



VR320 Monitor

EK-VR320-TC-001

This chapter describes the VR320 monitor. It tells you about

- VR320 monitor controls and indicators
- Graphics modules that work with the VR320 monitor
- How to connect a VR320 monitor to your workstation

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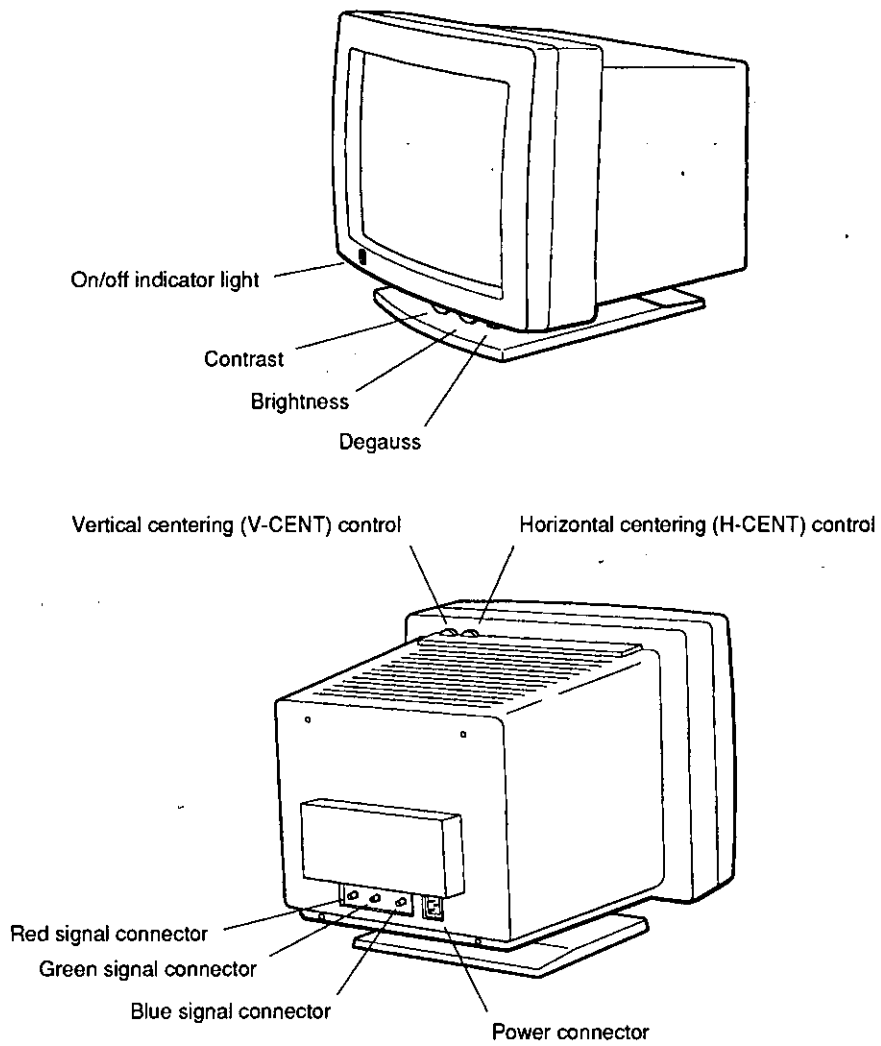
VR320 Monitor Hardware

The VR320 monitor is a 19-inch color monitor. There are two versions of the VR320 monitor, each of which operates at a different frequency.

- The VR320-CA monitor operates at 66 HZ.
- The VR320-DA monitor operates at 72 Hz.

The model number appears on the label on the back of the monitor.

Several controls and connectors on the VR320 monitor let you adjust the monitor and connect it to your workstation.



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Figure 1. VR320 monitor controls and connectors

Table 1 lists the purpose of each control and connector.

Table 1. Controls and Connectors on the VR320 Monitor

Item	Function
Power indicator light	Glows green when the monitor is receiving power
Contrast control	Adjusts the contrast in the monitor display
Brightness control	Adjusts the brightness in the monitor display
Vertical centering (V-CENT) control	Moves the picture position upward or downward on the screen
Horizontal centering (H-CENT) control	Moves the picture position sideways on the screen
Degauss button	Clears color distortion caused by magnetic interference
RGB signal cable connectors	Connects the video cable to the monitor
Power connector	Connects the power cord to the monitor
On/off switch	Turns the monitor on and off

Connecting the VR320 Monitor to a Graphics Module

The 66-Hz VR320-CA monitor can display graphics generated by these TURBOchannel graphics modules:

- True color frame buffer module model type PMAG-JA
- Smart frame buffer module, model type PMAGB-BA
- 2D graphics accelerator module, model type PMAG-CA
- Low 3D graphics module, model type PMAG-DA
- Low 3D graphics plus module, model type PMAGB-DC
- Mid 3D graphics module, model type PMAG-EA
- Mid 3D graphics plus module, model type PMAGB-EC
- High 3D graphics module, model type PMAG-FA

The 72-Hz VR320-DA monitor can display graphics generated by these TURBOchannel graphics modules:

- True color frame buffer module, model type PMAGB-JA
- Smart frame buffer module types PMAGB-BA, PMAGB-BC, and PMAGB-BE
- Low 3D plus graphics module type PMAGB-DA
- Mid 3D plus graphics module type PMAGB-EA
- High 3D plus graphics module type PMAGB-FA

