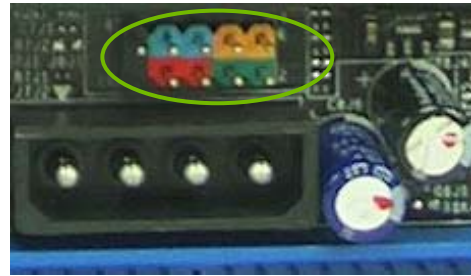
1. Connect the locking cable end to the motherboard connector.
2. Connect the end without the lock to the drive.



Connecting Internal Headers

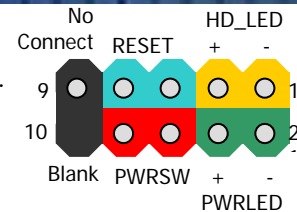
Front Panel Header

The front panel header on this motherboard is one connector used to connect the following four cables:



❑ **PWRLED**

Attach the front panel power LED cable to these two pins of the connector. The Power LED indicates the system's status. When the system is in S0 status, the LED is on. When the system is in S1, S3, S4, S5 status, the LED is off.



Note: The power LED cable in some chassis is a three pin connector with the pins installed in positions 1 and 3. If your chassis has a three pin connector, you will need to remove pin 3 and put it into position 2 or you can use a pair of scissors to cut out position 2. Most chassis come with a two pin connector.

❑ **PWRSW**

Attach the power button cable from the case to these two pins. Pressing the power button on the front panel turns the system on off rather than using the power supply button.

❑ **HD_LED**

Attach the hard disk drive indicator LED cable to these two pins. The HDD indicator LED indicates the activity status of the hard disks.

❑ **RESET**

Attach the Reset switch cable from the front panel of the case to these two pins. The system restarts when the **RESET** switch is pressed.

Table 2. Front Panel Header Pins

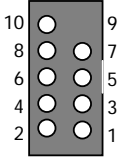
| | Pin | Signal | In/Out | Description |
|-------------------|-----|--------------|--------|------------------------------|
| HD_LED | 1 | HD_PWR | Out | Hard disk LED pull-up to +5V |
| | 3 | HDA# | Out | Hard disk active LED |
| PWRLED | 2 | HDR_BLNK_GRN | Out | Front panel green light |
| | 4 | HDR_BLNK_YEL | Out | Front panel yellow light |
| RESET | 5 | GND | | Ground |
| | 7 | FP_RESET# | In | Reset switch |
| PWRSW | 6 | SWITCH_ON# | In | Power switch |
| | 8 | GND | | Ground |
| No Connect | 9 | | | |
| Empty | 10 | | | |

IEEE 1394a (Optional)

The IEEE 1394 expansion cable bracket is provided in the box but if you do not require the additional external connection you do not need to install it.

1. Secure the bracket to either the front or rear panel of your chassis (not all chassis are equipped with the front panel option).
2. Connect the end of the cable to the IEEE 1394 connector on the motherboard.

Table 3. IEEE 1394a Connector Pins

| Connector | Pin | Signal |
|---|-----|--------|
| IEEE 1394a Connector  | 1 | TPA+ |
| | 2 | TPA- |
| | 3 | GND |
| | 4 | GND |
| | 5 | TPB+ |
| | 6 | TPB- |
| | 7 | +12V |
| | 8 | +12V |
| | 9 | Empty |
| | 10 | GND |

USB Headers

This motherboard contains four (4) USB 2.0 ports that are exposed on the rear panel of the chassis. The motherboard also contains two 10-pin internal header connectors onboard that can be used to connect an optional external bracket containing four (4) more USB 2.0 ports.



1. Secure the bracket to either the front or rear panel of your chassis (not all chassis are equipped with the front panel option).
2. Connect the two ends of the cables to the USB 2.0 headers on the motherboard.

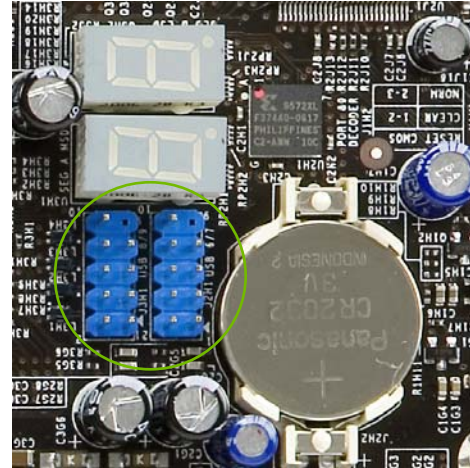
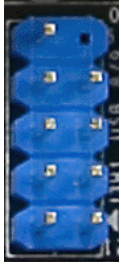


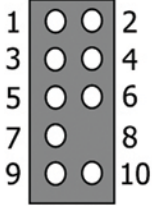
Table 4. USB 2.0 Header Pins

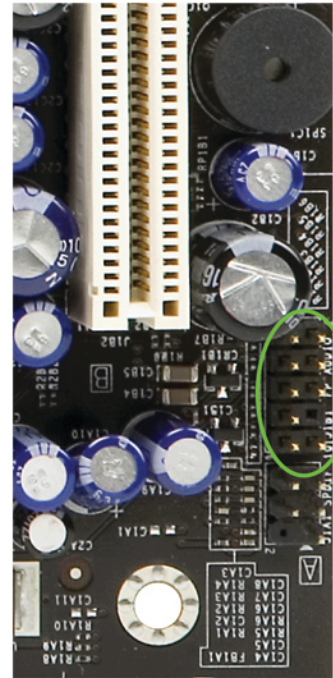
| Connector | Pin | Signal | Pin | Signal |
|---|-----|---------|-----|------------|
| USB 2.0 Header Connector  | 1 | 5V_DUAL | 2 | 5V_DUAL |
| | 3 | D- | 4 | D- |
| | 5 | D+ | 6 | D+ |
| | 7 | GND | 8 | GND |
| | 9 | Empty | 10 | No Connect |

Audio

The audio connector supports HD audio standard and provides two kinds of audio output choices: the Front Audio, the Rear Audio. The front Audio supports re-tasking function.

Table 5. Front Audio Connector

| Connector | Pin | Signal |
|--|-----|---------------|
| Front Audio Connector  | 1 | PORT1_L |
| | 2 | AUD_GND |
| | 3 | PORT1_R |
| | 4 | PRESENCE_J |
| | 5 | PORT2_R |
| | 6 | SENSE1_RETURN |
| | 7 | SENSE_SEND |
| | 8 | Empty |
| | 9 | PORT2_L |
| | 10 | SENSE2_RETURN |



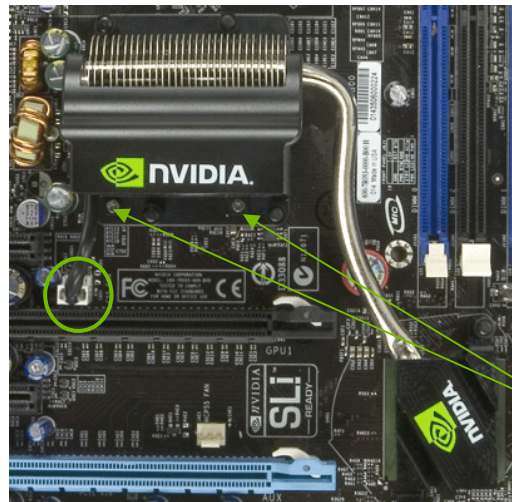
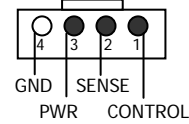
Fan Connections

There are two fan connections, the system fan and the CPU fan. The fan speed can be detected and viewed in the PC Health Status section of the CMOS Setup. Both fans are automatically turned off after the system enters S3, S4 and S5 mode.



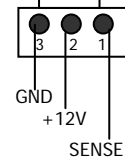
Note that the CPU fan cable can be either a 3-pin or a 4-pin connector. Connect a 3-pin connector to pins 1, 2, and 3 on the motherboard connector.

CPU Fan Connector



The nForce SPP and MCP have a passive heat sink that draws heat from the chips. You can install a fan onto the SPP heat sink that helps to cool the chips. Hook the fan over the SPP heat sink. Use the two screws to secure the fan to the SPP. Plug the cable into the fan connector.

SPP Connector



Secure fan assembly using two screws

COM1 (Optional)

The motherboard kit provides an additional serial COM header for your machine. Connect one side of a switching cable to the header and then attach the serial COM device to the other side of the cable.

FDD Connector

The motherboard supports a standard 360K, 720K, 1.2M, 1.44m, and a 2.88M floppy disk drive (FDD).

Expansion Slots

The EVGA nForce 680i SLI motherboard contains six expansion slots, four PCI Express slots and two PCI slots. For a full list of PCI Express x16 graphics card supported by this motherboard, go to www.evga.com/products/.

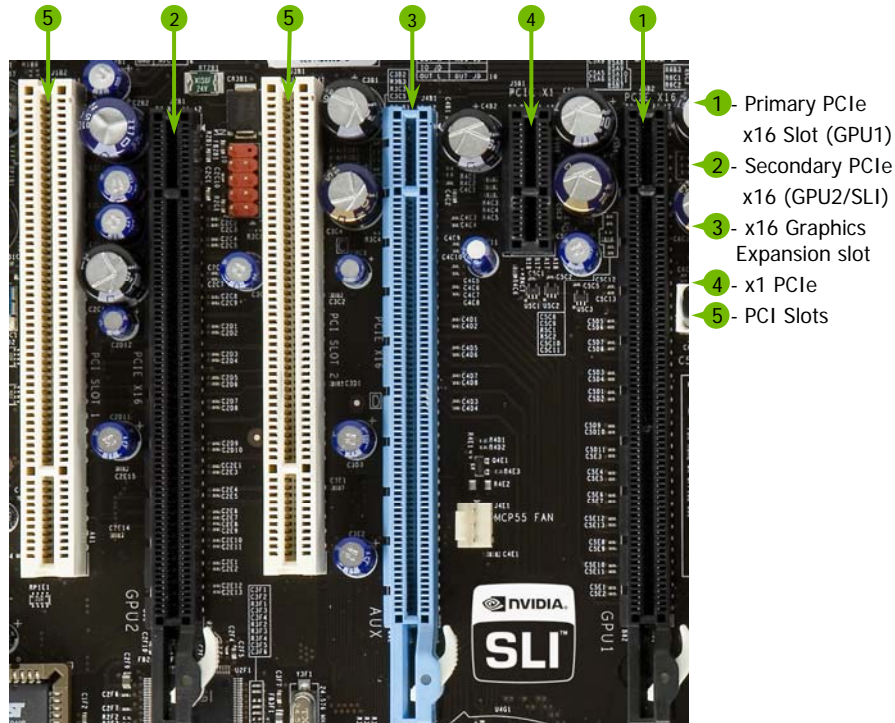


Figure 4. Expansion Slots

PCI Slots

The two PCI slots support many expansion cards such as a LAN card, USB card, SCSI card and other cards that comply with PCI specifications. When installing a card into the PCI slot, be sure that it is fully seated. Secure the card's metal bracket to the chassis back panel with the screw used to hold the blank cover.

PCI Express x1 Slot

There is two PCI Express x1 slots that are designed to accommodate less bandwidth-intensive cards, such as a modem or LAN card. The x1 slot provides 250 MB/sec bandwidth.

PCI Express x16 Slots

These two PCI Express x16 slots are reserved for graphics or video cards. The bandwidth of the x16 slot is up to 4GB/sec (8GB/sec concurrent). The design of this motherboard supports dual PCI-Express graphics cards using NVIDIA's SLI technology with multiple displays.

When installing a PCI Express x16 card, be sure the retention clip snaps and locks the card into place. If the card is not seated properly, it could cause a short across the pins. Secure the card's metal bracket to the chassis back panel with the screw used to hold the blank cover.

Jumper Settings

The motherboard contains a 3-pin BIOS configuration jumper that enables all board configurations to be done in the BIOS Setup program.

The silk screen on the motherboard shows a Δ next to pin 1.

Clear CMOS Jumper: CLR_CMOS

The motherboard uses the CMOS RAM to store all the set parameters. The CMOS can be cleared by removing the CMOS jumper.

Use the following procedure to clear CMOS:

1. Turn off the AC power supply and connect pins 1 and 2 together using the jumper cap.
2. Return the jumper setting to normal (pins 2 and 1 together with the jumper cap).
4. Turn the AC power supply back on.



Configuring the BIOS

This section discusses how to change the system settings through the BIOS Setup menus. Detailed descriptions of the BIOS parameters are also provided.

This section includes the following information:

- ❑ Enter BIOS Setup
- ❑ Main Menu
- ❑ Standard CMOS Features
- ❑ Advanced BIOS Features
- ❑ Advanced Chipset Features
- ❑ Integrated Peripherals
- ❑ Power Management Setup
- ❑ PnP/PCI Configurations
- ❑ System Monitor

Enter BIOS Setup

The BIOS is the communication bridge between hardware and software. Correctly setting the BIOS parameters is critical to maintain optimal system performance.

Use the following procedure to verify/change BIOS settings.

1. Power on the computer,
2. Press the **Del** key when the following message briefly displays at the bottom of the screen during the Power On Self Test (POST).

Press F1 to continue, DEL to enter Setup.

Pressing **Del** takes you to the Phoenix-Award BIOS CMOS Setup Utility.

Note: It is *strongly* recommended that you do not change the default BIOS settings. Changing some settings could damage your computer.

Main Menu

The main menu allows you to select from the list of setup functions and two exit choices. Use the **Page Up** and **Page Down** keys to scroll through the options or press **Enter** to display the associated submenu. Use the **↑↓** arrow keys to position the selector in the option you choose. To go back to the previous menu, press **Esc**.

Note: Note that on the BIOS screens all data in **white** is for information only, data in **yellow** is changeable, data in **blue** is non-changeable, and data in a **red box** is highlighted for selection.

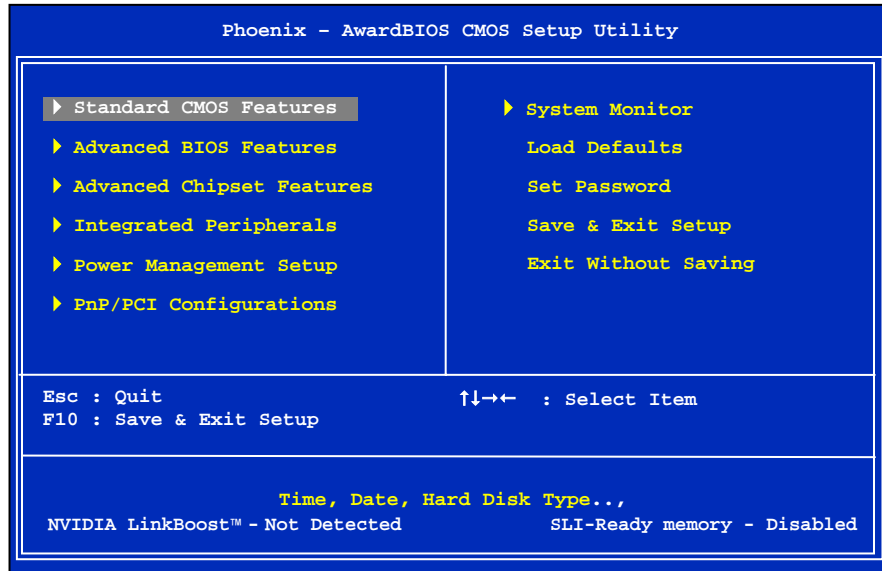


Figure 5. BIOS CMOS Setup Utility Main Menu

- ❑ **Standard CMOS Features**
Use this menu to set up the basic system configuration.
- ❑ **Advanced BIOS Features**
Use this menu to set up the advanced system features and boot sequence.
- ❑ **Advanced Chipset Features**
Use this menu to optimize system performance and configure clocks, voltages, memory timings, and more.
- ❑ **Integrated Peripherals**
Use this menu to set up onboard peripherals such as IDE, RAID, USB, LAN, and MAC control.
- ❑ **Power Management Setup**
Use this menu to configure power management, power on, and sleep features.
- ❑ **PnP/PCI Configurations**
Use this menu to modify the system's Plug-and-Play and PCI configurations.

❑ **System Monitor**

Use this menu to monitor the real-time system status of your PC, including temperature, voltages, and fan speed.

The following items on the CMOS Setup Utility main menu are commands rather than submenus:

❑ **Load Defaults**

Use this command to load the NVIDIA LinkBoost technology settings for LinkBoost-enabled systems. Load default system settings for standard systems.

❑ **Set Password**

Use this command to set, change, and disable the password used to access the BIOS menu.

❑ **Save & Exit Setup**

Use this command to save settings to CMOS and exit setup.

❑ **Exit Without Saving**

Use this command to abandon all setting changes and exit setup.

The following two items on the CMOS Setup Utility main menu are status indicators:

❑ **NVIDIA LinkBoost (Status indication at bottom of screen)**

This status indicator is displayed at the bottom of the BIOS screen and consists of the following remarks:

- **Detected:** System detects LinkBoost-capable components.
- **Not Detected:** The LinkBoost components are not detected.

❑ **SLI-Ready Memory (Status indication at bottom of screen)**

This status indicator is displayed at the bottom of the BIOS screen and consists of the following remarks:

- **Enabled:** SLI-Ready memory is detected and enabled.
- **Disabled:** SLI-Ready memory is detected but disabled.
- **Not Detected:** SLI-Ready memory is not detected.

Standard CMOS Features Menu

The Standard CMOS Features menu is used to configure the standard CMOS information, such as the date, time, HDD model, and so on. Use the **Page Up** and **Page Down** keys to scroll through the options or press **Enter** to display the sub-menu. Use the **↑↓** arrow keys to position the selector in the option you choose. To go back to the previous menu, press **Esc**.

The information shown in **Item Help** corresponds to the option highlighted.

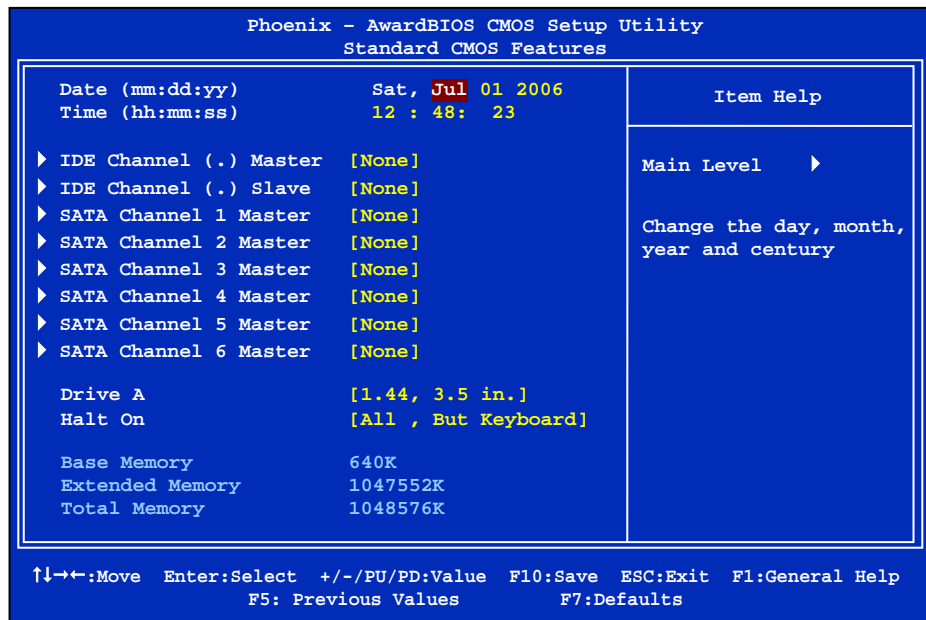


Figure 6. Standard CMOS Features Menu

Note: Note that all data in **white** is for information only, data in **yellow** is changeable, data in **blue** is non-changeable, and data in a **red box** is highlighted for selection.

