

Meridian 400

**The
ROADSIDE
PORTABLE
GUIDE TO
MOBILE
COMPUTING
WITH YOUR
MERIDIAN 400
SUB-NOTEBOOK**

User's Guide

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FCC Compliance Statement

For U.S. and Canadian Users

Warning!

Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15, Subpart B of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment on and off, the user is encouraged to try to correct the interference by one or more of the following measures.

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a different circuit.
- Consult the dealer or an experienced radio/TV technician for help.

Connecting a non-shielded equipment interface cable to this equipment will invalidate the FCC Certification of this device and may cause interference levels which exceed the limits established by the FCC for this equipment.

This equipment is a Class B digital apparatus which complies with the Radio Interference Regulations, C.R.C., c. 1374.

Cet appareil numérique de la classe B est conforme au Règlement sur le brouillage radioélectrique, C.R.C., ch. 1374.

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Welcome!

Welcome!

Welcome to the Meridian *User's Guide*! This guide is designed to help you get the most out of your system and keep it running trouble free, year after year.

The *User's Guide* is divided into seven chapters.

Chapter 1, Unpacking Your System, explains how to safely open and set up your new system.

Chapter 2, The Big Picture, gives an overview of a typical system including information about buttons, connectors and LED indicators.

Chapter 3, Battery and Power management, gives information about using your system for the first time and instructions for charging the battery pack and connecting the AC adapter.

Chapter 4, How to Use Your Meridian 400, shows how to turn on the system and begin working.

Chapter 5, Using SETUP, explains how to use the built-in SETUP features to configure your system.

Chapter 6, How to Install Options, shows how to add system RAM, or an external floppy drive.

Chapter 7, How to Maintain Your System, explains how to care for your hardware.

System Specifications lists technical details about your system.

The **Handy Cheat Sheet** gives a short summary of some of the most needed or most forgotten commands.

The **Glossary** gives definitions of common computer terms.

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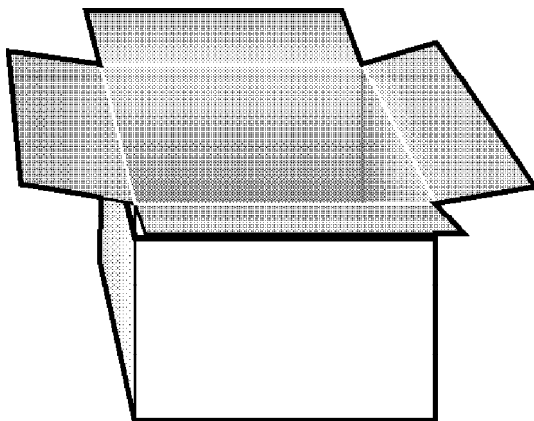
1. Unpacking Your System

Obviously, the first step towards using your new Meridian is getting it safely to your door and unpacked.

Do I Have Everything?

The packing slip is one of the last items sealed into your system unit box. It lists everything we shipped you. As you unpack the box, check the contents against the packing slip. If an item is listed on your packing slip, but isn't in the box, it may be installed in your system, or shipped inside one of the manuals or accessory bags. If you're sure something is missing, call Customer Service right away. The Customer Service phone number is listed on the inside back cover of this book.

What's in the Box?



Your box contains the packing slip, this manual, a plastic bag full of cables and other manuals, a battery pack and AC adapter, and your Windows & DOS manual.

This book shows you how to set up your system and keep it running. Your *Windows for Workgroups & MS-DOS User's Guide* has introductory chapters to help you install and configure DOS and Windows. Since we have already loaded and tested DOS and Windows on your hard drive, you can probably skip those parts for now. Those chapters will be useful if you ever have to start over on your own and reinstall DOS or Windows onto your computer. For now, this book should get you up and running.

Let Your System Acclimate Itself

Although your computer system can easily stand temperature extremes, it doesn't much like rapid changes in temperature, especially going from a cold front stoop to a warm and comfy office, or from a steamy jungle mail drop to an air-conditioned villa. Rapid changes in temperature can cause condensation inside your case. If it is hot or cold outside when you receive your system, let the computer gradually adjust to room temperature before you plug it in.



When you first receive your computer you will certainly be eager to get it going and start putting it to work, but be patient. Take the time to let it grow accustomed to its new environment.

Keep the Box

It's a good idea to keep your Meridian's box and packing materials. That way, if you ever have to store the system or return it, your components will be well-protected.

Where to Work

Your Meridian 400 is a tough, rugged machine. Generally speaking it will be comfortable and run well wherever you are comfortable. Extremes of heat, cold, and humidity can be challenging to your system's parts, but usually if you can take it, so can the computer. There are, however, some things you take very easily that the computer does not like at all. Static electricity is one. Dust, water, steam, and oil are others. Wherever you decide to pull over for roadside computing, choose a clean, comfortable work area for your system.

Note: It's best to place your Meridian near a wall socket for easier access.

Beware Heat, Cold, Humidity, and Glare

Pick a spot for your computer that's not too - not too hot and not too cold, not too dark and not too bright - glare can make it hard to read the screen. Overheating can destroy computer components. Allow plenty of room for air to circulate around the system.



2. The Big Picture

Your Meridian 400 is designed to give you the speed and power of a desktop system in a lightweight, portable package.

System Features

Every Meridian 400 includes:

- Intel 486SX-33, 486DX2-50 or DX4-100 microprocessor
- 8KB internal system cache (486SX & 486DX2),
- 16KB internal system cache (DX4)
- RAM expandable to 20MB
- IDE hard drive upgradable to 350MB
- 2 Type II PCMCIA slots
- High-speed local bus video with 1MB video RAM
- Full 640 x 480 display
- 84-key keyboard with embedded numeric keypad and 12 dedicated function keys, inverted “T”
- Eraser-shaped integrated TruePoint™ pointing device
- Replaceable, rechargeable NiMH battery
- Serial port, enhanced parallel port, external VGA video port, external keyboard or PS/2 mouse port
- Port for optional external floppy drive
- Full power management features include Low Power mode, programmable Standby features, and Suspend to memory for fast suspends and resumes
- AC-DC adapter
- EPA Energy Star compliant

Top View

Mouse buttons

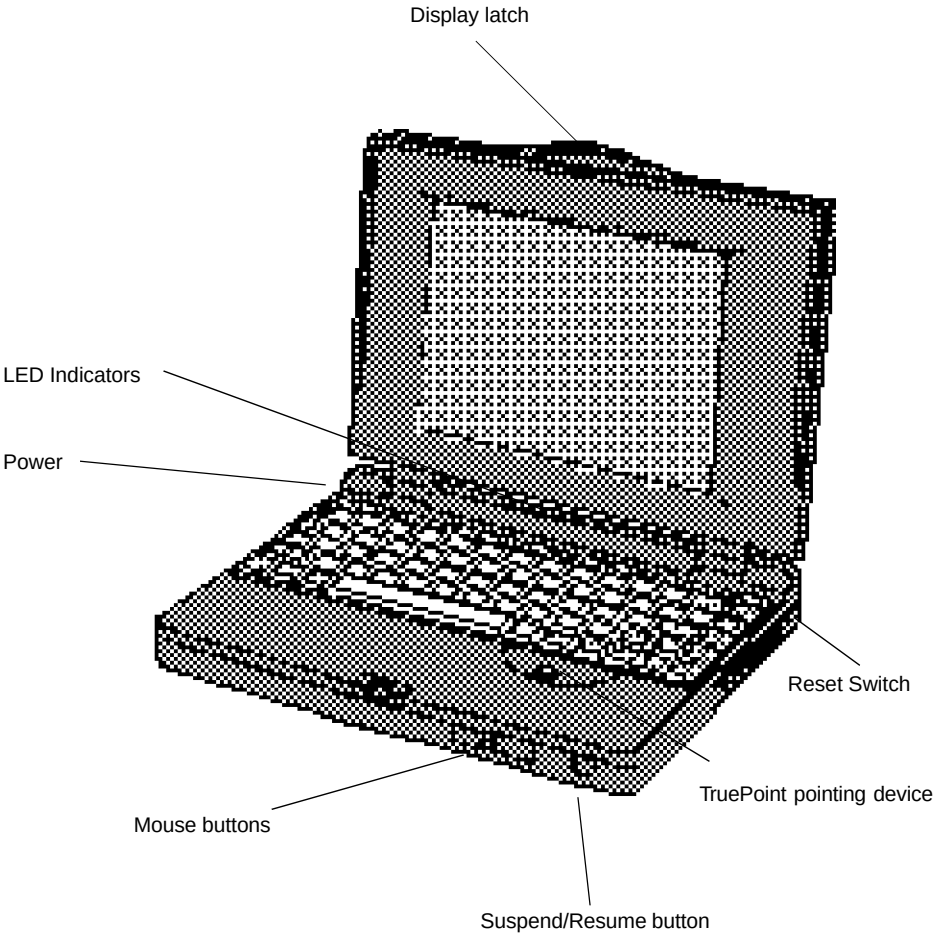
The two rectangular buttons on the front of the unit work like the two buttons of a mouse. Your right thumb can push the mouse button while another finger moves the cursor with the TruePoint pointing device.

TruePoint Pointing Device

The TruePoint™ pointing device works much like a joystick. The pointer moves the on-screen cursor whichever direction you tilt the red button. The harder you push, the faster the cursor moves.

Suspend/Resume Button

The Suspend/Resume button sets the system to the power saving mode when you are not using your system. To use the Suspend/Resume button, you must enable Power Management in SETUP. See *Chapter 5, Using SETUP*, for more details.