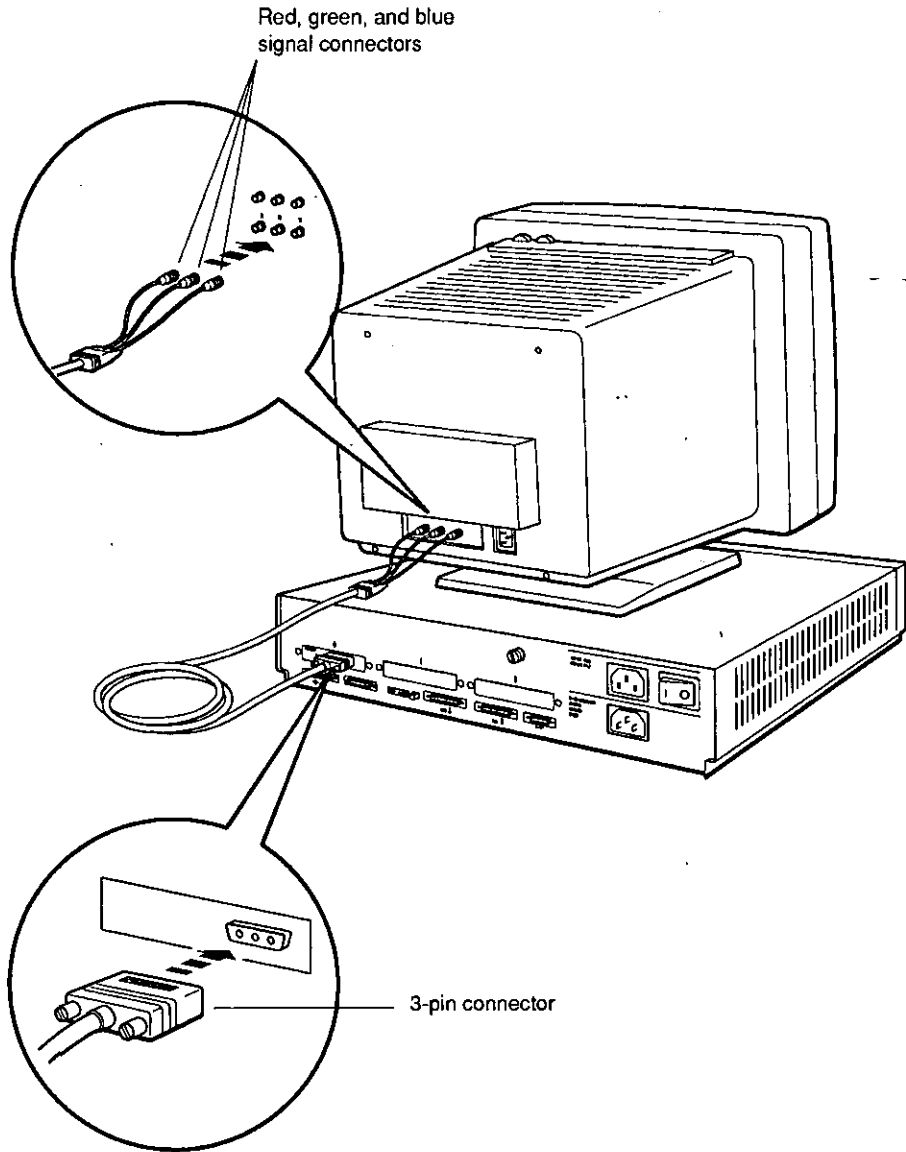
To Connect the VR320 Monitor to a Graphics Module

1. Find the monitor cable that came with your shipment.
2. Turn off the monitor. Then turn off the workstation or TURBOchannel extender that contains the graphics module to which you want to connect the monitor.
3. Hold the 3-pin connector of the video cable so the widest part of the connector is on top.

Be sure to align the connector correctly. If the connector is upside down, the connectors for red and blue displays are reversed, and these colors become reversed on the monitor.

4. Firmly push the 3-pin cable connector into the graphics option module connector on the back of the system unit.

5. Tighten the screws on the 3-pin connector to lock the connector in place.
6. Connect the red, green, and blue signal cables to the round connectors labeled R, G, and B on the monitor.
 - a. Align the slots on the collar of the red signal cable connector with the pins on the monitor connector labeled R.
 - b. Push the signal cable connector onto the monitor connector. Then twist the cable connector to the right to lock it.
 - c. Repeat steps a and b to connect the green and blue signal cables. Connect the green signal cable to the monitor connector labeled G. Then connect the blue signal cable to the monitor connector labeled B.



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Figure 2. Connecting the VR320 monitor to a graphics module

To Disconnect a VR320 Monitor

1. Turn off the monitor. Then turn off the workstation or TURBOchannel extender attached to the monitor that you want to disconnect.
2. Twist the red signal cable connector all the way to the left. Then pull the connector away from the monitor.
3. Repeat step 2 for the green and blue signal cable connectors.
4. Loosen the two screws that hold the 3-pin connector to the graphics module.
5. Pull the 3-pin connector away from the graphics module.

For Further Information

For information about the graphics module that connects to the monitor, see the chapter in this guide that describes that module.