

# **TOSHIBA**

TOSHIBA Bar Code Printer

## **B-SA4T Series**

### **External Equipment Interface Specification**

First Edition:	February 21, 2005
Second Edition:	
Third Edition:	July 27, 2005
Fourth Edition:	March 29, 2006
Fifth Edition:	June 30, 2006
Sixth Edition:	February 14, 2008
Seventh Edition:	March 30, 2009
Eighth Edition:	October 30, 2009

**TOSHIBA TEC CORPORATION**

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## 1. SCOPE

This specification applies to the external equipment interface for use with the B-SA4T series general-purpose bar code printer.

## 2. GENERAL DESCRIPTION

The external equipment interface connects the printer to the host computer through a serial interface (RS-232C/USB), parallel interface (Centronics), or a network for making various settings and printing labels.

This specification describes how to use the external equipment interface for the TPCL (TEC Printer Command Language).

The following table shows the system configuration.

Print head type			203 dpi	300 dpi
Memory	Flash ROM		16 MB × 1 = 16 MB	
	SDRAM	Whole	16 MB × 1 = 16 MB	
		Image buffer of whole SDRAM	0.8 MB (Label length: 999 mm)	1.8 MB (Label length: 999 mm)
Bit map Kanji (Gothic) Bit map Kanji (Mincho)			Standard	
RS-232C			Option	
Centronics			Standard	
USB			Standard	
100BASE LAN board			Option	
Cutter module			Option	
Strip module			Option	
Wireless LAN module			Option	
Expansion I/O module			Option	
RTC module			Option	
RFID module (UHF, EU)			Option	

### 3. INTERFACE

### 3.1 SERIAL INTERFACE

- |                             |                                                                                                                                        |                                                                                               |
|-----------------------------|----------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------|
| (1) Type:                   | Conforming to RS-232C                                                                                                                  |                                                                                               |
| (2) Communication Mode:     | Full duplex                                                                                                                            |                                                                                               |
| (3) Transmission Speed:     | 2400 bps<br>4800 bps<br>9600 bps<br>19200 bps<br>38400 bps<br>115200 bps                                                               |                                                                                               |
| (4) Synchronization Method: | Start-stop synchronization                                                                                                             |                                                                                               |
| (5) Start Bit:              | 1 bit                                                                                                                                  |                                                                                               |
| (6) Stop Bit:               | 1 bit<br>2 bits                                                                                                                        |                                                                                               |
| (7) Data Length:            | 7 bits<br>8 bits                                                                                                                       |                                                                                               |
| (8) Parity:                 | None<br>Even<br>Odd                                                                                                                    |                                                                                               |
| (9) Error Detection:        | Parity error                                                                                                                           | Vertical parity error check                                                                   |
|                             | Framing error                                                                                                                          | This error occurs if no stop bit is found in the frame specified starting with the start bit. |
| (10) Protocol:              | No-procedure method                                                                                                                    |                                                                                               |
| (11) Data Input Code:       | ASCII code<br>European character set 8 bit code<br>Graphics 8 bit code<br>JIS8 code<br>Shift JIS Kanji code<br>JIS Kanji code<br>UTF-8 |                                                                                               |
| (12) Receive Buffer:        | 1 MB<br>* The use of the receive buffer is shared between interfaces.                                                                  |                                                                                               |

(13) Flow Control:                   XON/XOFF (DC1/DC3) Protocol  
                                          READY/BUSY (DTR) Protocol  
                                          XON/XOFF (DC1/DC3) Protocol + READY/BUSY (DTR) Protocol  
                                          READY/BUSY (RTS) Protocol

① XON/XOFF (DC1/DC3) Protocol

- When initialized after the power is turned on, this printer becomes ready to receive data and sends an XON code (11H). (Transmission or non-transmission of the XON code is selectable by means of the parameter setting.)
- The printer sends an XOFF code (13H) when the free space of the receive buffer becomes 10K bytes or less.
- The printer sends an XON code (11H) when the free space of the receive buffer becomes 512K bytes or more.
- After the receive buffer has become full, the printer discards data received, without storing it in the buffer. (After detecting the XOFF code, the host computer must stop transmission before the printer receive buffer becomes full.)
- The printer sends an XOFF code (13H) when the power is off. (Transmission or non-transmission of the XOFF code is selectable by means of the parameter setting.)
- The DTR signal is always “High” (READY).
- The RTS signal is always “High”.