Side View

Power Button

To turn the system on or off, press the power button for 1-2 seconds. When you turn the power on, the speaker beeps once (unless you have disabled the speaker by setting the volume 0).

The Power Button will not work when the system is in suspend mode or when the computer is being powered by battery only and the display panel is closed. See Chapter 3, *Battery and Power Management*.

Reset Switch

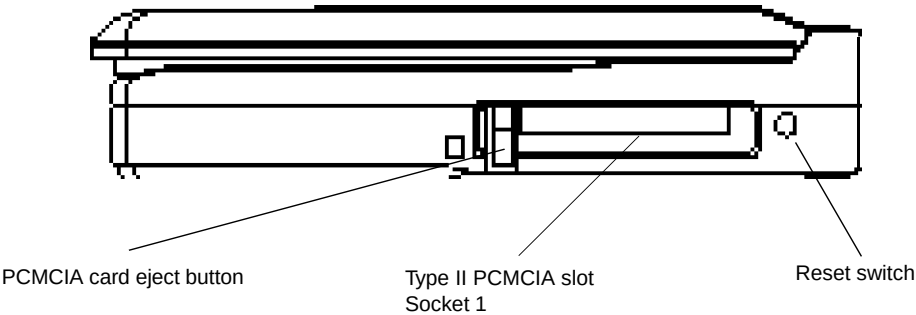
The reset switch reboots the system. Insert the tip of a ball-point pen into the opening to press the switch. When the system is rebooted all information in random access memory (RAM) is lost.

PCMCIA Card Eject Buttons

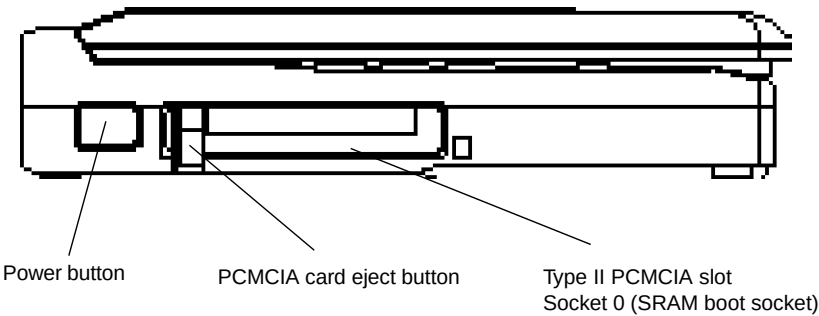
These buttons let you insert or remove PCMCIA cards in the PCMCIA slots.

Note: PCMCIA cards can be removed and replaced while the system is on. If you remove a PCMCIA card while the system is on, be sure the PCMCIA card eject button returns to its original position. When the PCMCIA slot is not being used, the eject button should be flush with the system case.

Right Side View



Left Side View

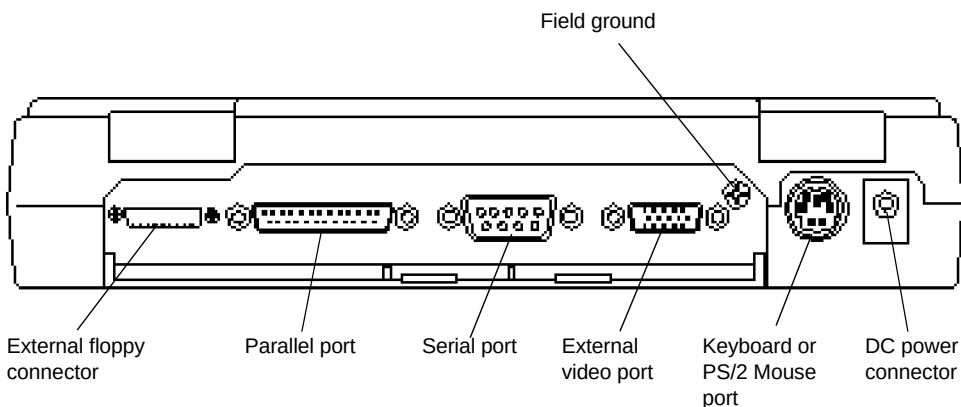


Back View

Each connector at the back of the system unit is displayed below. You can configure the parallel or serial ports from the SETUP menu. See Chapter 5, Using SETUP, for detailed instructions.

Caution:

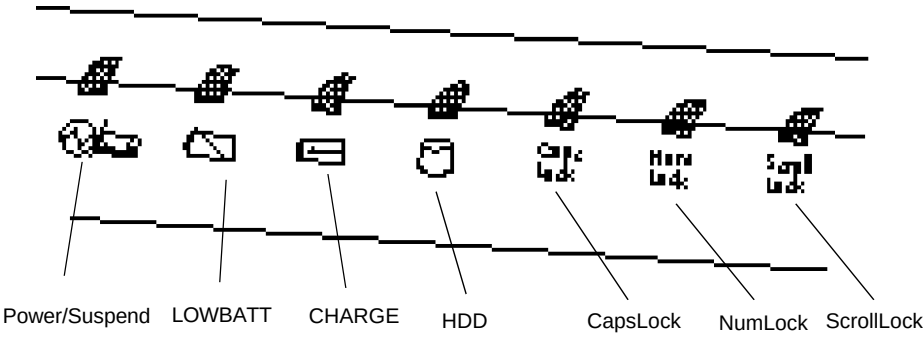
Whenever you connect or disconnect cables, turn off all power switches.



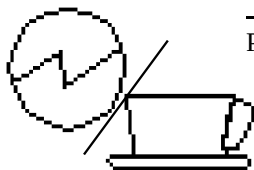
Connector	Description
	External floppy 26-pin connector for attaching an external 3.5" floppy drive
	Parallel port 25-pin parallel port for printers or other devices. Configure the parallel port from the SETUP program , Ctrl+Alt+S at the DOS prompt.
	Serial port 9-pin connector for a mouse, modem, or other serial devices. Configure the serial port from the SETUP program, Ctrl+Alt+S at the DOS prompt.
	Video 15-pin connector for external VGA monitor. The system will automatically detect and use an external monitor at boot. (If LCD panel is closed, you must use the AC adapter to power the system.)
	Keyboard/ PS/2 Mouse 6-pin mini-DIN connector used for connecting a PS/2 style mouse or a 101/102-key external keyboard.
	DC Power Connect the AC adapter cable here.

Inside View

The indicator lights show the status of the power, battery pack and hard disk drive, CapsLock, NumLock and ScrollLock.



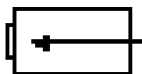
Indicator Lights



Indicator	Color	Description
Power/Suspend	Glowing	The power is turned on.
	Blinking	The system is in suspend mode.



LOWBAT	Slow blinking	The battery power level is low. If enabled in SETUP, the system beeps slowly warning you to recharge or replace the battery, or plug in the AC adapter.
	Fast blinking:	Battery power is nearly gone. If enabled in SETUP, the system beeps quickly warning you to connect the AC adapter.



CHARGE	Orange	The battery is charging.
	Green	The battery is charged.



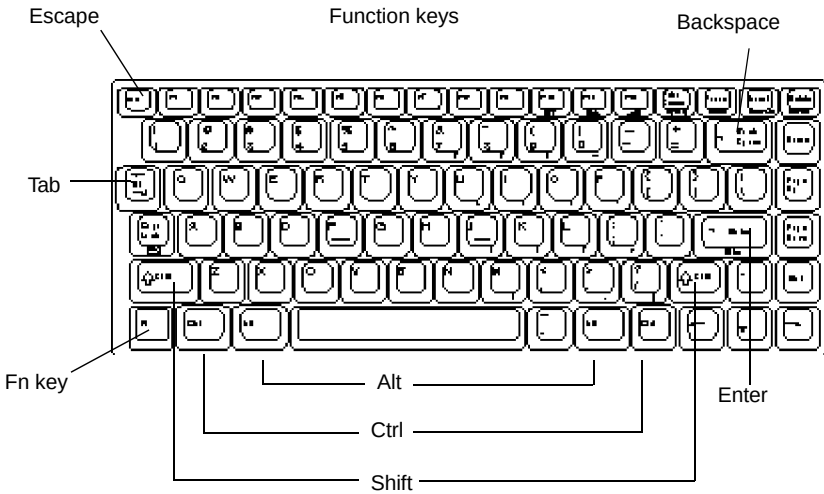
HDD	Green	The system is using the hard drive.
-----	-------	-------------------------------------

CapsLock	Green	CapsLock is enabled.
----------	-------	----------------------

NumLock	Green	NumLock is enabled
---------	-------	--------------------

ScrollLock	Green	ScrollLock is enabled
------------	-------	-----------------------

How to Use the Keyboard



The keyboard is your primary means of telling the computer what to do and giving it the numbers and words to do it. The keyboard works much like the keys on a typewriter, but computer keyboards have several specialty keys. Over time, most software packages have settled on some common uses for the specialty keys. For example, in most software packages, pressing the F1 key gets help.

The chart on the next page explains the most important keys on the keyboard.

What the Keys Do



Alternate (Alt) - used with other keys to perform special functions defined by the application you are using. While holding down the Alt key, press the other key.

Caps Lock - toggles on and off making the typewriter letter keys appear in uppercase.

Control (Ctrl) - used with other keys to perform special functions defined by the application you are using. While holding down the Ctrl key, press the other key.

Delete - deletes the character at the cursor.

Enter - tells the computer you're done typing and want it to execute your command. Some people call this the Return key. Also used as a paragraph return key when typing.

Escape (Esc) - generally allows you to escape a function without completing it.

Function Keys (F1 through F12) - the purpose of the function keys depends on the application you are using.

