There are 4 printing options available:
Shingling, depletion, bits/pixel, and DPI.

Shingling - This option causes the printing to be done in multiple passes. That is, with 50% shingling 1/2 of the dots will be laid down on the 1st pass of the print head, and the other half will be laid down on a second pass. Obviously this slows the printing process down by a factor of 2 or 4. The reason for using this option is to allow the ink more time to dry and prevent smearing. This is particularly important when printing transparencies. *For optimal transparency printing, use 25% shingling.*

Depletion - Intelligent dot removal. This option allows you to reduce the amount of ink used when printing. In most cases 25 or 50% still produces acceptable results.

bits/pixel - This determines how ghostscript renders the document for printing.
> 1 - Black and white, uses ordered dithering
> 3 - Color, uses ordered dithering
> 8 - Grey scale, F/S dithering in printer driver
> 16 - Color with F/S dithering, uses less CPU time than
>   24 or 32 bits.
> 24 - Color with F/S dithering, 8 bits rgb primarily for 500C's
> 32 - 8 bit F/S dithered CYMK color. This is the default
>   for 550C's.

IF YOU USE 1 or 3 bits per pixel, be sure to turn off the color correction, or all of the colors will be wrong.

DPI - Dots per inch. This is the resolution used by the printer. 75 dpi uses less CPU time and is a bit faster, but the results are not very good. I always use 300.