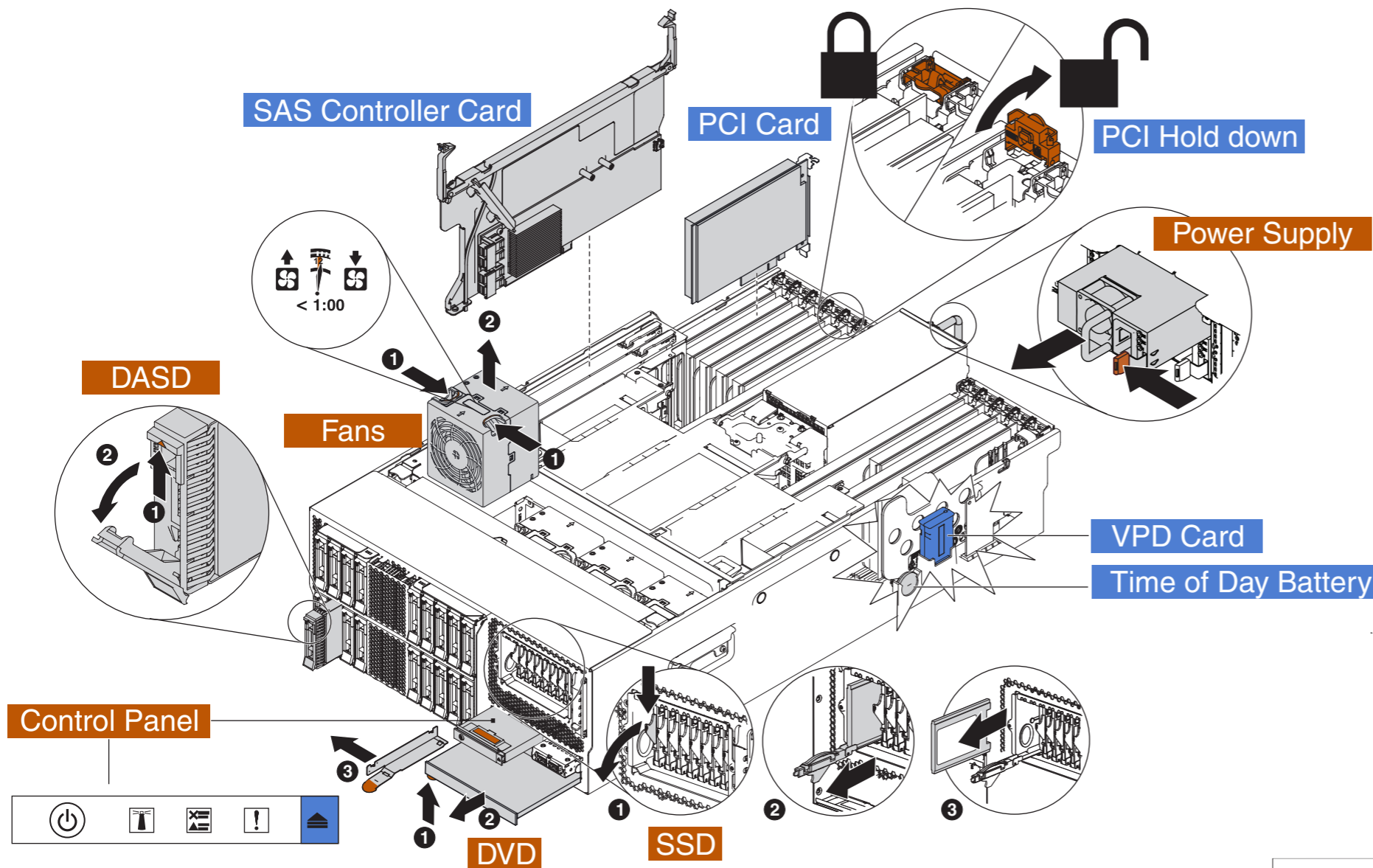


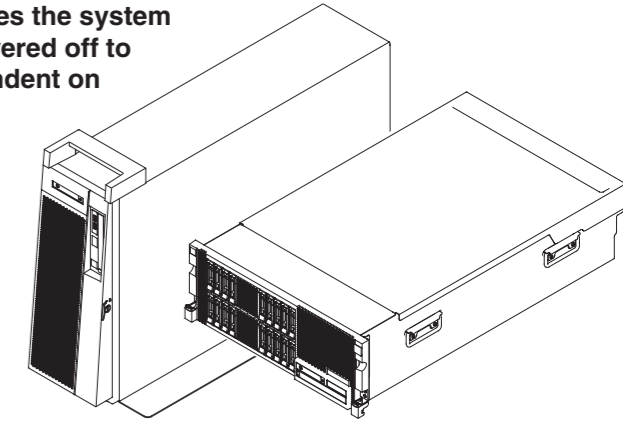


# Service Information



**Terra Cotta** on the part indicates the system may not be required to be powered off to perform service. This is dependent on system configuration and preparatory steps may be required before the service action is taken on the system.

**Blue** on the part indicates that the procedure requires the system to be shut down before servicing.



すべてのカードは静電気に敏感です。静電気防止用手首カバーをお持ちの場合はカードを取り扱う際に着用ください。お持ちでない場合には、まず本体の金属フレームに触れてアースをとって下さい。

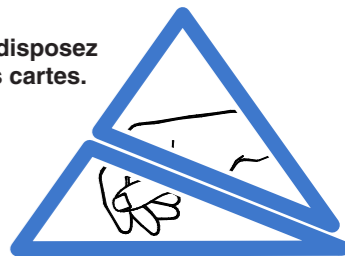
Alle Karten sind gegenüber statischer Elektrizität sehr empfindlich. Falls ein Antistatik-Armband zur Verfügung steht, ist es während des Handhabens der Karten zu tragen. Falls nicht, erden Sie sich zuerst, indem Sie den Metallrahmen des Systems berühren.

Tutte le schede sono sensibili all'elettrostatica. Se disponete di polsino antistatico, indossatelo prima di adoperare le scede. Altrimenti, ricordatevi di scaricare la vostra elettricità sulla struttura metallica del sistema prima di toccare le schede.

Todas las tarjetas son sensibles a la electricidad estática. Si dispone de una muñequera antiestática, úsela mientras esté manipulando las tarjetas. De lo contrario, primero conéctese a tierra tocando el chasis metálico del sistema.

Toutes les cartes sont sensibles à l'électricité statique. Si vous disposez d'un bracelet antistatique, utilisez-le lorsque vous manipulez les cartes. Sinon, faites votre propre mise à la terre en touchant le châssis métallique du système.

All cards are sensitive to static electricity discharge. If an antistatic wrist strap is available, use it while handling cards. If not, first ground yourself by touching the metal frame of the system.



	Power button - solid green LED indicates power on, blinking indicates standby mode, push for power on, push off and hold for power in standby mode
	System locate LED - Blue indicates identify
	Check Log LED - Solid amber indicates check for entry in error log
	System error LED - Solid amber indicates enclosure fault, attention required
	Push to eject