Date and Time

Using the arrow keys, position the cursor over the month, day, and year. Use the **Page Up** and **Page Down** keys to scroll through dates and times. Note that the weekday (Sun through Sat) cannot be changed. This field changes to correspond to the date you enter. Note that the hour value is shown in a 24-hour clock format. Time is represented as **hour : minute : second**.

```
Date (mm:dd:yy)      Sat, Jul 01 2006
Time (hh:mm:ss)     14 : 48 : 43
```

IDE Channel and SATA Channel

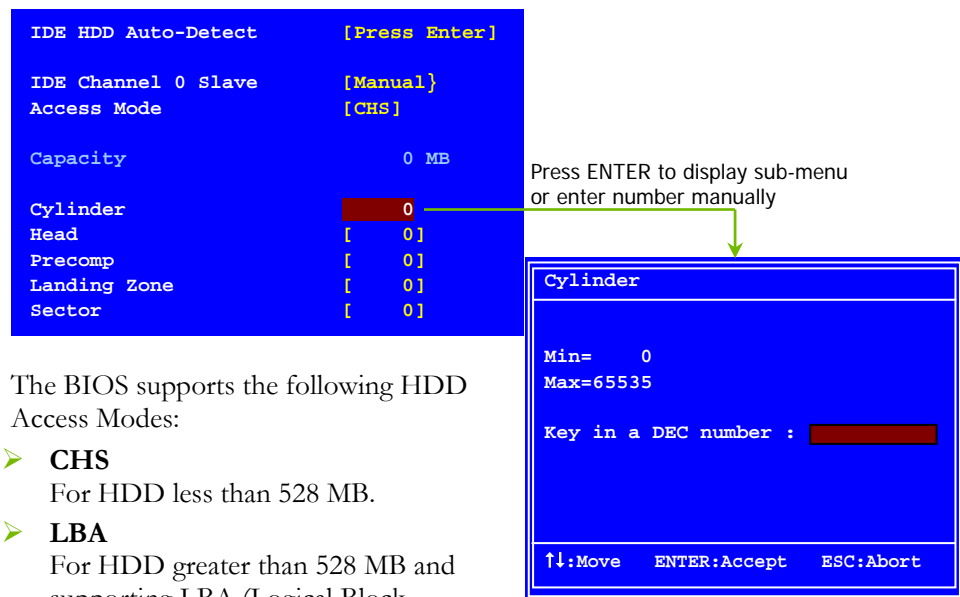
Use these functions to detect and configure the individual IDE and SATA channels. Select a channel and press **Enter** to display the IDE/SATA sub-menu.

The diagram illustrates the BIOS configuration process for IDE and SATA channels. It consists of three screenshots connected by arrows:

- Main Menu:** A list of IDE and SATA channels. The 'SATA Channel 6 Master' option is highlighted. A green arrow points from this option to the IDE sub-menu with the text 'Press ENTER to display IDE Channel sub-menu'.
- IDE Channel Sub-menu:** Shows options for 'IDE HDD Auto-Detect' (with '[Press Enter]' next to it) and 'IDE Channel 0 Slave' (with '[Manual]' next to it). A green arrow points from 'IDE Channel 0 Slave' to the SATA sub-menu with the text 'Press ENTER to display SATA Channel sub-menu'.
- SATA Channel Sub-menu:** Shows 'IDE Auto-Detect' (with '[Press Enter]' next to it) and 'Extended IDE Drive' (with '[None]' next to it). Below these are fields for 'Access Mode' (set to 'Auto'), 'Capacity' (0 MB), 'Cylinder' (0), 'Head' (0), 'Precomp' (0), 'Landing Zone' (0), and 'Sector' (0).

Press **Enter** to auto-detect IDE and SATA channels in the system. Once the channel is detected, the values for Capacity, Cylinder, Heads, Precomp, Landing Zone, and Sector are automatically filled in.

- ❑ **None**
There is no HDD installed or set.
- ❑ **Auto**
The system can auto-detect the hard disk when booting up.
- ❑ **Manual**
When you set the channel to **[Manual]** and change **Access Mode** to **[CHS]**, you can then enter the number of cylinders, heads, Precomp, landing zone, and sector. You can manually enter the values or you can press **Enter** to display a window that tells you the min and max values.



The BIOS supports the following HDD Access Modes:

- **CHS**
For HDD less than 528 MB.
- **LBA**
For HDD greater than 528 MB and supporting LBA (Logical Block Addressing).
- **Large**
For HDD greater than 528 MB but not supporting LBA.
- **Auto**
Recommended mode.

Drive A

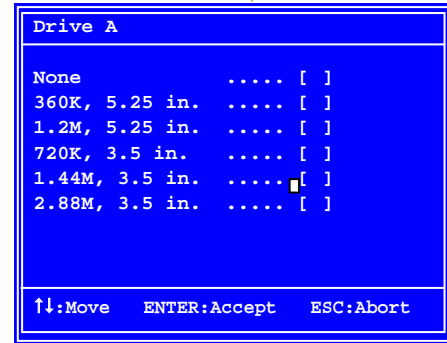
The **Drive A** option allows you to select the kind of FDD to install.

Options are:

Drive A [1.44, 3.5 in.] Press ENTER to display sub-menu
Halt On [All, But Keyboard]

- None
- 360K, 5.25 in.
- 1.2M, 5.25 in.
- 720K, 3.5 in.
- 1.44M, 3.5 in.
- 2.88M, 3.5 in.

Use the **Page Up** and **Page Down** keys to scroll through the options or press **Enter** to display the sub-menu. Use the **↑↓** arrow keys to position the selector in the option you choose. Press **Enter** to accept the changes and return to the Standard CMOS Features menu.

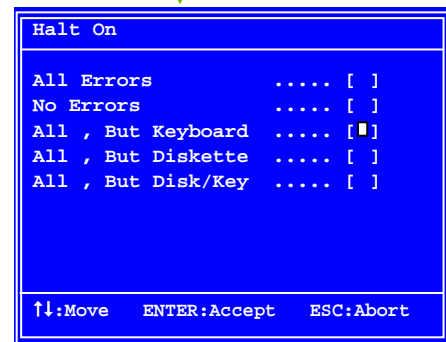


Halt On

Halt On determines whether or not the computer stops if an error is detected during power on. Use the **Page Up** and **Page Down** keys to scroll through the options or press **Enter** to display the **Halt On** sub-menu. Use the **↑↓** arrow keys to position the selector in the option you choose. Press **Enter** to accept the changes and return to the Standard CMOS Features menu.

Drive A [1.44, 3.5 in.] Press ENTER to display sub-menu
Halt On [All, But Keyboard]

- All Errors**
Whenever the BIOS detects a nonfatal error, the system stops and prompts you.
- No Errors**
System boot does not stop for any detected errors.
- All, But Keyboard**
System boot does not stop for keyboard errors, but does stop for all other errors.



- ❑ **All, But Diskette**
The system boot does not stop for a diskette error but will stop for all other errors.
- ❑ **All, But Disk/Key**
The system boot does not stop for a keyboard or disk error, but will stop for all other errors.

Memory

These settings are *display-only values* that are determined by the BIOS POST (Power-On Self Test).

| | |
|-----------------|----------|
| Base Memory | 640K |
| Extended Memory | 1047552K |
| Total Memory | 1048576K |

- ❑ **Base Memory**
BIOS POST determines the amount of base (or conventional) memory installed in the system.
- ❑ **Extended Memory**
BIOS determines how much extended memory is present during the POST.
- ❑ **Total Memory**
This value represents the total memory of the system.

Advanced BIOS Features

Access the Advanced BIOS Features menu from the CMOS Utility Setup screen. Use the **Page Up** and **Page Down** keys to scroll through the options or press **Enter** to display the sub-menu. Use the **↑↓** arrow keys to position the selector in the option you choose. To go back to the previous menu, press **Esc**.

Note: The options that have associated sub-menus are designated by a ▶, which precedes the option. Press **Enter** to display the sub-menus.

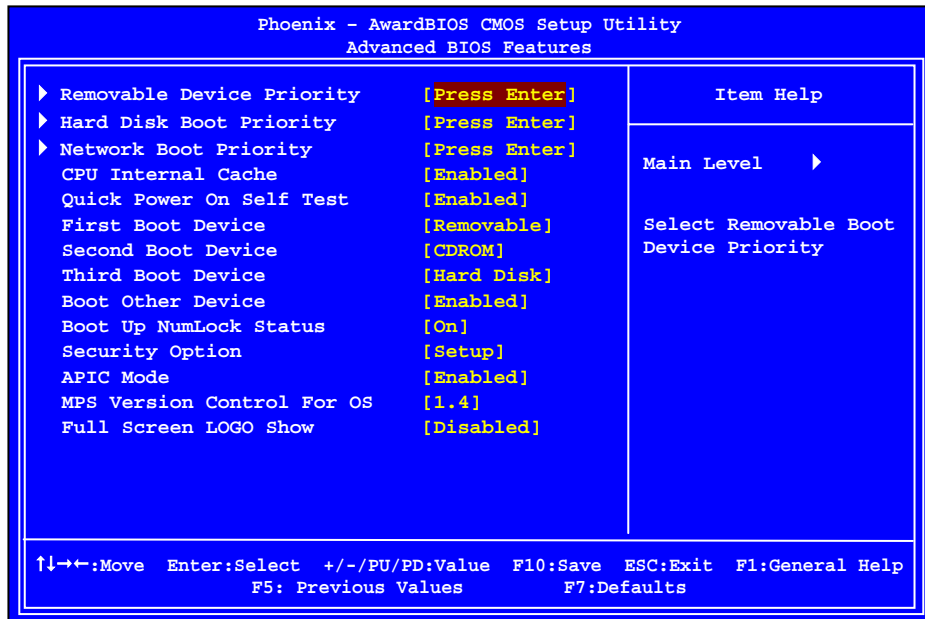


Figure 7. Advanced BIOS Features Menu

Note: Note that all data in **white** is for information only, data in **yellow** is changeable, data in **blue** is non-changeable, and data in a **red box** is highlighted for selection.

Removable Device Priority

Use this option to select the priority for removable device startup. Press **Enter** to see the list of removable devices in your system. Use the **↑↓** arrow keys to go to the various devices. Then use the **+** or **-** keys to move the device priority up or down in the list. To go back to the previous menu, press **Esc**.

```
1. Floppy Disks
```

Hard Disk Boot Priority

Use this option to select the priority for HDD startup. Press **Enter** to see the list of bootable devices in your system. Use the **↑↓** arrow keys to go to the various devices. Then use the **+** or **-** keys to move the device priority up or down in the list. To go back to the previous menu, press **Esc**.

```
1. Ch0. : ST3802110A
2. Bootable Add-in Cards
```

Use the **+** and **-** keys to move the priority of the device within the list

Network Boot Priority

Use this option to select the priority for network startup. Select **Network Boot Priority** and press **Enter** to view available networks. Use the **↑↓** arrow keys to go to the various devices. Then use the **+** or **-** keys to move the device priority up or down in the list. To go back to the previous menu, press **Esc**.

```
1. Network 0 : <description of network>
2. Network 1 : <description of network>
```

CPU Internal Cache

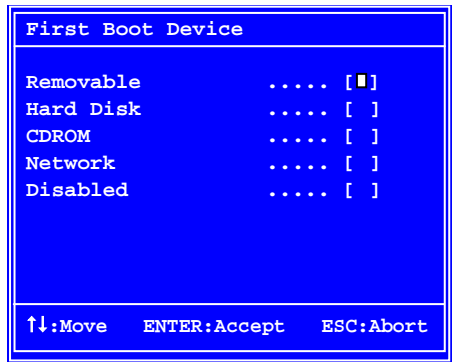
Use this option to enable or disable the CPU internal cache. Use the **Page Up** and **Page Down** keys to scroll through the options or press **Enter** to display the options in a sub-menu. Use the **↑↓** arrow keys to position the selector in the option you choose.

Quick Power On Self Test

Enabling this option allows the system to skip certain test while booting, which reduces the time needed to boot the system. Use the **Page Up** and **Page Down** keys to toggle between **Enable** and **Disable**.

First/Second/Third Boot Device

Use this option to set the priority sequence of the devices booted at power on. Use the **Page Up** and **Page Down** keys to scroll through the options or press **Enter** to display the sub-menu. Use the **↑↓** arrow keys to position the selector in the option you choose.



Boot Other Device

With the option set to **Enable**, the system boots from some other device if the first/second/third boot devices fail.

Boot Up NumLock Status

This option allows you to select the power-on state of **NumLock**. Select **On** to activate the keyboard **NumLock** when the system is started. Select **Off** to disable the **NumLock** key.

Security Option

The Security Options allows you to require a password every time the system boots or only when you enter setup. Select **Setup** to require a password to gain access to the CMOS Setup screen. Select **System** to require a password to access the CMOS Setup screen and when the system boots.

APIC Mode

Use this function to enable or disable the Advanced Programmable Interrupt Controller (APIC). If you disable this option, you also disable the MPS Version Control for OS option.

MPS Version Control For OS

Use this function to select the Multi-Processor Specification (MPS) version that BIOS passes to the operating system. Use the **Page Up** and **Page Down** keys to scroll through the options.

Full Screen LOGO Show

This option allows you to enable or disable the display of the full-screen logo when the system boots. Use the **Page Up** and **Page Down** keys to toggle between **Enable** and **Disable**

Advanced Chipset Features

Select **Advanced Chipset Features** from the CMOS Setup Utility menu and press **Enter** to display the functions of the Advanced Chipset Functions menu.

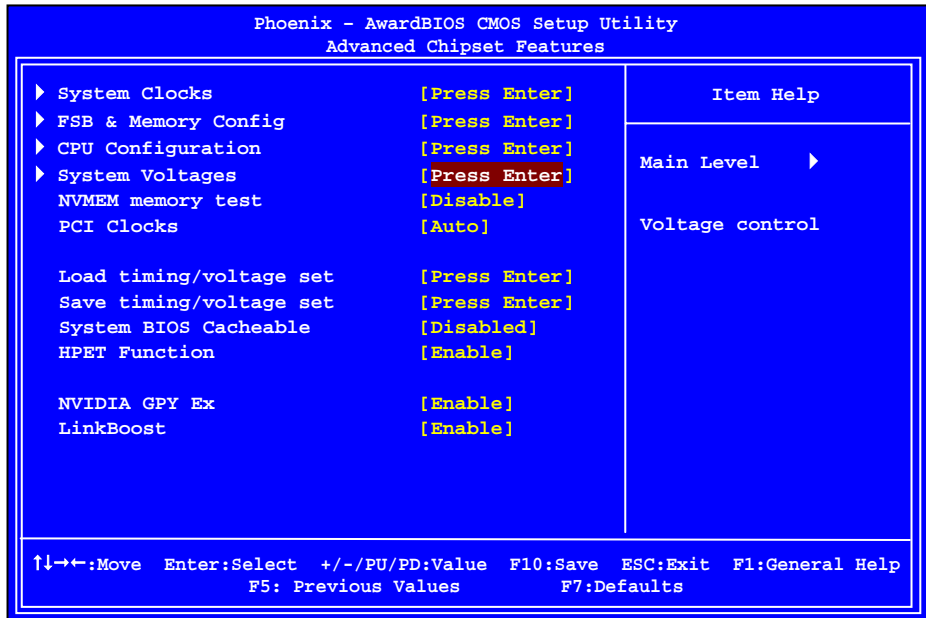


Figure 8. Advanced Chipset Features

System Clocks

Select **System Clocks** from the Advanced Chipset Features menu and press **Enter** to display the System Clocks menu. From this menu, you are able to specify frequency settings, HT multipliers, and Spread Spectrum settings. Note that in Figure 9, all of the options are listed. On the actual BIOS screen, you will need to scroll down to see all the options.

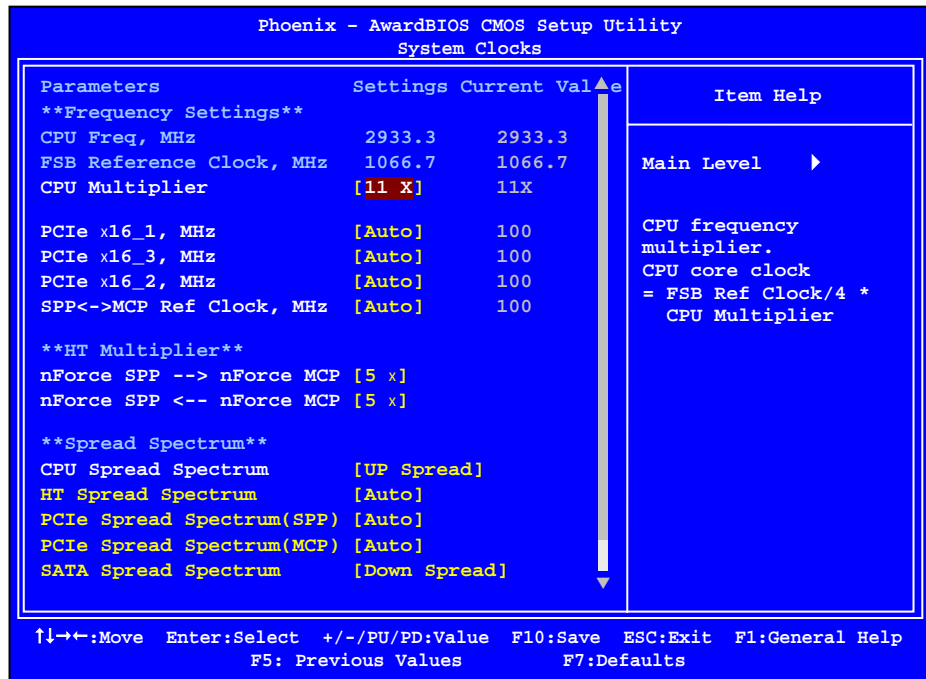


Figure 9. System Clocks Menu

Note: Note that all data in **white** is for information only, data in **yellow** is changeable, data in **blue** is non-changeable, and data in a **red box** is highlighted for selection.

Frequency Settings

- ❑ **CPU Freq, MHz**
This value is set by the CPU Multiplier (value cannot be changed by the user).
- ❑ **FSB Reference Clock, MHz**
This value is set by the system (value cannot be changed by the user). To change the SLI-Ready memory, FSB memory, and memory timing, go to the FSB & Memory screen.
- ❑ **CPU Multiplier**
This value changes the CPU Frequency value depending on the value you choose. Use the **Page Up** and **Page Down** keys to scroll through the options. The options are from 6 X through 60 X.
- ❑ **PCIe x16_1, MHz**
Use the **Page Up** and **Page Down** keys to scroll through the frequency options for the PCI Express Bus, Slot 1 (the black slot closest to the CPU). Note that as you go higher in value, **PCIe Spread Spectrum(SPP)** is disabled and cannot be changed from this status.
- ❑ **PCIe x16_3, MHz**
Use the **Page Up** and **Page Down** keys to scroll through the frequency options for the PCI Express Bus, Slot 3 (the blue slot in the middle).
- ❑ **PCIe x16_2, MHz**
Use the **Page Up** and **Page Down** keys to scroll through the frequency options for the PCI Express Bus, Slot 3 (the black slot farthest from the CPU). Note that as you go higher in value, **PCIe Spread Spectrum(MCP)** is disabled and cannot be changed from this status.
- ❑ **SPP<->MCP Ref Clock, MHz**
Use the **Page Up** and **Page Down** keys to scroll through the frequency options for the reference clock between the SPP chip and the MCP chip. Note that as you go higher in value, **HT Spread Spectrum** is disabled and cannot be changed from this status.

HT Multiplier

- **nForce SPP → nForce MCP**
 Use the **Page Up** and **Page Down** keys to scroll through the HT multiplier options and set the link speed from the SPP chip to the MCP chip. Values are [1 x] through [5 x].
- **nForce MCP ← nForce SPP**
 Use the **Page Up** and **Page Down** keys to scroll through the HT multiplier options and set the link speed from the MCP chip to the SPP chip. Values are [1 x] through [5 x].

Spread Spectrum

- **CPU Spread Spectrum**
 Use the **Page Up** and **Page Down** keys to scroll through the Spread Spectrum options for the CPU. Option values are [Disabled], [UP spread], and [Center spread].
- **HT Spread Spectrum**
 Use the **Page Up** and **Page Down** keys to scroll through the Spread Spectrum options for the HyperTransport. Option values are [Disabled], [UP spread], and [Center spread]. This option reverts to **Disabled** and cannot be changed when the value for SPP↔MCP Ref Clock exceeds 200 MHz.
- **PCIe Spread Spectrum (SPP)**
 Use the **Page Up** and **Page Down** keys to scroll through the Spread Spectrum options for the SPP PCIe. Option values are [Disabled], [UP spread], and [Center spread]. This option reverts to **Disabled** and cannot be changed when the value for PCIe x16_1 exceeds 100MHz.
- **PCIe Spread Spectrum (MCP)**
 Use the **Page Up** and **Page Down** keys to scroll through the Spread Spectrum options for the MCP PCIe. Option values are [Disabled], [UP spread], and [Center spread]. This option reverts to **Disabled** and cannot be changed when the value for PCIe x16_3 exceeds 100 MHz.
- **SATA Spread Spectrum**
 Use the **Page Up** and **Page Down** keys to scroll through the Spread Spectrum options for the Serial-ATA. Option values are [Disabled] and [Down spread].