② READY/BUSY (DTR) Protocol

- When initialized after the power is turned on, this printer becomes ready to receive data and turns the DTR signal to “High” level (READY).
- The printer turns the DTR signal to “Low” level (BUSY) when the free space of the receive buffer becomes 10K bytes or less.
- The printer turns the DTR signal to “High” level (READY) when the free space of the receive buffer becomes 512K bytes or more.
- After the receive buffer has become full, the printer discards data received, without storing it in the buffer. (After detecting the BUSY signal, the host computer must stop transmission before the printer receive buffer becomes full.)
- The RTS signal is always “High”.

③ XON/XOFF (DC1/DC3) Protocol + READY/BUSY (DTR) Protocol

- When initialized after the power is turned on, this printer becomes ready to receive data and turns the DTR signal to “High” level (READY). The printer also sends an XON code (11H).
- When the free space of the receive buffer becomes 10K bytes or less, the printer turns the DTR signal to “Low” level (BUSY) and sends an XOFF code (13H).
- When the free space of the receive buffer becomes 512K bytes or more, the printer turns the DTR signal to “High” level (READY) and sends an XON code (11H).
- After the receive buffer has become full, the printer discards data received, without storing it in the buffer. (After detecting the XOFF code or BUSY signal, the host computer must stop transmission before the printer receive buffer becomes full.)
- The printer sends an XOFF code (13H) when the power is off.
- The RTS signal is always “High”.

④ READY/BUSY (RTS) Protocol

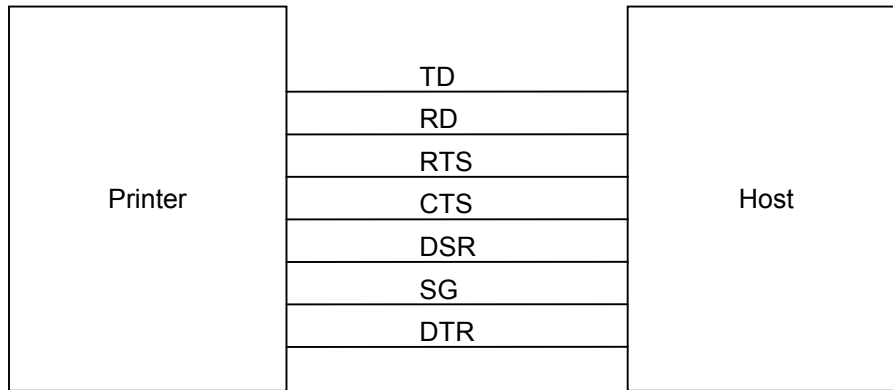
- When initialized after the power is turned on, this printer turns the RTS signal to “High” (READY).
- The printer turns the RTS signal to “Low” (BUSY) when the free space of the receive buffer becomes 10K bytes or less.
- The printer turns the RTS signal to “High” (READY) when the free space of the receive buffer becomes 512K bytes or more.
- After the receive buffer has become full, the printer discards data received, without storing it in the buffer. (After detecting the BUSY signal, the host computer must stop transmission before the printer receive buffer becomes full.)
- The DTR signal is always “High” (READY).
- The DSR signal from the host must always be “High”.

- \* When the flow control is performed with a Windows PC, “READY/BUSY (RTS) protocol” should be selected, and “Hardware” should be selected for the flow control in the Windows communication port setting.

**NOTE:** For “READY/BUSY (DTR) protocol”, data should be sent after 200 ms from when the DTR signal is turned to “High” (READY). For “READY/BUSY (RTS) protocol”, data should be sent after 200 ms from when the RTS signal is turned to “High” (READY).



