Documentation for FXPARALLELPRINTER
March 11, 1984

FXPARALLELPRINTER allows, through the functions that it holds, a user to print Lisp files to an Epson FX-80 printer. Following is the user documentation that shows how to use this interface program.

CONNECTIONS FOR THE 1100 TO PRINTER

The 37 pin parallel port is where the hook-up is made for the 1100; the 36 pin Centronix type connector on the back of the FX-80 or -100 is its connection. Check the pin assignments set in the Reference Manual.

There are two switchboards, located at the open end of the Interface board. It is important that switch 2-1 on the upper board is **OFF**. The other upper board switch settings are irrelevant. As for the lower board the settings are as follows: 1-2, 1-6, 1-7, 1-8, 2-1 and 2-2 are all **ON**, while 1-1, 1-3, 1-4, 1-5, 2-3 and 2-4 are all set to **OFF**.

RUNNING FUNCTIONS ON FXPARALLELPRINTER

After loading the file FXPARALLELPRINTER.DCOM, call the function LOCAL.PRINT with the file, bitmap, or window to be printed as its argument, e.g.

(LOCAL.PRINT 'FOOFILE) .

(LOCAL.PRINT 'FOOBITMAP T).

Printing out a file takes place the same way as with a bitmap or a winodw, except that the second argument is discarded by the program, since a file cannot be rotated on a page (In other words, calling (LOCAL.PRINT 'FOOFILE T) will not cause the file to be rotated). Since printing of a window will first have the window transformed into a bit map, call the function LOCAL.PRINT the same way for a window as one would a bit map.

A quick recap on calling the FXPARALLELPRINTER code:

1. For a file.
    a) **(LOCAL.PRINT 'THEFILE)** , or
    b) **(LOCAL.PRINT 'THEFILE T)** , which has no effect on the function, or
2. For a bitmap or window.
    a) **(LOCAL.PRINT ABITMAP)** , or
    b) **(LOCAL.PRINT ABITMAP T)** , so that there is no rotation of the image on the page.