

DART

SCANNER

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DART ELECTRONICS
INSTRUCTIONS FOR USE

FITTING THE SCANNER TO YOUR COMPUTER/PRINTER

SWITCH OFF THE COMPUTER

1 FITTING THE INTERFACE

Plug the scanner interface into the expansion port (floppy disc port on 464) on the back of your computer.

2 FITTING THE SCANNING HEAD

Reset your printer by switching the printer power off and then on again. Carefully fit the scanning head to the print head on your DMP2000 as shown in Fig 1.

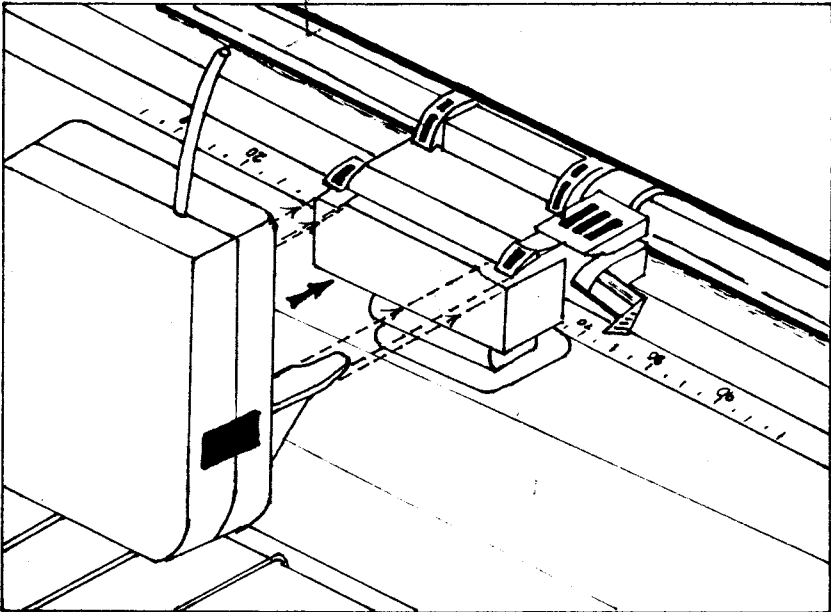


FIG 1

ENSURE THAT THE SCANNING HEAD IS PUSHED FULLY HOME

3 FITTING THE SWITCH VANE

Peel the backing from the double sided tape and fit the switch vane to the printer as shown in fig 2. Test the position of the vane by switching the power to the DMP2000 off and then gently pushing the print head/ scanning head to the leftmost position. The vane MUST enter the slot in the side of the scanner head. If it does not then reposition the vane and retest. You can now turn the computer and printer on,

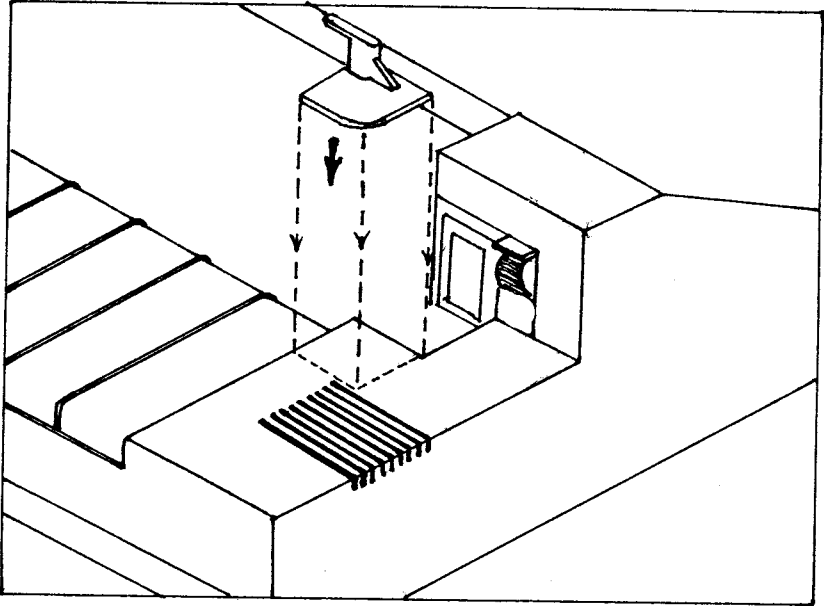


FIG 2

LOADING THE SOFTWARE

TAPE. Place the cassette in the tape drive and type RUN "DARTSCAN" and press ENTER

