

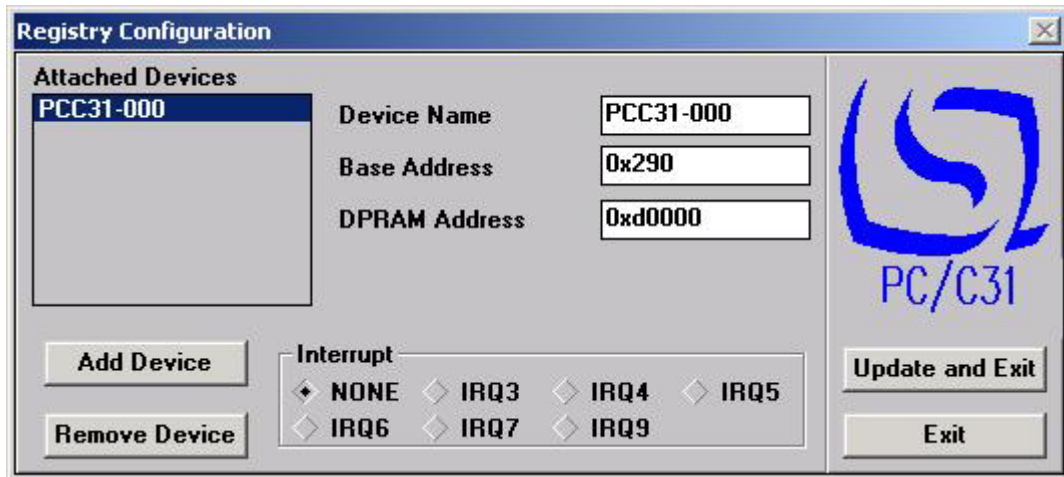
## Changing C31 base address

*Sometimes there are hardware conflicts that need to change the base address of the C31 DSP board. In this document we will explain how to make this change under Windows 2000 or Windows XP Professional.*

### **Locating the problem**

If you know the conflict with the base address exists, you can skip this section.

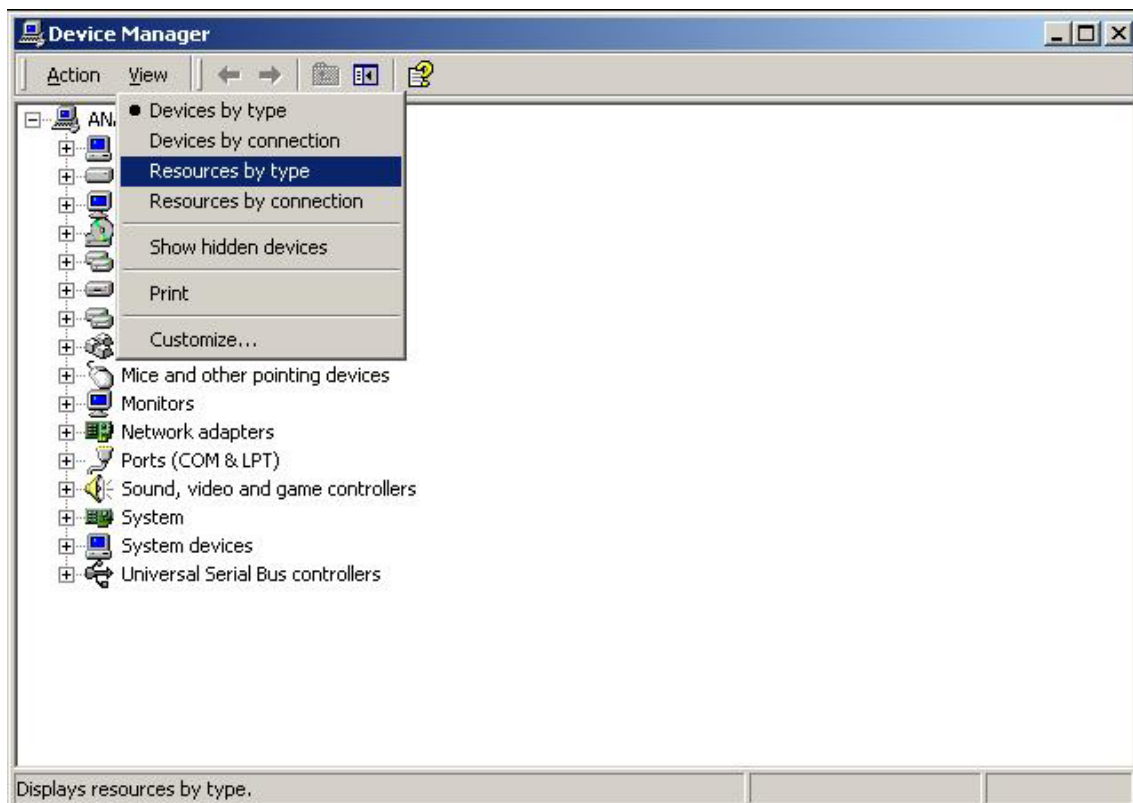
First of all, we have to know the base address that our DSP board is using. We can know it by opening the program called 'PC\_C31 Configuration Utility' in the 'PC\_C31 Windows NT Support' program group. By default this value is 290 (hex).



