

1. Q: Can I use DDR 333 SDRAM on K7VT2?

A: Yes, you can install DDR 333 or 400 SDRAM on K7VT2. However, DDR 333 or 400 SDRAM will be running at the speed of DDR 266.

2. Q: Is there any suggestion of CPU and memory for K7S8X motherboard?

A: With AMD FSB 200 MHz CPU like Duron, please install DDR 200, 266, or 333 SDRAM.

With AMD FSB 266 MHz CPU like Athlon XP 2000+, please install DDR 200, 266, 333, or 400 SDRAM.

With AMD FSB 333 MHz CPU like Athlon XP 2800+, please install DDR 266, 333, or 400 SDRAM.

3. Q: How do I select "Output Type" in C-Media 3D Audio Configuration?

A: Please select "Analog" for "Output Device" in C-Media 3D Audio Configuration.

4. Q: Can I use the microphone if I select 6 speakers in C-Media Audio Configuration?

A: If you select 6 speakers in C-Media Audio Configuration for 5.1 CH output, all three audio connectors (Line in, Line out and MIC) are defined as output connectors. Microphone is an input device. So you are not able to use the microphone at this moment.

5. Q: How can I run a FSB800 CPU on P4I45G correctly?

A: The requirement for P4I45GL to run with a FSB800 CPU is as following:

1. Adjust the FSB jumper from 1-2 pin (normal) to 2-3 pin (test). The jumper is near the CPU fan connector.
2. Memory requires DDR333 SDRAM

Please make sure that the jumper setting is correct and the memory is DDR333.

6. Q: If I install Win9x MR driver by pressing the auto setup of the support CD, the MR modem always picks up com 5. How do I solve it?

A: Please reload the driver by following steps:

1. Please click the properties of MR modem under “device manager”.
2. Click the “driver” and click “update driver”.
3. Select the driver you want.
4. Load the driver from the path to support CD\drivers\amr\win9x

7. Q: What’s the function of JL1 and JR1 jumpers on my ASRock motherboard?

A: When you connect speakers in back panel and front panel at the same time,

1. If the jumpers JL1 and JR1 are short, both front panel and rear panel audio connectors can work.
2. If both jumper caps on JL1 and JR1 are removed, only front panel audio works. However, it requires your front panel to support the function.