Insert - toggles between insert and overwrite mode. In insert mode, anything you type is inserted at the cursor position without deleting any existing characters. In overwrite mode, new characters simply write over existing characters.

Pause - typically suspends the application you are using. Not all applications use the Pause key.

Print Screen - typically prints out the current screen on the printer. Sometimes used with the Ctrl key. Some applications disable this function or require special drivers to work properly with this key.

Scroll Lock - defined by the application software you are using. Not all applications use the Scroll Lock key.

Shift - shifts the typewriter keys from lower to upper case or from the lower symbol to the upper symbol on the key.



What the Keys Do

Cursor Movement Keys

Backspace (Bksp) - usually located above the Enter key. It may be labeled as Bksp or as an arrow pointing to the left. The Backspace key moves the cursor to the left one space erasing the characters in its path.

Down Arrow - usually moves the cursor down one line.

End - usually moves the cursor to the end of the line or screen.

Home - usually moves the cursor to the top left side of the current page or screen.

Left Arrow - usually moves the cursor to the left one space.

Page Down - usually scrolls the screen page down to the next page.

Page Up - usually scrolls the screen page up to the previous page.

Right Arrow - usually moves the cursor to the right one space.

Tab - moves the cursor to the next tab setting or field. Typically, Shift+ Tab moves the cursor back one tab setting or field.

Up Arrow - usually moves the cursor up one line.

Num LK (Number Lock) - toggles the numeric keypad. When the Num Lock light is on, the keys on the right side of the keyboard work like a ten-key calculator. When the Num Lock light is out, the keys move the cursor.

Special Combinations

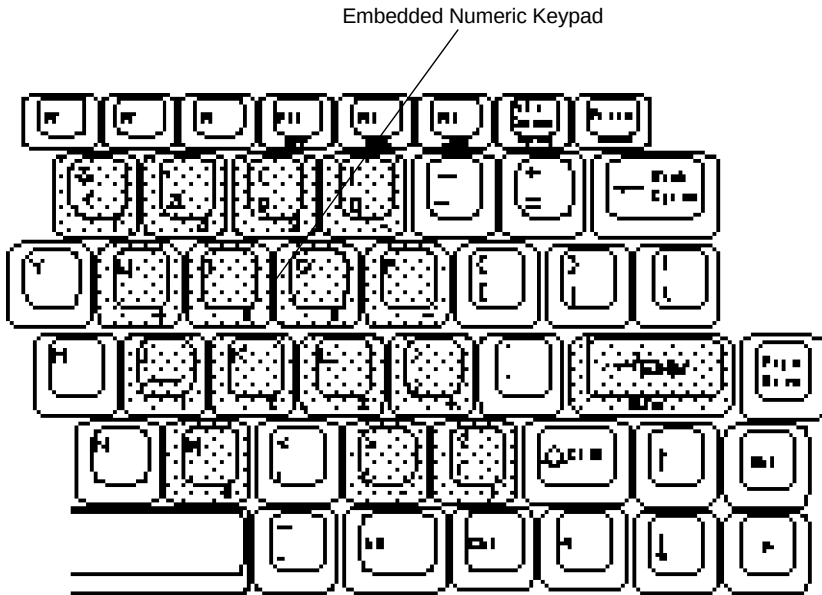
Ctrl-Alt-Del - restarts the computer. Also called a “warm boot” because it clears the memory, resets, and reboots the computer.

Ctrl-Alt-S - Run SETUP program.

Ctrl-Alt-P - Run Power management program or View remaining battery life.

Ctrl-Break or **Ctrl-C** - Break out of the current program.

How to Use the Embedded Numeric Keypad



A numeric keypad for entering numbers is embedded within the main keyboard. To use the numeric characters, press the NumLock button. Keys with a number in the lower right corner will type numbers whenever NumLock is enabled. To return the keys to normal letters, press NumLock again.

If you install an external keyboard or keypad, the keypad function is disabled.

Special Key Combinations

The following key combinations let you perform special functions without exiting your application

Note: Some applications may conflict with certain special key combinations. If you press key combination without results, exit the application and try again.

Fn+F10	Decreases LCD display contrast
Fn+F11	Increases LCD display contrast
Fn+F12	Sets beep volume

How to Set the Speaker Volume

Pushing Fn+F12 cycles through the four volume levels for the internal speaker. When you set the volume level, the system records and remembers the level you set for the Power On beep, the Suspend Mode beep, and the normal system beep. This setting is retained in memory even when you turn the system off. Low battery alerts, however, always reset to the maximum volume when you boot the system. To lower the volume of the low battery alert, cycle through the volume settings by pressing Fn+F12 after you power up.

Note: Some settings such as BIOS errors and unknown system problems will always beep at maximum volume.

3. Battery and Power Management

Installing the Battery for the First Time

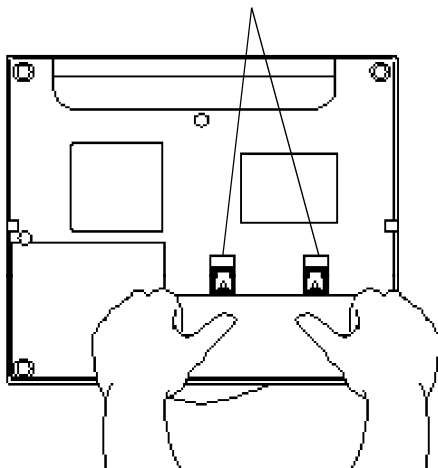
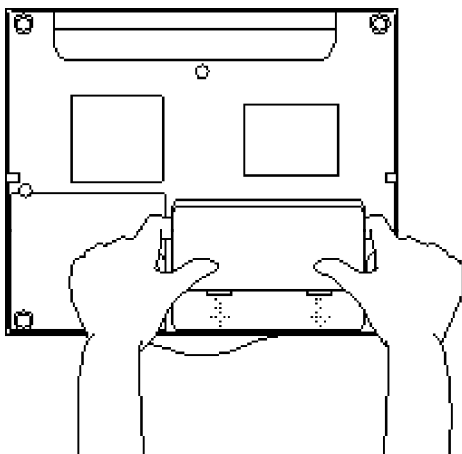
Your system operates on a rechargeable Nickel Metal Hydride (NiMH) battery pack. To prevent possible damage during shipment the battery pack has not been installed in your system. Before turning on the system for the first time, remove the battery pack from its package and install it. Once the battery is installed, allow it to fully charge before using your system with the battery alone.

How to Install the Battery Pack

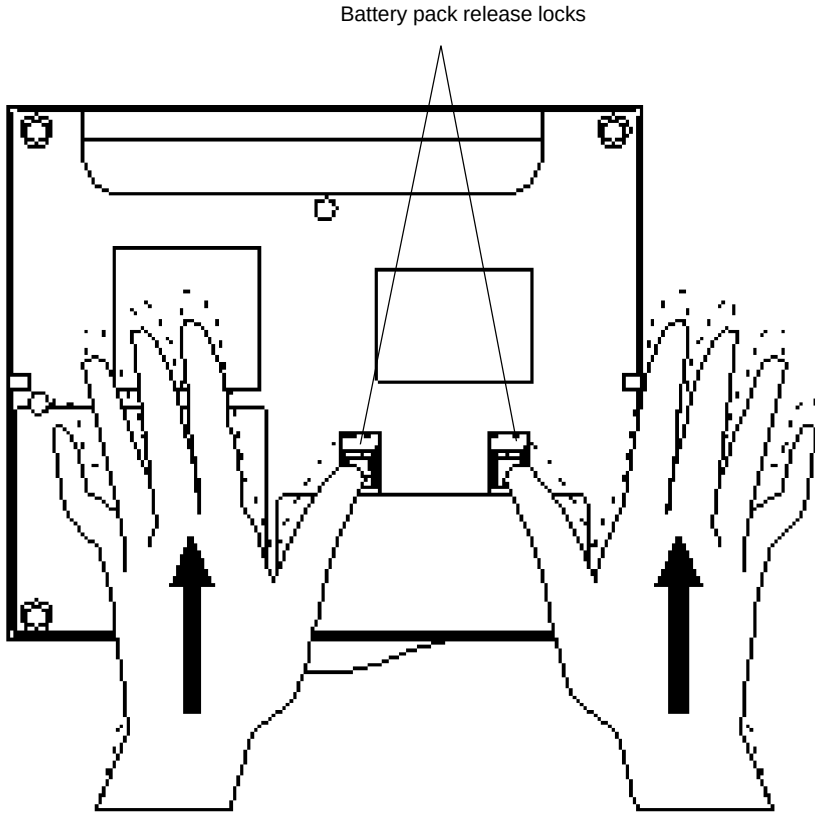
To install the battery pack:

1. Insert the battery pack into the battery compartment.
2. Push the battery into the compartment until you hear a click.

Battery pack release locks



How to Remove the Battery Pack



1. Locate the battery pack and battery pack release locks.
2. Slide the battery pack release locks. Releasing the battery pack locks. The battery pack will be lifted upward.
3. Pull the battery pack out of the compartment.

Turning On Your System

After installing the battery pack, be sure to let the battery fully charge before using your system for the first time. The battery LED will be green when the battery is fully charged. Once the battery is fully charged, go ahead and open your system and push the power button. Hold the button down for one second to turn on the system.

Note: Be sure to wait one to two seconds before pressing the power button again. If you don't, the power button may not respond.

