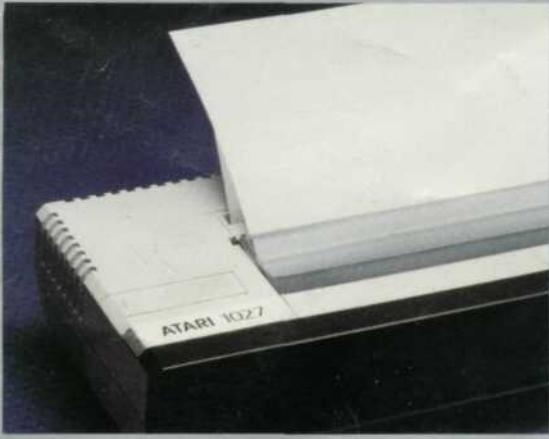


THE ATARI 1027™

LETTER QUALITY
PRINTER



OWNER'S GUIDE



ATARI®



POWER IN

INPUT/OUTPUT PORTS



PAPER CHUTE

ACCESS DOOR

SIMPLICITY ITSELF

The ATARI 1027 Printer is almost as easy to set up as an electric typewriter. In the following few pages, you'll quickly learn how to operate this useful tool. You'll soon be printing—in easy-to-read, fully formed characters—everything from thank-you notes to mailing lists to book manuscripts. It doesn't take much effort to become friendly with the ATARI 1027™. Get familiar with these few parts. Their names appear later in the guide.



PLATEN KNOB

PAPER LOCK/RELEASE LEVER

ON/OFF SWITCH

POWER ON LIGHT

TOP COVER

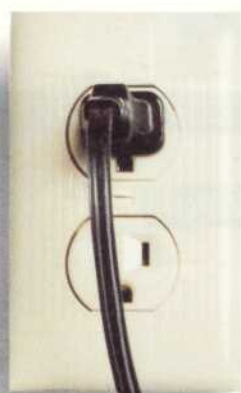
DATA CABLE

HOOK IT UP

1 Turn off the power to all parts of your ATARI Home Computer System.

2 Plug the power adapter into a wall outlet or power strip.

4 SOCKETS.

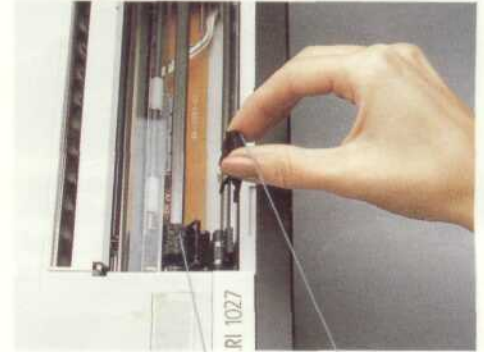


3 Plug one end of the input/output data cable supplied with your printer into the connector marked PERIPHERAL on your ATARI computer or into another peripheral in your system.

4 Plug the other end of the input/output data cable into one of the ports at the rear of your printer. It doesn't matter which port is used.