(14) Input/Output Signals

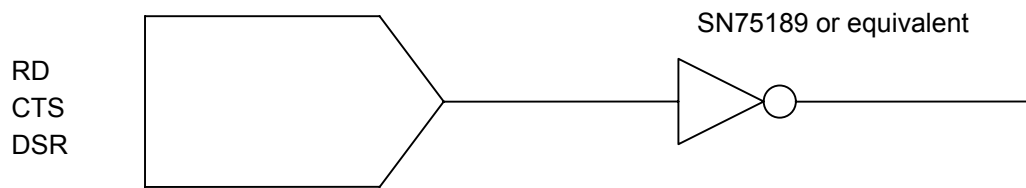


(15) Connector Pin Assignment and Signal Description

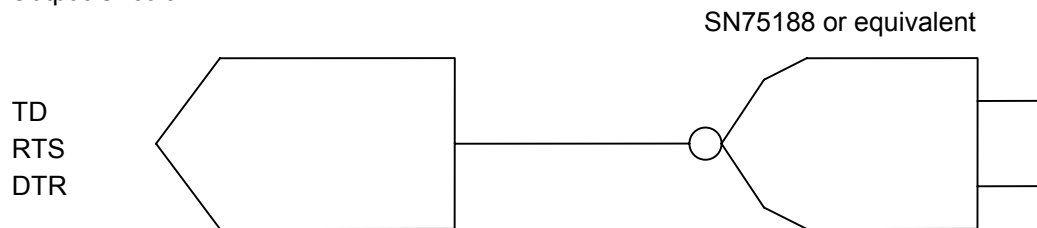
Pin No.	Signal Name	Function	Signal Direction
1	(N. C)		
2	TD	<ul style="list-style-type: none"> <li>Line for data which the printer sends to the host.</li> <li>Logic 1 is a Low level, while logic 0 is a High level.</li> <li>It is in the Low (Mark) state when no transmission is in progress.</li> </ul>	Printer →
3	RD	<ul style="list-style-type: none"> <li>Line for data which the printer receives from the host.</li> <li>Logic 1 is a Low level, while logic 0 is a High level.</li> <li>It is in the Low (Mark) state when no transmission is in progress.</li> </ul>	← Host
4	DSR	<ul style="list-style-type: none"> <li>Input signal from the host.</li> <li>For the printer to receive data, it must be at "High" level.</li> </ul>	← Host
5	SG	<ul style="list-style-type: none"> <li>Ground line for all data and control signals.</li> </ul>	
6	DTR	<ul style="list-style-type: none"> <li>Output signal to the host.</li> </ul> <p>For the READY/BUSY (DTR) protocol or XON/XOFF (DC1/DC3) protocol + READY/BUSY (DTR) protocol:</p> <ul style="list-style-type: none"> <li>It indicates the ready state for the received data.</li> <li>It is at "Low" level when the receive buffer is near full, and at "High" level when near empty.</li> </ul> <p>For the XON/XOFF (DC1/DC3) protocol or READY/BUSY (RTS) protocol:</p> <ul style="list-style-type: none"> <li>After the power is turned on, it is always at "High".</li> </ul>	Printer →
7	CTS	<ul style="list-style-type: none"> <li>Input signal from the host.</li> <li>For the printer to send data, it must be at "High" level.</li> </ul>	← Host
8	RTS	<ul style="list-style-type: none"> <li>Output signal to the host.</li> </ul> <p>For the READY/BUSY (RTS) protocol:</p> <ul style="list-style-type: none"> <li>It indicates the ready state for the received data.</li> <li>It is at "Low" when the receive buffer is nearly full, and at "High" when nearly empty.</li> </ul> <p>For protocol other than the READY/BUSY (RTS) protocol:</p> <ul style="list-style-type: none"> <li>After the power is turned on, it is always at "High" level.</li> </ul>	Printer →