DISC. Place the disc in the disc drive and type RUN "DARTSCAN" and press RETURN/(ENTER).

RUNNING THE SOFTWARE

When the software has loaded you will see a menu at the top of the screen with the following functions :-

SCAN

Set the paper thickness adjustment fully upwards.

Place the original to be scanned in the DMP2000 printer in the normal way (see chapter 1 pages 9 and 10 of the printer manual). Position the original so that the top of the area to be scanned is directly under the scanner head.

SWITCH THE PRINTER OFF AND THEN ON AGAIN.

Press the S key to select the scan function and follow the prompts ie.

input 1 or 2 screens and then press RETURN/(ENTER). (see note 1)

input lefthand margin (read from the rule on the DMP2000) and then press RETURN/(ENTER).

input the required magnification and then press RETURN/(ENTER). (see note 2)

The printer will now start to scan the original and it will be displayed line by line on the monitor.

TO SET THE BRIGHTNESS wait until 10 lines have been scanned and then adjust the brightness control on the interface for best results. The brightness control only affects the sensitivity of the scanner head and will not alter the brightness of previously scanned lines. Adjust the brightness control a small amount and then wait for a few lines to be scanned to see the result.

If you want to restart the scan at any time, hold down the F key until you hear a bleep. The software will now reposition the original to the start position and you can then reselect the scan parameters.

Scanning can be terminated at any time by holding down the Q key until you hear a bleep. Anything already scanned will be retained as a screen.

Note 1 ; 1 screen = a scan area of approx 200mm*130mm with a magnification factor of *1. 2 screens = a scan area of approx 200mm*260mm with a magnification of *1. The scan area will be divided by the magnification factor.

Note 2 ; scanning the original with a magnification of 2 and using small print function will give a higher resolution than scanning with a magnification of 1 and using large print function.

PRINT

Load the printer paper in the normal way (see printer manual).
Select this function using the P key. You will now be asked to input small (102*66mm per screen) or large (204*132mm per screen) print out. Press S or L followed by RETURN/(ENTER). You will now be asked if you want to print 1 or 2 screens, press key 1 or 2 followed by RETURN/(ENTER). You will now be asked to input the filename(s) for the screen(s). Type in the filename(s) followed by RETURN/(ENTER). If you selected small you will be asked to input lefthand margin (read from the rule on the DMP2000) and then press RETURN/(ENTER).
You do not need to remove the scanning head before printing.

LOAD/SAVE

Select this function by pressing the L key. You can now select SAVE or LOAD by pressing S or L or Q to QUIT followed by RETURN/(ENTER). You will now be asked if you want to LOAD/SAVE 1 or 2 screens, press key 1 or 2 followed by RETURN/(ENTER). You will now be asked to input the filename(s) for the screen(s). Type in the filename(s) followed by RETURN/(ENTER).

Note : For two screens, filename 1 is the top half and filename 2 is the bottom half of the picture.

Screen 1 is saved as a 16k block from 49152 to 65535

Screen 2 is saved as a 16K block from 16384 to 32767

Screens are saved and loaded as (FILENAME,BIN)

COPY AREA

Select this function using the X key. Use the cursor keys to move the box around the screen and shifted cursor keys to change the size of the box until the box encloses the area you wish to copy. Press the COPY key to define the area to be copied. Now use the cursor keys to move the box around the screen until you have positioned the box at the point that you want to copy to, and then press the COPY key again. This function will work on screens 1 or 2.