5 Remove the top cover.

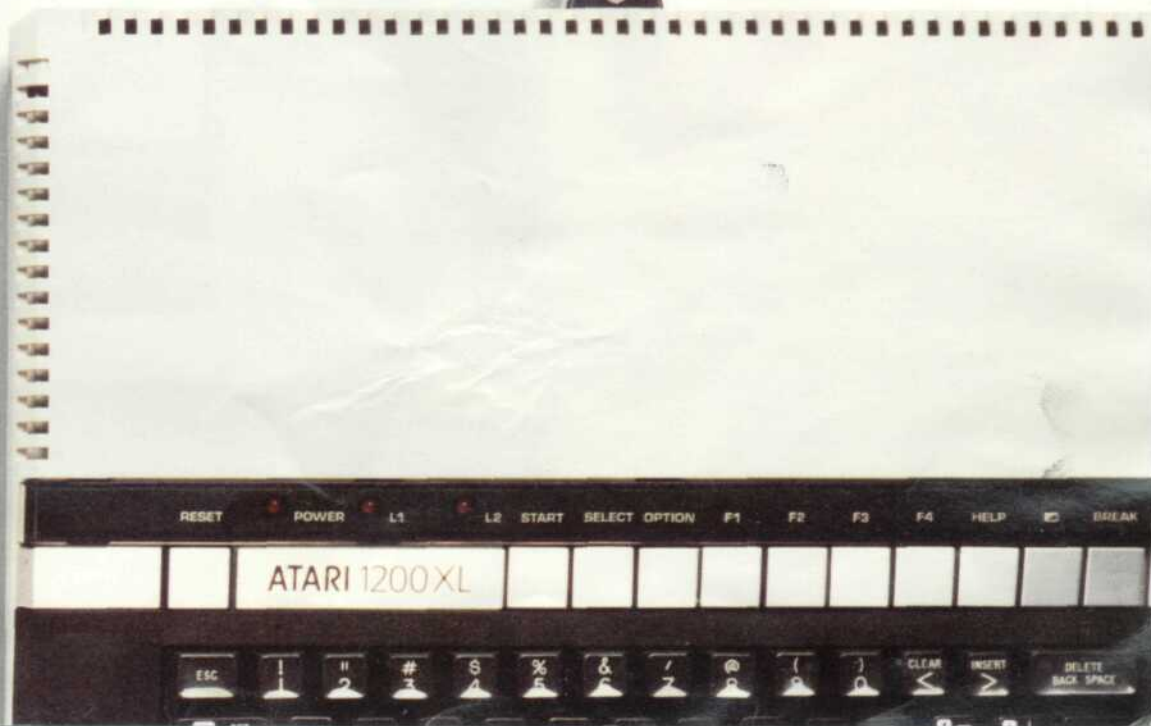
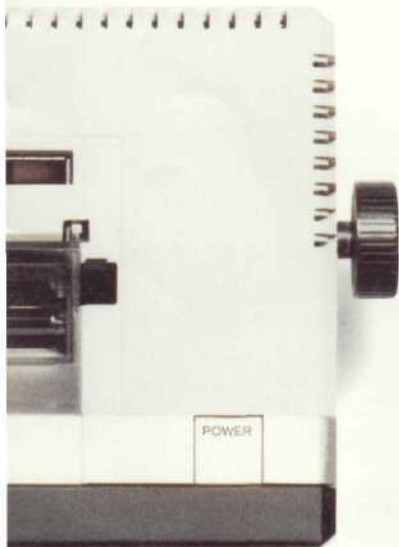
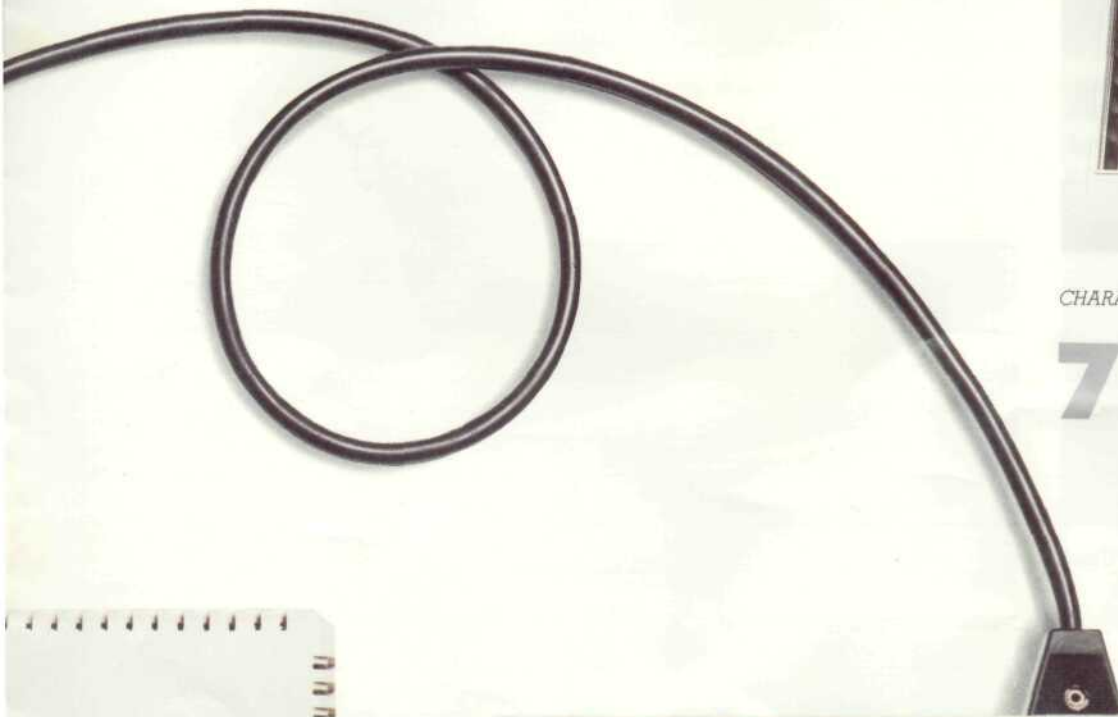
6 Snap an ink roller onto the plastic post in front of and parallel to the character wheel. A small supporting bar prevents the ink roller from resting on the wheel.



