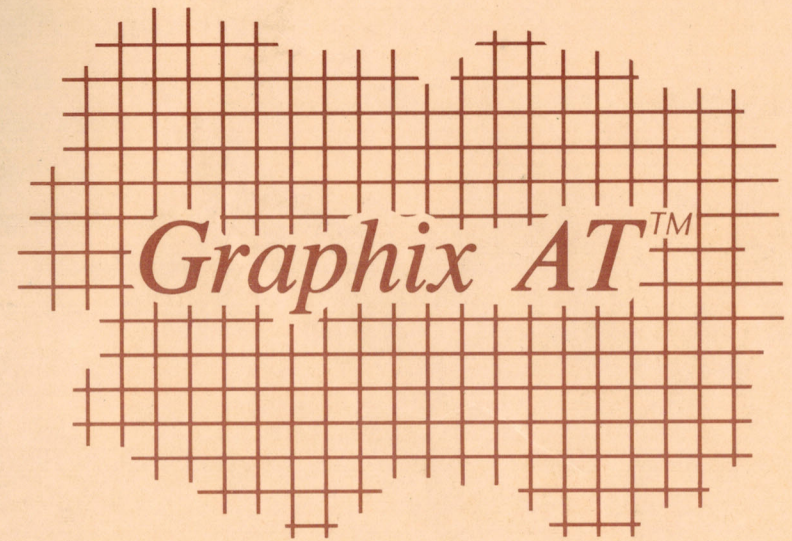


XETEC

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A Printer Interface  
for the ATARI® Computer

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INSTRUCTION MANUAL

Graphix AT™ owner's manual  
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NOTE: If your interface does not fit tightly in your printer's connector or will not stay in, you will need to use the clips on both sides of the connector to hold the interface in place. In some cases you may need to trim the sides of the interface case so that it fits properly.

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## SETTING THE SWITCHES

Your interface has many features and options, so eight dip switches have been included to let you make your choices. These switches are important because if they are not set correctly, your interface may do things you aren't expecting.

Throughout this manual, you will be instructed to set your interface switches in certain ways to get different features. Instead of just saying "turn switch 4 on", a diagram will be drawn to help make it clearer.

This diagram says "turn switch 4 on" (notice the little arrow pointing to the indicator at the left. Any of the switches left blank do not apply in that example and should be left alone).

## LIMITED LIFETIME WARRANTY

Xetec warrants that the Graphix AT is free from defects in material and workmanship, assuming normal use. If a defect occurs, send your interface to Xetec along with a dated proof of purchase where it will be replaced free of charge.

Neither Xetec nor any dealer distributing this product makes any warranties, expressed or implied, with respect to this product, its merchantability or fitness for any purpose. It is the responsibility of the purchaser to determine the suitability of this product for a particular purpose.

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## INTRODUCTION

The Xetec Graphix AT™ is an interface that allows a variety of printers to be attached to an Atari computer. This manual will help you get your new interface attached and working properly. Then all you have to do is set a few switches and you are ready to print. The rest of the manual will then be devoted to printing from your own programs and using the advanced features of your interface and printer.

## INSTALLATION

The Graphix AT™ is simple to hook up. With all the devices shut off, take the gray cable coming out of the interface and plug it into any open peripheral socket on your system (at the back of your computer or disk drive). Next take the interface box itself and plug it into the parallel input connector on your printer (usually on the back near the bottom). Note that your printer must have a Centronics type parallel connector in order to work with the Graphix AT™.


NOTE: If your interface does not fit tightly in your printer's connector or will not stay in, you will need to use the clips on both sides of the connector to hold the interface in place. (In some cases you may need to trim the sides of the interface case so that the clips will fit).

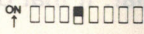
The Graphix AT™ draws its power from your Atari computer. There is a way to change it so that it gets power from the printer (this is necessary when using the 1200 computer). See appendix A on page 6 for details.

## SETTING THE SWITCHES

Your interface has many features and options, so eight dip switches have been included to let you make your choices. These switches are important because if they are not set correctly, your interface may do things you aren't expecting.

Throughout this manual, you will be instructed to set your interface switches in certain ways to get different features. Instead of just saying 'turn switch 4 on', a diagram will be drawn to help make it clearer:

This diagram says 'turn switch 4 on' (notice the little  1 2 3 4 5 6 7 8

 ON

↑ indicator at the left. Any of the switches left blank do not apply in that example and should be left alone)



### END OF LINE CONVERSION (#3)

This switch in most cases should be left off. In this position, Atari's end of line character (155) is changed to the code used by your printer (13). Turning this switch on will cause code 155 to be send unchanged to the printer. Unless you have a reason, leave this switch off.