Battery Pack Life

Battery life greatly depends on how you use and configure your system. Battery life can be extended, however, by:

- Operating the system at a slower speed
- Operating the system on external power whenever possible
- Setting the LCD brightness to “Half” level at the SETUP program
- Setting Power Management features to a lower time interval
- Operate your Meridian in cooler temperatures

See Chapter 5, Using SETUP, to learn how to set the power management features.

Low Battery Conditions

There are two warnings when the battery in your system is low and needs charging. At the first warning, the orange battery indicator light blinks slowly, and the system speaker will beep (if enabled). The first battery warning occurs about eight minutes before the second warning. At the first warning, you should quit working and save your data, or connect the AC adapter to the system immediately. Otherwise, your data may be lost.

At the second warning the orange battery indicator light blinks rapidly and the system speaker beeps again. After the second warning, the system could shut down at any moment, erasing all your unsaved work.

Warning!

Systems containing more than the base amount of system memory might have a slightly shorter initial low-battery warning.

Note: Even if your low battery warning volumes are set to OFF, the system speaker will still beep to alert you to a low battery problem.

If you receive a low battery warning, we recommend that you do one of the following:

AC adapter and power outlet available

1. Set in suspend mode by pushing the suspend/resume button.
2. Connect the AC adapter to the system.
3. Resume the system from suspend mode by pushing the suspend/resume button.

Extra fully charged battery available

1. Save all necessary files.
2. Exit the application.
3. Turn off the system.
4. Remove the battery pack and replace it with the fully charged battery pack.

No AC adapter, power outlet or extra charged battery available

1. Save all necessary files.
2. Exit the application.
3. Turn off the system.

How to Charge the Battery

To charge the battery, plug the AC adapter into the system and an electrical outlet. The AC adapter converts alternating current (AC) into direct current (DC). When the power switch is turned on, the AC adapter supplies power to the system and recharges the battery pack only when the system is in the suspend mode. When the power switch is turned off, all the power from the AC adapter is dedicated to recharging the battery pack.

When the computer is off or in suspend mode, recharging an empty battery pack takes about 1 hour.

While the battery charges, the CHARGE LED is orange. Once the battery is fully charged, the CHARGE LED is green.

Pre-charging a Dead Battery

If the battery has been completely discharged or placed in prolonged storage, it may need a pre-charge in addition to a normal charge. A pre-charge can take as little as a few seconds or as much as an hour in some extreme cases. While the battery pre-charges, the CHARGE LED slowly flashes orange.

Temperature Control

The AC adapter will not charge a battery that is too hot or too cold. If the battery is outside the normal operating temperatures, the system unit will wait for the battery to warm up or cool down before charging. While the system unit waits for the battery to return to the normal operating temperature, the CHARGE LED will slowly flash green.

Faulty Battery

The orange charge light indicator may flash when a faulty battery pack is installed. If the CHARGE LED flashes orange rapidly, remove the faulty battery pack immediately.

Warning!

Powering the system with the AC adapter and a faulty battery pack installed can damage both the AC adapter and your system.

Don't Unplug the AC Adapter with the Power On

You can operate your system with external power at any time by plugging the AC adapter into the system and a power outlet. It is not necessary to turn off the system power before connecting the AC adapter. However, do not unplug the AC adapter when the system power is turned on. The system may operate in an unexpected manner. When the AC adapter is connected, it powers the system and recharges the battery.

How to Use an External Video Monitor

You may wish to use an external keyboard, mouse, or monitor with the LCD panel on the Meridian closed. If you wish to use the Meridian with the LCD panel closed, you must run the system with the AC adapter plugged in.

How to Set Power Management

Your system can operate in normal mode, power saving mode or suspend mode.

Normal Mode

The system runs at the speed specified in SETUP (Full, Slow).

Power Saving Mode

Power saving mode reduces power to the hard drive after several minutes of inactivity. You can set the amount of time the system should wait before powering down the hard drive. If no activity is detected during the period of time specified in SETUP, the system switches to the power saving mode. See Chapter 5, Using SETUP, for more information about setting the power saving configuration.

Suspend Mode

In suspend mode the system clock speed is lowered to 0 MHz, and the green power/suspend light blinks continuously. Push and hold the suspend/resume button for about one second to enter or cancel suspend mode.

Warning!

While in Suspend Mode, the system still draws a small amount of power. If you leave your system in Suspend Mode for long periods of time, the battery will eventually drain.

Battery Precautions

1. Do not expose the battery to fire, which can cause explosion, or allow it to become dented or deformed.
2. Do not run your system on battery power for a long time at temperatures over 95°F (35°C). Also, do not store the battery at high temperatures. This can significantly reduce the life of the battery.
3. Temperature extremes can greatly affect the life of the battery. It should be kept in a low-humidity area and temperature range of between 14 and 104° F (-10 and 40° C) when being stored for less than one month and between 14 and 86° F (-10 and 30° C) when being stored for over one month.
4. The battery may be damaged if it is used in any other device than your computer. Also, do not attempt to use with any other make of adapter or battery charger.
5. Do not force the battery into the system unit. Do not drop it.
6. Do not short-circuit the electrode of the battery.
7. Do not be alarmed if the battery feels warm to the touch when installed in your system. This is normal.
8. If the CHARGE LED on the computer blinks green while charging, remove the battery pack and allow it to return to normal operating temperatures before recharging.
9. After recharging, if the battery power quickly becomes weak, or if the charge LED on the computer blinks rapidly during recharging, the battery power pack's service life has probably come to an end. Promptly replace it with a new battery pack, or remove the battery pack and use the AC adapter for a power source. Do not leave a dead battery pack in the computer.
10. Do not to open the pack. It which contains harmful materials that can catch fire when exposed to the air or chemically burn your skin. Dispose of batteries according to local regulations.
11. The battery may not charge if the contacts become dirty. You can clean the contacts with a cloth.

AC Adapter Precautions

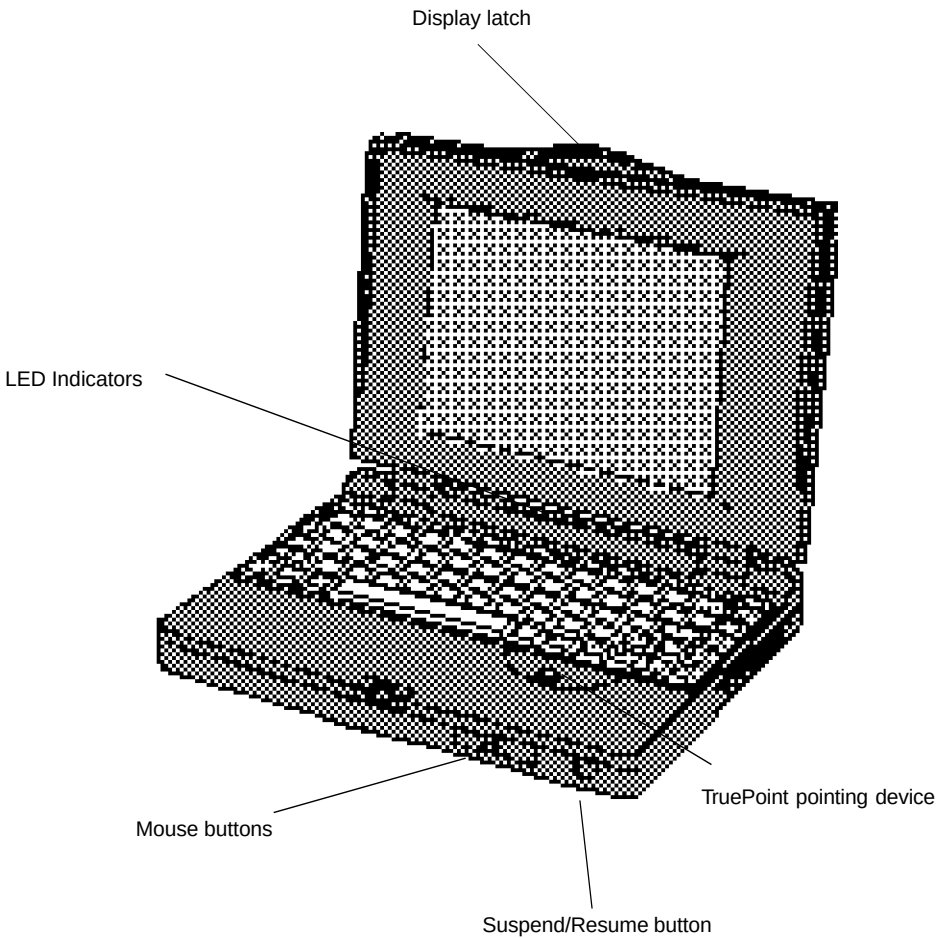
1. Do not subject the adapter to strong vibration or shocks. Be careful not to drop it.
2. Do not expose the adapter to direct sunlight for prolonged periods.
3. Do not use or store the adapter near chemicals or in an environment containing corrosive gases.
4. Do not use or store the adapter in places subject to extreme temperatures or near a heat-producing source. Avoid using it where it is extremely humid or dusty.
5. Using the adapter while wet is extremely dangerous. If it should become wet or damaged, immediately unplug the adapter from the power socket and the computer.
6. Do not unplug the AC power cord or DC connector by pulling on the cord. Instead, grasp the plug firmly and pull it out. Also, do not hold the adapter by its AC cord or DC input connector.
7. After unplugging the DC input connector from the computer or AC power cord from the adapter, wait at least 5 seconds before attempting to reconnect it, otherwise the CHARGE LED indicator may flash at random. If this happens, turn the system power off, remove the battery and AC adapter and reinstall.
8. Do not attempt to open the adapter, which has no user-serviceable parts. Failure to comply can result in electrical shock or adapter malfunction.
9. When the adapter is not being used, unplug its AC power cord. While attached to a wall outlet, the adapter continues to supply DC voltage to the plug connector even when it is unplugged from the computer. If the loose plug comes into contact with metal, a short circuit could occur, causing damage to the adapter.
10. Do not use the adapter with any other devices other than this computer. Also, do not attach any other make of AC adapter other than the one supplied with the computer. Even momentarily attempting to use a different adapter can cause serious or fatal damage to your computer.
11. Always set the AC adapter so its top vents are upward. Also, do not cover the adapter with cloth, paper or other materials that can interfere with heat release. An overheated AC adapter may become damaged.

