

help
(M), (F), (W) - time's up, I pulled for you.

(7)

The RECRUIT (recruit.gam)

~~FIVE RECUR~~
THE CUR, IT "RE"

(Red) wave had (base fills) / ASOC - ASE x abt Y, or TANK TO X
or NPC, do X

x rose (teardrop shape) small floor (counting)
x sofas, tbl, carpet, lamp, orange door N
cant go N yet (base room as y found it) take vase. take flowers. put flowers on rose. put vase on table
open orange door N. [Orange hall] goes N, bricks, light switch
turn on switch. (table, note, fan) - switch controls lights & fan

THERE IT
CUR
CUTE TEIRER
HIRE
COR
TER

N. [Orange foyer] six exits: S, yellow door W, green door NW, blue NB, purple E, black N.
open yellow door. push switch. S. take paper. put paper on table. close door, N.

W. [Yellow] case (lab-redo), metal door W. close yellow door.

x lab (x access card) x door x slot
x hand { r=stlth; o=lite; y=key; g=?; b=npc; p=dtl }
* blanket.

no [Green] chair, tall (book) "Spooky like Brith" sit or chair. take book, rest - g-g
x leaflet (from sleeve) "Cooking & Pepper"
Tuesdays at 9 PM T.M.P.T. Channel 623

(Blue) cabinets, shelves, tbls, tv, man, lamp, chair. x man. x toy ("Fred Demul")
ask man abt line (we have a deal) x teaser. g* (XLT (Aard transcript))
ask Fred abt black room. (Pull, press, press, pull) ask Fred abt yellow
ask Fred abt ad ✓

(Purple) ropes & chains, case, thread, pulley machine, x lever (26: A-Z) raised/lowered
x buttons (pushed in or out) x switches (26: A-Z, on or off)
x cord. lower lever d. push button t. push switch d
* toy (to avoid setting, connect, press wide, than cord.)
push outside pull cord. (black key revealed)

(Black) walk-on button, pull handle E, overhead lights, 2 doors N, light
pull handle. press button. pull handle.
(floor blk opens sliding; handle opens charcoal doors beyond)

Fetch / roll over / play dead / bark
gentle, fly.

ask Fred abt dog (Genie: likes donuts)
ask Fred abt donut (sit, stay, roll over,
ask Fred abt birds play dead, lie down, beg)
-Bit nit on blankets

Whereas P3xxx and P400s have single CPU boards, P500s employ two—one controls printing and card feeds (Module 1 operations); the other controls card flips and lamination (Module 2 operations). Because of a master-slave arrangement, Module 1 also receives Laminator commands. However, all commands destined for Module 2 require a #1 preface, for example:

TC165L#1

P600s have two complete Print Station modules (including associated CPU Boards) separated by a Card-Flip assembly. Although controlled by a common parallel host interface, both Print Stations respond to the same command set (with some additional positioning parameters and some differing responses to positioning commands). To simplify memory management, both Print Stations have Extended Memory as a standard feature.

Overall, the same commands apply, but the Card Feed command applies only to the print station attached to the Card Feed assembly (Module 1). Similarly, the Card Flip commands apply only to the Print Station closest to the Card Output (Module 2). A communication protocol serves to direct commands through the common parallel interface lines to either Module.

While not being designed around a master-slave arrangement, Module 2 commands can nevertheless be sent to Module 1. As with P500s, Module 2 commands sent to Module 1 require a #1 preface. Either module can have a Smart-Card Station and/or a Magnetic Stripe Encoder, with an associated command set. However, Zebra recommends Module 1 as the best place to locate these options. Also, the faster path for commands is the direct route.

Max Secure Systems all have Extended Memory and can include the following:

- Print Station Module (Max3000 or Max3300)
- Laminator and Die Cutter Module
- Magnetic Encoder Module

Genie, set.
 show don't to genie (tail pushes card)
 take card.
 give don't to genie
 put card in slot.
 'Where's Genie?'
 (door in eye)

find Genie at Blue
 Feed (Genie has lead)

take leash.
 out. N
 (Blue) [put book on btn
 tie leash to handle.
 genie, come