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ImageWriter II LocalTalk Option Card: Silent ROM revision (2/97)

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TOPIC -----

What fixes were implemented in the revision of ROMs (a.k.a. Outlaw ROMs) for the ImageWriter II LocalTalk Option Card? Were these ROMs ever rolled into production?

DISCUSSION -----

The Outlaw ROMs were never rolled into production of the ImageWriter II LocalTalk Option Card. If required, there are a very limited number of ROMs available in SSE that can be requested on a strict case-by-case basis. In order to get these ROMs, Service Providers should work with Apple's Technical Support staff. tech.assist and tech.comm will be able to help get the ROMs to the service providers.

The following is a copy of the release notes for those ROMs:

LAP Changes:

A bug was fixed that disabled reception while we were attempting to send an RTS on the line. We now allow RTS's from someone else to come to us and get responded to instead of ignoring them. This fixed a problem that showed up only with the Kinetics Ethertalk FastPath device.

DDP Changes:

A bug was fixed where the checksum byte was not being cleared when long responses were sent out.

NBP Changes:

A Bug was fixed when NBP got a short lookup from the bridge, it responded back to the bridge and not the source node.

PAP Changes:

Several bugs were fixed:

- 1) We were inadvertently going into flush mode if someone issued a close while the printer was de-selected. We no longer go into flush mode after a close has been received.
- 2) The data that was sent during a printer flush was being sent without checking to see if it was actually received, thereby allowing the flush to not be sent.
- 3) Changed the way data received back from the printer is buffered. It was previously thrown away if we had no pending request for it. It is now saved until a request comes along, and then is thrown away after being sent. This ensures that if an <ESC>? sequence arrives before the read request we will no longer throw away the printer's response.
- 4) Fixed a bug where we were allowing a large broadcast (or directed) packet to overwrite our list data structures. We now check the length of incoming packets before queuing them up to make sure they are not too large.
- 5) Checks are now made to verify that the length of the packet is large enough before we check the values in the fields.

Article Change History:

27 Feb 1997 - Changed where to get ROMs and distribution status.

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