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4. How to Use Your Meridian 400

How to Open the System

To open the display, push the latch at the front of the system backward to release the lock and lift the display carefully.



How to use the TruePoint Pointing Device

The red button, called the True Point embedded pointing device, works like a joystick. Simply put a finger on it and tilt it the direction you want the cursor on the screen to go. The harder you tilt, the faster it moves.

When you need to click on something, use the rectangular mouse buttons on the front of the unit exactly as you would use the two buttons on a mouse.

Note: If the cursor moves too quickly for you, change its sensitivity. In Windows, select the mouse icon from the Control Panel and click on Sensitivity. In DOS, run the MOUSE program with the /S flag. See your Windows & MS-DOS User's Guide for more details.

How to Use a PS/2 Style Mouse

Before you can use an external mouse, you must first install its device driver. This software enables your mouse to communicate with the system. See your mouse documentation for instructions how to install the mouse and mouse driver.

Your system automatically switches to a PS/2 mouse if one is connected to the Keyboard/PS/2 Mouse port. You cannot use both the embedded pointing device and the external mouse at the same time.

Note: A PS/2 style mouse may not work correctly if you connect it after bootup. Always turn the power off before connecting a PS/2 style mouse.

How to Use a Serial Mouse

To use a serial mouse, you must first disable the TruePoint pointing device in SETUP. On the SETUP menu (Ctrl-Alt-S at boot) Set Pointing Device to “Disabled”.

Once the TruePoint device is disabled, you can connect a serial mouse to the serial port at the back of the system unit. Do not try to connect a PS/2 style mouse to the serial port.

Remember also that before you can use any external mouse, you must first install its device driver. This software enables your mouse to communicate with the system. See your mouse documentation for instructions how to install the mouse and mouse driver.

How to Use Floppy Disks

Floppy disks are used to:

- transfer information from one computer to another
- install software on your system's hard drive
- make back-up copies of your software and data

When you insert a floppy disk into the system's floppy disk drive, you can read the information stored on the disk and write information to the disk.

You can attach a 3.5-inch 1.44MB an external floppy drive. You can use either high-density (1.44 MB storage capacity) or double-sided/double-density (720 KB storage capacity) floppy disks in this drive. The 1.44 MB disk has the advantage of storing more data than a 720 KB disk.

You can tell the disks apart by looking at the edge of the disk opposite the sliding metal panel.

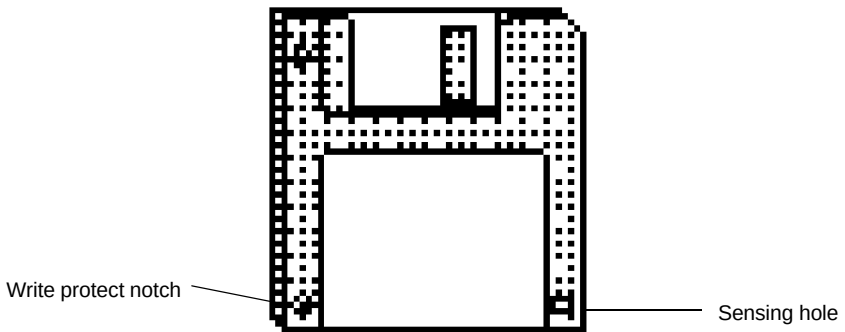
- 1.44 MB disks have a write-protected tab on one side and a sensing hole on the other side
- 720 KB disks have only a write-protect tab.

To write-protect either kind of disk, slide the plastic write-protect tab to uncover the hole.

As you push the disk into the drive you will hear a faint click as the disk slides into place. To release the disk, slide the disk release button on the right side of the disk opening.

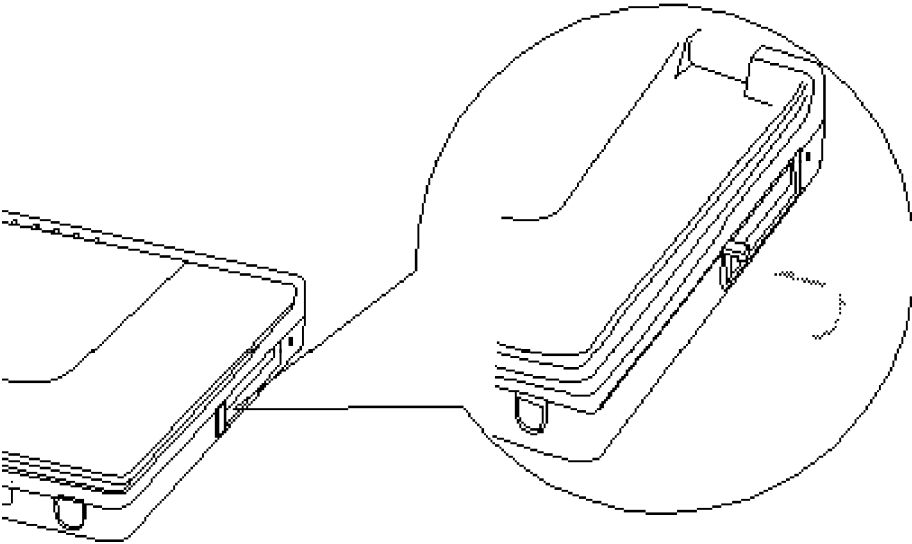
How to Care for Floppy Disks

- Handle disks carefully.
- Don't remove a disk from a drive while the drive is in use.
- Don't touch or scratch any exposed portion of the disk's shiny surface, or allow dust or moisture to collect on the disk.
- Store disks at a temperature range between 10°C (50°F) and 49°C (120°F).
- Keep disks away from magnetic fields.
- Format a new disk before you use it for storing data. Before you begin the format, make sure the disk doesn't contain anything you want to save. Formatting a disk will erase all data stored on it.



3.5" 1.44MB High Density Floppy Disk

How to Use a PCMCIA Card Slot



Caution:

Don't install another vendor's card and socket services over the pre-installed Phoenix services. Your Card & Socket Services will accomodate SRAM cards and a modem on COM2.

Your system comes with dual PCMCIA Type-II expansion slots. One slot on each side of the computer. To insert a PCMCIA card, align the card so the label is up and the connector is toward the computer. Carefully slide the card into the slot. To remove a card, pull the PC card eject button out and then push in. Your system comes with software that allows most PCMCIA cards to be recognized. Some third-party cards may require their own software. See your PCM+ user's guide for detailed instructions.

Note: Your system is installed and configured with Phoenix Card & Socket Services. For more information, double-click on the Readme icon in Windows or on the Readme file in the C:\UTILS directory.

PCMCIA cards (Type II) can provide your computer with:

- Flash Memory
- LAN
- Fax/Modem
- SRAM Memory
- SCSI
- Sound system

Before you can use certain PCMCIA cards, you need to install a client driver first. See your card's user manual for more details.

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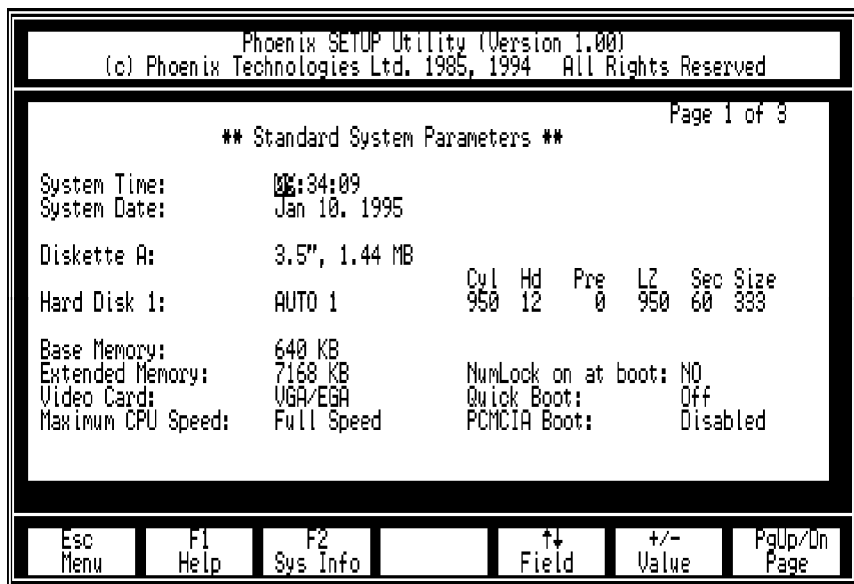
5. Using SETUP

Your system includes a SETUP utility program that allows you to change the system configuration as needed:

- System time and date
- Floppy disk drive type
- Hard disk drive type
- Base memory
- Extended memory
- Video system
- Maximum CPU speed
- Number lock on or off
- Quick boot on or off
- PCMCIA Boot
- Cache
- Serial and parallel port status
- Internal Mouse
- LCD Brightness
- System Password
- Power saving features

Note: SETUP configuration information reside in the battery powered CMOS RAM. The battery usually lasts for five years. If the battery is low, you may repeatedly get a SETUP error during system startup. If this occurs, call Customer Service immediately. Do not open the system yourself.

