

Tech Info Library

Parallel Interface Card: Initializing with POKEs (11/96)

Revised: 11/21/96 Security: Everyone

Parallel Interface Card: Initializing with POKEs (11/96)

Article Created: 21 September 1984

Article Reviewed/Updated: 19 November 1996

TOPIC -----

This article explains how to use POKEs to control the Parallel Interface card.

DISCUSSION -----

Neither PR# nor IN# commands in Applesoft and Integer Basic initialize the Parallel Interface. This situation can cause problems if you need to modify the parameters of the interface for your application.

The ROM on the Parallel Interface card, upon receiving the first character, sets all parameters to their default settings. After you POKE the parameter you want, the first character you send causes the ROM to overwrite all the parameter locations you have set up.

To correct this, send a character through the card and then change the parameter locations by means of the following POKEs. (Please refer to the Parallel Interface Card manual for additional information about what each POKE does.)

Replace all occurrences of "s" in the BASIC program below with the number of the slot the Parallel Interface Card is plugged into.

10 P	OKE 1400+s,	80	carriage width
20 P	OKE 1656+s,	0	character counter
30 P	OKE 1784+s,	137	set command prefix to CTRL-I
40 P	OKE 1912+s,	0	no video, no linefeed
	or ,	1	no video, enable linefeed
	or ,	128	enable video, no linefeed
	or ,	129	enable video, enable linefeed

The next list of POKEs replace the PR# and IN# commands and they must be used to benefit from the previous POKEs. Use "Call 1002" to execute DOS commands while the interface is enabled. However, if speed is of the essence, use the "Call

..TIL00595-Parallel_Interface_Card-Initializing_with_POKEs_11-96_(TA44093).pdf

1002" after the data transfer has been made since DOS slows down I/O. All of these POKEs must be on one command line separated by colons to work in command mode; in a program, they may have separate line numbers.

```
50 POKE 54,2 PR#s
60 POKE 55,192+s
70 Call 1002
```

The normal way to reset the I/O back to the Apple video and keyboard is:

```
900 D$ = CHR$ (4): Rem CTRL-D
910 Print D$;"PR#0"
920 Print D$;"IN#0"
```

This only works after a Print and it is ignored after a Get or Print terminated with a comma or semicolon.

To avoid entering an extra Print statement, you can use the following:

```
900 Call -375 : Rem this is IN#0
910 Call -365 : Rem this is PR#0
```

920 Call 1002 : Rem this reconnects DOS

Tthe Parallel Printer Interface Card can echo characters to the Apple's video output, disable the video out while printing lines more that 40 characters long. Please refer to the Parallal Printer Interface manual for more information on what each POKE does.

Article Change History:
19 Nov 1996 - Reviewed for technical accuracy, revised formatting.

Copyright 1984-96, Apple Computer, Inc.

Tech Info Library Article Number: 595