(16) Interface Circuit

● Input Circuit



● Output Circuit



● Signal Levels

Input Voltage    H ..... +3 ~ +15 V  
                     L ..... -3 ~ -15 V

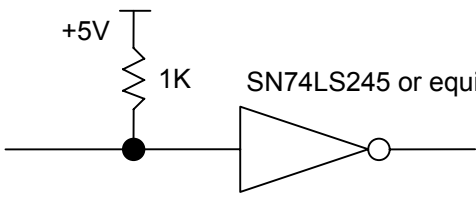
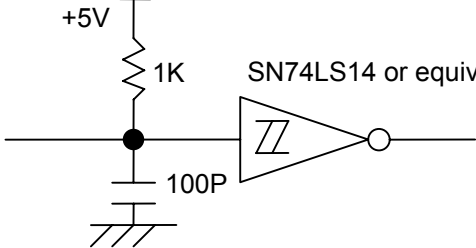
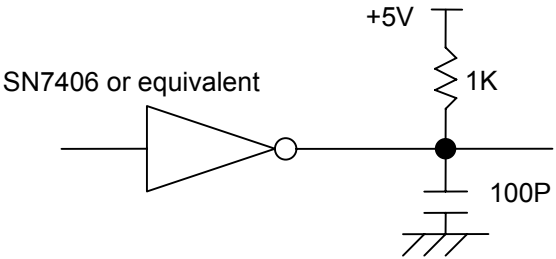
Output Voltage   H ..... +6 ~ +13 V  
                     L ..... -6 ~ -13 V

## 3.2 PARALLEL INTERFACE

- (1) Type: Centronics
- (2) Mode: Conforms to IEEE1284 Compatibility mode and Nibble mode
- (3) Data Input Method: Parallel 8 bits (DATA1 ~ 8)
- (4) Control Signals:

Compatibility mode	Nibble mode
nStrobe	HostClk
nAck	PrtClk
Busy	PtrBusy
PError	AckDataReq
Select	Xflag
nAutoFd	HostBusy
nInit	nInit
nFault	nDataAvail
nSelectIn	IEEE1284Active
- (5) Data Input Code: ASCII code  
European character set 8 bit code  
Graphics 8 bit code  
JIS8 code  
Shift JIS Kanji code  
JIS Kanji code  
UTF-8
- (6) Receive Buffer: 1 MB
  - \* The use of the receive buffer is shared between interfaces.

(7) Input/Output Circuit Configuration and Input/Output Conditions:

	Signal	Configuration	
Input	DATA1 ~ 8		Logic level (Input) "1" = 2 ~ 5 V "0" = 0 ~ 0.4 V
	nStrobe/HostClk/HostClk nInit/nInit/ nReverseRequest nAutoFd/HostBusy/ HostAck nSelectIn/IEEE1284Active/ IEEE1284Active		
Output	Busy/PtrBusy/PeriphAck nFault/nDataAvail/ nPeriphRequest nAck/PtrClk/PeriphClk Select/Xflag/XFlag PError/AckDataReq/ nAckReverse		Logic level (Input) "1" = 2.4 ~ 5 V "0" = 0 ~ 0.4 V

(8) Connector:

Printer

Amp. Japan 552742-1 or equivalent  
 DDK 57RE-40360-73B or equivalent

Cable

Amp. Japan 552470-1 or equivalent  
 DDK 57E-30360 or equivalent

(9) Connector Pin Diagram (IEEE1284-B Connector):

Pin No.	Signal Name	
	Compatibility Mode	Nibble mode
1	nStrobe	HostClk
2	Data 1	Data 1
3	Data 2	Data 2
4	Data 3	Data 3
5	Data 4	Data 4
6	Data 5	Data 5
7	Data 6	Data 6
8	Data 7	Data 7
9	Data 8	Data 8
10	nAck	PtrClk
11	Busy	PtrBusy
12	PError	AckDataReq
13	Select	Xflag
14	nAutoFd	HostBusy
15	NC	NC
16	0V	0V
17	CHASSIS GND	CHASSIS GND
18	+5V (for detection)	+5V (for detection)
19	TWISTED PAIR GND (PIN1)	TWISTED PAIR GND (PIN1)
20	TWISTED PAIR GND (PIN2)	TWISTED PAIR GND (PIN2)
21	TWISTED PAIR GND (PIN3)	TWISTED PAIR GND (PIN3)
22	TWISTED PAIR GND (PIN4)	TWISTED PAIR GND (PIN4)
23	TWISTED PAIR GND (PIN5)	TWISTED PAIR GND (PIN5)
24	TWISTED PAIR GND (PIN6)	TWISTED PAIR GND (PIN6)
25	TWISTED PAIR GND (PIN7)	TWISTED PAIR GND (PIN7)
26	TWISTED PAIR GND (PIN8)	TWISTED PAIR GND (PIN8)
27	TWISTED PAIR GND (PIN9)	TWISTED PAIR GND (PIN9)
28	TWISTED PAIR GND (PIN10)	TWISTED PAIR GND (PIN10)
29	TWISTED PAIR GND (PIN11)	TWISTED PAIR GND (PIN11)
30	TWISTED PAIR GND (PIN31)	TWISTED PAIR GND (PIN31)
31	nInit	nInit
32	nFault	nDataAvail
33	0V	0V
34	NC	NC
35	NC	NC
36	nSelectIn	IEEE1284Active

