BE OPERATING SYSTEM
INSTALLATION GUIDE

RELEASE 4

Breakthrough Power for
Intel® Pentium® and PowerPC™

BeOS Release 4: Installation Guide

This document steps you through the procedure for installing BeOS Release 4. How you prepare your computer for installation depends on the type of computer it is:

- If you're installing onto an Intel platform, go to **Section 1: "Preparing to Install on Intel**."
- If you're installing onto a Macintosh platform, go to **Section 2: "Preparing to Install on Macintosh"**.
- If you're installing on a BeBox, go to **Section 3: "Preparing to Install on the BeBox"**.

These sections step you through some initial instructions, and also help you decide whether you need to create a new partition that you can install the BeOS onto. Note that in order to install the BeOS Release 4, you must have at least one partition on your disk—you can't install onto a raw drive.

The platform-specific sections ultimately lead you to the main installation instructions in **Section 4: "Installing the BeOS (All Systems)**."

When you're done installing, you'll be invited to install **Bootman**, the BeOS boot manager (Intel only), in **Section 5: "Installing Bootman on Intel**."

If you have trouble with the installation, or with booting after you've installed, look at **Section 6: "Troubleshooting**."

1 Preparing to Install on Intel

How you prepare your Intel machine for installation depends on whether you're installing over a previous BeOS Release, installing onto a new disk, or installing onto a disk that contains other operating systems:

- **Installing over a previous BeOS Release.** If you're installing over a previous BeOS Release, you *don't* need to create a new partition—you'll use the one your current BeOS Release resides on. However, we strongly recommend that you *initialize* this partition. You'll be given a chance to initialize your partition while you're installing. Keep in mind that this will erase all the data on the partition, so we urge you to back up the contents of your disk before you install. Now, ignore the rest of this section and go directly to **Section 4: "Installing the BeOS (All Systems)."**
- **Installing BeOS onto a new disk.** If you're installing BeOS Release 4 onto a new disk, you need to create a partition, but you can create that partition while you're installing. You'll be directed to a special partitioning section as you're stepping through the installation instructions. Now, ignore the rest of this section and go directly to **Section 4: "Installing the BeOS (All Systems)."**
- **Installing BeOS on a disk that contains other operating systems.** If you want to install onto a disk that contains partitions for other operating systems, you'll have to re-partition to make room for the BeOS. In this case, continue with this section.

You can create a BeOS partition on Intel by using the special edition of **PartitionMagic** that comes bundled with the BeOS Release 4 CD or you can use some other utility, such as **System Commander**. If you use another partitioning utility, keep these guidelines in mind:

- You need a minimum partition of 200 MB to install the BeOS.
- The partition you create must have a type; it cannot be free space. If you don't assign a type to the partition when you create it, it will remain hidden. A partition's type is a numeric code. The BeOS type code is **0xeb** (in decimal, **235**). If your partitioning tool doesn't let you set the type code (**PartitionMagic** does), you can set it to anything that isn't free space—but remember which partition the BeOS is in.

- **Back up all data on the disk that you're going to re-partition.**

The following two sections, **Section 1.1: "PartitionMagic on Windows 95 and 98"** and **Section 1.2: "PartitionMagic on Windows NT,"** tell you how to use **PartitionMagic** on Windows 95/98 and Windows NT. If you want to use **PartitionMagic**, go to the section that's appropriate for your platform.

1.1 PartitionMagic on Windows 95 and 98

⇔ **WARNING:** Partitioning your hard drive can destroy all data on it. Before you partition any drive back up *all* data that you want to save.

1. With Windows 95 or Windows 98 running, insert the BeOS Release 4 CD. You'll see a progress bar for **PartitionMagic** setup, followed by the **PartitionMagic** welcome screen. Click **Next** to continue.

⇔ **NOTE:** If **PartitionMagic** doesn't appear as soon as the CD has spun up, open your CD ROM drive in Windows (most likely drive **D:**), open the **Setup** folder, and double-click the **Setup.exe** file to launch **PartitionMagic**.

2. Choose the folder where you want to install **PartitionMagic**, or accept the default, and click **Next**.
3. Choose a program folder in the next window, or accept the default, and click **Next**.
4. After an installation progress bar, you'll see the **Finish Installation** screen and the **PartitionMagic Special Edition** window.
5. The **Create BeOS Partition** window appears. Choose a partition size by clicking one of the buttons: **500 MB**, **850 MB**, or **1.5 GB**. (500 MB is ample to install the BeOS and optional items). Click **OK**.