FSB & Memory Config

Select **FSB & Memory Config** from the Advanced Chipset Features menu and press **Enter** to display the FSB & Memory Config menu. This menu provides the means to set SLI-Ready memory, FSB memory, and memory timing.

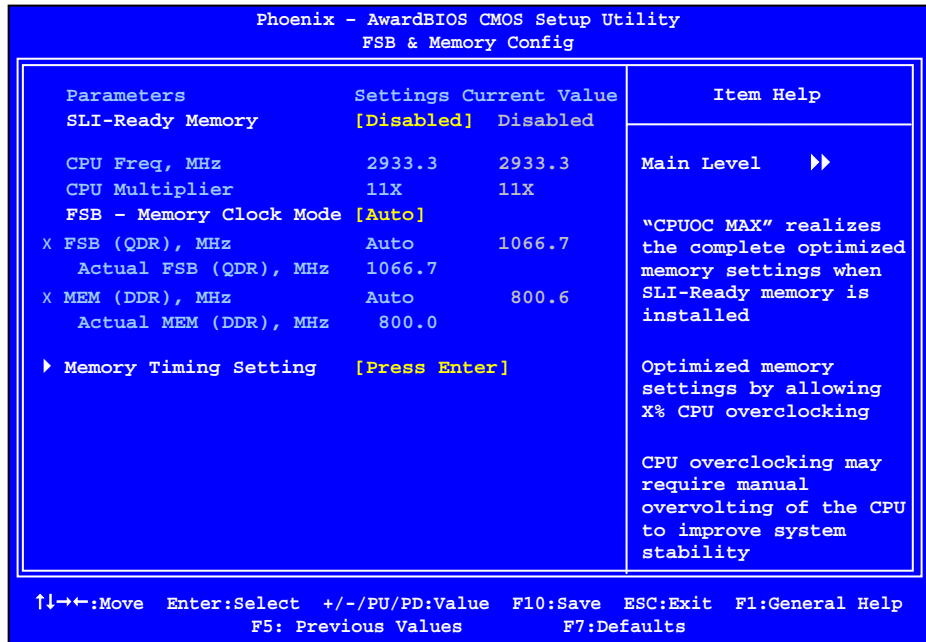


Figure 10. FSB & Memory Config Menu

❑ SLI-Ready Memory

Use the **Page Up** and **Page Down** keys to scroll through the SLI-Ready Memory options. The options are:

- Disabled
- CPUOC 0%
- CPUOC 1%
- CPUOC 2%
- CPUOC 3%
- CPUOC 4%
- CPUOC 5%
- CPUOC MAX

When you select one of the **CPUOC x%** options, the **FSB - Memory Clock Mode** is set to **Unlinked** and cannot be changed until **SLI-Ready Memory** is set to **Disable**.

❑ **FSB and Memory Clock Mode**

Use the **Page Up** and **Page Down** keys to scroll through the FSB and Memory Clock Mode options. The options are:

➤ **Auto**

This is the optimal setting since it sets the FSB and memory speeds automatically.

➤ **Linked**

When **Link** is selected, **FSB (QDR), MHz** is changed to editable and the FSB speed can be entered manually. As the FSB speed is changed, **CPU Freq, MHz** changes proportionally.

| | | |
|-------------------------|----------|--------|
| CPU Freq, MHz | 2933.3 | 2933.3 |
| CPU Multiplier | 11X | 11X |
| FSB - Memory Clock Mode | [Linked] | |
| FSB (QDR), MHz | [1067] | 1066.7 |
| Actual FSB (QDR), MHz | 1066.7 | |
| X MEM (DDR), MHz | Auto | 800.6 |
| Actual MEM (DDR), MHz | 800.0 | |

➤ **Unlinked**

When **Unlink** is selected, **FSB (QDR), MHz** and **MEM (DDR), MHz** are changed to editable and the FSB and memory speeds can be entered manually. As the FSB speed is changed, **CPU Freq, MHz** changes proportionally.

| | | |
|-------------------------|----------|--------|
| FSB - Memory Clock Mode | [Linked] | |
| FSB (QDR), MHz | [1067] | 1066.7 |
| Actual FSB (QDR), MHz | 1066.7 | |
| MEM (DDR), MHz | [1067] | 800.6 |
| Actual MEM (DDR), MHz | 800.0 | |

❑ **FSB (QDR), MHz**

Use the **+** or **-** keys to scroll through new values for the CPU FSB frequency or type in a new value. Note that the **Actual FSB (QDR)** reflects the actual frequency that takes effect on a reboot.

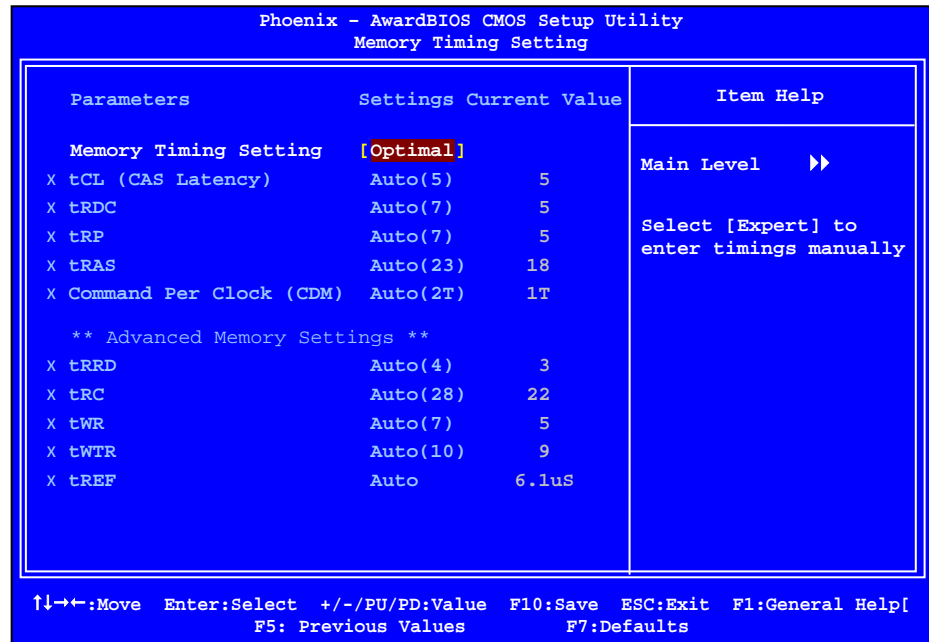
❑ **MEM (DDR), MHz**

Use the **+** or **-** keys to scroll through new values for the memory frequency

or type in a new value. Note that the **Actual MEM (DDR)** reflects the actual frequency that takes effect when the system reboots.

❑ **Memory Timing Setting**

Press **Enter** to display the Memory Timing Setting menu. Use this menu to set optimal timings or to manually enter timings.



➤ **Optimal**

Use the **Page Up** and **Page Down** keys to select **Optimal**. Optimal prohibits you from manually setting any timing. All timing is set for optimal performance.

➤ Expert

Use the **Page Up** and **Page Down** keys to select **Expert**. When Expert is selected, all timing categories are enabled for manual input. Note that you should set the value to Optimal to use the manufacturers' recommended values.

| Parameters | Settings | Current Value |
|--------------------------------|------------|---------------|
| Memory Timing Setting | [Expert] | |
| tCL (CAS Latency) | [Auto(5)] | 5 |
| tRDC | [Auto(7)] | 5 |
| tRP | [Auto(7)] | 5 |
| tRAS | [Auto(23)] | 18 |
| Command Per Clock (CDM) | [Auto(2T)] | 1T |
| ** Advanced Memory Settings ** | | |
| tRRD | [Auto(4)] | 3 |
| tRC | [Auto(28)] | 22 |
| tWR | [Auto(7)] | 5 |
| tWTR | [Auto(10)] | 9 |
| tREF | [Auto] | 6.1uS |

- ☞ **tCL**: CAS# latency (options are 1 through 6).
- ☞ **tRDC**: RAS#-to-CAS# Delay for Read/Write commands to the same bank (options are 1 through 7).
- ☞ **tRP**: Row Precharge time. This is the Precharge-to-Active or Auto-to-Refresh of the same bank (options are 1 through 7).
- ☞ **tRAS**: This is the minimum RAS# active time (options are 1 through 31).
- ☞ **Command Per Clock**: This is the command timing setting on a per clock unit basis (options are 1T and 2T).
- ☞ **tRRD**: RAS#-to-RAS# delay of different banks (options are 1 through 15).
- ☞ **tRC**: RAS#-to-RAS# or auto refresh time of the same bank (options are 1 through 31).
- ☞ **tWR**: The Write recovery time (options are 2 through 7).
- ☞ **tWTR**: This is the minimum write-to-read delay with the same chip selected (options are 1 through 10).
- ☞ **tREF**: This is the DRAM refresh rate (options are **Auto**, **7.8uS**, and **3.9uS**).

CPU Configuration

Select **CPU Configuration** from the Advanced Chipset Features menu and press **Enter** to display the CPU Configuration menu.

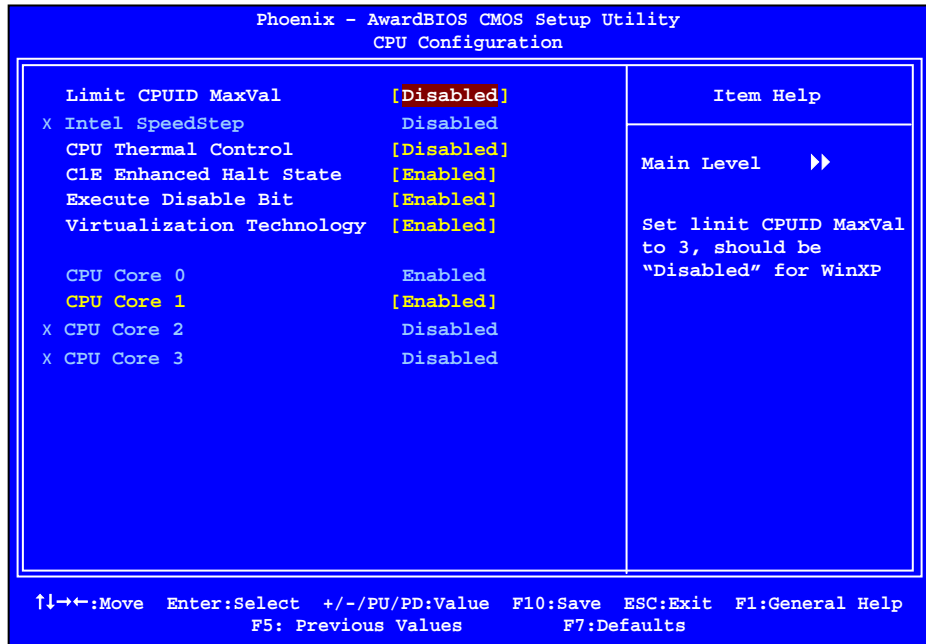


Figure 11. CPU Configuration Menu

- **Limit CPUID MaxVal**
 Use this function to enable the set limit of the CPUID MaxVal to 3. Set to Disable for Win XP.
- **CPU Thermal Control**
 Use this function to enable or disable TM1 and TM2 support. The options are:
 - **Disable**
 Disable support for TM1 and TM2.
 - **TM1 Only**
 The CPU is thermally throttled by cutting active processor clock cycles.
 - **TM2 Only**
 Thermal throttling is achieved by reducing the CPU multiplier and CPU core voltage.

- **TM1 & TM2**
Enables support for both TM1 and TM2.
- ❑ **C1E Enhanced Halt State**
Enabled, this function reduces the CPU power consumption when the CPU is idle. Idle occurs when the operating system issues a halt instruction.
- ❑ **Execute Disable Bit**
When this function is disabled, it forces the XD feature flag to always return to zero (0).
- ❑ **Virtualization Technology**
When this function is enabled, it allows a VMM to utilize the additional hardware capabilities provided by Intel Virtualization Technology.
- ❑ **CPU Core 1**
This function allows you to enable or disable CPU Core.

System Voltages

Select **System Voltages** from the Advanced Chipset Features menu and press **Enter** to display the System Voltages menu.

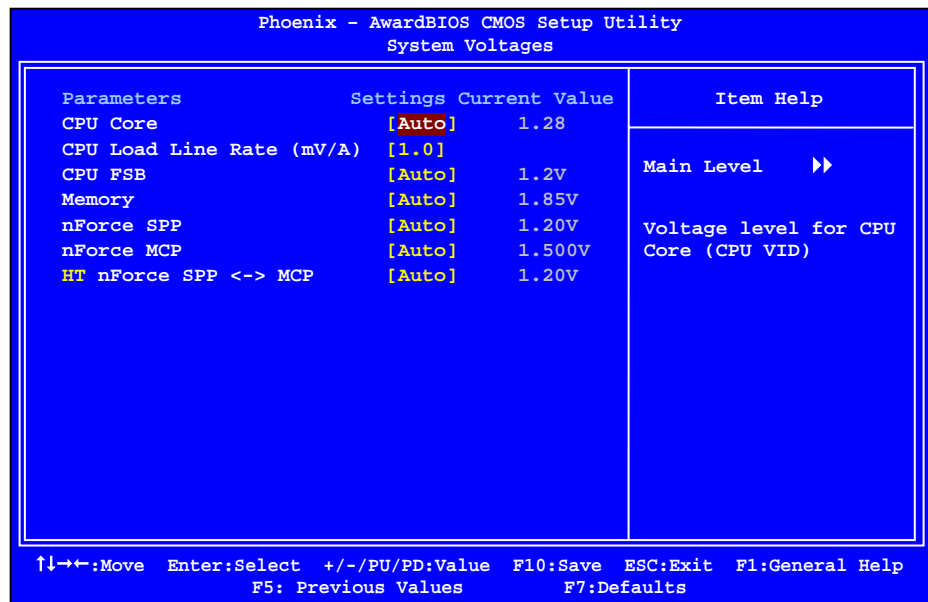


Figure 12. System Voltages Menu

- ❑ **CPU Core**
Use the **Page Up** and **Page Down** keys to scroll through the voltages or select **[Auto]** to automatically set the voltage level for the CPU Core.
- ❑ **CPU FSB**
This function defines the voltage level for the CPU FSB I/O (CPU VTT). Use the **Page Up** and **Page Down** keys to select a voltage (1.3V, 1.4V or 1.5V) or select **[Auto]** to automatically set the voltage.
- ❑ **Memory**
This function defines the voltage level for the DRAM. Use the **Page Up** and **Page Down** keys to select a voltage or select **[Auto]** to automatically set the voltage.
- ❑ **nForce SPP**
This function defines the core voltage level for the NVIDIA nForce SPP chip. Use the **Page Up** and **Page Down** keys to select a voltage (1.25V, 1.30V, 1.35V, 1.40V, 1.45V, 1.50V, or 1.55V) or select **[Auto]** to automatically set the voltage.
- ❑ **nForce MCP**
This function defines the core voltage level for the NVIDIA nForce MCP chip. Use the **Page Up** and **Page Down** keys to select a voltage (1.525V, 1.550V, 1.575V, 1.600V, 1.625V, 1.650V, 1.675V, 1.700V, 1.725V, or 1.750) or select **[Auto]** to automatically set the voltage.
- ❑ **HT nForce SPP<->MCP**
This function defines the voltage level for the HyperTransport interface between the NVIDIA nForce SPP and MCP chips. Use the **Page Up** and **Page Down** keys to select a voltage (1.25V, 1.30V, 1.35V, 1.40V, 1.45V, 1.50V, or 1.55V) or select **[Auto]** to automatically set the voltage.

NVMEM Memory Test

This function defines whether you run the NVIDIA memory testing module during POST. The options are Fast, Medium, Slow, and Disable.

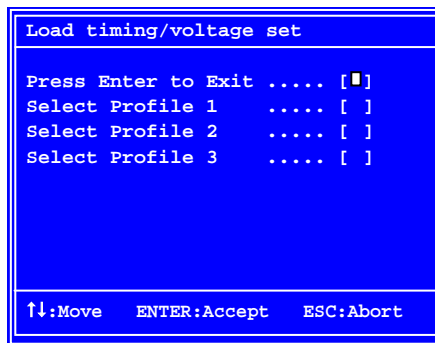
PCI Clocks

This function allows you to enable the PCI clocks or select **[Auto]** to have the PCI clocks automatically enabled/disabled.

Load Timing/Voltage Set

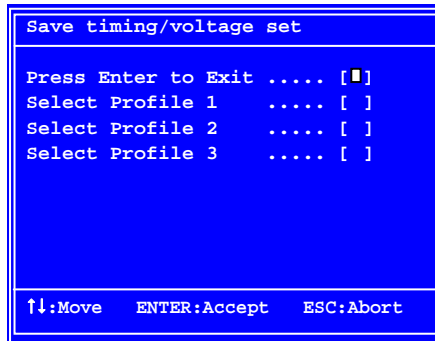
This function loads the system voltages and timing settings that were defined in the System Voltages menu. You can set up to four profile settings using the **Save timing/voltage set** function.

There are four profile options that can be loaded. The default setting is **Auto** for all settings. Press **Enter** to see the options.



Save Timing/Voltage Set

This function saves the system voltages and timing settings that were defined in the System Voltages menu. There are four profile options that can be loaded. The default setting is **Auto** for all settings. Press **Enter** to see the options.



System BIOS Cacheable

This function allows you to enable or disable caching the system BIOS.

HPET Function

This function allows you to enable or disable the High Precision Even Timer (HPET). When **Enabled**, HPET is used as the timing hardware for multimedia and other time-sensitive application. When HPET is **Disabled**, the APIC timer is used.

NVIDIA GPU Ex

To enable or disable this function you need to have the NVIDIA® ForceWare® graphics driver with NVIDIA EX support. When enabled, the system uses the optimized NVIDIA EX graphics driver.

Integrated Peripherals Menu

Select **Integrated Peripherals** from the CMOS Setup Utility menu and press **Enter** to display the Integrated Peripherals menu.

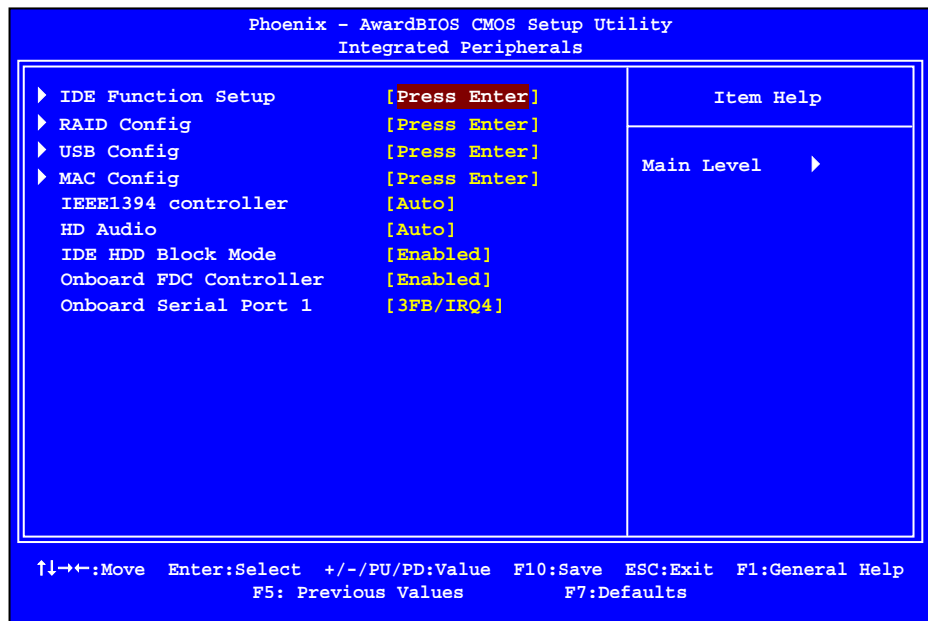


Figure 13. Integrated Peripherals Menu

IDE Function Setup

Press **Enter** to display the IDE Function Setup menu.

| | |
|-------------------------|---------------|
| OnChip IDE Channel0 | [Enabled] |
| Primary Master PIO | [Auto] |
| Primary Slave PIO | [Auto] |
| Primary Master UDMA | [Auto] |
| Primary Slave UDMA | [Auto] |
| IDE DMA transfer access | [Enabled] |
| Serial-ATA Controller | [All Enabled] |
| IDE Prefetch Mode | [Enabled] |

❑ OnChip IDE Channel0

Use this function to enable or disable the onchip IDE Channel0. When disabled, the Primary Master/Slave functions are changed to **Auto** and cannot be changed.

| | |
|-------------------------|---------------|
| OnChip IDE Channel0 | [Disabled] |
| x Primary Master PIO | Auto |
| x Primary Slave PIO | Auto |
| x Primary Master UDMA | Auto |
| x Primary Slave UDMA | Auto |
| IDE DMA transfer access | [Enabled] |
| Serial-ATA Controller | [All Enabled] |
| IDE Prefetch Mode | [Enabled] |

❑ Primary Master/Slave PIO

When **OnChip IDE Channel0** is set to **[Enabled]**, you can select a mode for the primary Master and Slave PIO. Select from **Auto**, or **Mode 1** through **Mode 4**.

