







Welcome to the world of FireWire 800, brought to you by Other World Computing!

We thank you for your purchase of your new OWC Mercury FireWire 800 PCI Card and are happy to provide you with one of the newest, fastest, and easiest ways to add mass storage and connectivity to your computer.

For additional information, please visit our tech center at http://eshop.macsales.com/Tech/index.cfm

Installation / Setup Instructions

Before starting, if your new OWC Mercury FireWire 800 PCI Card is delivered under either extreme hot or cold conditions, allow it to reach room temperature before proceeding with the installation.



Be sure to take precautions against static electricity while installing this product! The manual that came with your computer will describe this in great detail.



Macintosh Software Installation:

Mac OS X 10.2.4 & Later - FireWire 800: No software installation required. Proceed to hardware installation.

Mac OS 8.6-10.2.3 - FireWire 400: You may need to install Apple's FireWire drivers, see the OWC tech center for details.

Mac OS 8.6-10.2.3 does not support FireWire 800. Use of a FireWire 800 PCI card while using Mac OS 9 will revert to FireWire 400 speeds.

Windows Software Installation:

Windows - 98 & ME - FireWire 400: No software installation required. Proceed to hardware installation.

Windows 98 and ME do not support FireWire 800. Use of a FireWire 800 PCI card while using either Windows 98 or ME will revert to FireWire 400 speeds.

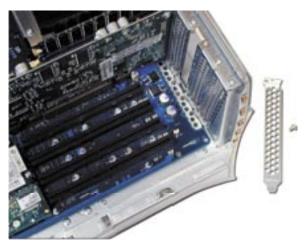
Windows - 2000 & XP - FireWire 400 or 800: No software installation required. Proceed to hardware installation.

Hardware Installation

Please consult your owner's manual that came with your computer to see the manufacturer's step by step instructions for installation of a PCI card. The 3 pictures included here are for reference only and your system may be different than this to install.



1. Locate an open PCI slot in your system.



2. Remove the backpanel cover from the slot.



3. Insert the card and install the screw. You're all set!