### 7 OR 8 BIT ASCII (#4)

Switch 4 should normally be left 'off'. If you turn it on, bit 8 of the data coming from your computer will be set to 0. This might be necessary with some old software which sent text with the 8th bit set. If your text is printed in italics or other strange characters, you may need to turn this switch on. Note that doing so will make it impossible to print reverse graphics or text (white on black).

## USING PACKAGED SOFTWARE

To use your Graphix AT interface with most software, flip switches 1 through 4 on the interface to the off position. You may need to turn switch 2 on if each line is printed on the same line. Also, if the program sends any of the Atari graphics symbols, switch 1 should be turned on. This should be all you need to do to get your software to print correctly.

### PRINTING FROM YOUR OWN PROGRAMS

Following is a brief introduction to the BASIC commands used to print to a printer and a few examples to get you started.

The simplest way to print something is to use the **LPRINT** command. It works just like the PRINT command except instead of going to the screen, the output goes to the printer.

```
LPRINT "This is the Graphix AT"
```

Make sure switch 1 is on and try this:

```
LPRINT "Text and Graphics •♥"  
(Push Control T to get • and Control , to get ♥)
```

Another way to print is to open a channel to the printer. This involves first opening the channel, printing to it, and closing it when you are done:

```
10 OPEN#1, 8, 0, "P:"  
20 PRINT#1; "The sum of 3 and 5 is";  
30 PRINT#1;3+5  
40 CLOSE#1
```

To list a BASIC program to your printer just type:

```
LIST "P:"
```

## SPECIAL CODES

When your interface is in the Graphix mode (switch 1 on), you have seven commands which you can send to the interface to control how it behaves. Notice that in the transparent mode these commands do not work.

COMMAND	FUNCTION
ESC 6	Print 6 lines per inch
ESC 8	Print 8 lines per inch
ESC T	Switch into the transparent mode
ESC G	Switch back into the graphix mode
14 (Control N)	Turn on expanded print
20 (Control T)	Turn on compressed print
15 (Control O)	Turn off expanded and compressed modes

For example, to print The compressed mode, try:

```
LPRINT "The 6 • compressed 8 ■ mode"  
(To get 6 push the ESC key twice, ■ is control O)
```

NOTE: The 6, 8, N, T, and O commands may not work on all printers.

The ESC T command may be used to temporarily switch to a transparent mode so you can send commands to your printer without having them printed as Atari graphics characters. Send ESC G to then switch back into the normal graphics mode.

For example, to send code 20 directly to your printer:

```
PRINT#1; "ESC T"; CHR$(20); "ESC G"
```

## APPENDIX A

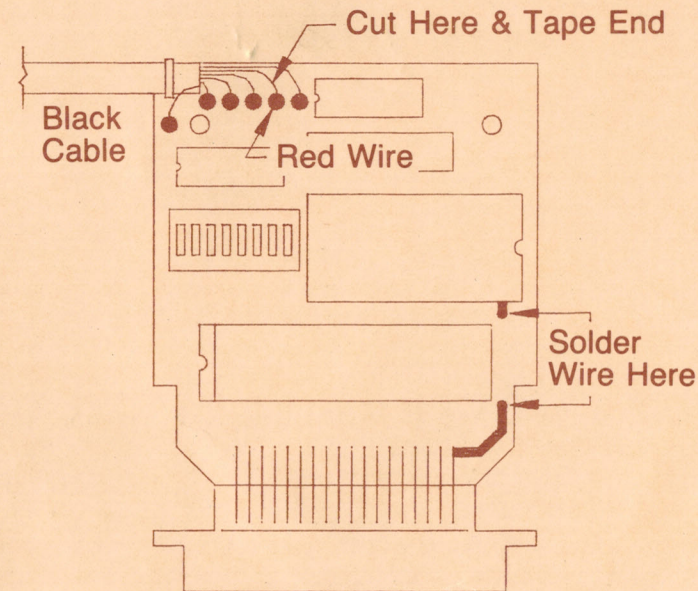
Modification for the 1200XL

The following changes are necessary if you want your interface to draw its power from the printer. Your printer must supply 5 volts at 50 mA on pin 18 of its connector in order for this modification to work. Since soldering is required, we recommend that only experience persons attempt this change.

1. Pry the two halves of the case apart and set them aside.

Refer to the drawing on the next page for steps 2-4.

2. Hold the board with the parts on top and the black connector towards you.
3. Locate the red wire and carefully cut it at the point shown in the drawing.
4. Solder a piece of insulated wire between the two points marked "solder here".
5. Assemble the case around the board (make sure you can still see the dip switches).



## APPENDIX B

Printer connect pinout

PIN #	SIGNAL
1	Strobe
2	Data bit 1
3	Data bit 2
4	Data bit 3
5	Data bit 4
6	Data bit 5
7	Data bit 6
8	Data bit 7
9	Data bit 8
11	Busy
16	Ground
18	+ 5 volts (optional)
19-30	Ground
31	Input Prime

## DIP SWITCH FUNCTIONS