CHARACTER WHEEL

INK ROLLER

7 Replace the top cover.



LOADING AND UNLOADING PAPER

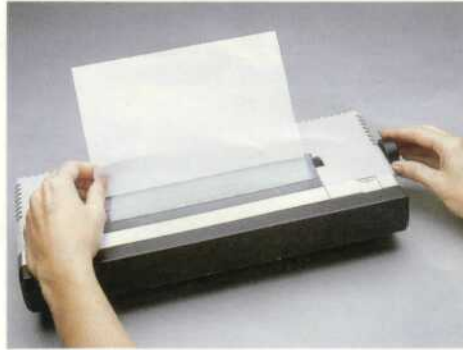


1 Push the paper lock/release lever away from you into the release position.

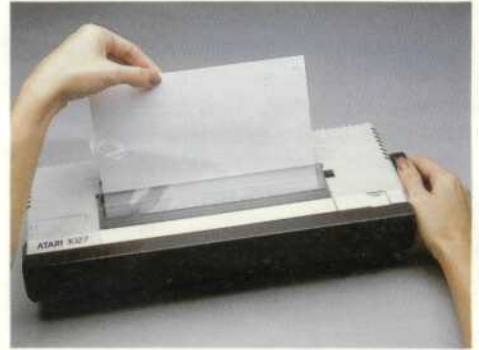


2 Place a sheet of paper in the paper chute and slide the sheet under the platen and past the pinch rollers.

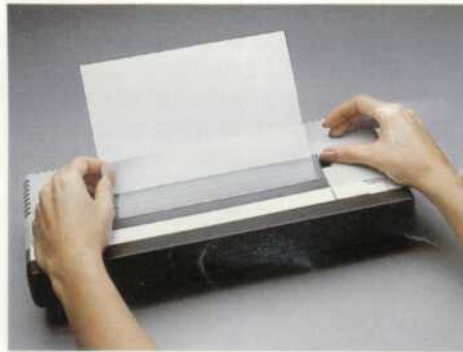




3 Move the paper lock/release lever toward you and turn the platen knob clockwise to roll the top of the page above the printer.

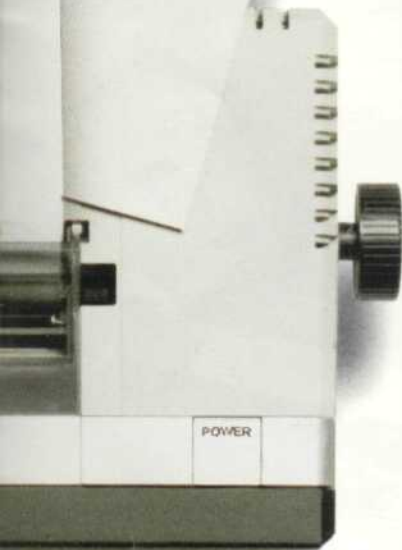


5 When you're ready to remove paper from the printer, simply turn the platen knob as you would on a typewriter or pull the sheet out after putting the paper lock/release lever into the release position.



