

Technical Reference - Q&A

1. Q: After installing Windows XP x64 Edition, I see an “Unsupported Standard Game Port” in device manager. And there is no exclamation mark or error message. Why?

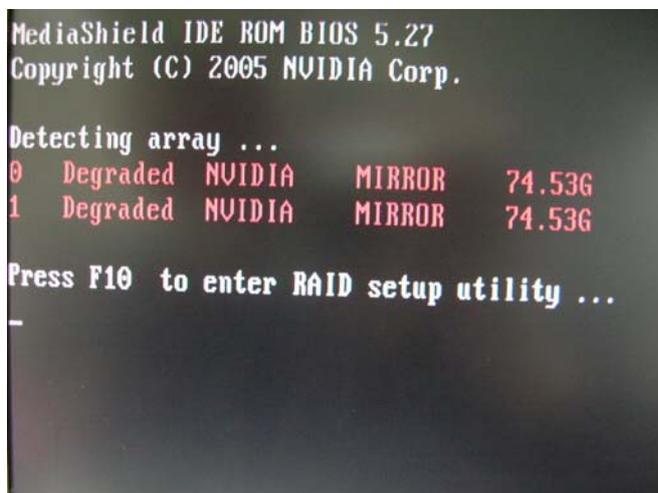
A: Microsoft does not support game port in Windows XP x64 Edition. If you want to use a joy pad or joystick in Windows XP x64 Edition, please use an USB one.

2. Q: I use a Samsung HD080HJ (P80SD) 80GB SATA II HDD on K8Upgrade-NF3. After installing Nvidia all in one driver from the support CD, it takes a little bit long time to boot into Windows XP. How could I solve this problem?

A: Please follow below steps to update Nvidia IDE driver:

1. Under Windows XP, please go to “Control panel” and choose “Add/Remove program” to remove the Nvidia IDE driver.
2. Please download the new Nvidia IDE driver from http://download.asrock.com/Drivers/Special/nvidia_4.84IDE.zip
3. After driver download is completed, please install the new IDE driver for your system.

3. Q: I use two SATA HDDs to create RAID 1 (mirroring) array on K8NF4G-SATA2. After I finish setting up the array and OS installation, I remove one of the two SATA HDDs. However, when I put the SATA HDD back, it shows a warning message as below when booting up the system. What should I do?



```
MediaShield IDE ROM BIOS 5.27
Copyright (C) 2005 NVIDIA Corp.

Detecting array ...
0  Degraded  NVIDIA  MIRROR  74.53G
1  Degraded  NVIDIA  MIRROR  74.53G

Press F10 to enter RAID setup utility ...
-
```

A: When you remove one of the two SATA HDDs, the system will recognize the left one as an abnormal array. Then, when you put a HDD back, the system will recognize the two HDDs as two abnormal arrays. That is why it shows a warning message to remind you that is not a normal RAID 1 (mirroring) array. In order to solve it, please press “**F10**” during POST to get into MediaShield Utility and do the following steps to rebuild the array.

Step 1: Please go to the MediaShield Utility (Press **F10**) and choose one of the SATA HDD (array) in “Array list”.



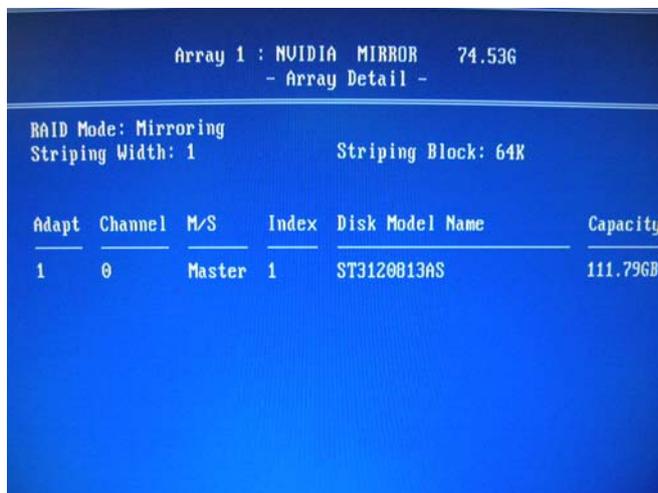
Step 2: Press “Enter” to get into the “Array Detail”



Step 3: Press “D” to delete this array.



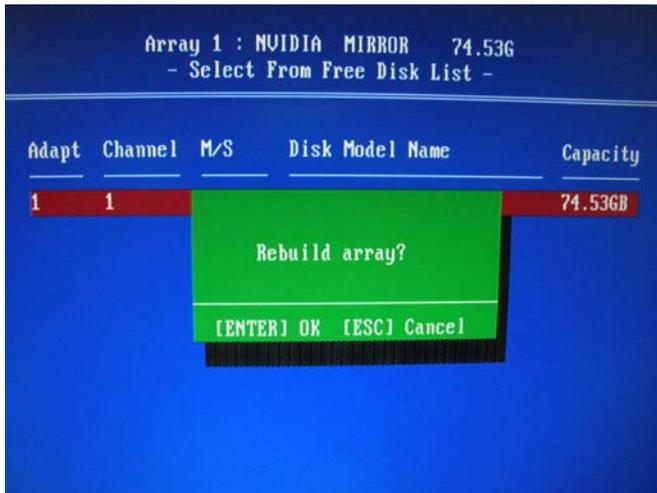
Step 4: After you delete it, please go to “Array Detail” of the left Array.



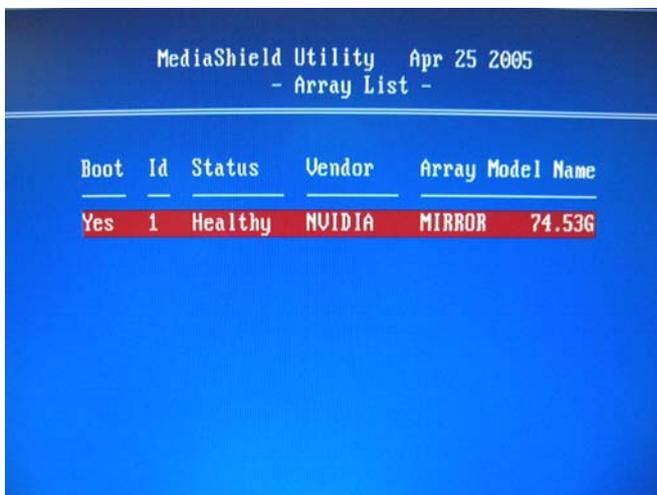
Step 5: Press “R” (Rebuild) to get into “Select From Free Disk List”



Step 6: Press “A” then “Enter” to rebuild array.



Step 7: Finished.



Step 8: Press “Ctrl-X” to exit.