# **NAME**

foo2slx - Convert Ghostscript pbmraw or bitcmyk format into a SLX printer stream

### **SYNOPSIS**

```
foo2slx [options] <pbmraw-file >slx-file
```

foo2slx [options] <bitcmyk-file >slx-file

**foo2slx** [options] pksmraw-file >slx-file

# **DESCRIPTION**

**foo2slx** converts Ghostscript pbmraw, bitcmyk, or pksmraw output formats to monochrome or color SLX streams, for driving the Lexmark C500 network color laser printer and other SLZ-based printers. The SLX stream is a variant of ZjStream produced by Software Imaging K.K.

### **COMMAND LINE OPTIONS**

#### **Normal Options**

These are the options used to select the parameters of a print job that are usually controlled on a per job basis.

- -c Force color mode if autodetect doesn't work.
- $-\mathbf{g}$   $xpix\mathbf{x}ypix$

Set page dimensions in pixels [10200x6600].

−**m** media

Media code to send to printer [0].

Media	SLX	
plain	0	
transparency	1	
labels	2	
thick1	3	
envelope1	4	
thin	5	
thick2	6	
envelope2	7	
middle	8	
special	9	

**−p** *paper* 

Paper code to send to printer [6].

6	letter	2	A4
9	legal	4	B5
8	executive	5	B5iso
10	env #10	11	env DL

-n copies

Number of copies [1].

-r xresxyres

Set device resolution in pixels/inch [1200x600].

-s source

Source (InputSlot) code to send to printer [0].

0 auto 1 cassette1

#### **Printer Tweaking Options**

These are the options used to customize the operation of **foo2slx** for a particular printer.

-u xoff xyoff

Set the offset of the start of the printable region from the upper left corner, in pixels [0x0].

**−l** xoff **x**yoff

Set the offset of the end of the printable region from the lower right corner, in pixels [0x0].

-L mask

Send logical clipping amounts implied by -u/-l in the ZjStream [3].

- 0 don't send any logical clipping amounts
- 1 only send Y clipping amount
- 2 only send X clipping amount
- 3 send both X and Y clipping amounts
- -A AllIsBlack: convert C=1,M=1,Y=1 to just K=1. Works with bitcmyk input only.
- **-B** BlackClears: K=1 forces C,M,Y to 0. Works with bitcmyk input only.

### **Debugging Options**

These options are used for debugging **foo2slx**.

-S plane

Output just a single color plane from a color print and print it on the black plane. The default is to output all color planes.

- 1 Cyan
- 2 Magenta
- 3 Yellow
- 4 Black
- −**D** level

Set Debug level [0].

# **EXAMPLES**

Create a black and white SLX stream:

```
\begin{split} &gs-q-dBATCH-dSAFER-dQUIET-dNOPAUSE\\ &-sPAPERSIZE=letter-r1200x600-sDEVICE=pbmraw\\ &-sOutputFile=-<< testpage.ps\\ &|foo2slx-r1200x600-g10200x6600-p1> testpage.zm \end{split}
```

Create a color SLX stream:

```
\label{eq:gs-q-dbatch-dsafer-doublet} $$ -q - dBATCH - dSAFER - dQUIET - dNOPAUSE \\ -sPAPERSIZE = letter - g10200x6600 - r1200x600 - sDEVICE = bitcmyk \\ -sOutputFile=- - < testpage.ps \\ | foo2slx - r1200x600 - g10200x6600 - p1 > testpage.zc \\ | foo2slx - r1200x600 - g10200x6600 - p1 > testpage.zc \\ | foo2slx - r1200x600 - g10200x6600 - p1 > testpage.zc \\ | foo2slx - r1200x600 - g10200x6600 - p1 > testpage.zc \\ | foo2slx - r1200x600 - g10200x6600 - p1 > testpage.zc \\ | foo2slx - r1200x600 - g10200x6600 - p1 > testpage.zc \\ | foo2slx - r1200x600 - g10200x6600 - p1 > testpage.zc \\ | foo2slx - r1200x600 - g10200x6600 - p1 > testpage.zc \\ | foo2slx - r1200x600 - g10200x6600 - p1 > testpage.zc \\ | foo2slx - r1200x600 - g10200x6600 - p1 > testpage.zc \\ | foo2slx - r1200x600 - g10200x600 - g10200x6600 - p1 > testpage.zc \\ | foo2slx - r1200x600 - g10200x600 - g1020000 - g10200000 - g
```

### **FILES**

/usr/bin/foo2slx

### **SEE ALSO**

 ${\bf foo2slx\text{-}wrapper}(1),\,{\bf slxdecode}(1)$ 

#### **AUTHOR**

Rick Richardson < rick.richardson@comcast.net> http://foo2slx.rkkda.com/