4 Push the paper lock/release lever away from you so that you may align the paper, then pull it back into the operating or lock position once again. Reposition the page by turning the platen knob counterclockwise.

Caution: Do not pull the paper out by the bottom of the page or attempt to yank paper forcibly out of the printer, as you may damage the machine.



FIRE IT UP

Now that you've got your printer connected, with roller and paper inserted, you'll want to try it out. You need an ATARI BASIC cartridge or a word processor program. The example we're going to try uses a BASIC cartridge, but you can use any program that works with a printer.

1 Insert a BASIC cartridge.



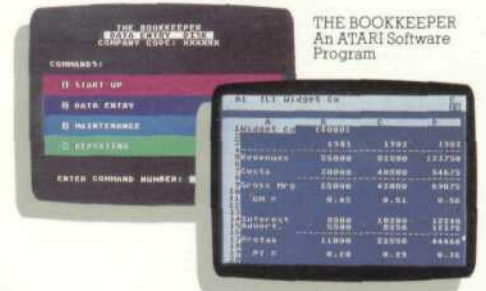
2 Enter this short program:
 10 LPRINT "MY ATARI 1027
 PRINTER WORKS"
 20 GOTO 10

3 Type RUN and watch it print.

4 Press BREAK when you want it to stop. If you experience any problems, please refer to the troubleshooting guide on the next page.

ONWARD AND UPWARD

Now that you've got your ATARI 1027 Printer up and running, try using a program other than just BASIC with it. If you have word processing software such as AtariWriter™, try printing out a sample letter following the guidelines in the program manual. Experiment with the margins and spacing until you are satisfied with the total appearance and layout. If you have a home filing management or personal accounting program, try generating a domestic records update or a financial report. If you run into a problem, look for the solution on the next page.



THE BOOKKEEPER
An ATARI Software Program

VisiCalc**
Available from ATARI

ATARI 1027

IN CASE OF DIFFICULTY

Q I've got a sheet of paper in the machine, but it won't align or advance the right way.

A Check the paper/lock release lever to make sure it's pulled toward you in the lock or operating position.

Q My ATARI 1027 Printer suddenly started printing a jumbled line of unrelated letters, numbers and symbols.

A The character wheel has to be exactly aligned at the left side of the printer when beginning a line. If it isn't, the machine prints, but the copy is unintelligible. That's why you must turn off the printer when changing the ink roller. The problem is easy to correct—turn the printer off and back on. The wheel automatically aligns itself.

Q Can you tell me why some of the characters are dark, while others are barely readable?

A The roller may not be inserted properly. Turn off the printer and remove the top cover. Make certain that the ink roller is set firmly in place in front of the character wheel. Replace the cover and try again.

Q I don't know how to underline using the ATARI 1027 Printer. What's the method?

A To start underscoring, type ESC twice, then CONTROL Y. The printer underlines until the end of the line or until you type ESC twice and CONTROL Z. This works whether you are printing international characters or not. You may also start underscoring by typing CONTROL O; to stop, type CONTROL N.

Q When characters are printed they seem light and faded. What's wrong?

A Your ink roller may be worn out or damaged. Replace it and see if this clears up the problem. If you need additional ink rollers, see your authorized ATARI Servicing Center or call (800) 538-8543 [In California, call (800) 672-1404].

Q How do I lubricate my printer?

A If you use it about an hour a day, every 4 months apply two or three drops of high quality machine oil from the small tube supplied with your printer to the plastic gears under the access door. If you use the printer more than three hours a day, lubricate once a month. Do not add more than two or three drops, because superfluous oil attracts dust.