(10) Input/Output Signals :

Compatibility mode

- ① Data 1 ~ 8 (Printer ← Host)
  - Input data signals for the 1st to 8th bits.
  - Logic 1 is “High” level.
  - Min. data pulse width of 2.5  $\mu$ sec.
- ② nStrobe (Printer ← Host)
  - Synchronizing signal for reading the above data.
  - Normally at “High” level. The data is read at the rise of the Low level pulse.
  - Minimum data pulse width of 0.5  $\mu$ sec.
- ③ Busy (Printer → Host)
  - This signal indicates that the printer is in a Busy state.
  - When initialized after the power is turned on, the printer becomes ready to receive data and turns the signal to “Low” level.
  - The signal turns to “High” level (in a Busy state) when data is set from the host (at the fall of the nStrobe signal).
  - The signal turns to “Low” level when the printer reads the data.
  - When the free space of the receive buffer becomes 512 bytes or less, the printer keeps the signal at “High” level (in a Busy state) for 10 seconds when data is set from the host, to extend the data read interval.
  - When the receive buffer has become full, the printer stops reading data. When data is set from the host, then, it keeps the signal at “High” level (in a Busy state) until the receive buffer has a free space.
  - The signal is kept at “High” level (in a Busy state) until one of the following states is cleared.
    - PAUSE state caused by the [PAUSE] key
    - Paper end state
    - Ribbon error state
    - Head open state
    - Printer error state
    - Initialization in progress upon receipt of the nInit signal
- ④ nAck (Printer → Host)
  - This signal indicates that the printer has read the data set by the host and is ready to receive the next data.
  - The signal is normally at “High”. It is at “Low” for about 5  $\mu$ sec. after the fall of the BUSY signal. The host should usually set data after the ACK signal is turned from “Low” to “High”.
  - If the nAck signal is ignored and the next data is set while the nAck signal is Low, the “LOW” level continues about further 5  $\mu$ sec at the fall of the BUSY signal. However, the data can be received properly.

⑤ nInit (Printer ← Host)

- Reset request signal from the host.
- Normally at “High” level. An input of this signal at “Low” level causes the printer to be initialized in the same manner as when the power is turned on.
  - \* When “Reset process when the nInit signal is ON” is set to “OFF” in the parameter setting in the system mode, the printer is not initialized even if it receives this signal at low level.
- When the nInit signal is input during printing, the printer completes printing one tag/label which is being printed, cancels the next processing, then is initialized in the same manner as when the power is turned on.
  - \* When “Reset process when the nInit signal is ON” is set to “OFF” in the parameter setting in the system mode, the next process proceeds without being canceled.
- Minimum pulse width of 0.5 μsec.

⑥ Select (Printer → Host)

- This is an output signal which indicates whether the printer is in Pause state or placed online. The printer can receive data while placed online.
- The signal is at “Low” level while the printer is in a Pause state.
- The signal is kept at “Low” level (in a Pause state) until one of the following states is cleared.
  - Pause state caused by the [PAUSE] key
  - Paper end state
  - Ribbon error state
  - Head open state
  - Printer error state
  - Initialization in progress upon power on or receipt of the nInit signal

⑦ nFault (Printer → Host)

- Output signal indicating that the printer is in a Fault state.
- At “Low” level while the printer is in a Fault state.
- The signal is kept at “Low” level (in a Fault state) until one of the following states is cleared.
  - Pause state caused by the [PAUSE] key
  - Paper end state
  - Ribbon error state
  - Head open state
  - Printer error state
  - Initialization in progress upon power on or receipt of the nInit signal

⑧ PError (Printer → Host)

- Output signal indicating a label end or ribbon error state.
- At “High” level when the printer is in a label end or ribbon error state.
- Turns to “Low” level when the label end or ribbon error state is cleared.