❑ Primary Master/Slave UDMA

When **OnChip IDE Channel0** is set to **[Enabled]**, you can disable the primary Master and Slave UDMA or set it to **[Auto]**.

❑ IDE DMA transfer access

Use this function to enable or disable IDE DMA transfer access.

❑ Serial-ATA Controller

This function allows you to enable specific SATA controllers, enable all controllers, or disable all controllers. The options available are **[SATA-0]**, **[SATA-0+1]**, **[Enable All]**, and **[Disabled]**.

❑ IDE Prefetch Mode

Use this function to enable or disable the **IDE Prefetch mode**.

RAID Config

Press **Enter** to display the RAID Config menu.

| | | |
|------------------|------|------------|
| RAID Enable | | [Enabled] |
| SATA 0 Primary | RAID | [Disabled] |
| SATA 0 Secondary | RAID | [Disabled] |
| SATA 1 Primary | RAID | [Disabled] |
| SATA 1 Secondary | RAID | [Disabled] |
| SATA 2 Primary | RAID | [Disabled] |
| SATA 2 Secondary | RAID | [Disabled] |

❑ RAID Enable

Use this function to enable or disable RAID. When RAID is set to [Disabled], all SATA functions are changed to Disabled and cannot be changed.

| | | |
|--------------------|------|------------|
| RAID Enable | | [Disabled] |
| x SATA 0 Primary | RAID | Disabled |
| x SATA 0 Secondary | RAID | Disabled |
| x SATA 1 Primary | RAID | Disabled |
| x SATA 1 Secondary | RAID | Disabled |
| x SATA 2 Primary | RAID | Disabled |
| x SATA 2 Secondary | RAID | Disabled |

❑ SATA x Primary/Secondary

When **RAID Enable** is set to [Enabled], you can enable or disable the various SATA functions.

USB Config

Press **Enter** to display the USB Config menu.

| | | |
|----------------------|--|------------|
| OnChip USB | | [Enabled] |
| USB Keyboard Support | | [Disabled] |
| USB Mouse Support | | [Disabled] |

❑ OnChip USB

Use this function to enable specific versions of the USB or disable the onchip USB.

When the onchip USB is set to [Disabled], the keyboard and mouse support functions are set to **Enabled** and cannot be changed. Versions that can be selected are [V1.1+V2.0] or [V1.1].

| | | |
|------------------------|--|------------|
| OnChip USB | | [Disabled] |
| x USB Keyboard Support | | Enabled |
| x USB Mouse Support | | Enabled |

❑ USB Keyboard/Mouse Support

Use these function to enable or disable the onchip WSB support of the keyboard and/or mouse.

MAC Config

Press **Enter** to display the MAC Config menu.

| | |
|----------|------------|
| MAC0 LAN | [Enabled] |
| MAC1 LAN | [Disabled] |

□ MACx LAN

Use these functions to set the MAC0 and/or MAC1 LANs to **Auto** or disable their functions.

IEEE1394 controller

This function on the Integrated Peripherals menu allows you to enable or disable the IEEE1394 (Firewire) interface.

HD Audio

This function on the Integrated Peripherals menu allows you to enable or disable the high-definition audio function.

IDE HDD Block Mode

Using this function on the Integrated Peripherals menu allows your IDE hard drive needs to support block mode. Select **[Enabled]** to automatically detect the optimal number of block read/writes per sector the drive can support. Select **[Disabled]** if your drive does not support block mode.

Onboard FDC Controller

This function on the Integrated Peripherals menu allows you to enable or disable the onboard FDC controller function.

Onboard Serial Port 1

This function on the Integrated Peripherals menu allows you to select the onboard serial port 1 function. Options are **[3F8/IRQ4]**, **[2E8/IRQ3]**, **[3E8/IRQ4]**, **[Auto]**, and **[Disabled]**.

Power Management Setup Menu

Select **Power Management Setup** from the CMOS Setup Utility menu and press **Enter** to display the Power Management Setup menu.

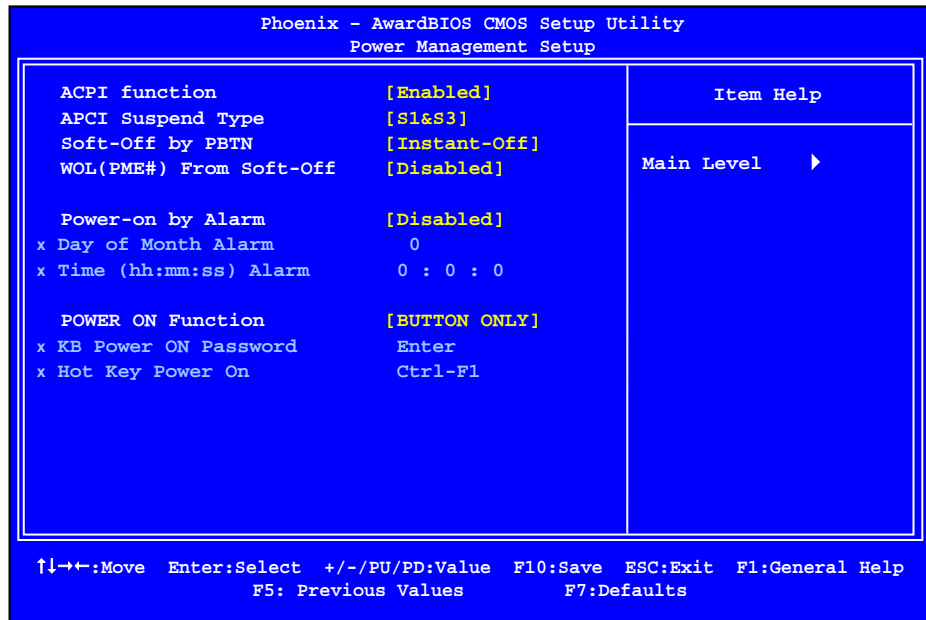


Figure 14. Power Management Setup Menu

ACPI Function

This function on the Power Management Setup menu allows you to enable or disable the ACPI function.

ACPI Suspend Type

This function on the Power Management Setup menu allows you to select an ACPI Suspend Type. Types to select from are [S1&S3], [S1(POS)], and [S3(STR)].

Soft-Off by PBNT

This function on the Power Management Setup menu allows you to set Soft-Off by PBNT to **[Instant-Off]** or **[Delay 4 Sec]**.

WOL(PME#) From Soft-Off

This function on the Power Management Setup menu allows you to enable or disable WOL(PME#) from soft-off.

Power On by Alarm

This function on the Power Management Setup menu allows you to enable or disable the Power-on by alarm function. Set to **[Disable]** to prevent power-on by alarm. When set to **[Enable]**, you can manually put in the day of the month and the time of the alarm.

```
Power-on by Alarm      [Disabled]
Day of Month Alarm    [ 0 ]
Time (hh:mm:ss) Alarm [0 : 0 : 0]
```

To enter a day or time, use the **Page Up** and **Page Down** keys to scroll through numbers or enter the number using the keyboard number or the **+** and **-** keys.

POWER ON Function

This function on the Power Management Setup menu allows you to define the power-on function. Options for this function are:

- BUTTON ONLY
- Keyboard 98
- Password**

When **[Password]** is selected, the **KB Power ON Password** function is enabled so that you must enter a password.

```
POWER ON Function      [Password]
KB Power ON Password   [Enter]
x Hot Key Power On     Ctrl-F1
```

- ❑ **Hot Key Power On**

When **[Hot Key]** is selected, the **Hot key Power On** function is enabled so that you must select a keyboard key as the hot key. To select a hot key use **Ctrl+F1** though **Ctrl+F12**.

```

POWER ON Function      [Hot key]
x KB Power ON Password  Enter
Hot Key Power On      [Ctrl-F1]

```

- ❑ **Mouse Left**
- ❑ **Mouse Right**
- ❑ **Any Key**

PnP/PCI Configuration Menu

Select **PnP/PCI Configuration** from the CMOS Setup Utility menu and press **Enter** to display the PnP/PCI Configuration menu.

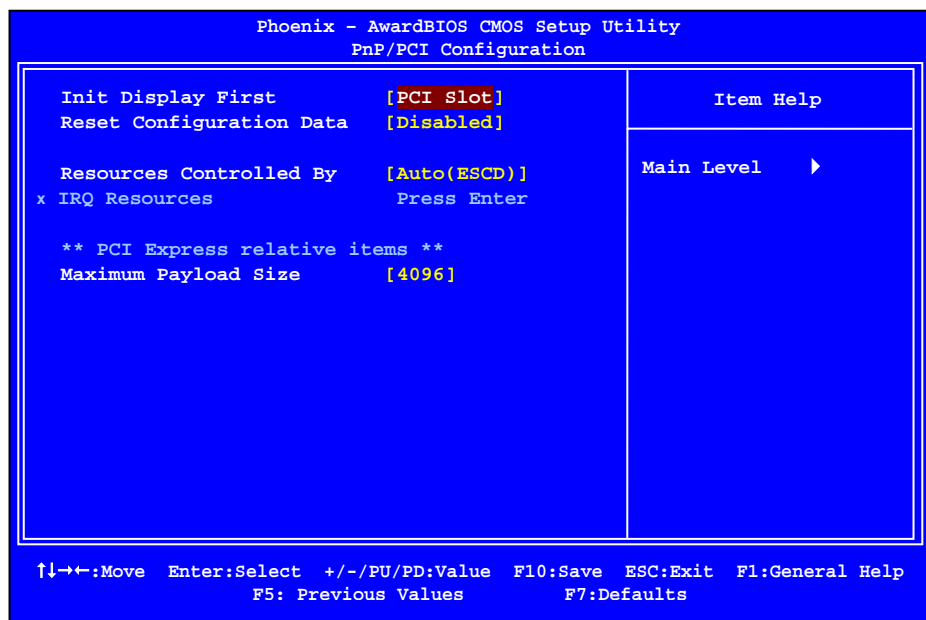


Figure 15. PnP/PCI Configuration Menu

Init Display First

This function on the PnP/PCI Configuration menu allows you to define if the initial display is in the PCI slot or in the PCI Express slot. Options are **[PCI Slot]** and **[PCIEx]**.

Reset Configuration Data

This function on the PnP/PCI Configuration menu allows you to enable or disable the resetting of Extended System Configuration Data (ESCD) when you exit Setup. Set this to **[Enabled]** if you have installed a new add-on and the system reconfiguration has caused a serious conflict that prevents the OS from booting. The default setting is **[Disabled]**.

Resources Controlled By

This function on the PnP/PCI Configuration menu allows you to define if the BIOS can automatically configure all the boot and plug-and-play compatible devices or if you can manually select IRQ, DMA, and memory base address fields. Select **[Auto(ESCD)]** if you want the BIOS to automatically populate these fields. If you select **[Manual]** so you can assign the resources, **IRQ Resources** is enabled for input.

```
Resources Controlled By [Auto(ESCD)]
x IRQ Resources          Press Enter
```

```
Resources Controlled By [Manual]
IRO Resources           [Press Enter]
```

IRQ Resources

To enable this field for input, set **Resources Controlled By** to **[Manual]**. With this field enabled, press **Enter** to see options.

```
IRQ-5 assigned to [PCI Device]
IRQ-9 assigned to [Reserved]
IRQ-10 assigned to [PCI Device]
IRQ-11 assigned to [PCI Device]
IRQ-14 assigned to [PCI Device]
IRQ-15 assigned to [PCI Device]
```

Use Legacy ISA for devices compliant with the original PC AT Bus specification. Use PCI/ISA PnP for devices compliant with the plug-and-play standard, whether designed for PCI or ISA Bus architecture.

PCI/VGA Palette Snoop

This function on the PnP/PCI Configuration menu allows you to enable or disable the Palette Snoop function.

Maximum Payload Size

This function on the PnP/PCI Configuration menu allows you to set the maximum TLP payload size (in bytes) for the PCI Express devices. Use the **Page Up** and **Page Down** keys to scroll through sizes or enter the number using the keyboard numbers or use the **+** and **-** keys to go up and down the list of sizes.

System Monitor Menu

Select **System Monitor** from the CMOS Setup Utility menu and press **Enter** to display the System Monitor menu.

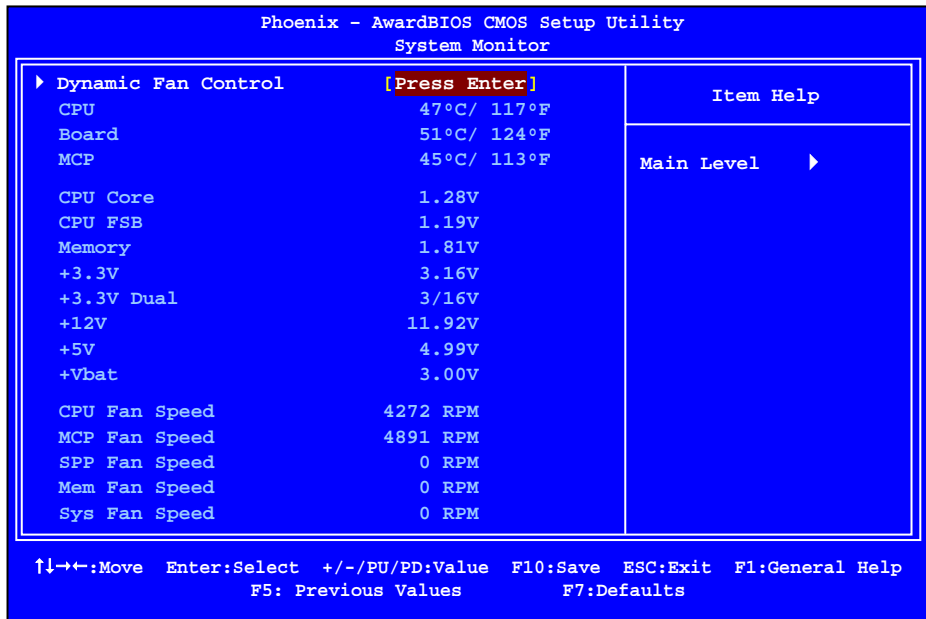


Figure 16. System Monitor Menu

All of the values shown in **Blue** are dynamic and change as the speed and voltages of the various components change with system usage.

Dynamic Fan Control

Press **Enter** to display the Dynamic Fan Control menu.

```
CPU Fan Speed Control      [SmartFan]
If temp > 70°C, Set Fan Speed 100%
If temp < 30°C, Set Fan Speed  0%
x Manual Fan Speed, %      100

Chassis Fan Speed Control  [Manual]
x If temp > 60°C, Set Fan Speed 100%
x If temp < 30°C, Set Fan Speed  0%
Manual Fan Speed, %       [100]

MCP Fan Speed Control, %  [100]
SPP Fan Speed Control, %  [100]
Mem Fan Speed Control, %  [100]
```

Use this menu to control the speed of the various fans on the motherboard. Set CPU and Chassis fan speed to **[SmartFan]** when you want the speed of the fans automatically controlled based on temperature. To set the fan speed to a constant rate, select **[Manual]** and then enter the speed from 0% to 100%.

Set the desired speed for the MCP, SPP, and memory fans from 0% to 100%. The system defaults to 100%.

Software Installation

Note: It is important to remember that *before* installing the driver CD that is shipped in the kit, you need to load your operating system. The motherboard supports Windows XP 32bit and 64bit and is Vista-capable.

The kit comes with a CD that contains utility drivers and additional NVIDIA software.

The CD that has been shipped with your NVIDIA motherboard contains the following software and drivers:

- ❑ NVIDIA nForce drivers
- ❑ RealTek Audio drivers
- ❑ Microsoft DirectX 9.0C
- ❑ NVIDIA nTune
- ❑ Adobe Acrobat Reader
- ❑ NVIDIA MediaShield RAID Manager
- ❑ NVIDIA Networking (FirstPacket)

Windows XP Drivers Install

Note: When installing the graphics drivers, the resolution defaults to the lowest setting (typically 800 x 600), making your display very large. Adjust accordingly.

3. Insert the EVGA NVIDIA nForce 680i installation CD for the graphics drivers included in the kit.
4. Run **setup.exe**.

Depending on your system setup, the install disk may automatically run the install **setup.exe**. If it does not run, go to My Computer and click on the CD to open.

Using the NVIDIA Software

This section describes how to configure the following NVIDIA software that is included on the CD in the kit from the NVIDIA Control Panel:

- ❑ NVIDIA Monitor
- ❑ Performance (NVIDIA nTune)
- ❑ Storage (NVIDIA MediaShield RAID Manager)
- ❑ Networking (NVIDIA FirstPacket)

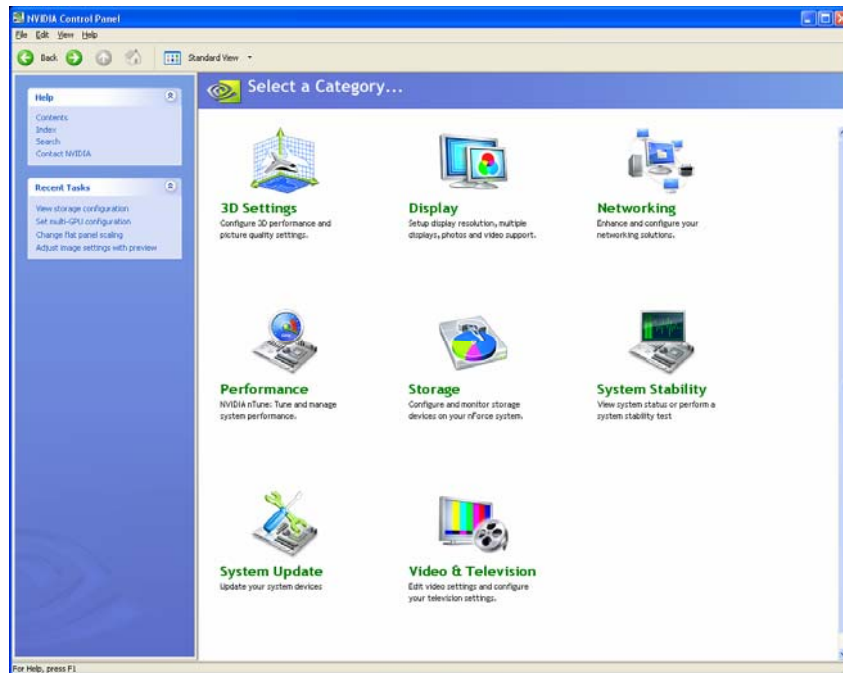
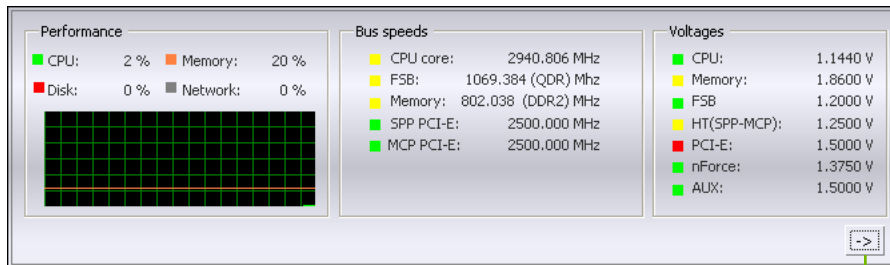



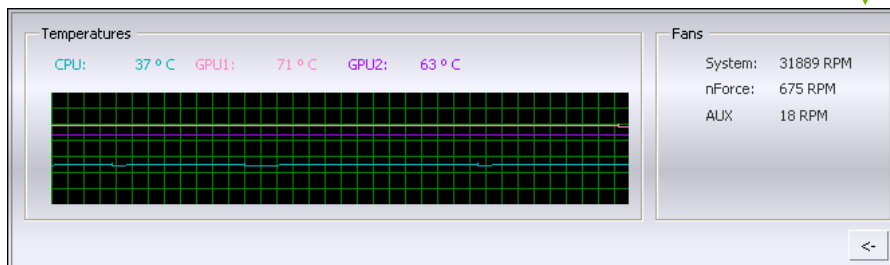
Figure 17. NVIDIA Control Panel, Select a Category

NVIDIA Monitor

The NVIDIA Monitor application can be used at any time with any applications to view the real-time status of various system components. To display the NVIDIA Monitor, select **Start** > **All Programs** > **NVIDIA Corporation** > **NVIDIA Monitor**. This display shows the performance (usage) of the CPU, disk, memory, and network. It also monitors the Bus speeds and voltages.