PRINTING INTERNATIONAL CHARACTERS

In general, the characters you type on the computer keyboard are what your ATARI 1027 prints. When using ATARI BASIC, however, you can print international characters not shown on the keyboard by entering this short program:

```
10 OPEN #2,8,0,"P:"
20 ?#2;"ESC ESC CNTL W"
```

Then, using the simple chart on this page, print the character you want by entering either a command or a decimal character code. For example, to print the first character, \tilde{a} , in the simple chart below, type the two program statements above and enter one of the following lines:

```
30 ?#2:"CNTL,"
OR
30 ?#2;CHR$(00)
```

To stop printing international characters while you are in BASIC, type:

```
PR.#2;"ESC ESC CNTL X"
```

Hex codes are provided for advanced programmers using assembly language.

INTERNATIONAL CHARACTER TABLE • CHARACTER CODES •

CHARACTER	COMMAND	DECIMAL	HEX
\tilde{a}	CNTL ,	00	00
\tilde{a}	CNTL K	11	0B
\hat{a}	CNTL Q	17	11
\acute{a}	CNTL X	24	18
\tilde{a}	CNTL Y	25	19
\grave{A}	CNTL Z	26	1A
\ddot{A}	CNTL ;	123	7B
\csc	CNTL D	04	04
\acute{e}	CNTL T	20	14
\grave{e}	CNTL U	21	15
\hat{e}	CNTL W	23	17
\acute{E}	CNTL C	03	03
\grave{i}	CNTL G	07	07
\hat{i}	CNTL I	09	09
\acute{i}	CNTL S	19	13
\grave{i}	CNTL .	96	60
\tilde{n}	CNTL V	22	16
\tilde{N}	CNTL B	02	02
\acute{o}	CNTL E	05	05
\grave{o}	CNTL F	06	06
\acute{o}	CNTL N	14	0E
\grave{o}	CNTL O	15	0F
\ddot{O}	CNTL L	12	0C
\grave{u}	CNTL A	01	01
\ddot{u}	CNTL J	10	0A
\acute{u}	CNTL M	13	0D
\hat{u}	CNTL R	18	12
\ddot{U}	CNTL P	16	10
\pounds	CNTL H	08	08
\uparrow	ESC CNTL \uparrow	28	1C
\downarrow	ESC CNTL \downarrow	29	1D
\leftarrow	ESC CNTL \leftarrow	30	1E
\rightarrow	ESC CNTL \rightarrow	31	1F

PLEASE NOTE:

Every effort has been made to ensure the accuracy of the product documentation in this manual. However, because Atari, Inc. is constantly improving and updating the computer software and hardware, we are unable to guarantee the accuracy of the printed material after the date of publication and disclaim liability for changes, errors or omissions.

No reproduction of this document or any portion of its contents is allowed without specific written permission of Atari, Inc., Sunnyvale, CA 94086

Important Information: Like any electrical appliance, this ATARI Home Computer equipment uses and produces radio frequency energy. If it's not installed and used properly according to the instructions in this guide, the equipment may cause interference with your radio and television reception.

It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of the FCC rules. These rules are designed to provide reasonable protection against such interference when the equipment is used in a residential setting. However, there is no guarantee that interference will not occur in a particular home or residence.

If you believe this equipment is causing interference with your television reception, try turning the equipment off and on. If the interference problem stops when the equipment is turned off, then the equipment is probably causing the interference. With the equipment turned on, you may be able to correct the problem by trying one or more of the following measures:


- Adjust the position of the radio or television antenna.
- Reposition the equipment in relation to the radio or television set.
- Move the equipment away from the radio or television.
- Plug the equipment into a different wall outlet so the equipment and the radio or television are on different branch circuits.

If necessary, consult your ATARI Computer retailer or an experienced radio-television technician for additional suggestions.

© 1983 Atari, Inc.
All rights reserved.

Printed in Japan
©ATARI, INC. 1983 FOR GRAPHICS
AND LAYOUT ONLY.



 A Warner Communications Company

Atari, Inc.
Sunnyvale, California 94086
C061387 REV. A