When **PartitionMagic** has finished, you can install the BeOS on your new partition. Go to the installation instructions in **Section 4: "Installing the BeOS (All Systems)."**

1.2 PartitionMagic on Windows NT™

⇔ **WARNING:** Partitioning your hard drive can destroy all data on it. Before you partition any drive back up *all* data you want to save.

Make sure you have two blank floppies ready. You'll need the floppies as you follow these instructions.

1. With Windows NT running, insert the BeOS Release 4 CD.
2. A dialog tells you that you need to make two bootable floppies: A DOS bootable floppy, and a **PartitionMagic** floppy. Dismiss the dialog by clicking **OK**. (You'll make the floppies later.)
3. Choose where you want to install **PartitionMagic**, or accept the default, and click **Next**.
4. Choose a program folder in the next window, or accept the default, and click **Next**.
5. After an installation progress bar, you'll see the **Finish Installation** screen and the **PartitionMagic Special Edition** window.
6. A **Create Bootable Diskettes** screen asks you to insert a floppy that it can format as a DOS boot floppy.
7. Next you're asked to insert a floppy that will be formatted as a **PartitionMagic** diskette.
8. When you have your two floppies, insert the DOS floppy and reboot.
9. Insert the **PartitionMagic** floppy. A command line window appears; type "bepm" at the prompt (**A:**).
10. The **Create BeOS Partition** window appears. Choose a partition size by clicking one of the buttons: **500 MB**, **850 MB**, or **1.5 GB**. (500 MB is ample to install the BeOS and optional items). Click **OK**.

When **PartitionMagic** has finished, you can install the BeOS on your new partition. Go to the installation instructions in **Section 4: "Installing the BeOS (All Systems)."**

2 Preparing to Install on Macintosh

To install onto a Macintosh, you have to load some BeOS tools from the BeOS Release 4 CD onto your Macintosh disk. You may also have to create a partition for the BeOS.

- The next section, **Section 2.1: "Installing BeOS Tools,"** explains how to load the BeOS tools onto your Macintosh disk.
- The section after that, **Section 2.2: "Partitioning on Macintosh,"** tells you how to determine if you need to create a partition for the BeOS, and explains how to create that partition.

2.1 Installing BeOS Tools

These instructions tell you how to copy the necessary BeOS tools from the BeOS Release 4 CD onto your Macintosh disk.

⇔ **NOTE:** If you have earlier versions of BeOS tools already installed on your Macintosh, you must delete them: Delete the **BeOS Mac Tools** folder and its contents, and delete the **OS Chooser** extension that lives in **System Folder:Extensions**.

To load the BeOS tools onto your Macintosh, follow these instructions:

1. Boot into Mac OS and insert the BeOS Release 4 CD.
2. Open the CD labelled **BEOS_TOOLS**; this is the BeOS Release 4 CD.
3. On the CD, open the **Macintosh** folder, and then open the **BeOS Mac Tools** folder.
4. Drag the **_OS_Chooser** extension from the **BeOS Mac Tools** folder and drop it in the **System Folder:Extensions** folder on your Macintosh hard drive.
5. Drag the **BeOS_Launcher** program from the **BeOS Mac Tools** folder and put it on your hard drive. It doesn't matter where you put the program, but you'll use be using it later to launch the BeOS, so remember where you put it.

Read the next section, **Section 2.2: "Partitioning on Macintosh,"** to determine if you need to create a partition for the BeOS. After that, you'll be taken to the installation instructions themselves.

2.2 Partitioning on Macintosh

You may need to create a partition for BeOS Release 4, depending on whether you're installing over a previous BeOS Release, installing onto a new disk, or installing onto a disk that contains other operating systems:

- **Installing over a previous BeOS Release.** If you're installing over a previous BeOS Release, you don't need to create a partition, nor do you have to initialize the partition that holds the old BeOS Release. Now, ignore the rest of this section and go directly to **Section 4: "Installing the BeOS (All Systems)."**
- **Installing BeOS onto a new disk.** If you're installing BeOS Release 4 onto a new disk, you need to create a partition, but you can create that partition while you're installing: You'll be directed to a special partitioning section as you're stepping through the installation instructions. Now, ignore the rest of this section and go directly to **Section 4: "Installing the BeOS (All Systems)."**
- **Installing BeOS on a disk that contains other operating systems.** If you want to install onto a disk that contains partitions for other operating systems, you'll have to re-partition to make room for the BeOS. In this case, continue with this section.

