

PARALLEL I/O PRINTER PORT

- 1--Strobe
- 2--Data Bit 0
- 3--Data Bit 1
- 4--Data Bit 2
- 5--Data Bit 3
- 6--Data Bit 4
- 7--Data Bit 5
- 8--Data Bit 6
- 9--Data Bit 7
- 10--ACKNOWLEDGE
- 11--BUSY
- 12--PAPER END
- 13--SELECT
- 14--AUTO FEED
- 15--ERROR
- 16--INITIALIZE
- 17--SELECT IN
- 18-25--Ground

KEYBOARD AND MOUSE CONNECTORS

PIN ASSIGNMENTS

	6	5	
1--Data	0	0	
2--Reserved	4		3
3--Ground	0		0
4--+5 Vdc	2	1	
5--Clock	0	0	
6--Reserved			

PERIPHERAL INTERFACES

RS-232C SERIAL PORT

PIN ASSIGNMENTS

- 1--Carrier Detect
- 2--Receive Data
- 3--Transmit Data
- 4--Data Terminal Ready
- 5--Signal Ground
- 6--Data Set Ready
- 7--Request to Send
- 8--Clear to Send
- 9--Ring Indicator

VIDEO PORT CONNECTOR PINOUT

The following table indicates the pin functions of the video connector:

PIN	FUNCTION
1	Red Video

6
0

2	Green Video	1	11
3	Blue Video	0	0
4	Monitor ID Bit 2 (not used)	7	
5	Ground	0	
6	Red Return (ground)	2	12
7	Green Return (ground)	0	0
8	Blue Return (ground)	8	
9	Key (no pin)	0	
10	Sync Return (ground)	3	13
11	Monitor ID Bit 0 (not used)	0	0
12	Monitor ID Bit 1 (ground)		
13	Horizontal Sync	4	14
14	Vertical Sync	0	0
15	Not Used		
		10	
		0	
		5	15
		0	0

Monochrome-type monitors use Green Video for all video input and ignore Red Video and Blue Video.

Monitor ID Bits are not used. The monitor type is determined when your system is turned on.

(smm 08/05/93)

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