**DIGITAL PowerStorm 4D51T Texture Memory Upgrade Information**

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**Introduction**

The PowerStorm 4D51T graphics option is shipped with 4 MB texture memory that permits you to store several sets of MIP-mapped textures for subsequent texture mapping. The PowerStorm 4D51T graphics option texture memory can be upgraded to 16 MB texture memory by removing the 4 MB texture memory module and replacing it with a 16 MB texture memory module.

**Note**

The texture memory module for the PowerStorm 4D51T graphics option is not compatible with the texture memory DIMMs for the PowerStorm 4D40T/4D50T/4D60T graphics options.

**Upgrade Procedures**

Figure 1 shows the texture memory removal and replacement. To upgrade the PowerStorm 4D51T texture memory, follow these steps:

1. Attach the wriststrap if you have not already done so.
2. Remove the graphics module from the system.
3. Place the module on an antistatic surface.
4. Remove the retaining screw (1) that secures the texture memory module to the PowerStorm 4D51T graphics accelerator module. See Figure 1.
5. Remove the 4 MB texture memory module (2) from its sockets (3) by lifting it straight up.

**Caution**

Do not bend, twist or drop texture memory modules as damage may occur.
A 16 MB texture memory module is identified by having memory devices mounted on both sides of the module while a 4 MB texture memory module has memory devices mounted on only one side of the module.

6. Remove the 16 MB texture memory module from its antistatic protective bag.
7. Align the texture memory module with the texture memory sockets and the retaining screw hole. Insert the texture memory module into the sockets. See Figure 1.

**Figure 1 Upgrading the PowerStorm 4D51T Texture Memory**

8. Push firmly down on the texture memory module until it is seated in the sockets.
9. Reinstall the retaining screw to secure the texture memory module to the PowerStorm 4D51T graphics accelerator module.
10. Insert the graphics module into the system.