To view temperatures and fans, click the  button.



NVIDIA nTune 5.0

The Performance category is used to configure and manage NVIDIA nTune. The NVIDIA nTune program is a full-featured application for accessing, monitoring, and adjusting your system components (including bus speeds and voltages) with clear, user-friendly control panels.

Overclock your system for the highest performance, or underclock it for a nearly silent operation. All changes are performed within the Microsoft Windows interface, enabling full functionality without the need to make changes in the BIOS and reboot your system.

Use the following procedure to access nTune:

5. From the desktop, select **Start** ➤ **All Programs** ➤ **NVIDIA Corporation** ➤ **NVIDIA Control Panel**.
6. Select **Performance** to display Performance Control Panel Categories.

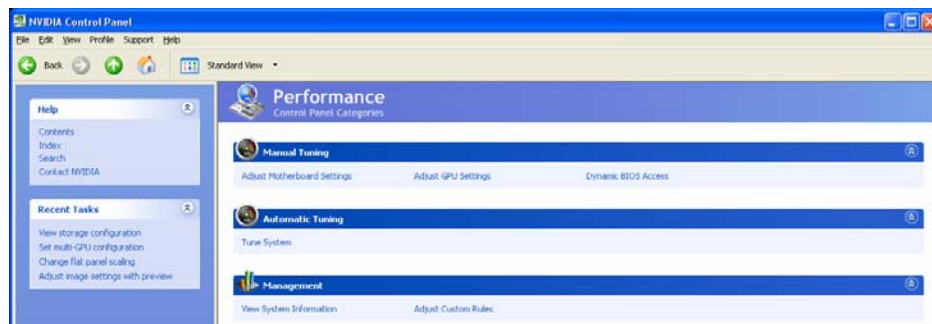


Figure 18. Performance Control Panel Categories (nTune)

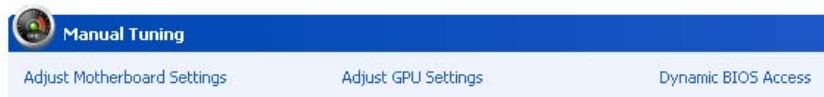
The **Performance** menu provides the following options:

- Manual Tuning
 - ✚ Adjust motherboard settings
 - ✚ Adjust GPU settings
 - ✚ Dynamic BIOS access
- Automatic Tuning
 - ✚ Tune system

- Management
 - ↳ View system information
 - ↳ Adjust custom rules

Manual Tuning

The Manual Tuning option provides the ability to adjust motherboard settings, adjust CPU settings, and make changes to the BIOS.



Adjust Motherboard Settings

The controls in the **Adjust Motherboard Settings** screen let you adjust the performance of the system clocks, system voltages, memory controller timings, and system fans. By manually adjusting these speeds you are able to either increase performance for gaming, or reduce performance to conserve power and create a quieter environment.

Figure 19 shows the Adjust Motherboard Settings screen. Note that as you pass the cursor over the various adjustments, notes display at the bottom of the screen to explain each setting.

The number to the *right* of the slider is the new bus speed that will be applied. Make adjustments by using the mouse to drag the slider. All changes take effect immediately after selecting **Apply**; however, these settings only remain active for the current Windows session. This allows you to safely return to Windows if a crash occurs, with no possibility of boot issues since the changes are not made directly to the BIOS settings.

Note: All changes on **Adjust Motherboard Settings** are dynamically made when you apply them, and only remain active for the current Windows session. You can save these settings as a profile for use later by using the **Profile** menu item. If a setting does not allow a change, it probably requires a reboot and should be changed in the BIOS or from the **Dynamic BIOS Access** page (if available).

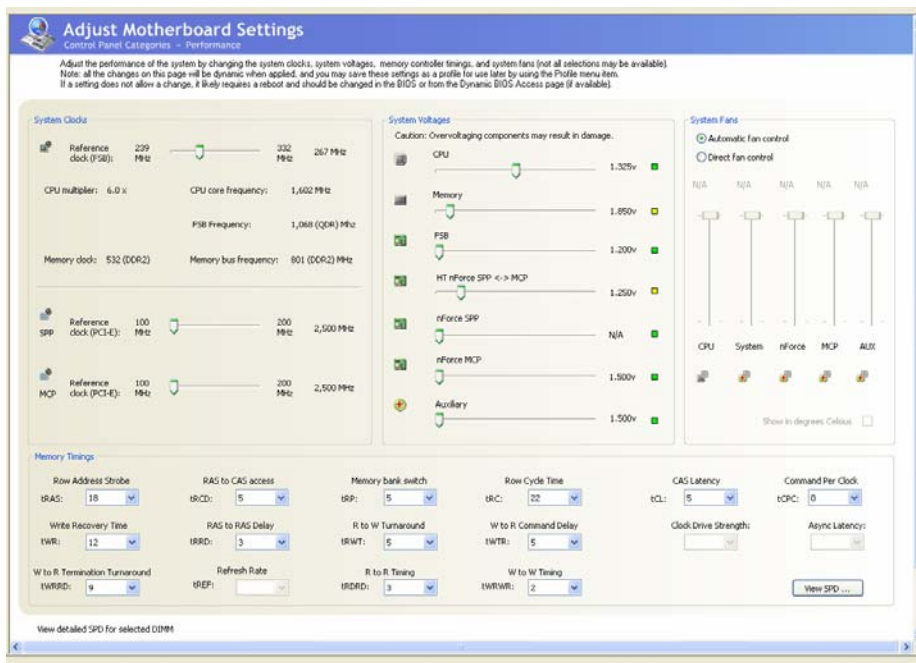


Figure 19. Adjust Motherboard Settings (nTune)

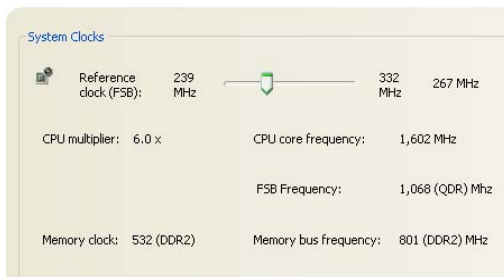


CAUTION: Increasing the voltage or the clock speed of a component may void its warranty due to exceeding recommended specifications. NVIDIA and the board manufacturer are not responsible for damage that may occur when component tolerances are exceeded.

System Clocks

This section of the Adjust Motherboard Settings allows you to adjust the reference clocks for the FSB, the SPP PCI Express, and the MCP PCI Express.

Note that as you change the slider for the FSB reference clock, the CPU core frequency, the FSB Frequency and the memory bus frequency are dynamically changed.



System Voltages



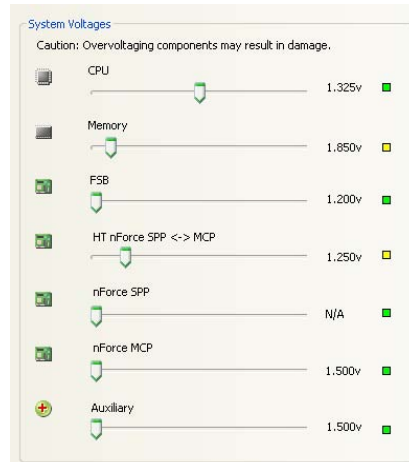
CAUTION: Overvoluting any component can result in damage.

In this section of the Adjust Motherboard Settings you must understand what you are changing. Overvoluting any of the components can result in damage to the components. From this menu, you can adjust the following voltages:

- CPU
- Memory
- FSB
- HyperTransport SSP↔MCP
- nForce SPP
- nForce MCP
- Auxiliary

Always note the color of the indicator square to the right of each slider. Green indicates the voltage is within range and will not damage any components.

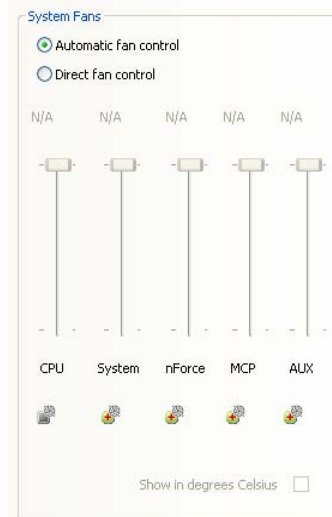
Yellow means to proceed with caution; you are no longer in the safe range. If the indicator square is red, you are possible overvoluting the component and could be causing damage.



System Fans

This section of the Adjust Motherboard Settings menu allows you to control the CPU, System, nForce, MCP, and the auxiliary fans. You can either set all the fans to automatic control or you can manually control each fan.

When in manual control, you can specify to show the temperatures in Celsius or Fahrenheit.

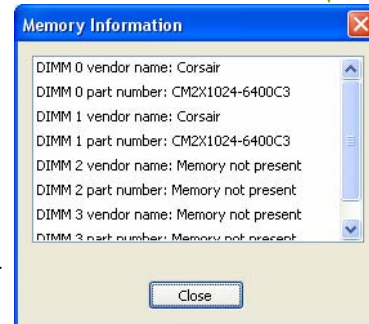


Memory Timing

This section of the Adjust Motherboard Settings allows you to adjust various memory timings and cycles.

When you select an option, information explaining the selection is displayed in the area below the Memory Timing box.

Clicking on **View SPD...** displays a memory information window. This is for information only and is not editable.



- ❑ **Row Address Strobe**
Adjusts the minimum RAS active time. This is the amount of time between a row being activated by Precharge and deactivated. A row cannot be deactivated until tRAS has completed. The lower this value, the faster the performance. However, if it is set too low it can cause data corruption by deactivating the row too soon. Adjustable from 1 to 63.
- ❑ **Write Recovery Time**
Memory timing that determines the delay between a write command and a Precharge command is set to the same bank of memory. Adjustable from 1 to 15.
- ❑ **W to R Termination Turnaround**
The Write-to-Read time is the number of clock cycles between the last write data pair and the subsequent READ command to the same physical block. Adjustable from 1 to 15.
- ❑ **RAS to CAS access**
The RAS-to-CAS access (tRCD) is the amount of time in cycles for issuing an active command and the read/write commands. Adjustable from 1 to 15.

- ❑ **RAS to RAS Delay**

The RAS-to-RAS delay (tRRD) is the amount of cycles it takes to activate the next bank of memory (this is the opposite of tRAS). The lower the timing the better the system performance. However, this scenario can cause instability. Adjustable from 1 to 15.
- ❑ **Refresh Rate**

This value is filled in by the system and can not be changed by the user.
- ❑ **Memory bank switch**

The row Precharge time (tRP) is the minimum time between active commands and the read/writes of the next bank on the memory module. Adjustable from 1 to 15.
- ❑ **R to W Turnaround**

The Read-to-Write turnaround (tRWT) is the amount of cycles for the command to be executed when a Write command is received. Adjustable from 1 to 15.
- ❑ **R to R Timing**

the Read-to-Read time (tRDRD) is the number of clock cycles between the last read and the subsequent READ command to the same physical bank. Adjustable from 1 to 15.
- ❑ **Row Cycle Time**

The Row Cycle Time is the minimum time in cycles it take a row to complete a full cycle. This can be determined by $tRC=tRAS+tRP$. If this value is set too short, it can cause corruption of data. If this value is set too high, it causes a loss in performance but an increase in stability. Adjustable from 1 to 63 cycles
- ❑ **W to R Command Delay**

The Write-to-Read (tWRD) command delay is the amount of cycles required between a valid write command and the next read command. A lower cycle time results in better performance but is can instability. Adjustable from 0 to 6 cycles.
- ❑ **W to W Timing**

The Write-to-Write (tWRWR) timing is the number of clock cycles between the last write and the subsequent Write command to the same physical bank. Adjustable from 2 to 15 cycles.
- ❑ **CAS Latency**

The CAS Latency (tCL) is the time (in number of clock cycles) that elapses after the memory controller sends a request to read a memory location and before the data is sent to the module's output pins. The value shown cannot be changed.

- ❑ **Clock Drive Strength**
This value is filled in by the system and can not be changed by the user.
- ❑ **Command Per Clock**
The Command Per Clock (tCPC) sets the Command Rate for the memory controller. The value shown cannot be changed
- ❑ **Async Latency**
This value is filled in by the system and can not be changed by the user.

Adjust GPU Settings

Use this interface to adjust the graphics processing unit (GPU) on your video card(s). You can override the shipped clock frequencies of your GPU and GPU memory and set the GPU fan speed. Increasing the clock speeds increases your GPU performance and may require adjusting cooling to maintain the same level of reliability.

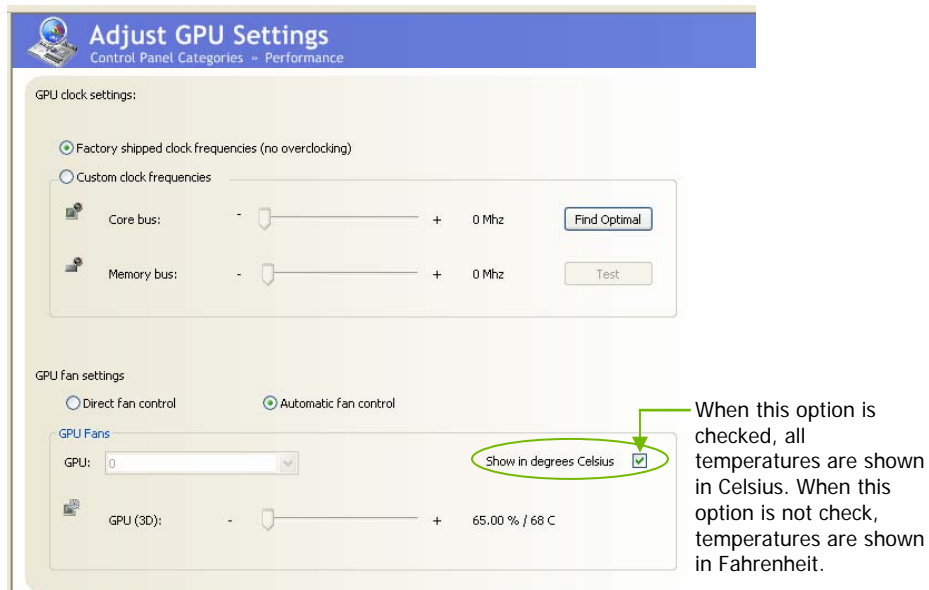


Figure 20. Adjust GPU Settings (nTune)

Dynamic BIOS Access

Dynamic BIOS Access allows you to change some of your system BIOS settings. The changes do not go into effect until you reboot your system. Since these changes are made to actual BIOS settings in the CMOS, the settings remain active until you change them again or restore the CMOS to the default settings.

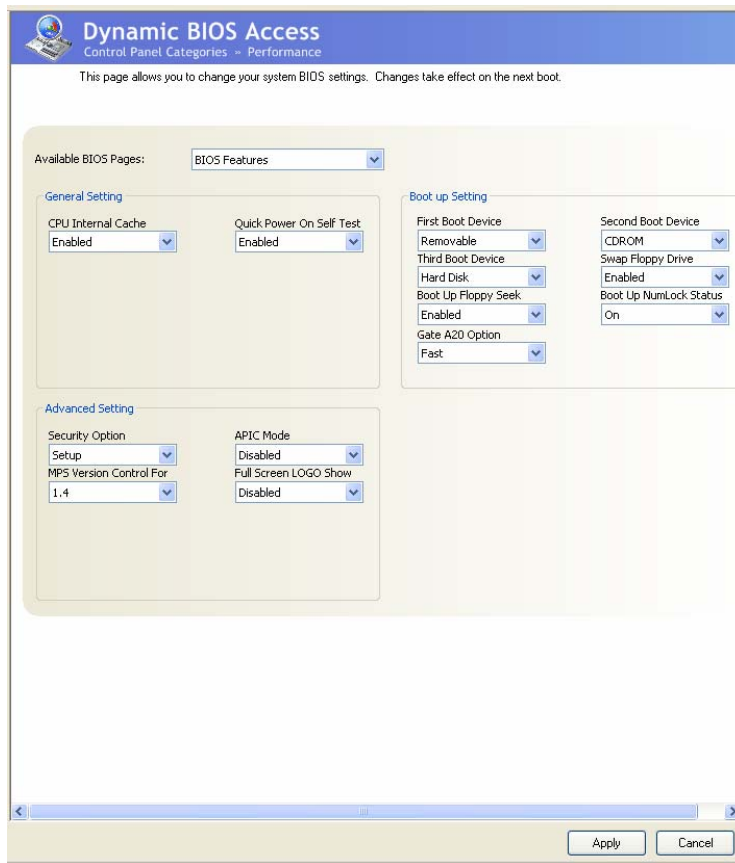


Figure 21. Dynamic BIOS Access (nTune)

Available BIOS Pages

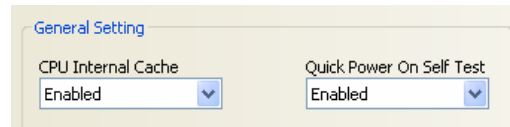
In the Dynamic BIOS Access page, select a BIOS page that you want to edit from the **Available BIOS Pages** drop-down menu. The BIOS page you select determines which items on the Dynamic BIOS Access menu are available for changing. To edit an item, select an option from the drop-down menus associated with each item. When finished making your changes, click **OK** or **Apply**.

Available BIOS Pages: BIOS Features

Note: This feature is available only with BIOS support from the motherboard manufacturer.

General Settings

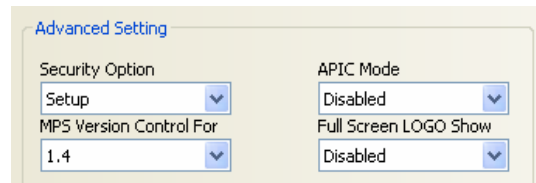
This section of the Dynamic BIOS Access menu allows you to Enable or Disable the CPU Internal Cache and the Quick Power on Self Test (POST).



Advanced Settings

This section of the Dynamic BIOS Access menu allows you to set the following options:

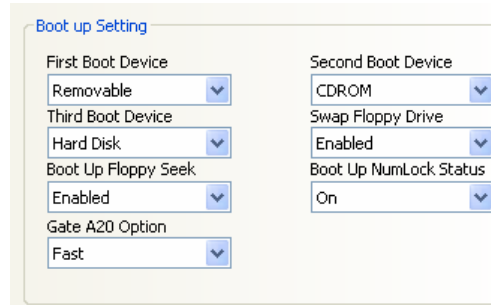
- ❑ Security options
 - Setup
 - System
- ❑ MPS Version Control For
 - 1.1
 - 1.4
- ❑ APIC Mode
 - Disabled
 - Enabled
- ❑ Full Screen LOGO Show
 - Disabled
 - Enabled



Boot up Setting

This section of the Dynamic BIOS Access menu allows you to set the following options:

- ❑ First/Second/Third Boot Device
 - Removable
 - Hard Disk
 - CDROM
 - Legacy LAN
 - Disable
- ❑ Swap Floppy Drive
 - Enable
 - Disable
- ❑ Boot Up Floppy Seek
 - Enable
 - Disable
- ❑ Boot UP NumLock Status
 - On
 - Off
- ❑ Gate A20 Option
 - Normal
 - Fast



Automatic Tuning



The NVIDIA nTune performance manager uses a complex searching algorithm to determine the best possible and most stable performance for your system. The nTune tuning engine pushes your system to the limits to test the highest possible performance settings. Because of this, there may be instances of system hangs during the testing. When you restart the system, nTune continues its tuning process until the process is complete. It is highly recommended that you check the **Select to continue the tuning process upon reboot** box at the bottom of the Tune System screen. The effects of the tuning process apply to the current Windows session only.

The nTune tuning engine runs internal benchmark tests on your system and creates performance profiles and rules.