To create a partition for the BeOS on a Macintosh, you need a Mac partitioning utility. We recommend third-party utilities such as **FWB's Hard Drive Toolkit** or **APS Power Tools**, which let you re-partition without destroying existing data (unlike Apple's **Drive Setup**). Follow the instructions provided by your partitioning utility, keeping these facts in mind:

- You need a minimum partition of 200 MB to install the BeOS.
- Be sure to create an **Apple HFS** volume. If your software lets you name your volume at this point, use a name that tells you it's a BeOS partition. When you install the BeOS onto this partition, the BeOS **Installer** will convert it to a BeOS partition.

⇔ **WARNING:** Partitioning your hard drive can destroy all data on it. Before you partition any drive back up *all* data you want to save.

⇔ **WARNING:** Partitioning IDE drives with **FWB's Hard Drive Toolkit** software makes some Macintosh hardware unbootable. Do not attempt to partition the following IDE drives: Seagate ST31267A, Seagate ST5250A, Seagate ST36450A, Western Digital Cabo AL22500. You will not be able to boot your system if one of these drives is attached and has been partitioned with certain versions of the **Hard Drive Toolkit**. This is *not* a BeOS problem, but rather a problem with the **FWB Hard Drive Toolkit**. Contact FWB or your vendor for a software update which corrects the partitioning problem.

⇔ **WARNING:** Certain anti-virus software, specifically Symantec's **Norton Anti-Virus** utility, detects the BeOS boot sector as a virus and deletes it. If you run **Norton** or other anti-virus software on a partitioned system that contains the BeOS, you may see a message that asks you if you want to "repair" the suspicious sector. Do ***not*** repair the sector. "Repairing" the BeOS partition will blow away the BeOS.

After you've created an **Apple HFS** partition for the BeOS, you're ready to install. Follow the instructions in **Section 4: "Installing the BeOS (All Systems)."**

3 Installing on the BeBox

If you're installing onto a BeBox, you're either overwriting a previous BeOS release, or installing onto a new disk:

- **Installing over a previous BeOS Release.** If you're installing over a previous BeOS Release, you don't need to create a new partition, nor do you have to initialize the partition that holds the old BeOS Release.
- **Installing BeOS onto a new disk.** If you're installing BeOS Release 4 onto a new disk, you need to create a partition while you're installing: You'll be directed to a special partitioning section as you're stepping through the installation instructions.

Now go to **Section 4: "Installing the BeOS (All Systems)."**

4 Installing the BeOS (All Systems)

⇔ **WARNING:** Before installing BeOS Release 4, make sure you've backed up all data that you want to save.

To install BeOS Release 4, follow these instructions:

1. **On Intel and BeBox**: Insert the BeOS boot floppy, reboot your computer, and insert the BeOS Release 4 CD while the machine is booting. It's okay to put the CD in the drive during the memory test and BIOS initialization screens.

   On Macintosh: Boot into the Macintosh, and double-click the **BeOS_Launcher** icon that you loaded onto your hard drive.

2. A splash screen (**Starting the BeOS boot sequence** on Intel; a Be logo on BeBox and Macintosh) will appear. If nothing more happens after a few seconds (give it some time), you may need to rescan for the CD drive. Reboot, and when the splash screen appears, hold down the **spacebar** until the **Boot Menu** appears. You should see a volume name that includes the words "BeOS R4"; this is the BeOS Release 4 CD. If you don't see it, use the arrow keys to highlight the line "Rescan for bootable disks," and press **Enter** to rescan. If your CD drive is slow you may have to rescan several times before it spins up. When your CD drive appears in the boot screen, use the arrows key to highlight it, and press **Enter** to select it.

3. The **License Agreement** panel will appear. If it doesn't, go to **Section 6: "Troubleshooting"** at the end of this document.

4. Read the **Agreement** and click **Agree**. The **Installer** window will appear.

5. If you want to install optional items, or need to partition your disk, click the **Options** button in the **Installer**. This will bring up a dialog panel.