⑨ +5 V

- This is not a signal but a +5 V power supply voltage.
- The maximum current of 500 mA can be taken out.

⑩ nSelectIn (Printer ← Host)

- Not used

⑪ nAutoFd (Printer ← Host)

- Not used

## Nibble mode

- ① PtrClk (Printer → Host)
  - Reverse data transfer phase: It is used for evaluating data sent to the host.
  - Reverse idle phase: When the printer changes the signal from Low to High, an interrupt informing the host that the data is available, occurs
- ② PtrBusy (Printer → Host)
  - Reverse data transfer phase: Data bit 3 is used for the first transfer. Data bit 7 is used for the second transfer. Indicates the forward channel is in a Busy state.
- ③ AckDataReq (Printer → Host)
  - Reverse data transfer phase: Data bit 2 is used for the first transfer. Data bit 6 is used for the second transfer.
  - Reverse idle phase: This signal is set to high until the data transfer is requested by the host. Then, the process is performed according to the nDataAvail signal.
- ④ Xflag (Printer ← Host)
  - Reverse data transfer phase: Data bit 1 is used for the first transfer. Data bit 5 is used for the second transfer.
- ⑤ HostBusy (Printer ← Host)
  - Reverse data transfer phase: It indicates that the host can receive data from the printer by setting the signal to low. Then, the host sets the signal to high, and sends the Ack indicating that the nibble data is received. When the signal is set to low after one reverse channel data transfer is performed, the interface phase changes to the idle phase. At that time, there is no available data on the printer.
  - Reverse idle phase: When this signal is set to high according to the low pulse of the PtrClk signal, the host enters the reverse data transfer phase again. If this signal is set to high when the IEEE1284 Active signal is low, the IEEE1284 idle phase stops, and the interface enters the Compatibility mode.
- ⑥ nDataAvail (Printer → Host)
  - Reverse data transfer phase: When the signal is low, it indicates the printer has data to be sent to the host. And it is used for sending data bits 0 and 4.
  - Reverse idle phase: It is used for indicating that the data is available.