CAUTION: Make sure to save and close all work prior to running the Tune System function. Close all applications and do not perform other tasks during the tuning session.

Three tuning options are available on the Tune System menu:

- ❑ **Course tuning** takes approximately 20 minutes to run while it adjusts system bus speeds and parameters. It first saves current bus speeds as two profiles: the **Default.npe** file with current bus speeds and **Bestsystem.npe** with the highest passing settings.
- ❑ **Fine tuning** takes approximately three (3) hours and performs a more complex tuning on bus speeds, memory timings, and voltages. This more complex testing achieves maximum performance.
- ❑ **Tuning using custom settings** allows you to select specific areas to test and the duration of the tests. Remember that a longer tuning session results in more precise and stable settings. The progress of your test and the results upon completion are displayed when the benchmarks are being executed. You can cancel the tests at any time.

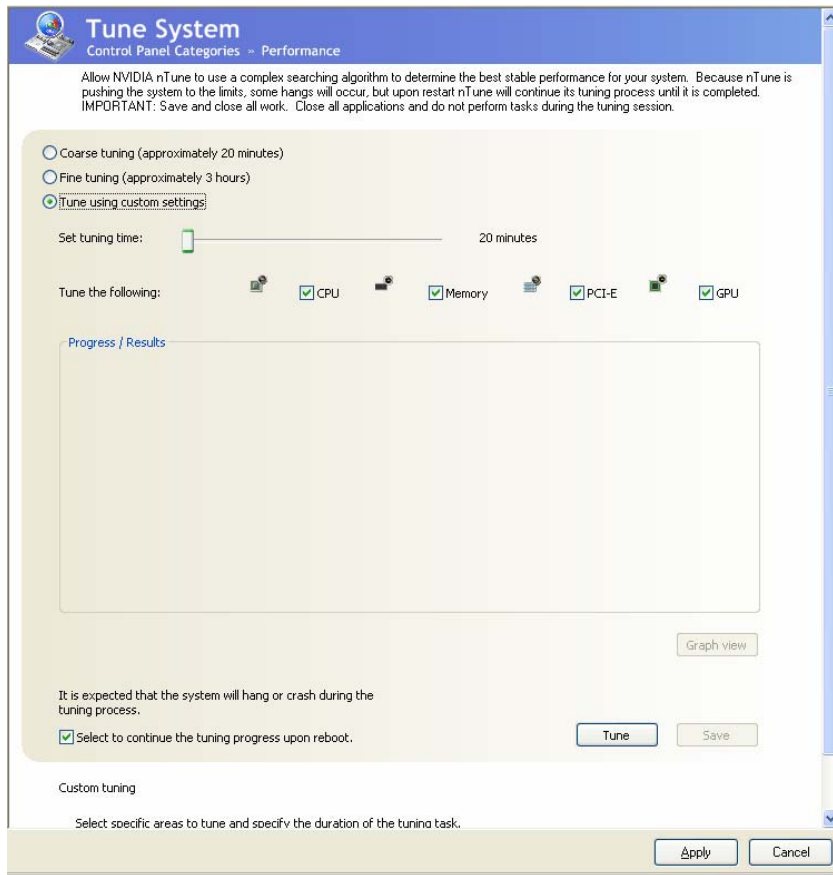


Figure 22. Tune System Menu (nTune)

Management

The Management option on the View System Information screen allows you to view hardware, software, and system information and adjust profiles.



View System Information

This screen is for information purposes only (you cannot make any changes to the information). The View System Information screen provides hardware, software, and system information that you can save to a log file to assist customer support or for your own uses.

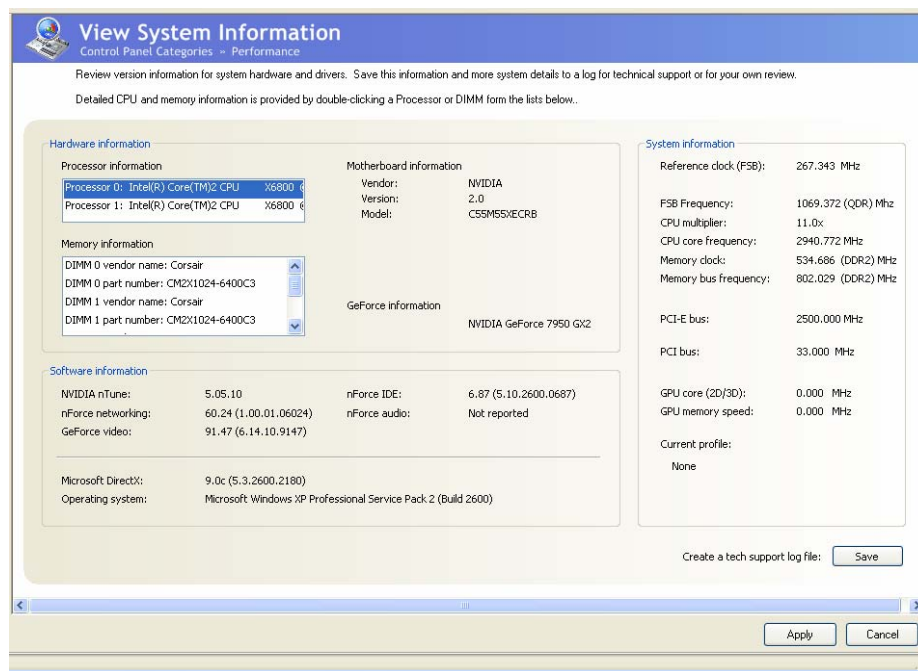
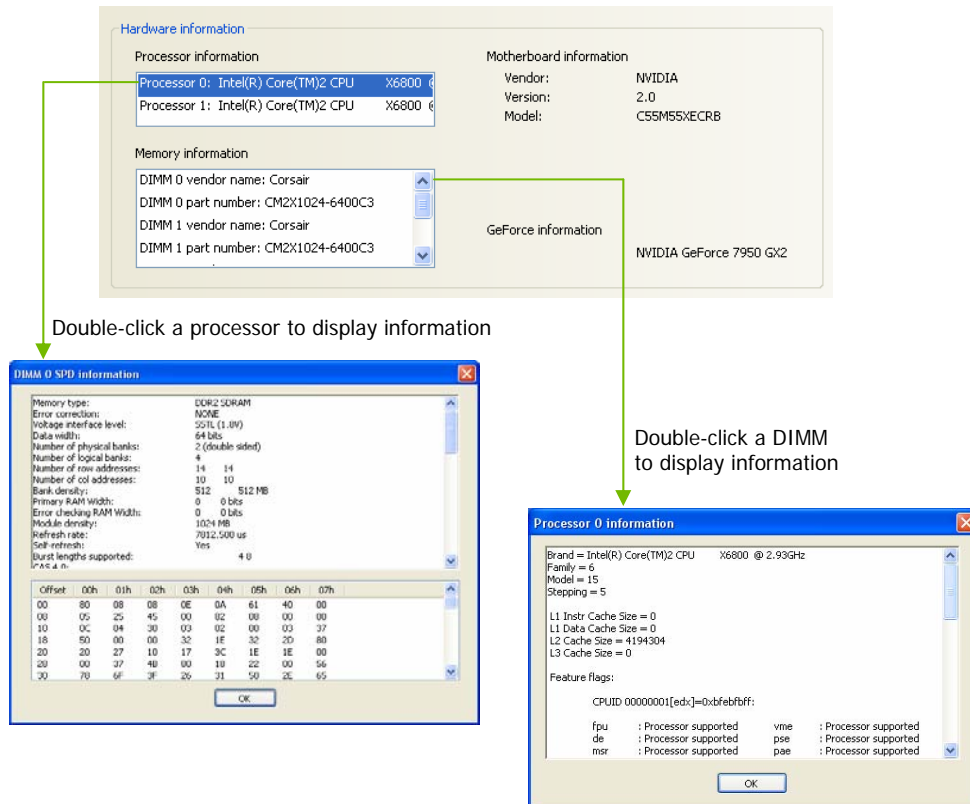


Figure 23. View System Information (nTune)

Hardware and driver version information can be viewed and saved using this interface. The status of the system, including current system clock speeds, system temperatures, memory timings, and system voltages can be logged. Versions of NVIDIA software and other system software are listed under Software information.

Detailed CPU and memory information is displayed when you double-click on a processor or DIMM listed under Hardware information.



Adjust Custom Rules

The Adjust Custom Rules selection provides you with the ability to create a rule to define when the system should use a particular profile (.nsu files or .npe files) that was created from a manual or automatic tuning session.

With custom rules, you can make your system run faster when you are playing games or make it run quieter when you are surfing the Internet.

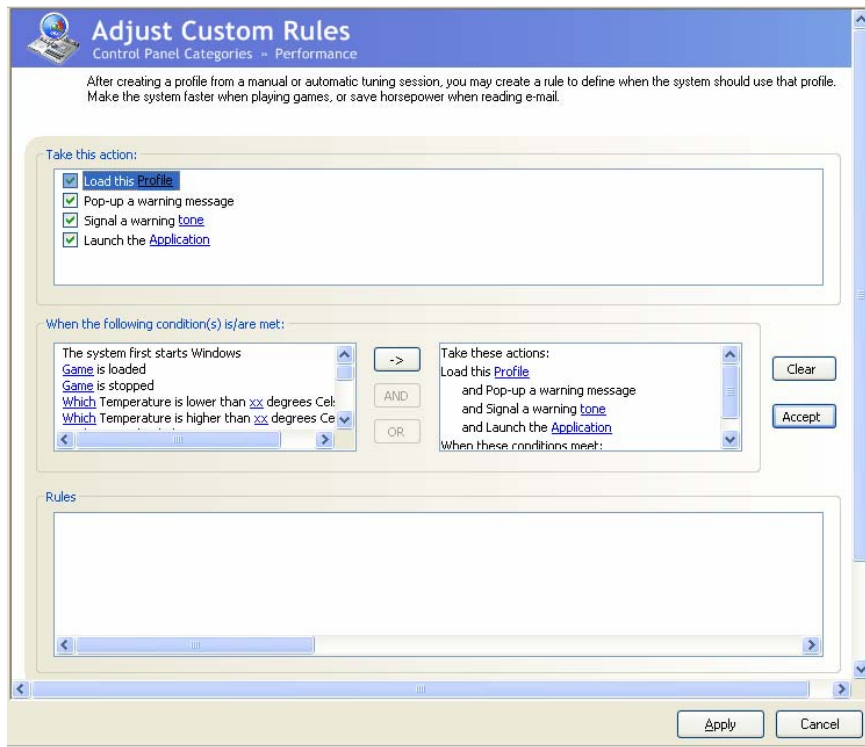


Figure 24. Adjust Custom Rules (nTune)

System Stability

System Stability lets you view your system's status and perform system stability testing. To access the System Stability menu, select

Start > All Programs > NVIDIA Corporation > NVIDIA Control Panel and select **System Stability**.



System Stability
View system status or perform a system stability test

Perform Stability Test

Use **Perform Stability Test** to quickly diagnose potential system performance issues and to gather troubleshooting data.

Stability Test performs a series of stress test to identify probable causes of performance issues, creates a list of the results, and provides recommendations for improvements. You can test the entire system (check All system components) or check individual components.

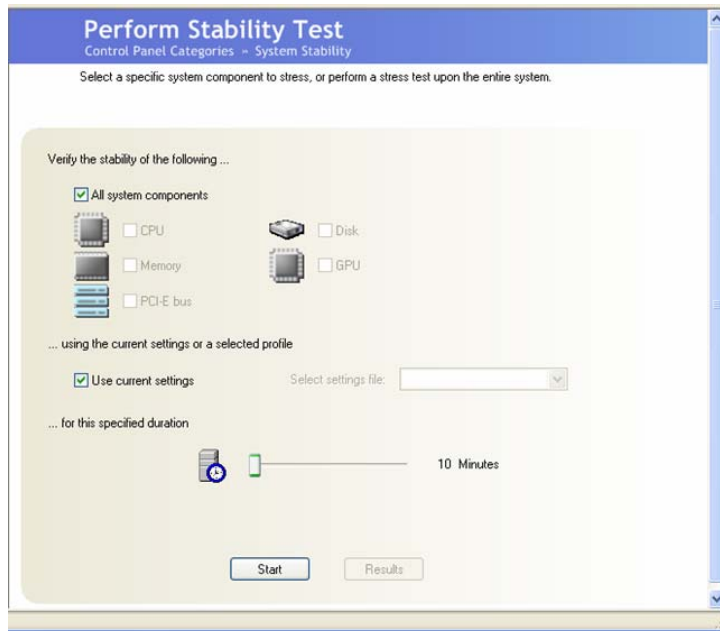


Figure 25. Perform Stability Test

You can designate a specific settings profile to use or check **Use current settings** for the tests. You can indicate the duration of the test by changing the slider (slider values are from 10 minutes to 48 hours). Click **Start** to begin testing and display the NVPerformance Benchmark display. Click **Results** to view a pop-up window containing the testing results.

Note that when you click start to begin the testing, Clicking **Stop** does not immediately stop the action in the NVPerformance Benchmark window. The cycle completes before the test is actually stopped.

Storage

The Storage application uses the NVIDIA MediaShield RAID Manager technology to configure and control NVIDIA storage hardware integrated into the NVIDIA MCP. NVIDIA RAID technology can protect data from hardware failure and provide increased file system performance.

To launch MediaShield, select **Start** > **All Programs** > **NVIDIA Corporation** > **NVIDIA Control Panel** and select **Storage** to displays the Storage Control Panel Categories screen.



Figure 26. Storage Control Panel Categories (MediaShield)

Health

The Health option on the Storage menu provides the ability for you to view the current storage configuration.



View Storage Configuration

The View Storage Configuration screen displays the current configuration of your storage devices. Check this screen prior to doing any management function. The View Storage Configuration screen provides status and capacity for all the storage disks on your system.

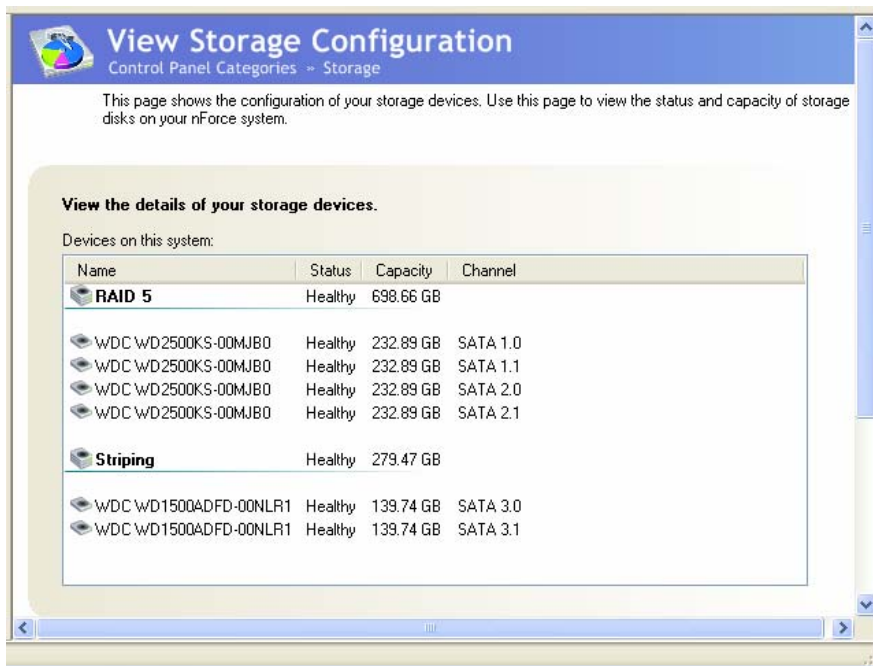


Figure 27. View Storage Configuration (MediaShield)

Management

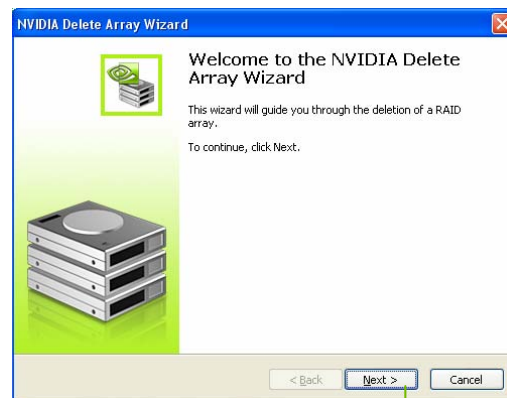
The Management options on the Storage menu provides you with the ability to delete, rebuild, migrate, and synchronize arrays.



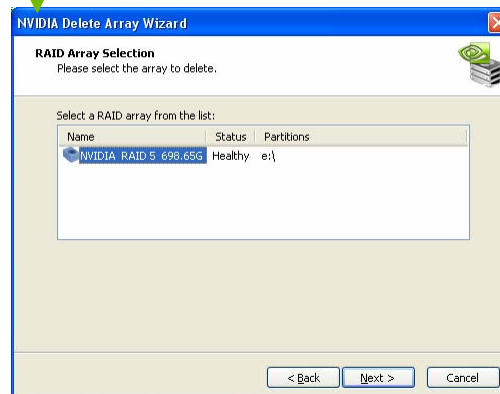
Delete Array

Use the following procedure to delete an array:

7. Click on **Delete Array** under Management to launch the NVIDIA Delete Array Wizard.



8. Click **Next** to continue with the wizard and display the RAID Array Selection menu.

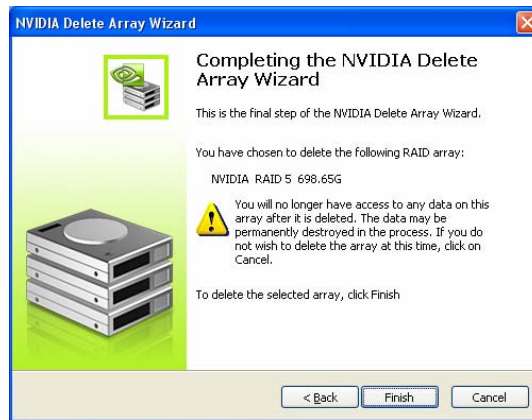


9. Select an array you want to delete and press **Next**.

The Completing the NVIDIA Delete Array Wizard screen displays to verify that you still want to delete the array selected.



CAUTION: Be sure you are deleting the correct array. Once you click **Finish**, you no longer have access to any of the data on this array. The data may be permanently destroyed in the process. If you do not want to delete this array, click **Cancel**



10. Click **Finish** to delete the selected array.

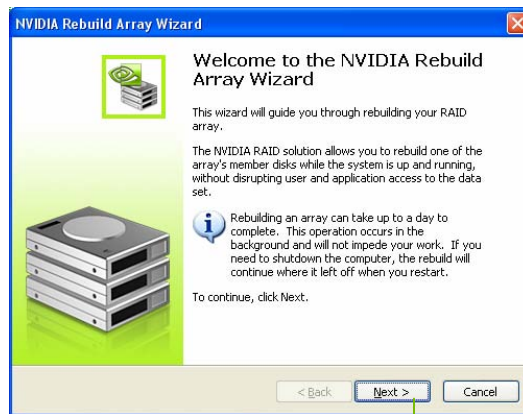
Rebuild Array

The Rebuild Array option allows you to rebuild a disk in the array while the system is running without disrupting user or application access to the data set.

Note: Rebuilding an array can take up to a full day to complete. This operation occurs in the background and does not impede any work being done. If you need to shutdown, the rebuild operation continues upon restart.

Use the following procedure to rebuild an array:

11. Identify the affected disk in the array and replace it.
12. Click on **Rebuild Array** under Management to launch the NVIDIA Rebuild Array Wizard.

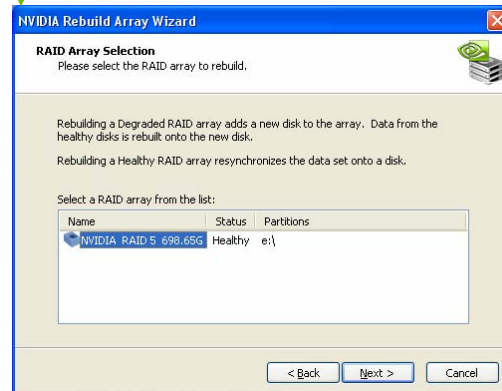


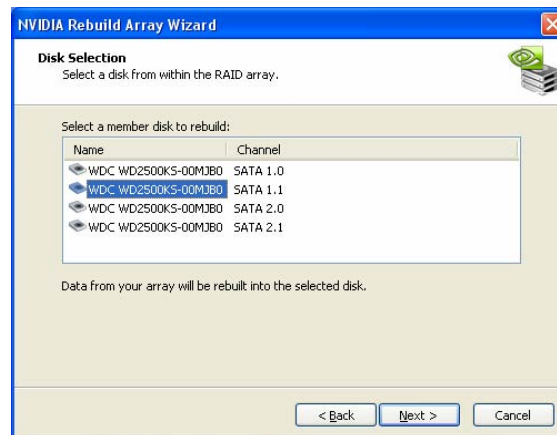
13. Click **Next** to continue with the wizard and display the RAID Array Selection menu.