How to Run SETUP



Before entering SETUP save all your files and exit your application. Once you enter SETUP, you lose all unsaved data because the system reboots when you exit SETUP.

To run SETUP press Ctrl+Alt+S at the DOS prompt.

Note: Do not run SETUP during system initialization.

There are three SETUP screens. The first screen, "Standard System Parameters" is the first screen that appears. You should see a screen similar to the one above.

Navigating in SETUP

You navigate through the SETUP program using cursor keys, function keys, and a few other special keys. Use the keys listed below on the SETUP screen.

From the Standard System Parameters Menu

F1	Display Help screen
F2	Display system information
Up and Down arrow	Select a SETUP option
+ and - or Space Bar	Change a SETUP non-numeric value

From the Exit Menu

Esc	Display the Exit menu and return to the SETUP screen
F4	Save values, and exit SETUP
F5	Load default values
F6	Exit SETUP without rebooting the system
0	Press to delete a numeric value

Standard System Parameters

Standard System Parameters contains the following options:

Time

The current time, in hours, minutes, and seconds. The system uses a 24-hour clock format; for example, 5:50 pm displays as 17:50:00.

Date

The current date in month/day/year format.

Diskette Drive A

Set to a 1.44 MB 3.5-inch floppy disk drive when it is installed in your system.

Hard Disk 1

Set to the fixed (hard) disk drive type installed in your system. When set to Auto, the system automatically determines your hard drive type. (Default: Auto 1)

Base Memory

The amount of base memory in the system set to 640 KB (Default).

Extended Memory

The amount of extended memory in the system (depending on the amount of memory installed). For example:

4MB RAM = 3072 KB extended memory + 640KB base.

8MB RAM = 7168 KB extended memory + 640KB base.

20MB RAM = 19456 KB extended memory + 640KB base.

Video Card

Always set to “VGA/EGA”.

Maximum CPU Speed

Use the Maximum CPU Speed feature to select between Full Speed, and Slow Speed. Slow Speed reduces the speed of the CPU to be compatible with some software which cannot be used at the faster operating speed. Slow Speed also extends battery life. Normally this setting should be left at “Full Speed”.

Numlock on at boot

Use the Numlock on at boot feature to activate the numeric keypad on the computer’s keyboard at bootup. The keys that make up the 10-key numeric keypad will produce the assigned numerals when typed.

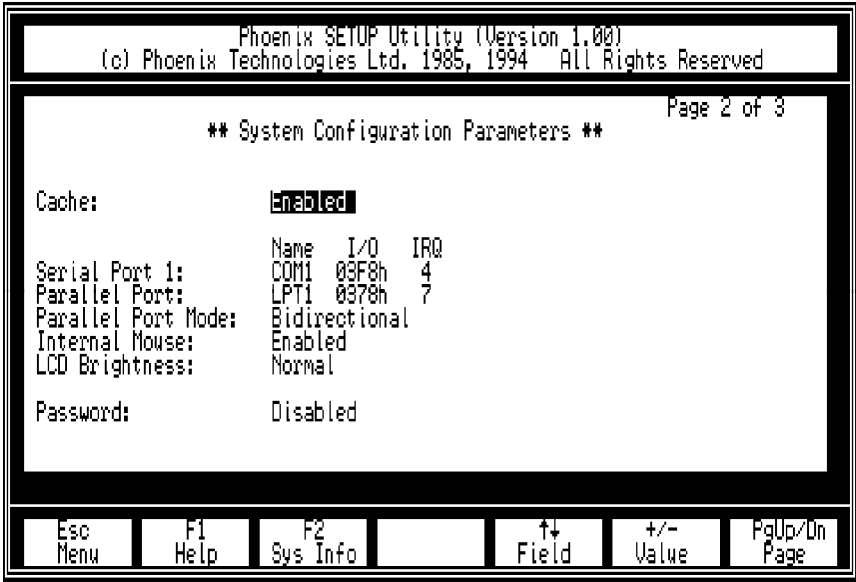
Quick Boot

Use the Quick Boot feature to skip the detailed memory and self-diagnostics tests during system bootup. This reduces the amount of time required for powering up the system.

PCMCIA Boot

Set to “Enabled” only when booting from an SRAM PCMCIA card in PCMCIA Slot 0. (Default: Disabled)

System Configuration Parameters



To display the System Configuration menu, press PageUP or PageDown from the main SETUP screen.

Cache

Use of 8KB or 16KB of cache memory can improve your computer's processing speed. Some applications and diagnostic utilities do not run properly with the cache on. (Default; Enabled)

Serial Port 1

Sets the COM port used for the RS-232C serial port.
Defaults: Name: COM1. I/O address: 03F8h. IRQ: 4.

Parallel Port

Sets the Name, I/O address, and IRQ for LPT1, LPT2 and LPT3 parallel ports.
Defaults: Name: LPT1. I/O address: 0378h. IRQ: 7.

Parallel Port Mode

Sets the parallel port for unidirectional or bidirectional data flow.
(Default: Bidirectional)

Note: Should you use the port as Enhanced Parallel Port (EPP), set to “Bidirectional.”

Internal Mouse

Set to “Disabled” if you use an external serial mouse.
Default: Enabled.

LCD Brightness

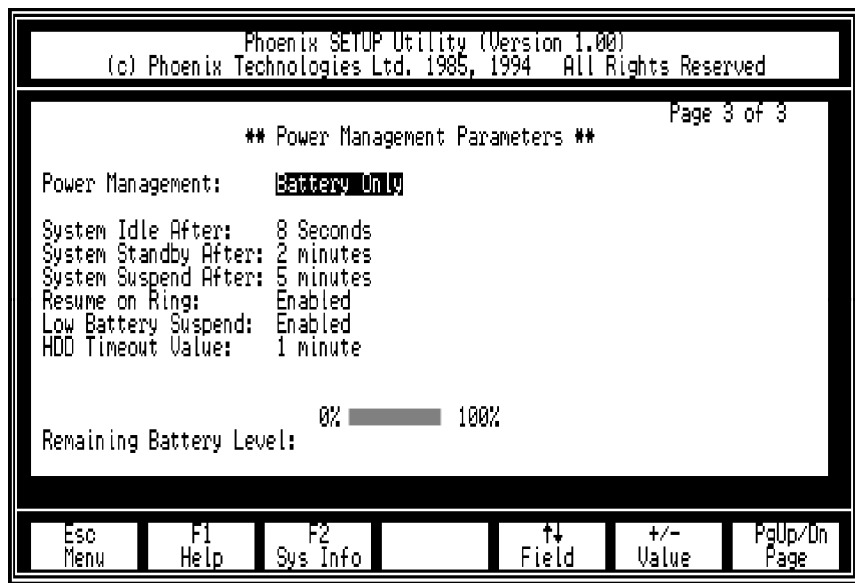
Adjusts the LCD brightness to be comfortable.
Default: Normal.

Note: To extend battery life, set to “Half.”

Password

Sets the password for computer security. See “System Passwords,” for details.

Power Management Parameters



The Power Management Feature Control menu customizes the system's battery conservation programs, allowing for the most efficient operation. To view the Power Management Setup menu from the DOS prompt, press Ctrl+Alt+P simultaneously.

Note: Windows NT version 3.1 does not support power management. If you are running Windows NT version 3.1 with this system, disable all power management. Running Windows NT with power management enabled can lead to unpredictable results.

Power Management

This option enables or disables all power management functions. You can choose between Enable, Disable, or Battery only.

When Enabled, the setup items listed under Power Management Parameters will take effect.

When Disabled, the setup items listed under Power Management Parameters will not take effect.

When set to Battery Only and the system is being powered by battery only, Power Management will be on.

When set to Battery Only and the system is being powered by the AC adapter, Power Management will be off.

Idle, Standby, and Suspend Options

The Setup items listed under Power Management Feature Control let you minimize power consumption and maximize battery life. Use these Setup options to get the maximum use out of every battery charge.

System Idle After

System Idle is the first level of power management. When System Idle is enabled, the system slows down only the CPU after the allotted time has passed. Slowing down only the CPU saves battery power, but allows for quick “wakeups” when you press a key or move the mouse cursor. You can set this option anywhere between 1 and 16 seconds.

Note: If you set this option below 8 seconds, applications that take a long time to load (like Windows) may not run properly.

System Standby After

System Standby is the second level of power conservation. When System Standby is enabled, the system turns off the LCD backlight and the CPU after the allotted time has passed. The Meridian immediately wakes up the next time any key is hit or mouse movement is detected.

The System Standby state timeout interval can be disabled or set to preset values between 1 minute and 16 minutes.

System Suspend After

System Suspend After is the third level of power conservation, providing the maximum power conservation. When System Suspend is enabled, the system turns off the LCD backlight as well as the diskette and hard disk drives and also turns off the CPU after the allotted time has passed. Data currently in RAM is safe until normal operation is resumed.

The suspend state timeout interval can be disabled or set to preset values between 5 minutes and 60 minutes.

Note: If your system has an external PS/2 style mouse, keyboard, modem (when turned on), etc., power is supplied to them in the Suspend state. Therefore, these peripheral devices will shorten the possible suspend duration time when powered by the battery pack.

Ring on Resume

Use the Ring on Resume feature to determine whether the system automatically wakes up from Suspend mode upon receiving an incoming modem ring from a serial or PCMCIA modem.

Low Battery Suspend

Use this feature to automatically enter the suspend mode when the battery charge is critically low. If you disable this feature, normal battery low alarms will occur, but the system will not enter suspend mode unless you push the suspend/resume button. You can choose Enabled or Disabled.