   - In the dialog panel, check **Install Optional Items** if you want the optional items (sample code, images, sounds, etc.).
   - If you need to create a new partition, such as when you're installing onto a new disk, click **Setup partitions...** in the dialog panel and go to the **Section 4.1: "Partitioning during Installation,"** below.

- When you've finished with this panel, click **OK** to return to the **Installer**.

6. Back in the **Installer** window, choose the partition you want to install onto from the **Onto** pop up menu.

⇔ **WARNING:** If the partition you select is anything other than a BeOS partition it will have to be initialized to continue the installation. Initializing will destroy all data on that partition.

7. Click **Begin** to start the installation.

8. An alert will ask you if you want to initialize the partition:

   - If this is your first BeOS installation, you must initialize. If you are upgrading from an earlier BeOS Intel release, we *recommend* that you initialize. However, **initializing will erase all data on the partition**. If you have any data on the partition that you haven't backed up and that you want to save, you should click **Stop installation** in the alert, close the **Installer** window and start over (you'll automatically reboot). If you're prepared to erase your partition's data, click **Initialize** in the alert.
   - A dialog will appear that lets you name your new partition and set its block size. The name is up to you—just don't name it "boot". You should only reset the block size if you know what you're doing. Click **Initialize**.
   - Another alert will pop up that tells you that you're about to erase all the data on the partition. This is your last chance: If you don't want to erase your data, click **Cancel** (in the alert and in the dialog), otherwise click **Initialize**.

9. A **Language Selection** panel will pop up. The **US (English)** option is hard-wired on; you can also select **Japan (Japanese)** to install Japanese language files. Click **Continue**.

10. **On Intel:** When installation is finished on Intel, a dialog will ask if you wish to install the BeOS boot manager. Read **Section5: "Installing Bootman on Intel,"** to decide if this is what you want to do.

    On Macintosh and BeBox: An alert will ask you if you want to make your new volume the startup disk. Click the button of your choice.

11. Quit the **Installer** by clicking **Quit**, and your computer will reboot.

If you can't boot into your new Release 4 volume, see **Section 6: "Troubleshooting,"** at the end of this document.

4.1 Partitioning during Installation

⇔ **WARNING:** These instructions will erase everything on the disk you choose to partition.

This section explains how to create a BeOS partition while you're installing. You should only be here if:

- You're installing onto a new disk that has no partitions, or
- You wish to completely erase everything that is on your disk.

If you're sure you should be here, continue with the instructions below.

1. Clicking **Setup partitions...** launches the **DriveSetup** program. After scanning for devices (which can take a few seconds), the **Drive Setup** window will appear.
2. In the **Drive Setup** window, highlight the drive you want to partition.
3. Select the partition type from the **Setup > Partition** menu:
   - **On Intel:** Select **Setup > Partition > intel**
   - **On Macintosh:** Choose **Setup > Partition > apple**.
4. The **Partition Map** panel will appear. Use the **Layout** popup or the partition sliders to set partition sizes (on Intel, if you have an existing partition, you'll need to unlock the partition first by clicking the lock icon). You should allow a minimum of 200 MB of disk space for the BeOS.
5. Decide which partition you want to put the BeOS on, and choose **BeOS** from the **Type** pop up menu (in the **Partition Map** panel). You can designate more than one partition for the BeOS, but you can only install onto one at a time.

⇔ **NOTE:** If you're going to install another OS on the same disk, you should install it on Partition 1, and put the BeOS on some other partition. Windows, in particular, expects to be installed on the first partition.

6. **On Intel:** Check the **Active** checkbox for the partition you want to boot into at startup.

7. When you're done partitioning, click **OK**. The **Partition Map** window will disappear.
8. Close the **Drive Setup** window.
9. You should now be back in the **Installer** window. Click **OK** and rejoin the instructions at Step 6 in **Section 4: "Installing the BeOS (All Systems)."**

5 Installing Bootman on Intel

Bootman, the BeOS boot manager for Intel machines, lets you choose the partition you want to boot into each time you reboot your computer. It's similar to other boot managers such as **PowerBoot**, **System Commander**, and **LILO**. You should **not** install **Bootman** if any of the following is true:

- You already have a boot manager on your system.
- You have a very old computer and an 8 GB or larger drive, and you may have installed software that extends your BIOS, such as Maxtor's **MaxBlast** or Ontrack's **Disk Manager**.
- The BeOS is the only operating system on the computer.

