

Re: send more than 8 bits with parallel port

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- *From:* "petrus bitbyter" <pieterkraltlaatditweg@xxxxxxxxxxxxxxxxxxxxx>
 - *Date:* Tue, 21 Feb 2006 23:19:20 +0100
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"Jonathan Kirwan" <jkirwan@xxxxxxxxxxxxxxxxx> schreef in bericht
news:5ajmv1pm1tsqba9snh5j1t61deo5037658@xxxxxxxxxxx

On 21 Feb 2006 09:17:12 -0800, "Chris" <cfoley1064@xxxxxxxxx> wrote:

Jonathan Kirwan wrote:

On Tue, 21 Feb 2006 14:15:56 GMT,
NoSpam@xxxxxxxxxxx (Bob Masta)
wrote:

<snip>

Others have answered the hardware aspect of your question. However, note that if you plan to use this on PCs running Windows versions later than 9x, you will have to use a special ring 0 device driver to have access to the printer port. (GIVEIO and USERPORT are two that I have heard of, but haven't tried myself.) That might be one advantage for using the serial port, which can be accessed through more-or-less standard Windows API functions.

Another thing to think about is that parallel printer ports are rumored to be slated for extinction... but then again,

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aren't we all!

You know? What bugs me about this very true point is that we are losing all of the really good hobbyist interfaces for adapting a PC. The ISA bus was really nice and not too complex for a serious hobbyist to use, in adding boards. Gone now, or nearly so. Ever consider trying to do a PCI card as a hobbyist? Reflection wave bus, 2ns clock skew on 33MHz and 1ns clock skew on 66MHz with a 1.5" +/- 0.1" trace length for the clock (often serpentine in order to get there), etc. Just getting equipment to monitor the analog characteristics for debugging a design is a fortune. Lose the parallel, lose the serial, add USB 2.0, replace the old IDE controller cables with SATA 2, and what are you left with to use, anymore? It's getting t