Note: If you disable this feature and ignore low battery alarms, the system will shut down when the battery is drained. Also remember, Suspend mode is intended for short breaks only. For longer breaks, always turn your system completely off so the battery can recharge.

HDD Timeout Value

Specifies how much time should elapse before the hard drive automatically shuts off. The next application to access the hard disk reactivates the motor.

The hard disk timeout interval can be disabled or set to preset values between 1 minute and 15 minutes.

Remaining Battery Level

Displays the level of usable battery with the horizontal bar when the battery pack is installed in your system.

Note: If you don't fully recharge the battery before putting it in, the Remaining Battery Level may not read accurately.

System Security



You can set both a system password and a key lock password to prevent unauthorized use of your system.

System Password

Warning!

If you forget the password, your system will not operate. You will have to contact Customer Service to completely clear the CMOS password. Write down your password and store it in a safe place.

To set the system password, run the SETUP program and select Password: on the menu screen. To set the system password for the first time, follow these steps:

1. Select the password option. Press +, - or Space to enable.

The following message appears.

more steps next page

2. Type the password you want use and press Enter. It can be up to seven characters in length.

The following verification prompt appears.



Phoenix SETUP Utility (Version 1.00)
(c) Phoenix Technologies Ltd. 1985, 1994 All Rights Reserved

Enter password again for verification,
followed by a <CR> or <ESC> to exit.

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more steps next page

3. Type your password and press Enter again.

The following alert message appears.



4. Press any key to return to main menu.
5. Press ESC, then F4 to save the password.

For security's sake, the password characters don't appear on the screen as you type them.

Removing and Changing a System Password

To remove or change the system password:

1. Start your system, then wait for the password prompt.
2. Enter your current password at the prompt followed by a forward slash (/). At this point, if you wish to remove the password, just press the Enter key. To set a new password, type it in, then press the Enter key.

Example: OLDPASSWORD/NEWPASSWORD <Enter>

Key Lock Password

Note: The Key Lock Password feature is unavailable when using an external keyboard.

The key lock password feature prevents your computer from being used by an unauthorized person when you temporarily leave your computer. The key lock password is the same as the power-on password.

To activate the key lock password, press the Fn + CapsLock keys. The ScrollLock, NumLock, and CapsLock indicator lights will be turned on and off repeatedly on the computer.

To unlock the key lock password, type in the password at any time, then press the Enter key. The system will beep when the keyboard unlocks.

6. How to Install Options

Right out of the box, your Meridian helps you do your work faster and easier. And as your needs change, it's easy to add new components to improve the performance, power, and flexibility of your system.

This section explains how to install some of the most popular computer accessories. Usually, beefing up your system is as easy as opening the case and sliding in a new feature.

Caution:

Whenever you work inside the computer, electrostatic discharge can permanently damage your equipment. Always ground yourself before beginning these procedures. We strongly recommend using an antistatic wrist strap attached to cabinet ground.

How to Install More RAM Memory

System memory is often called RAM or Random Access Memory. RAM is the thinking space available to your applications. Usually, the more system RAM you have, the faster your system will run. Many software applications simply run much faster and more efficiently when more RAM is available.

Your system comes with 4 MB of RAM installed, upgradable to 8 MB or 20 MB. Additional memory is installed with a 4 MB or 16 MB RAM module.

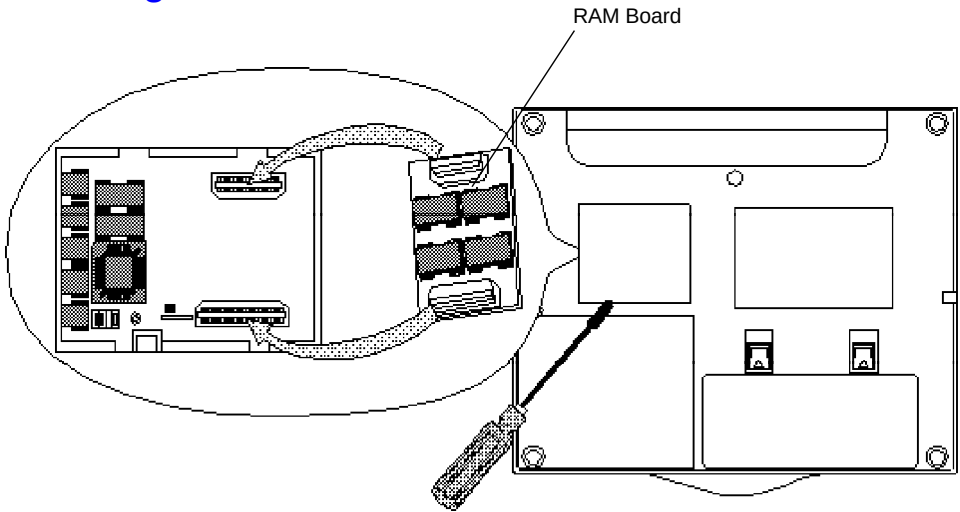
Before You Begin

Select a clean, well lighted work space. Place your system unit on a stable work surface large enough to accommodate the components of the system unit you remove and replace.

Caution:

Whenever you work inside the computer, electrostatic discharge can permanently damage your equipment. Always ground yourself before beginning these procedures. We strongly recommend using an anti-static wrist strap attached to cabinet ground.

Installing the RAM Board



The RAM board slot is located under the memory board cover, as illustrated in the figure.

1. Turn off the power and remove all connecting cables.
2. As you face the computer, turn the system over so the bottom of the system is facing up.
3. Use a small, thin screw driver or other tool to free the cover. Be careful not to break the cover or the system unit case. Take the cover off and set it aside.
4. Hold the RAM board gently by its edges.
5. Insert the RAM board into the slots as shown in the figure. Press down gently.

How to Attach an External Floppy Drive

You can use an optional external 3.5-inch floppy disk drive by connecting it to the external floppy drive port on the back of your system.

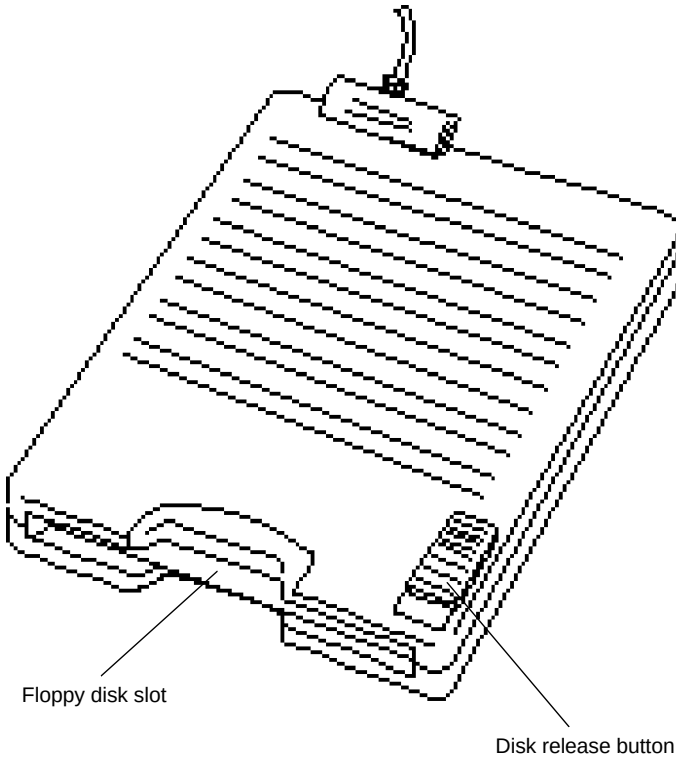
Caution:

Always locate the drive at the place with good ventilation. Keep the drive away from strong magnetic fields. Do not insert liquids or corrosive chemicals into the drive.

To connect the drive:

1. Turn off your computer and peripherals.
2. Connect the cable between the external floppy disk drive and the floppy disk drive connector on the computer. Make sure the connector near the ferrite is attached to the system unit.

See the instruction manuals of the external floppy disk drive for more details.



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7. How to Maintain Your System

Your system is designed for years of rugged, portable use. You'll get even more service out of your Meridian by taking good care of your equipment.

Traveling with the System

Follow these steps to prepare the system for travel:

1. Back up important data onto floppy disks.
2. Turn off the power to the system and all peripherals.
3. Make sure that the display is properly closed. The latch on the system must be secured.
4. Disconnect the AC adapter and all peripherals.
5. Make sure the PCMCIA eject buttons are flush with the edge of the system unit.
6. Hand carry the system. Do not check it as luggage.
7. Check with the airline if you plan to use the system in-flight.
8. When traveling in another country, check that the local AC voltage and the AC adapter power cord specifications are compatible. If not, purchase a power cord that is compatible with the local voltage. Do not use converter kits sold for appliances to power the system.

Caring for the System Hardware

- Do not expose the system to rain, liquid, or moisture.
- Do not clean the system with liquid or aerosol cleaners. Wipe the system with a damp, soft cloth.
- Do not place the system near sources of heat.
- Do not expose the system to extreme temperatures.
- Do not place objects on top of the system. This can damage the screen.
- Do not expose the system to direct sunlight.
- Do not subject the system to strong vibration or shocks. Be sure not to drop it.

Caring for the AC Adapter

- Do not connect to any other device.
- Connect the adapter power cord into a grounded power outlet only.
- Contact an electrician if the adapter power cord does not fit into your outlet.
- Do not set anything on the power cord. Carefully route the power cord and cables.