If you've decided to install **Bootman**, the information below steps you through the process. Before you begin, have a floppy disk ready to insert when you're asked to do so.

1. As soon as the BeOS installation finishes, a dialog asks if you want to install the BeOS **Boot Manager**. Click **Yes** to continue.
2. After a few seconds, a dialog will appear that offers you a choice of ***Install*** or ***Uninstall***. Make sure you select ***Install*** and then click ***Next*** to continue.
3. In the next window that appears, you can save your master boot record (MBR) to the default folder (**/home/config/settings/MBR**) or click **Select** to put it in another location. If you save the file to a place other than the default location, ***remember where you put it!*** Saving the MBR lets you restore your system to its pre-**Bootman** state if you later want or need to do so.

4. The next screen asks if you want to create a rescue disk. If you do, eject the BeOS boot floppy and insert the floppy you have ready for this purpose.
5. Click **Next** to make the rescue floppy. When a dialog tells you it's done, remove the floppy.
6. A new screen shows you the partitions that were detected on your system. Each partition you select with an "x" in the checkbox will appear in the boot menu each time you boot your computer. You can also edit the partition names here. Click **Next** to continue.
7. In the next window choose the partition you want to boot into at startup from the pop up menu. You can also select the default time you want the system to wait before automatically booting into the default partition. Click **Next**.
8. Now verify the information you've specified so far before the system writes a boot menu to your hard drive. An additional dialog asks if you're sure you want to do this. Click **Yes**.
9. A final screen indicates that **Bootman** has been installed. Click **Done** to return to the **Installer**.
10. Eject any floppy disk that may be in the floppy drive and quit the **Installer**.

You can now use **Bootman** to boot into any partition you checked in Step 6 above.

⇔ **NOTE:** If you have multiple BeOS partitions you may have to use the BeOS **Boot** preference application to select your boot volume.

5.1 Troubleshooting Bootman

Problem: *You can't boot after you've installed* ***Bootman***.

If you made a rescue floppy, insert it into your computer and reboot. The rescue floppy holds your former MBR and booting from it restores your hard drive to the status quo before you installed **Bootman**.

Problem: *You can't boot and you didn't make a rescue floppy.*

If you didn't make a rescue floppy, boot from the BeOS boot floppy. When the system is up, open a **Terminal** window and at the $ prompt type `bootman`. Follow the steps through the **Uninstall** procedure that appears. **Uninstall** uses the MBR file you saved to your hard drive when you installed **Bootman**.

6 Troubleshooting

Things may go wrong while you're installing or rebooting. The situations described here are some common problems that you may run into.

⇔ **Note to Terminal users:** If you find that you can't boot into your BeOS disk, try booting from the BeOS Release 4 floppy and CD, agree to the **License Agreement**, then type Control+Alt+Shift+D to bring up **DriveSetup**. From there, you'll be able to mount your BeOS disk. Next, type Control+Alt+Shift+T to launch a **Terminal** from which you'll be able to poke around in the disk.

The problems and solutions listed below apply to BeOS for Intel—they don't affect BeOS for PPC.

Problem: *The License Agreement never appears during installation.*

It's possible that your video card or some other hardware on your computer isn't supported. To work around this problem, do this:

1. Reboot from the Release 4 boot floppy.
2. When the splash screen appears, hold down the spacebar until the **Boot Loader** screen appears.
3. Press s to enter the safe mode menu. This brings up the boot loader's ****SAFE MODE**** screen
4. You'll see a list of six "safe boot" options. The first option, **Safe mode**, will be highlighted. Hit Enter to select the option (an "X" will appear in the box to the left of the option).

5. Use the arrow keys to highlight **Continue safe booting...** (just below the option list) and hit **Enter** to continue booting.

When the BeOS comes up, it will be in monochrome graphics mode, and the mouse movement will be jerky. This is normal for safe boot mode. Continue installing. When you reboot, you may have to enter safe mode again to try to fix your problem with acceptable results, as described in the next few troubleshooting scenarios.

Problem: *You just installed but now you can't boot into your BeOS partition—the splash screen never appears.*

You may not be able to boot because the active partition is not set to a BeOS volume. Try booting from the BeOS boot floppy. If you can boot with the floppy, but can't boot without it, open **DriveSetup** preferences and select the volume you want to boot from. This volume must be on the drive your computer boots from, usually the Master IDE drive on the first IDE chain. In the **Setup...** menu choose **Partition > Intel** to see the **Partition** panel. Use the **Active** checkbox to make the BeOS partition active.