14. Select the array with that had the affected disk and click **Next**. Rebuilding a degrading array adds a new disk to that array. Data from the healthy disk is rebuilt onto a new disk.

Note: Rebuilding a healthy RAID array resynchronizes the data set onto a disk.

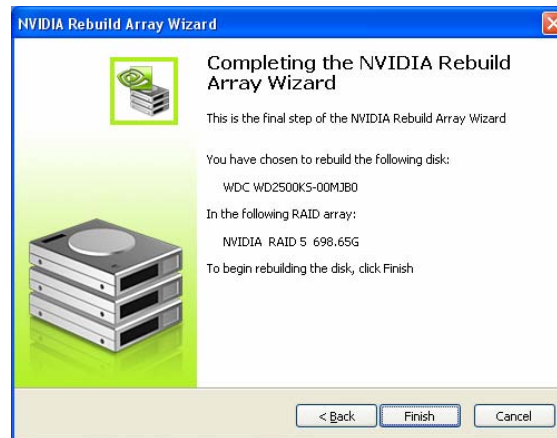
15. Select the disk in the array that was replaced and needs to be rebuilt.





16. Click **Next**.

The Completing the NVIDIA Rebuild Array Wizard screen displays to verify that you still want to rebuild the array selected.



17. Click **Finish** to begin the rebuild of the selected disk in the array. (Remember that rebuilding a disk can take up to a full day.)

Migrating Array

The Migrating Array option allows you to migrate a RAID array from one array type to another.

There are two reasons to use the Migrating Array option:

- ❑ Adding disks to an existing RAID array
An example would be to change a 2-disk Striping array to a 3-disk Striping array.
- ❑ Changing a RAID array to a different array type
An example would be to change a Mirroring array to a Strip Mirroring array.

Use the following procedure to rebuild an array:

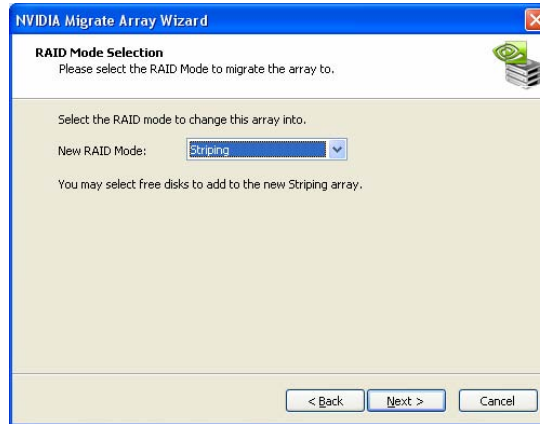
18. Click on **Migrate Array** under Management to launch the NVIDIA Migrate Array Wizard.



19. Click **Next** to continue with the wizard and display the RAID Array Selection window.



20. Select the array to migrate and click **Next** to display the RAID Mode Selection window.

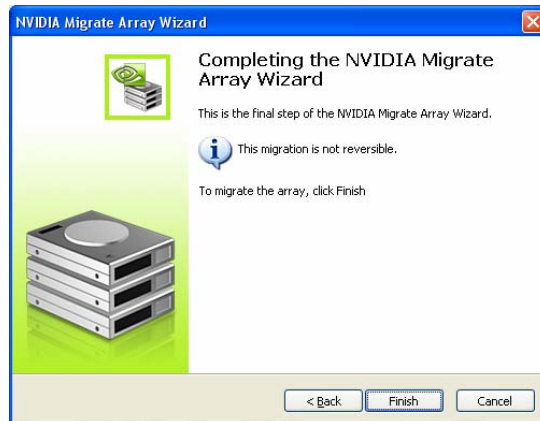


21. Select the RAID mode you want to migrate to and click **Next**.

The Completing the NVIDIA Migrate Array Wizard screen displays to verify that you still want to migrate the array selected.



CAUTION: Note that this migration is not reversible. Be sure you want to migrate this array before continuing.



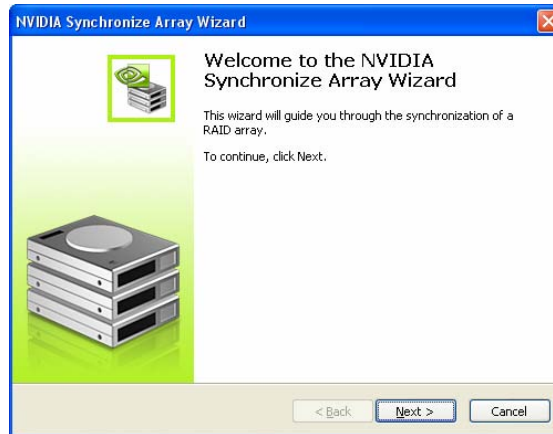
22. Click **Finish** to begin the migration of the selected array.

Synchronize Array

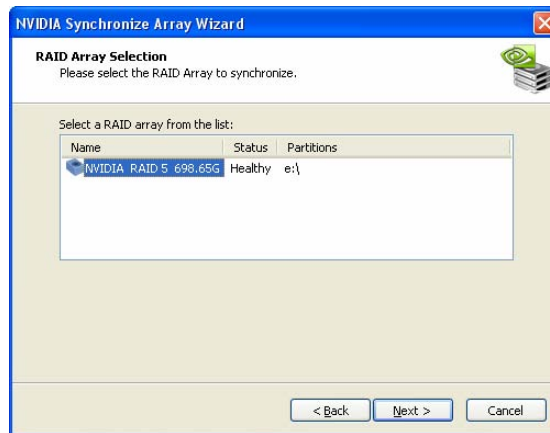
This option is used to synchronize a selected array.

Use the following procedure to rebuild an array:

23. Click on **Synchronize Array** under Management to launch the NVIDIA Synchronize Array Wizard.

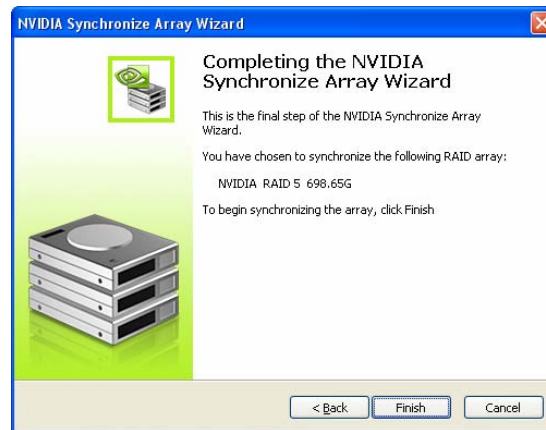


24. Click **Next** to continue with the wizard and display the RAID Array Selection window.



25. Select the array to synchronize and click **Next**.

The Completing the NVIDIA Synchronize Array Wizard screen displays to verify that you still want to synchronize the array selected.



26. Click **Finish** to begin synchronizing the array.

NVIDIA Networking

The NVIDIA Networking function configures and controls NVIDIA networking hardware integrated into the NVIDIA MCP. In addition to the typical network configuration functions that are controlled using the Windows Network Connections panel, the NVIDIA networking solution includes several key features that are accessed using the NVIDIA control panel.

- ❑ **FirstPacket**
FirstPacket provides a better gaming experience over a broadband connection when multiple applications on the same PC are simultaneously transmitting data to the Internet
- ❑ **TCP/IP Acceleration**
When TCP/IP acceleration is enabled, it lowers the CPU utilization and provides overall better system performance when the networking traffic is mainly TCP/IP.
- ❑ **Teaming**
Teaming increase bandwidth when serving files in a LAN environment.
Enables multiple integrated network interfaces to work together seamlessly.

To launch the NVIDIA Control Panel, select **Start** ➤ **All Programs** ➤ **NVIDIA Corporation** ➤ **NVIDIA Control Panel**. Click on the **Networking** icon.



Performance

The Performance option on the Networking Control Panel Categories screen provides the means to configure FirstPacket settings and to set TCP/IP acceleration configuration.



Figure 28. Networking Control Panel Categories

First Packet

NVIDIA FirstPacket offers a new way to manage the traffic on your personal computer, allowing you to more effectively manage and improve the performance of networked games and other applications that are sensitive to network delay (latency), such as Voice-over-IP (VoIP).

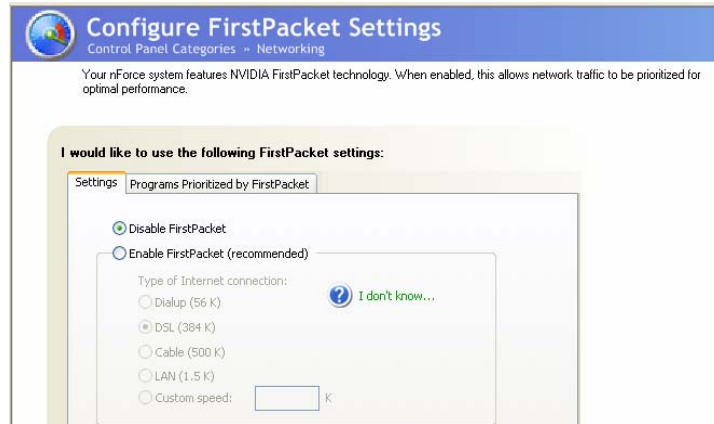
FirstPacket creates an additional transmit queue in the network driver so that network applications can share a limited resource. Based on user preference, FirstPacket can expedite transmission for user-approved network applications.

For example, when FirstPacket is enabled:

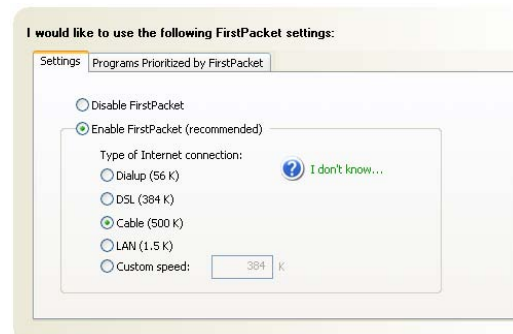
- ❑ A game that was previously unplayable can be completely usable
- ❑ VoIP connections will not be dropped due to the network traffic on a local computer.

Use the following procedure to enable or disable the ability to have network traffic to prioritized for optimal performance:

27. Select **Configure FirstPacket Settings** under Performance on the Networking Control Panel Categories screen to display the Configure FirstPacket Settings screen.
28. Click the **Settings** tab.



29. Click **Enable FirstPacket (recommended)** to enable the options that define the speed of the broadband connection. This information is needed by the FirstPacket software to appropriately prioritize network traffic.



Select the appropriate speed for your network. For example, if your broadband connection is a cable connection, click the **Cable** button. Custom bandwidth connections can be directly configured in the provided text box.

30. Define the applications to accelerate by clicking **Program Prioritized by FirstPacket**.



31. Click **Add** to browse for an executable gaming applications. For example, if you want to accelerate a game such as Serious Sam 2, look for the **Sam2.exe** and add it.
32. Click **Apply**.

Note: Only applications that are added to the Programs Prioritized by FirstPacket section are prioritized and benefit from FirstPacket technology

TCP/IP Acceleration

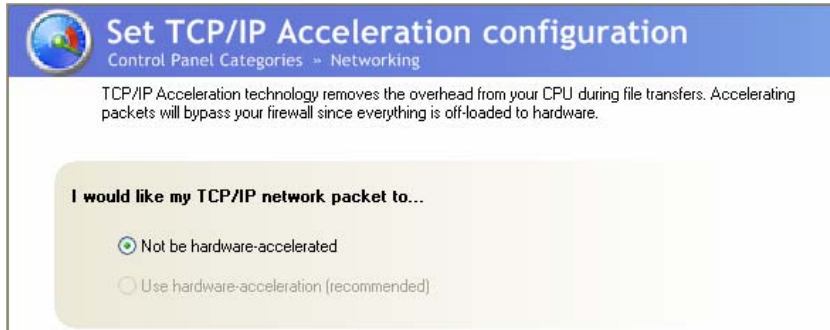
Note: Enabling TCP/IP acceleration enhances your network performance but can cause your network traffic to bypass the firewall because all processes are off-loaded to the hardware.

NVIDIA TCP/IP Acceleration technology is a networking solution that moves the processing of TCP/IP network traffic from your computer's CPU to its nForce hardware resulting in greatly improved system performance.

NVIDIA TCP/IP Acceleration provides deep levels of networking and traffic inspections at full-duplex gigabit Ethernet speeds. Overall system performance is greatly improved because the CPU is not tied up processing network traffic, especially at gigabit Ethernet speed.

In traditional networking environments, inspecting packets is laborious and affects CPU overhead, memory bandwidth, and overall system latency. In comparison, the NVIDIA TCP/IP Acceleration engine discards bad packets before the CPU detects them. In addition, good packets take an “express lane” and bypass the traditional “network stack” process, improving overall throughput and lowering CPU utilization.

To configure TCP/IP acceleration, select **Set TCP/IP Acceleration configuration** from the Networking screen. Note that by default, TCP/IP acceleration is turned *off* (the **Not be hardware-accelerated** radio button is checked). Click the **Use hardware-acceleration (recommended)** radio button to enable TCP/IP acceleration. Click **Apply** to save changes.



Teaming

NVIDIA Teaming technology improves network throughput by distributing traffic efficiently across all available Ethernet interfaces. In normal network conditions, both transmit and receive traffic are distributed.

NVIDIA Teaming technology also improves network uploading time. If one of the physical Ethernet interfaces fails, the network can remain accessible because the remaining interface can take over the network traffic of the failed interface, achieving “fault tolerance”. The operating system and network application do not detect a network failure because network connection is bound to the logical interface rather than to a single physical interface.

By utilizing the multiple interfaces on an NVIDIA nForce system and load balancing traffic among them, network users can gain fault tolerance and achieve greater throughput.

The Adjust Teaming Configuration screen has two radio buttons:

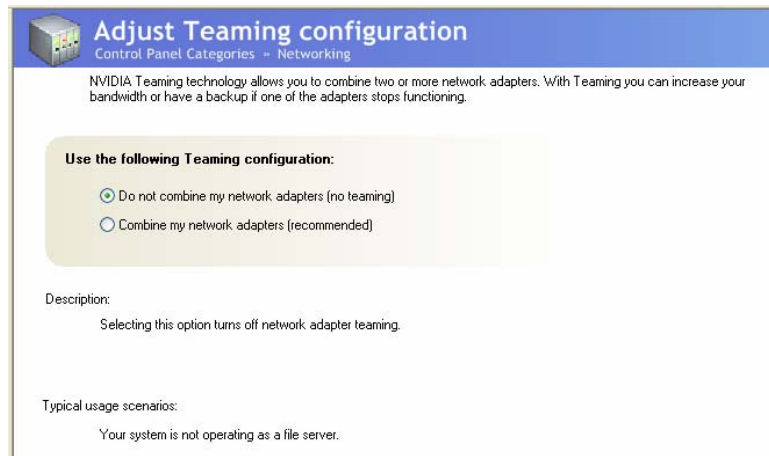
- Combine my network adapters (recommended).**
NVIDIA Teaming technology combines two or more NVIDIA Ethernet interfaces to increase your network bandwidth and also provides load balancing and fault tolerance benefits.
- Do not combine my network adapters (no teaming).**
This is also the default setting. You may want to disable network adapter teaming if your system is not operating as a file server. When disabled, each NVIDIA Ethernet interface works independently.

Use the following procedure to configure Teaming:

33. Select **Start** > **All Programs** > **NVIDIA Corporation** > **NVIDIA Control Panel** to display the NVIDIA Control Panel.
34. Click on the networking icon to display the Networking Control Panel Categories.



35. Select **Adjust Teaming configuration** to display the teaming configuration window. Note that by default, Teaming is disabled.



36. Select **Combine my network adapters (recommended)** radio button to enable Teaming.
37. Click **Apply** to enable teaming.

Installing Graphics Cards in an SLI Configuration

NVIDIA SLI (Scalable Link Interface) is a revolutionary technology that allows two NVIDIA SLI graphics cards to work together to deliver incredible 3D graphics performance.

Your new motherboard can support up to three PCI Express graphics cards, two linked using SLI and one dedicated to CPU physics.

Building an SLI System

Determine Component and Operating System Needs

To build an NVIDIA SLI system, you are going to need the following components:

- ❑ Two NVIDIA SLI-Ready certified PCI Express graphics cards
- ❑ An NVIDIA SLI-Ready power supply
- ❑ Microsoft® Windows® XP operating system

For a complete list of certified components and a matrix to determine the power supply required for your particular graphic cards, go to :

<http://www.slizone.com/content/slizone/build.html>.

While NVIDIA recommends an SLI-Ready power supply, the following table provides some general power supply recommendations based on testing performed in the NVIDIA SLI validation lab.

Table 6. Recommended Power Supplies

| SLI System Type | Minimum Recommended PCI Express Power Supply |
|-----------------------------------|---|
| High-End: EVGA GeForce 8800 GTX | 750W and up, +12V @ 40A |
| Mid-Range: EVGA GeForce 7950 GT | 500W–550W, +12V @ 30A |
| Entry-Level: EVGA GeForce 7600 GT | 350W–420W, +12V @ 20A |

If the power supply specifies two 12V windings (i.e. 12V1 and 12V2), add these numbers together to check against the specifications described above.

For systems with the 8800 GTX or 8800 GT, please make sure the power supply also contains PCI Express auxiliary power supply connectors. If your power supply does not have a PCI Express auxiliary connector (6-pin connector), please contact your graphics board partner for an HDD-to-PCI Express power adaptor.

The NVIDIA SLI power supply recommendations are based on the following test configurations:

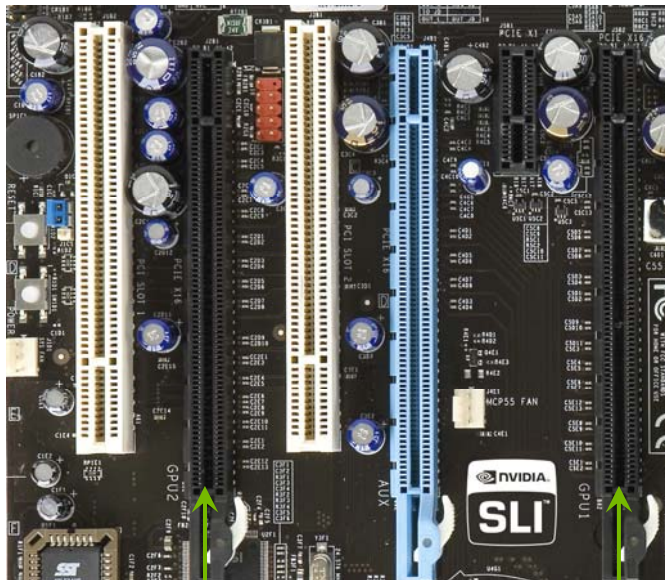
- ❑ High-End NVIDIA SLI Configuration:
 - Dual EVGA GeForce 8800 GTX Graphics cards
 - Intel Core 2 Quad EE 775-pin CPU
 - Two or more HDD, including RAID 0,1, 0+1 or 5 configurations
 - Two optical drives
 - PCI sound card
- ❑ Mid-Range NVIDIA SLI Configuration:
 - Dual EVGA 7950 GT Graphics cards
 - Intel Core 2 Duo
 - Single HDD
 - Two optical drives
 - PCI sound card
- ❑ Entry-Level NVIDIA SLI configuration:

- Dual EVGA GeForce 7600 GT Graphics cards
- Intel Core 2 Duo
- Single HDD
- One optical drive

For a list of certified power supplies, go to <http://www.slizone.com/content/slizone/build.html>.

