1. Record Nr.   UNINA9910968059303321

Autore   Sinclair Ian Robertson

Titolo   Build and upgrade your own PC / / Ian Sinclair

Pubbl/distr/stampa   Amsterdam ; ; Boston, : Elsevier/Newnes, 2005

ISBN   1-280-62625-9
9786610626250
1-4237-2340-6
0-08-047623-6

Edizione   [4th ed.]

Descrizione fisica   1 online resource (344 p.)

Disciplina   621.3916

Soggetti   Microcomputers - Design and construction
Microcomputers - Upgrading

Lingua di pubblicazione   Inglese

Formato   Materiale a stampa

Livello bibliografico   Monografia

Note generali   Includes index.

Nota di contenuto   Front Cover; Build and Upgrade Your Own PC; Copyright Page; Table of Contents; High performance graphics cards; Preface to fourth edition; Part I: Planning; Chapter 1. Initial planning; Compatibility; Words and meanings; Explaining the bits; FAQ section; Chapter 2. Decisions; What components?; The essential bits in detail; Planning for upgrading; Chapter 3. Other bits; Floppy drive; Hard drive; CD-ROM drive and DVD; Ports; Operating system; Sources; Avoiding laptops; Part II: Basic Construction; Chapter 4. Starting work; Initial work; Motherboard preparation; Typical jumpers
Inserting the CPU Memory; Motherboard insertion; Switches and indicators; Chapter 5. Drives and connections; Adding drives; Drive jumpers and switches; Drive installation; Floppy drive installation; CD-ROM and DVD drive(s); Installation work; CD/DVD rewriter drives; Essential cards; High performance graphics cards; Building a Shuttle; Part III: Set-up; Chapter 6. Connecting for testing; Positioning the boxes; Power cable connections; CMOS-RAM set-up; Stability options; Booting up; CMOS-RAM fine tuning; Chapter 7. Installing Windows; Versions; Problems; Windows Me installation
Windows Me features Installing Windows XP Home Edition upgrade; Startup menu (Me); Other applications; Chapter 8. Adding other cards

and peripherals; Installing a printer; Mouse options; Scanners; Digital camera; Working with audio; USB and Firewire peripherals; Expanding IDE; Networking; Chapter 9. Working with video; Analogue and digital; Analogue sources; Digital camcorders; Part IV: Problems; Chapter 10. Troubleshooting; Hardware - installation; Hardware - use; Software - installation - Windows; Software - installation - applications; Software - use - Windows; Software - use - applications
Chapter 11. Security Why?; Incoming data; Outgoing data; Security risk level; Firewalls; Virus scanners; Annoyances; Pop-up removal; Part V: Junior League Upgrading; Chapter 12. Upgrading older machines; Assessing possibilities; The motherboard; And finally...; Appendix A: Glossary of terms; Appendix B: Abbreviations and acronyms; Appendix C: Contacts; Appendix D: BTX machines; Index

Sommario/riassunto	Ian Sinclair's Build Your Own books have established themselves as authoritative and highly practical guides for home and small business PC users and IT technicians alike. All aspects of building and upgrading a PC are covered, making this the book computer retailers don't want you to read! Build and Upgrade Your Own PC, 4th edition is based around building and upgrading to the latest systems, such as Pentium 4 or AMD Athlon XP motherboards running Windows XP and Windows 2000 Professional. As well as guiding you round the inside of your PC base unit Ian Sinclair also covers setup and