If the active partition is set correctly, but you still can't boot off the hard drive, you'll have to (always) boot off the R4 boot floppy. This isn't a disaster—the BeOS is exactly the same regardless of how it's booted—but we apologize for the inconvenience.

Problem: *You've installed, and the splash screen appears, but it never goes away.*

You may have unsupported hardware, a bad BIOS configuration, or some other hardware/firmware problem. To fix it, do this:

1. Reboot from the Release 4 boot floppy.
2. When the splash screen appears, hold down the **spacebar** until the **Boot Loader** screen appears.
3. Press **s** to enter the safe mode menu. This brings up the boot loader's ****SAFE MODE**** screen.
4. You'll see a list of six "safe boot" options. Use the arrow keys to highlight **Use fail-safe graphics mode**, and hit **Enter** to select the option (an "X" will appear in the box to the left of the option).

5. Use the arrow keys to highlight **Continue safe booting...** (just below the option list) and hit **Enter** to continue booting.

If you still aren't able to boot, follow these steps again, but select **Don't call the BIOS** when you get to the safe mode options. Keep trying the different options until you hit a combination that works.

Problem: *You're able to boot, but after the splash screen goes away the screen remains blank.*

Try resetting your graphics mode by typing **Control**+**Alt**+**Shift**+**F12**. If that doesn't work, follow the instructions for the previous scenario, "You're able to boot, but after the splash screen goes away the screen remains blank."

Problem: *You're able to boot, but the screen is monochrome (black-and-white) and the mouse movement is jerky.*

You're in "fail-safe" graphics mode. The BeOS enters this mode automatically when it thinks you're using an unsupported graphics card. Look for a driver for your video card in the "Additional BeOS Hardware Drivers" section of...

http://www.be.com/support/updates

If you find one, download the driver and reboot.

Problem: *You have more than one BeOS volume, and you're booting into the wrong one.*

If you're not booting in the BeOS volume you want, open the **Boot** preferences and make sure the correct volume is checked. It's possible that if your currently active partition holds Release 3, you won't be able to boot into Release 4.

Problem: *You have an R4 and an R3 partition. After rebooting into R3, you find that you can't reboot into R4.*

In some cases, the Release 4 volume becomes unbootable after you've booted into Release 3. To work around this problem, you can either

always use the R4 boot floppy when you want to boot into Release 4, or you can do this:

- Boot into Release 4, then open a **Terminal** window and, when you see the "$" prompt, type this:

```
makebootable -full /boot
```

This will make your Release 4 partition bootable until the next time you run Release 3.

Problem: *A device card (sound, network, modem) isn't working.*

You may be using unsupported hardware. For the most current hardware compatibility information go to

http://www.be.com/products/beosreadylist.html

If you're using a supported device, make sure it's properly connected. If it still doesn't work, it may have been disabled by the system because of a resource conflict. Open the **Devices** preferences; disabled devices appear in red. If a device that appears disabled in the **Devices** list is one you want to use, you need to disable other devices to free up resources for it. You can disable plug and play devices in the **Devices** window's **ISA/Plug and Play Devices** list.

Part number: 100401-40

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BeOS Release 4.0 Compatibility Information

As noted on the Be web site when you purchased your software, the BeOS supports a limited number of hardware configurations. You may find a complete list of systems capable of running the BeOS on our Web site **http://www.be.com/products/beosreadylist.html**. We've included a list of supported hardware for the Intel version of the BeOS below. Please check our web site for the latest supported hardware configurations.

Comme mentionné sur le site Web de Be, lorsque vous avez acheté votre logiciel, BeOS supporte un certain nombre de configurations matérielles, dont la liste exhaustive est disponible sur notre site Web **http://www.be.com/products/beosreadylist.html**. Vous trouverez, ci-dessous, une liste des matériels compatibles avec la version Intel de BeOS. Merci de vérifier sur notre site Web, la dernière mise à jour de cette liste.

Wie Sie auf der Be-Webseite zum Zeitpunkt der Anschaffung Ihrer Software nachlesen konnten, unterstütz BeOS eine begrenzte Anzahl von Hardware-Konfigurationen. Eine ausführliche Liste der Systeme, unter denen BeOS laufen kann, finden Sie auf unserer Webseite (**http://www.be.com/products/beosreadylist.html**). Beiliegend finden Sie eine Liste von Hardware, die von der Intel-Version dieses BeOS unterstützt wird. Bitte besuchen Sie unsere Webseite, wenn Sie Informationen zu den neuesten unterstützten Hardware-Konfigurationen benötigen.

