

Watford Electronics Epson NLQ Rom

The Watford Electronics NLQ Rom allows high quality print to be generated on the Epson FX and RX printers.

IMPORTANT - LF facility

If you normally use *FX 6,0 to disable line feeds then the printer line feed switch must be set, otherwise all output will be printed on a single line.

Typing *FX 6,0 will NOT work !!

View can only be used with an NLQ Driver, obtainable separately at £7.50.

If you do not have the driver then you can only make use of standard NLQ, not special features, such as enlarged print, etc.

Initialising the Rom

Before NLQ printing can occur the command *NLQ80 or *NLQ100 must be typed, Use *NLQ80 if you have a FX80 or RX80 and use *NLQ100 if you have a FX100.

The Rom needs 256 bytes of workspace, and after a *NLQ command this workspace will be taken at &0a00-&0aff, which is the cassette/RS423 input buffer.

If you wish to load programs or data from tape or the RS423 port while printing in NLQ then the workspace must be set up elsewhere by typing *NLQxx nm, where nm is the memory page to be used.

Selecting NLQ output

After you have typed *NLQxx the printout will still be normal until you type :

*NLQTYPE, or:

VDU 1,129, or:

OC129 (Wordwise)

Remember that you may need to type Ctrl-B or VDU 2 to select printer output.

Cancelling NLQ output

Type ;

*NLQOFF, or:

VDU 1,193, or:

OC193 (Wordwise)

After any of these commands output is in normal style and control codes can be sent.

Features :

Proportional type : SET=130 CANCEL=194
Enlarged type : SET=144 CANCEL 268
Temp. enlarged : SET=130 CANCEL=208
Underlined : SET=132 CANCEL=196

While *NLQTYPE is active, it is not possible to send control codes to the printer.

To send a code, precede it by 193 to stop NLQ and follow it with 129 to restart NLQ.

Escape key

The Escape key is disabled while a NLQ line is actually being printed. It is re-enabled at the end of each line of output, so it may be necessary to hold the Escape key down for a few seconds during NLQ print for it to have any effect.