

Umax SuperMac C600/240

System Fact Sheet	_		
Introduced: October 1996 Discontinued: October 1997 Gestalt ID: Form Factor: SuperMac C600 Weight (lbs.): 16 Dimensions (inches): 16 H x 6.75 W x 15.5 D Codename: Oder Number: KB Article #: Called the Apus 3000 in the UK	Max. Watts: Amps: BTU Per Hour: Voltage Range: Freq'y Range (Hz): Battery Type:	50-60 Hz 3.6V lithium	ADB: 1 Video: DB-15 Floppy: none SCSI: DB-25 GeoPort Connectors: 2 Ethernet: 10Base-T PCI Microphone Port Type: Printer Speaker Modem Headphone Airport Remote Control
Built-in Display: Maximum Color Bit-depth At:			
Main Processor: 603e, 240 MHz PMMU: none FPU: none Data Path: , 40 MHz L1 Cache: 32K L2 Cache: 256K-1MB Secondary Processor: none Slots: 3 PCI		Memory on Logic Board: 16MB Minimum RAM: 16 or 32 Maximum RAM: 144 MB RAM Slots: 2 168-pin Minimum RAM Speed: 70 ns RAM Sizes: 32, 64 MB Install in Groups of: 1 (16 MB on motherboard), expandable to 144 MB using two 168-pin DIMMs and 70ns or faster 5 volt EDO or fast-page (FPM) DRAM. When upgrading RAM, avoid 4K refresh memory, choosing 2K memory	
Addressing Modes: 32-bit Original SSW: 7.5.3 Original Enabler: Speech Recognition Supported ROM ID: ROM Version: ROM Size: AppleTalk Version:		A/ ID:	Orted Macintosh System Software: UX 1.0 NOS 1.11 ProDOS UX 1.11 NOS 1.3 GS/OS UX 2.0 NOS 2.0 NeXTStep 1.x UX 3.0.1 NOS 2.1 NeXTStep 2.x UX 4.1.4 LOS 7/7 NeXTStep 3.x UX 4.1.4.1 DOS 3.1 OpenStep UX 4.1.5 SOS 1.3 <1.0
Ruilt-in Microphone	ype: l In: stereo, 16-bit Out: stereo, 16-bit		Floppy Size: 1.44MB Floppy Inject: manual Internal HD Size: 1.2, 4GB Internal HD Interface: Original CD-ROM Speed: 8-24x rd Disk Toolkit that ships with the SuperMac with Mac OS 8 or later. You must use version
The C600 was Umax's least expensive minitower. Initially introduced at 140 MHz, by the end of the line Umax was selling 280 MHz models. The C600 was designed around a modified Tanzania motherboard. An internal ZIP drive was also available as an option. The C600 was the first clone to incorporate an inline cache, which Umax called CacheDoubler.			