BeのWebサイトをご覧になり、BeOSがサポートしているハードウェア構成をご確認ください。BeOSではサポートするハードウェア構成を限定しています。BeOSが動作するハードウェア構成の完全なリストが、BeのWeサイト（http://www.be.com/products/beosreadylist.html）に掲載されています。そのページには、インテル版のBeOSでサポートするハードウェア構成を記載しています。BeOSがサポートする最新のハードウェア構成をBeのWebサイトでご確認ください。

Platforms

- Pentium (430HX, 430VX, 430FX, 430TX)
- Pentium Pro (440FX)
- Pentium II (440FX, 440LX, 440BX)
- Dual Pentium (430HX)
- Dual Pentium Pro (440FX, 450KX, 450GX)
- Dual Pentium II (440FX, 440LX, 440BX, 440GX)
- Quad Pentium Pro (450GX)
- Quad Pentium II Xeon (450NX)*
- AMD K6, K6-2
- Cyrix 686MX, 686GXm
- IDT Winchip C6

IDE

- Support for IDE/EIDE/ATAPI
- Support for UltraDMA @ 33 MBytes/sec. transfer rate
- Support for removable devices (Zip, SyQuest, Jaz, etc.)
- Some Acard and Promise add-in IDE controllers

SCSI

- Adaptec AIC7850, AIC7870, AIC7880, and AIC7895 chipset-based SCSI (2940, 2940-UW, 3940, etc.)
- BusLogic BT948, BT958, and BT958D chipset-based SCSI
- Symbios 53c8xx chipset-based SCSI*

Networking

- PPP via external modems
- PPP via internal ISA cards (not Winmodems)
- Intel EtherExpress at 10/100Mbps
- Digital 21040 and 21041-based cards
- 3Com 3c509, 3c900, and 3c900B at 10Mbps
- 3Com Fast Etherlink XL (3c905 & 3c905B) at 10Mbps
- NE2000 compatible cards (ISA and PCI)
- PCMCIA-based NE2000 compatible cards*

Graphics cards and chipsets

◆ Matrox Millennium and Mystique, ATI, or RIVA 128-based cards are recommended.

- Matrox
  - Mystique, Mystique 220
  - Millennium, Millennium II, Millennium II AGP
  - MGA-G100 and MGA-G200 chipset-based cards (PCI or AGP) (Productiva G100, Millennium G200, Mystique G200, Marvel)
- Nvidia
  - RIVA 128 chipset-based graphics (PCI or AGP) (Diamond Viper V330, Canopus Total3D 128V, STB Velocity 128, etc.)
  - RIVA TNT chipset-based graphics* (PCI or AGP) (Diamond Viper V550, STB Velocity 4400, etc)
- ATI
  - 3DRage (II, Pro, Pro Turbo, LT Pro) chipset-based graphics (All-In-Wonder, Pro, Xpert@Work, Pro, Xpert 98, etc)
- S3
  - Virge, Virge DX, Virge GX (*not* VX) chipset-based graphics
- Number9 Revolution 3D, Imagine 128*
- Some NeoMagic chipsets* (used in portables)
- Some S3 Trio64 chipsets (PowerPC only, not recommended)
- Some Cirrus chipsets (older cards, not recommended)

✔ Graphics cards known to not work:

- Cirrus Alpine 5430, Alpine 5434
- Vision 864, Vision 868, Vision 964, Vision 968
- #9GXE64 (864), #9GXE64 Pro

Video capture and output

- Brooktree bt848 chipset-based cards* (Intel, Hauppauge, Miro, Avermedia, IXMicro, US Robotics, etc.)

Audio

- SoundBlaster AWE32 and AWE64 chipset-based audio
- OPTi931 chipset-based audio
- Yamaha YMF715 chipset-based audio
- Crystal 4235, 4236, and 4237 chipset-based audio
- S3 SonicVibes chipset-based audio
- Lucid audio (via Be website download)

**Support for this hardware is considered experimental and is not installed by default. It may be found in the* /optional/experimental *directory of the BeOS installation CD, or on your hard drive if you installed optional items.*

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