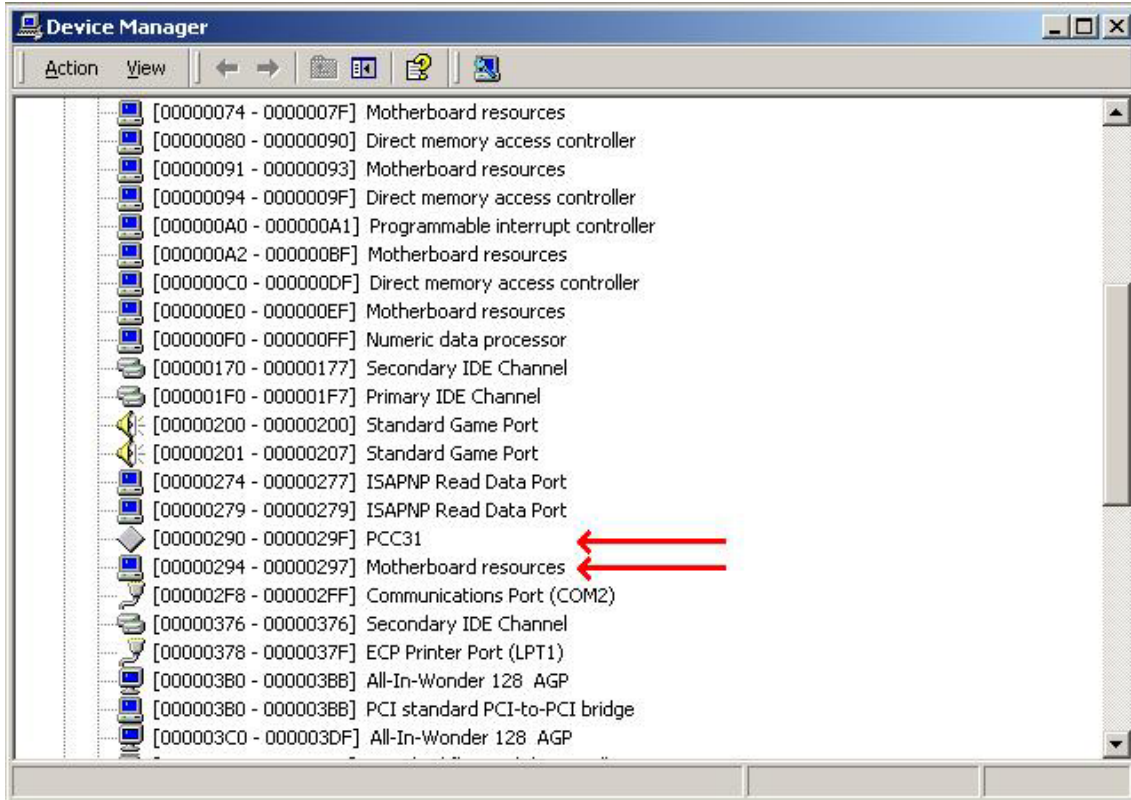
To know if our DSP board is not working due to a conflict with the Base Address, we have to open the Device Manager. Under Windows 2000, we should go to Start → Settings → Control Panel. Under Windows XP we should go to Start → Control Panel.

In the Control Panel, we double-click on System. Then we select Hardware sheet and press in the button labelled 'Device Manager'.

The Device Manager window will be opened and we will select View → Resources by type.



In this new view we will expand the item 'Input/output (I/O)' and we will locate the address of the DSP driver (290 by default). We have to check if any other driver is configured to use any address that our driver is using (from 290 to 29F in our case).



We can locate hardware conflicts with Motherboard resources, while both of them are sharing positions from 294 to 297.

### **Determining new base address**

Once we have located the conflict in the Device manager we have to choose a valid base address. We will look for a group of 16 unused positions, a combination of two hexadecimal characters followed by 0 that are not displayed in this view. In our example we can notice that there is no device using address from 2A0 (hex) to 2AF (hex). Our new base address will be 2A0 (hex).

### **Changing driver's base address**

In the PC\_C31 Configuration Utility we have to change the old base address to the new value in the same format as the previous one (0x2A0 in our case). Now we have to switch off the computer and extract the DSP board.