This function has a help menu toggled on and off by pressing the M key. The help menu must be off to continue.

SCROLL AREA

Select this function using the R key. Use the cursor keys to move the box around the screen and shifted cursor keys to change the size of the box until the box encloses the area you wish to scroll. Then press the COPY key, you can now use the cursor keys to scroll that part of the screen in any direction. Use the COPY key again to escape from this function. This function will work on screens 1 or 2.

This function has a help menu toggled on and off by pressing the M key. The help menu must be off to continue.

ZOOM/EDIT

Screen 1 only

Select this function using the Z key. Use the cursor keys to move the box around the screen until the box encloses the area you wish to zoom. Then press the COPY key, the enlarged area will be displayed together with a normal size copy. The enlarged version can now be edited by using the cursor keys (shifted cursor keys to repeat) to move the cursor. Use the COPY key to toggle the pixels on/off.

Press the R key to replace the edited version.

Press the Q key to quit zoom/edit function.

This function has a help menu toggled on and off by pressing the M key.

The help menu must be off to continue.

BOX/BLANK

Screen 1 only

This function places a permanent box around a defined area and clears everything OUTSIDE the box.

Select this function using the B key. Use the cursor keys to move the box around the screen and shifted cursor keys to change the size of the box until the box encloses the area you wish to keep. Press the COPY key to clear everything outside the box. You can now position the picture anywhere on the screen using the cursor keys. Press the COPY key again to fix the position of the picture and quit this function.

This function has a help menu toggled on and off by pressing the M key.

The help menu must be off to continue.

CLEAR AREA

This function places a temporary box around a defined area and clears everything INSIDE the box.

Select this function using the C key. Use the cursor keys to move the box around the screen and shifted cursor keys to change the size of the box until the box encloses the area you wish to clear. Press the COPY key to clear the area and quit this function. This function will work on screens 1 or 2.

This function has a help menu toggled on and off by pressing the M key.

The help menu must be off to continue.

ADD TEXT

Select this function using the T key. When prompted type in the required text followed by RETURN/(ENTER). Use the cursor keys to move the text around the screen (or shifted cursor keys to move faster). Press the COPY key to place the text. This function will work on screens 1 or 2.

Note :- The text is XORed with the background.

VIEW SCREEN 1/2

Select the screen to be displayed using keys 1 and 2
The dot above the number indicates the screen being displayed.

Note : For two screens, screen 1 is the top half and screen 2 is the bottom half of the picture.

FLIP SCREEN

Use the cursor LEFT or cursor RIGHT keys to flip the screen through 180 degrees. This function will work on screens 1 or 2.

MERGE SCREENS 1 and 2

Use the A key to merge screen 2 into screen 1. Screen 2 is XORed with screen 1 to produce a combined picture in screen 1. This operation can be reversed by pressing the A key again.

THE DIP SWITCHES (BANK DS2 AS DESCRIBED IN THE PRINTER MANUAL CHAPTER 2 PAGE 6) SHOULD BE SET AS FOLLOWS

DS2-1	OFF	DS2-6	ON
DS2-2	OFF	DS2-7	OFF
DS2-3	ON	DS2-8	OFF
DS2-4	ON	DS2-9	OFF
DS2-5	ON	DS2-10	ON

DMP 3000

IF YOU ARE USING A DMP 3000 YOU WILL HAVE TO ADD LINE 1891 TO THE PROGRAM. YOU CAN DO THIS BY LOADING THE SOFTWARE AND THEN BREAKING INTO THE PROGRAM USING THE BREAK KEY.

TYPE IN LINE 1891 AS FOLLOWS-
1891 FOR F = 0 TO 12: NEXT

CASSETTE SOFTWARE

IF YOU ARE USING CASSETTE SOFTWARE AND THE SCAN FUNCTION PRODUCES A COMPLETELY BLACK SCANNED IMAGE THEN PLEASE ADD THE FOLLOWING LINE TO THE BASIC PROGRAM.

12 POKE 33068,203:POKE 33069,71:POKE 33070,32