Caring for the Battery Power Pack

- Turn the power off before removing or replacing the battery pack.
- Do not remove a battery while charging. Unplug the AC adapter before removing a battery.
- Do not tamper with the battery pack. Never attempt to open the case. The pack can ignite if opened. Corrosive chemicals in the battery can cause chemical burns.
- Dispose of a used battery case promptly and properly according to local regulations.

System Specifications

CPU	Intel i486SX/33MHz, i486DX2/50MHz or i486DX4/100MHz (all SL enhanced)
CPU Internal Cache	8KB; 16KB for i486DX4/100
Memory	ROM: 128KB for system/video RAM: 4MB standard expandable to 8MB or 20MB Video: 1MB
Hard drive	2.5 inch low power consumption IDE hard drive with 175MB, 262MB, or 350MB capacity
Display dimensions	STN mono - 8.2 inch diagonal STN color - 7.8 inch diagonal TFT color - 7.8 inch diagonal
Color Video mode	640 X 480, 256 colors (color only) , VGA compatible
Keyboard	84 keys plus cursor control keys, embedded numeric pad, 12 function keys

Environmental Specifications

Operating Temperature	10°C to 35°C
Storage Temperature	-10°C to 50°C
Operating Humidity	40%RH to 80%RH (no condensation)
Storage Humidity	40% RH to 80% RH (no condensation)

Dimensions

Weight	STN Monochrome:	3.6 lbs with battery
	STNColor:	3.9 lbs with battery
	TFT Color:	4.1 lbs with battery
Case	STN/TFT color:	10.2(w) X 7.8(d) X 1.7(h) inch 259(w) X 198(d) X 42(h) mm
Case	STN mono:	10.2(w) X 7.8(d) X 1.5(h) inch 259(w) X 198(d) X 37(h) mm

Battery Pack Specifications

Type	6-cell rechargeable nickel-metal hydride
Voltage	7.2V DC
Capacity	2600 mAh
Storage temperature	-10° to 40° C short term -10° to 30° C long term
Dimensions	5.5(w) X 2.3 (d) X 0.8 (h) inch 139.6(w) X 58.6(d) X 20.5(h) mm
Weight	.76 lbs (345g)

AC Adapter Specifications

Input	100 to 240V AC, 50/60Hz, 0.6A maximum
Output	11.5V DC, 2.4 amps
Dimensions	2.6(w) X 5.4(d) X 1.5(h) inch 66(w) X 137(d) X 38(h) mm
Weight	.79 lbs (360g)
DC Cable length	70.9 inch (1,800mm)

Handy Cheat Sheet

Here are some of the most often needed or forgotten notes.

CTRL-ALT-DEL Warm Reboot
Reset button, or
Power button Cold Reboot
F2 during power up Access SETUP
CTRL-BREAK, or
CTRL-C Pause or Break an application or batch file

DOS Commands

COPY [filename] [drive:][path][newfilename] copies a file
FORMAT [drive:] erases and formats a disk
DIR [drive:][path] lists the files in a certain drive and directory
DEL [filename] deletes a file
MD[newdirectory] makes a new directory
RD[directoryname] removes and erases an empty, old directory
RENAME [oldfilename][newfilename] renames a file
CHKDSK [drive:] displays a status report for a disk
CD[path] changes to a different directory
CLS clears the screen

Common DOS file extensions

.BAK backup file
.BAT batch file
.COM command program file
.EXE executable program file
.SYS system file
.INI Windows initialization file
.PIF Windows program information file

README files text files with special instructions

Handy Cheat Sheet

Windows Shortcuts

Ctrl-C copy to clipboard
Ctrl-V paste or copy from the clipboard
Ctrl-X delete and copy to clipboard
Alt-Tab toggle between open applications
Alt-Esc jump to next open application

Wildcards - wildcards are special characters that can represent any other valid numbers, letters, or symbols in a file name.

The asterisk represents any number of other characters.
For example:

*.BAK would represent any file with the extension BAK.

GONOW.* would represent all files named GONOW
with any extension.

?

The question mark represents one single character.
For example:

GONOW.?XE would represent any file named GONOW
with an extension ending in XE.

?ONOW.EX? would represent any five character
filename ending in ONOW with EX as the first two
characters of its extension.

Glossary

This glossary provides general definitions of key terms. For an expanded list look in standard reference books on computers.

Address (Physical) - A specific location in memory where a unit record, or sector, of data is stored.

Application Program - Computer program that actually performs a useful task. Word processors, spreadsheets, and desktop publishing programs are application programs.

AUTOEXEC.BAT File - An MS-DOS batch file containing commands which execute automatically when you turn on your computer.

Batch File - A file containing several commands that execute in sequence as a group, or batch. MS-DOS batch files must have a filename extension of .BAT.

Boot - Short for Bootstrap. Transfer of a disk operating system program from storage on floppy disk or hard disk drive to computer's working memory.

Boot Disk - A disk with an operating system installed which loads the system on power up.

Character - Anything that can print in a single space on the page or the screen. Includes numbers, letters, punctuation marks, and graphic symbols.

Command Processor - The part of an operating system that processes commands entered by you. The command processor in MS-DOS is contained in the COMMAND.COM file.

CPU - Central Processing Unit. The piece of hardware which interprets instructions, performs the tasks you indicate, keeps track of stored data, and controls all input and output operations.

Crash - A malfunction in the computer hardware or software, usually causing loss of data.

Cursor - The highlighted marker which shows your position on the screen and moves as you enter words or numbers.

Diagnostics - The tests and procedures the computer performs to check its internal circuitry and set up its configuration.

DIP Switches - Small switches on a piece of hardware such as a CPU, a printer, or an option card. DIP switch settings control various functions and provide a system with information about itself. DIP stands for Dual In-Line Package.

Directory - A list of the files stored on a disk or a part of a disk.

Disk Drive - The physical device which allows the computer to read from and write to a disk. A floppy disk drive has a disk slot into which you insert floppy disks. A hard disk drive is permanently fixed inside the system unit.

DOS - Disk Operating System. A computer program which continuously runs and mediates between the computer user and the Application Program, and allows access to disk data by disk filenames. The Disk Operating System controls the computer's input and output functions. See Operating System.

File - A group of related pieces of information called records, or entries, stored together on disk. Text files consist of words and sentences. Program files consist of codes and are used by computers to interpret and carry out instructions.

Floppy disk - a flat piece of flexible plastic coated with magnetic material and used to store data permanently.

Format - To prepare a new disk (or erase an old one) so it can receive information. Formatting a disk divides it into tracks and sectors which create addressable locations on it.

Hard Disk Drive - Commonly called rigid disk drives, or fixed disk drives. Unlike floppy disks, hard disks are fixed in place inside the system unit. They can process data faster and store many more files than floppy disks.

Hardware - Any physical component of a computer system, such as a monitor, printer, keyboard, or CPU.

IDE - Integral Device Equipment. Also, IDE is an acronym for Integrated, Intelligent or Imbedded Drive Electronics. An IDE drive has the controller electronics built into the drive itself and is connected directly to the mainboard or to an adapter card.

Jumper - A small electrical connector that alters some of the computer's functions. Short (makes a connection) or Non-Short (no connection).

Glossary

Kilobyte (KB) - A unit used to measure storage space (in a computer's memory or on a disk). One kilobyte equals 1024 bytes.

LED - Light Emitting Diode. A substance that illuminates when electricity passes through it, like the indicator lights on the front panel of the computer.

Local Bus - A set of addresses, data, and control signals that interface directly with the host CPU.

Mainboard - A printed circuit board into which other circuit boards can be plugged. Usually, it contains the CPU, connectors for memory (SIMMs), secondary cache, SCSI host adapter socket and expansion slots for add-on boards. Also known as a motherboard.

Memory - The area where your computer stores data. Memory contents can be permanent and unalterable (ROM) or temporary (RAM).

MHz - This stands for Megahertz, or cycles per second.

Operating System - A collection of programs that allow a computer to control its operations. The Operating System determines how programs run on the computer and supervises all input and output - for example, MS-DOS.

Parallel - The type of interface which transmits data in groups of bits. Printers usually use Parallel ports.

Peripheral - A device (such as, a printer or a modem) connected to a computer that depends on the computer for its operation.

Port - A physical input/output socket on a computer where you can connect a peripheral.

RAM - Random Access Memory. The part of memory that a computer can both read and write to. The programs you use are temporarily stored in RAM. All data stored in RAM is erased when you turn off the power.

Read - To copy data from one area to another. For example, when you open a text file stored on disk, the computer reads the data from the disk and displays it on the screen.

Reset - To reload a computer's operating system so you can retry a task or begin using a different operating system. Resetting clears RAM.

ROM - Read Only Memory. A portion of memory that can only be read and cannot be used for temporary storage. ROM retains its contents even when you turn off the power.

Self Test - The initial diagnostics procedures a system performs to check its hardware.

Setup - This refers (usually) to the program that is used to load the CMOS data base with input from the user. SETUP sets the date, time, and configuration of disk drives installed on the system.

Software - The programs that enable your computer to perform the tasks and functions you indicate. Application programs are software.

Subdirectory - A directory that originates from another directory (the root directory or some other directory). Subdirectories branch out from other directories.

System Disk - A disk that contains the operating system. A Boot Disk.

Write - To store data on a disk.

Write-Protect - To prevent a floppy disk from being overwritten by placing a write-protect tab over the notch on the side of the floppy disk (5.25") or setting the write-protect switch (3.5"). When a floppy disk is write-protected, you cannot erase, change, or record over its contents.

ZEOS - Greek God of computers.

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Late Changes

The following changes arrived too late for printing:

There are no corrections at this time.