

Technical Reference - Q&A

1. Q: How do I get the correct CPU speed after updating the BIOS?

A: After updating the BIOS, the default of BIOS will be loaded with stable setting and the system runs with slower speed to secure the first boot runs successfully. In order to make your system running with the optimum setting, please remember to load turbo/default setting after you update the BIOS.

2. Q: When I use ASRock P4i45G(L) M/B, I see there is 1MB shared memory from the system memory shown in the POST screen during boot process. What is the 1MB shared memory used for?

A: The 1MB memory is used for VGA BIOS (before loading OS).

3. How do I get more VGA memory size for Intel Extreme Graphics of the P4i45G(L)?

A: According Intel DVMT (Dynamic Video Memory Technology,) the amount of video memory is dependent upon the amount of pre-allocated memory set for your system. It allocates memory based on system requirement and is not configured by user. Memory can be adjusted up to the maximum limit set by the graphics driver.

Please refer Intel web site for detail information:

<http://support.intel.com/support/graphics/gaming/video.htm>

4. Q: I found two digits or letters changing at the right bottom corner during POST screen. What is it?

A: This is the BIOS POST code. It represents each step BIOS does during POST screen.

5. Q: May I use the power supply without +12V power (4 pins) connector for ASRock Intel platform Motherboards?

A: ASRock has its own design to omit the Intel specified 4-pin connector. All needed power for motherboard can be supplied from 20-pin ATX connector. So ASRock P4 platform motherboards is able to support some power supplies without +12V 4-pin connector.

6. Q: How to clear CMOS?

A: Please unplug the ATX power and remove the battery, use a metal material like paper clip to short the CLRCMOS1 soldering points or CLRCMOS2 jumpers for 3 seconds. After that, install the battery and plug the ATX power back to the motherboard.

Note: Please do not clear the CMOS right after you update the BIOS.