Install Your NVIDIA SLI-Ready Parts

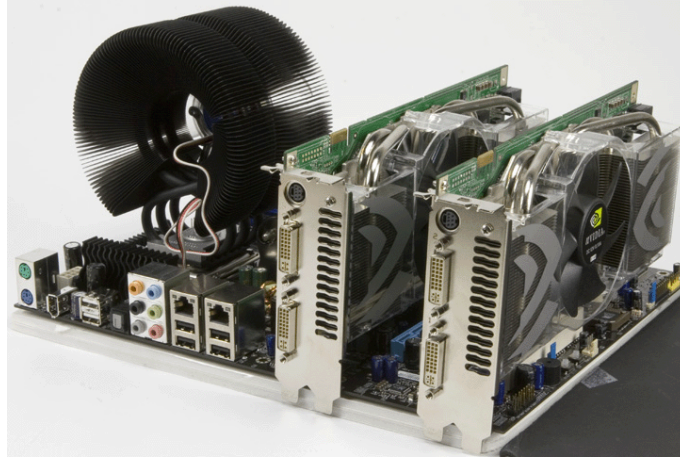
Now that you have obtained the necessary NVIDIA SLI-Ready parts, it is time to configure the system. This procedure assumes you have already installed the motherboard. The EVGA nForce 680i SLI motherboard has three PCI Express slots. The two outer slots (black) are used for the SLI configuration. The middle slot (blue) is used for CPU physics and is not configured into the SLI configuration.



SLI graphics cards in these slots

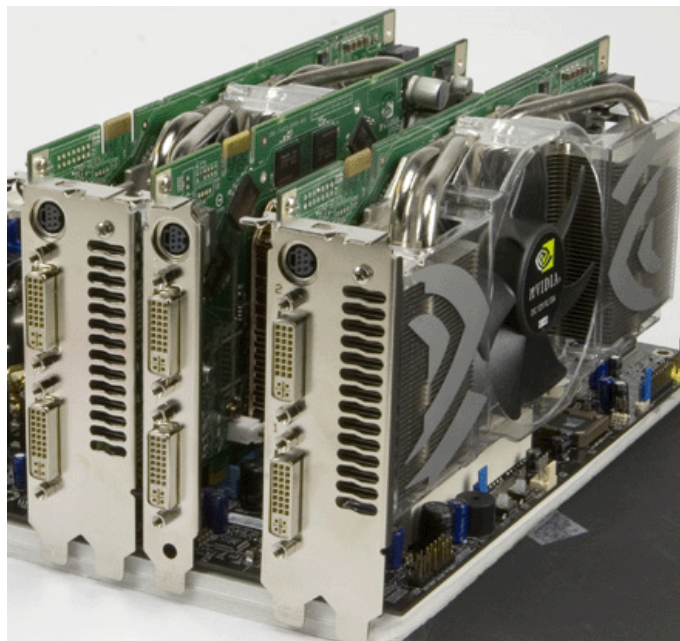
Use the following procedure to build your NVIDIA SLI-Ready PC system:

1. Install two SLI-Ready graphic cards into the two outer black PCI Express x16 slots on the motherboard. Be sure to seat the graphic cards into the connectors.



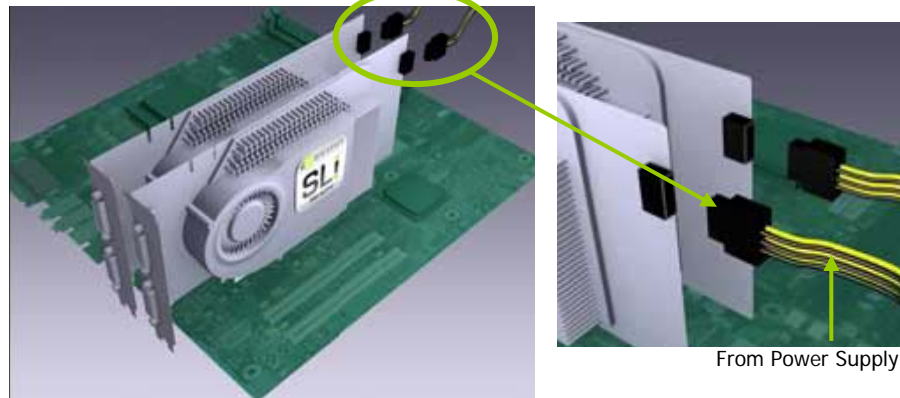
Two SLI graphics cards installed in the outer two (black) PCI Express slots on the motherboard.

Note the blue PCI Express slot is empty.



Three PCI Express graphics cards installed. Only the two outer cards will be SLI'ed using the SLI Connector shipped in your motherboard kit.

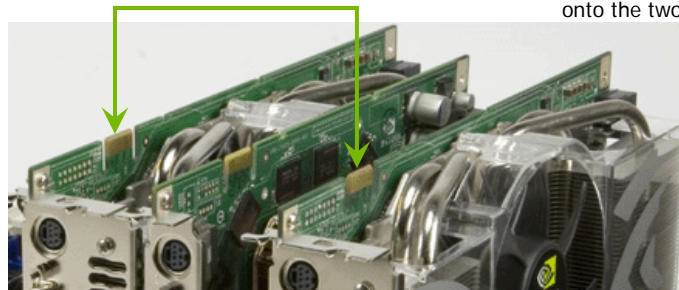
2. Connect the PCI Express supplementary power connectors from the system power supply to each of the graphic cards:



3. Install the NVIDIA SLI connector across the two outer graphics cards as shown below. Each SLI-Ready graphics card has an SLI *finger* on the upper side of the card.

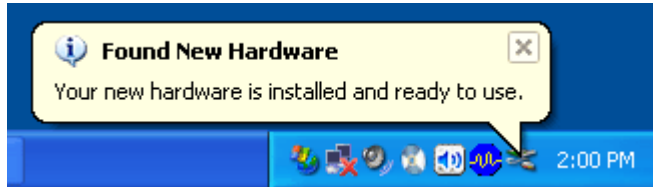


Install the SLI connector onto the two outer cards.



Install NVIDIA SLI Software

Upon power up, the operating system recognizes the new NVIDIA SLI-Ready components and displays the **Found New Hardware** message.

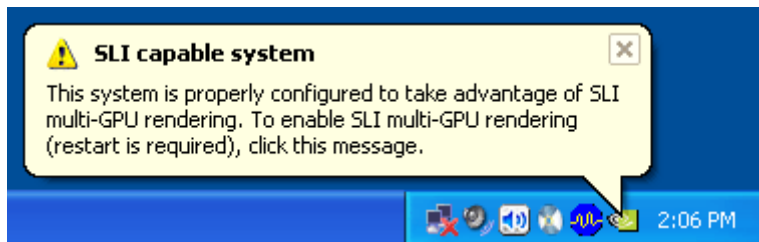


Your motherboard shipped with a set of drivers that you must install. Once these drivers are installed, reboot your system.

As part of the NVIDIA Unified Driver Architecture, NVIDIA drivers include a full set of controls for SLI systems.

Go to <http://www.slizone.com/content/slizone/drivers.html> and download the latest SLI graphics drivers.

With the new drivers installed, reboot your system. After this reboot, the following SLI capable system message displays to let you know that your hardware and software components have been installed properly.



Click on this message to enable your NVIDIA SLI.

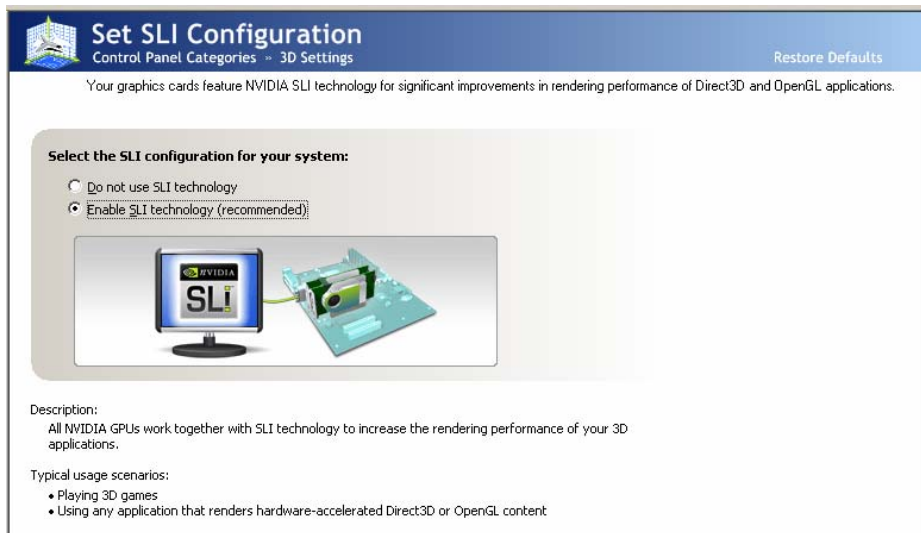
Enable NVIDIA SLI

At this point, you need to enable NVIDIA SLI. You can do this either by clicking on the **SLI capable system** balloon or by going to the NVIDIA Control Panel.

To launch the NVIDIA Control Panel, select **Start** > **All Programs** > **NVIDIA Corporation** > **NVIDIA Control Panel**. Click on the **3D Settings** icon.

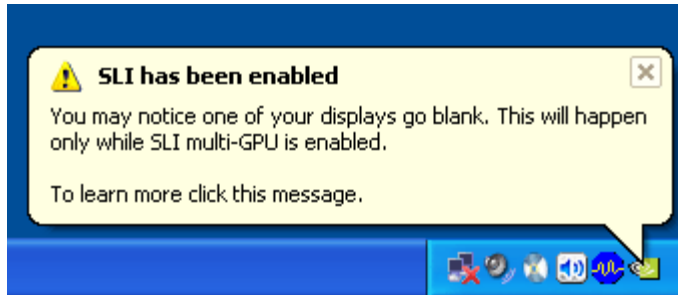


Select **Set SLI configuration** from under **Performance**.



Click **Enable SLI technology (recommended)** and click **Apply**.

The system reboots to apply the setting and display the following message upon reboot:



Congratulations on your new NVIDIA SLI-Ready PC system.

Appendix A.

On-board LED Codes

Table 7. On-board LED Codes

| Code(hex) | Name | Description |
|-----------|-----------------------|---|
| 01 | Reserved | |
| 02 | Jumps to E000 segment | Execution of POST routines in E000 |
| 03 | Early Superio | Init Early Initialized the super IO |
| 04 | Reserved | |
| 05 | Blank video | Reset Video controller |
| 06 | Reserved | |
| 07 | Init KBC | Keyboard controller init |
| 08 | KB test | Test the Keyboard |
| 09 | Reserved | |
| 0A | Mouse | Init Initialized the mouse |
| 0B | Reserved | |
| 0C | Reserved | |
| 0D | Reserved | |
| 0E | Checksum | Check Check the integrity of the ROM, BIOS and message |
| 0F | Reserved | |
| 10 | Autodetect | EEPROM Check Flash type and copy flash Write/erase routines |
| 11 | Reserved | |
| 12 | Test CMOS | Test and Reset CMOS |
| 13 | Reserved | |
| 14 | Load Chipset | Load Chipset Defaults |
| 15 | Reserved | |
| 16 | Init Clock | Initialize onboard clock generator |
| 17 | Reserved | |

| Code(hex) | Name | Description |
|-----------|----------------------------------|--|
| 18 | InitCPU | CPU ID and initialize L1/L2 cache |
| 19 | Reserved | |
| 1A | Reserved | |
| 1B | Setup Interrupt | Initialize first 120 interrupt vectors Vector Table with SPURIOUS_INT_HDLR and initialize INT 00h-1Fh according to INT_TBL |
| 1C | CMOS Battery Check | Test CMOS and check Battery Fail |
| 1D | Early PM Early PM initialization | |
| 1E | Reserved | |
| 1F | Re-initial KB | Load keyboard matrix |
| 20 | Reserved | |
| 21 | HPM init | Init Heuristic Power Management (HPM) |
| 22 | Reserved | |
| 23 | Program chipset | Early Programming of chipset registers |
| 24 | Init PNP | Init PNP |
| 25 | Shadow VBIOS | Shadow system/video BIOS |
| 26 | Clock | Gen Init onboard clock generator and sensor |
| 27 | Setup BDA | Setup BIOS DATA AREA (BDA) |
| 28 | Reserved | |
| 29 | CPU Speed detect | Chipset programming and CPU Speed detect |
| 2A | Reserved | |
| 2B | Init video | Initialize Video |
| 2C | Reserved | |
| 2D | Video memory test | Test Video Memory and display Logos |
| 2E | Reserved | |
| 2F | Reserved | |
| 30 | Reserved | |
| 31 | Reserved | |
| 32 | Reserved | |
| 33 | Early keyboard reset | Early Keyboard Reset |
| 34 | Reserved | |
| 35 | Test DMA Controller 0 | Test DMA channel 0 |
| 36 | Reserved | |
| 37 | Test DMA Controller | Test DMA channel 1 |

| Code(hex) | Name | Description |
|-----------|-------------------------|--|
| | 1 | |
| 38 | Reserved | |
| 39 | Test DMA Page Registers | Test DMA Page Registers |
| 3A | Reserved | |
| 3B | Reserved | |
| 3C | Test Timer | Test 8254 Timer 0 Counter 2. |
| 3D | Reserved | |
| 3E | Test 8259-1 Mask | Verify 8259 Channel 1 masked interrupts by alternately turning off and on the interrupt lines. |
| 3F | Reserved | |
| 40 | Test 8259-2 Mask | Verify 8259 Channel 2 masked interrupts by alternately turning off and on the interrupt lines. |
| 41 | Reserved | |
| 42 | Reserved | |
| 43 | Test Stuck Interrupt | Turn off interrupts then verify no 8259's Interrupt mask register is on. Test 8259 Force an interrupt and verify the interrupt occurred. |
| 44 | Reserved | |
| 45 | Reinit serial port | Reinitialize Preboot agent serial port |
| 46 | Reserved | |
| 47 | EISA Test | If EISA non-volatile memory checksum is good, execute EISA initialization. If not, execute ISA tests and clear EISA mode flag. |
| 48 | Reserved | |
| 49 | Size Memory | Size base memory from 256K to 640K and extended memory above 1MB. |
| 4A | Reserved | |
| 4B | Reserved | |
| 4C | Reserved | |
| 4D | Reserved | |
| 4E | Init APIC | Initialize APIC and set MTRR |
| 4F | Reserved | |
| 50 | USB init Initialize | USB controller |
| 51 | Reserved | |
| 52 | Memory Test | Test all memory of memory above 1MB using Virtual 8086 mode, page mode and clear the memory |
| 53 | Reserved | |

| Code(hex) | Name | Description |
|-----------|-----------------------|--|
| 54 | Reserved | |
| 55 | CPU display | Detect CPU speed and display CPU vendor specific version string and turn on all necessary CPU features |
| 56 | Reserved | |
| 57 | PnP Init | Display PnP logo and PnP early init |
| 58 | Reserved | |
| 59 | Setup Virus | Setup virus protect according to protect setup |
| 5A | Reserved | |
| 5B | Awdflash Load | If required, will auto load Awdflash. exe in POST |
| 5C | Reserved | |
| 5D | Onboard I/O Init | Initializing onboard superIO |
| 5E | Reserved | |
| 5F | Reserved | |
| 60 | Setup enable | Display setup message and enable setup functions |
| 61 | Reserved | |
| 62 | Reserved | |
| 63 | Initialize Mouse | Detect if mouse is present, initialize mouse, install interrupt vectors. |
| 64 | Reserved | |
| 65 | PS2 Mouse special | Special treatment to PS2 Mouse port |
| 66 | Reserved | |
| 67 | ACPI init | ACPI sub-system initializing |
| 68 | Reserved | |
| 69 | Init Cache | Initialize cache controller |
| 6A | Reserved | |
| 6B | Setup | Enter setup check and auto configuration check up |
| 6C | Reserved | |
| 6D | Initialize Floppy | Initialize floppy disk drive |
| 6E | Reserved | |
| 6F | FDD install | Install FDD and setup BIOS data area parameters |
| 70 | Reserved | |
| 71 | Reserved | |
| 72 | Reserved | |
| 73 | Initialize Hard Drive | Initialize hard drive controller |
| 74 | Reserved | |

| Code(hex) | Name | Description |
|-----------|-----------------------|--|
| 75 | Detect HDD | IDE device detection |
| 76 | Reserved | |
| 77 | Detect serial ports | Initialize serial ports |
| 78 | Reserved | |
| 79 | Reserved | |
| 7A | Detect parallel ports | Initialize parallel ports |
| 7B | Reserved | |
| 7C | HDD Write Protect | HDD check for write protection |
| 7D | Reserved | |
| 7E | Reserved | |
| 7F | POST error check | Check POST error and display them and ask for user intervention |
| 80 | Reserved | |
| 81 | Reserved | |
| 82 | Security Check | Ask password security. |
| 83 | Write CMOS | Write all CMOS values back to RAM and clear screen |
| 84 | Display PNP | Display PNP devices |
| 85 | USB Final Init | Final USB initialization |
| 86 | Reserved | |
| 87 | Reserved | |
| 88 | Reserved | |
| 89 | Setup ACPI tables | Setup ACPI tables |
| 8A | Reserved | |
| 8B | Option ROM Detect | Scan for Option ROMs |
| 8C | Reserved | |
| 8D | Enable Parity | Check Enable Parity Check |
| 8E | Reserved | |
| 8F | IRQ12 Enable | Enable IRQ12 if mouse present |
| 90 | Reserved | |
| 91 | Reserved | |
| 92 | Reserved | |
| 93 | Boot Medium Read | Detect and store boot partition head and cylinders values in RAM |
| 94 | Final Init | Final init for last micro details before boot |
| 95 | NumLock | Set NumLock status according to Setup |

| Code(hex) | Name | Description |
|-------------------------|------------------------|---|
| 96 | Boot Attempt | Set low stack Boot via INT 19h. |
| C0 | Base CPU test | Read/Write CPU registers |
| C1 | Memory Presence | Base memory detect |
| C2 | Early Memory | Board Initialization |
| C3 | Extend Memory | Turn on extended memory, cache initialization |
| C4 | Special Display | First display initialization |
| C5 | Early Shadow | Early shadow enable for fast boot |
| C6 | Cache presence | External cache s |
| FF | Boot | |
| NVIDIA Added Post Codes | | |
| Code(hex) | Name | Description |
| F0 | HW Ident | Identify HW in the system |
| F1 | SLAM Table | Register the slam tables |
| F2 | Early SLAM table | Early SLAM table |
| F3 | Init Com Port | COM port initialization |
| 00 | HW Init | Initialize hardware devices |
| 01 | Override Parameters | Override input parameters etc. before QUERY |
| 04 | Process SPD | Read SPD & fill in arrays |
| 08 | Query HW | Query the hardware devices |
| 0C | Load ROM Table | ROM table pointer |
| 10 | Init Memory Controller | Initialize the Memory Controller |
| 11 | Init Memory Controller | PLL Init |
| 12 | Init Memory Controller | Query after Memory PLL has been set |
| 13 | Init Memory Controller | Set Dynamic SPD values |
| 14 | Init Memory Controller | Load Memory Info Structure |
| 15 | Init Memory Controller | Load DIMM geometry (using SPD) |
| 16 | Init Memory Controller | Prepare MRS variables |
| 17 | Init Memory Controller | Probe memory geometry |
| 18 | Init Memory | Load PROD and PROD_C tables |

| Code(hex) | Name | Description |
|-----------|------------------------|--|
| | Controller | |
| 19 | Init Memory Controller | ProdD – Discrete assembly register init algorithms |
| 1A | Init Memory Controller | ProdE – ProdC + Expandable criteria |
| 1B | Init Memory Controller | Send EMRS/MRS configuration cycles |
| 1C | Init Memory Controller | Overvoltage handling |
| 1D | Init Memory Controller | ProdF – final, ladder and wallclock algorithms |
| 20 | Init PCI Express | PCI Express Initialization |
| 23 | Init PCI Express | Release XReset |
| 30 | Init Spread Spectrum | Load Spread Spectrum tables |
| 31 | Init Spread Spectrum | Set CPUPLL Override |
| 32 | Init Spread Spectrum | Set m/n/p value |
| 33 | Init Spread Spectrum | Enable CPU Spread Spectrum |
| 40 | Set Top-Of-Memory | Set Top-Of-Memory registers |
| 44 | Late SLAM table | Late SLAM table |
| 48 | Previous Power State | Previous Power State SLAM SLAM table table |
| 4C | Hardware Workarounds | Hardware Workarounds |
| 50 | NVMM | Restore, and exit NVMM |
| 54 | NV Memory Test | NV Memory Test |
| FE | ERROR handler | ERROR handler |

EVGA

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