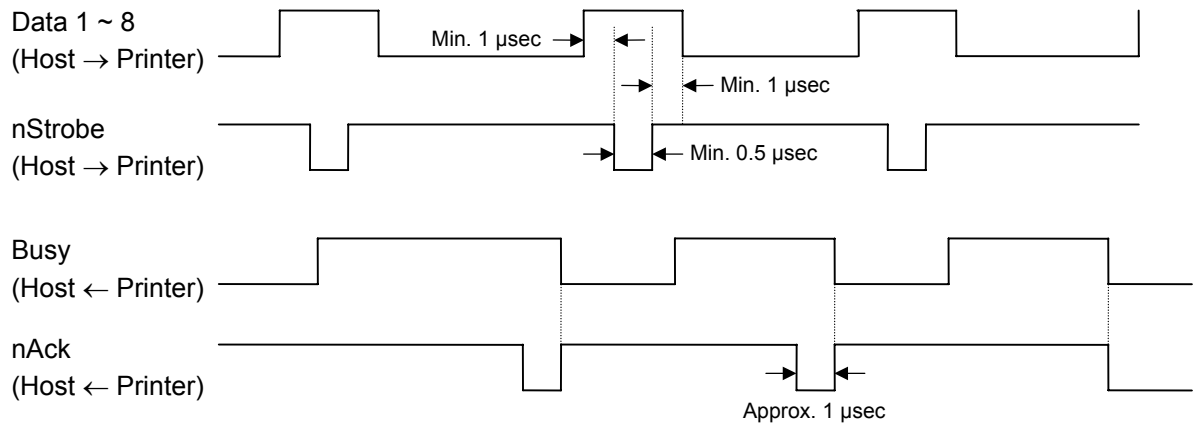
## (11) Timing Chart

### ① When receiving normal data:

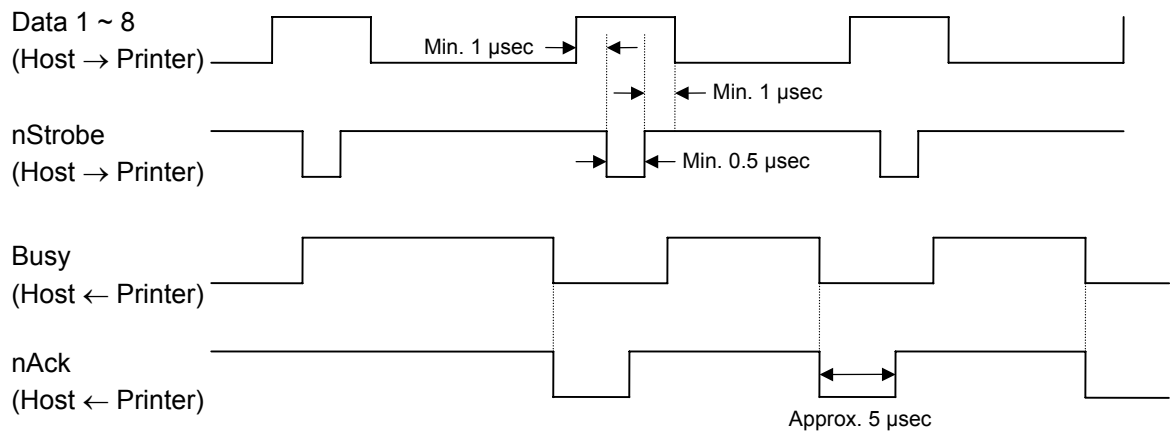
For the Compatibility mode, one of two types of timing for BUSY-ACK can be selected.

#### a) Timing 1 (Default)

- When the USB board has not been installed:

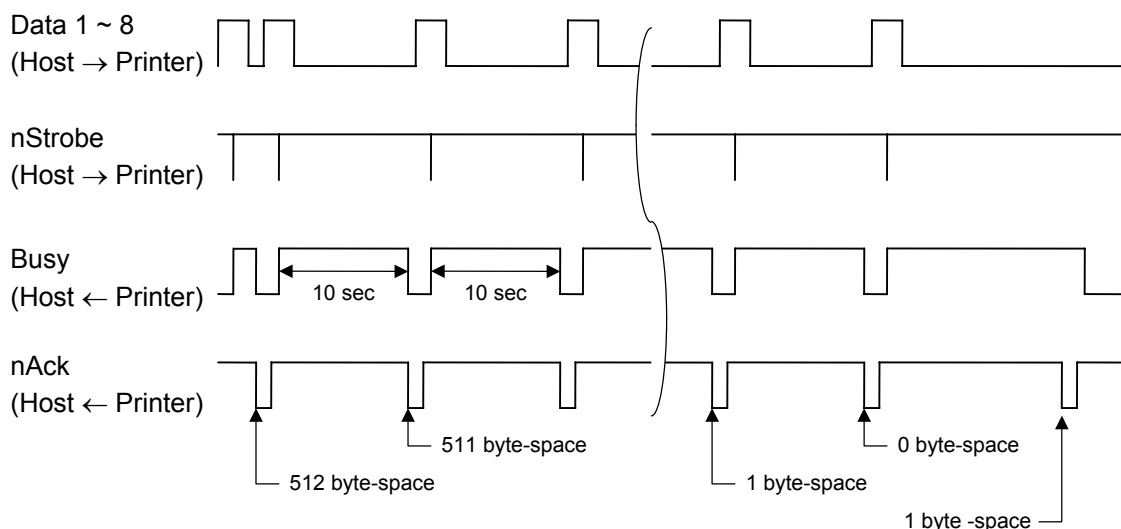


#### b) Timing 2



② Receiving data in the Compatibility mode when the free space of the receive buffer is 512 bytes or less:

- When the free space of the receive buffer becomes 512 bytes or less, the printer stores all data already received in the receive buffer, continues to be in a Busy state (Busy signal at “High” level) for 10 seconds to extend the data read interval when data is set from the host, then reads the data 10 seconds later.
- If the free space becomes 513 bytes or more while waiting for reading data, the printer will receive the data with the normal data receive timing.
- When there is no free space in the receive buffer, the printer stops reading data. When data is set from the host, then the printer continues to be in a Busy state (Busy signal at “High” level) until the receive buffer has a free space.



#### (12) Relationship between Printer Setting and PC Setting and Their Operation Modes

Printer setting \ Host setting	Windows95/98/Me		WindowsNT4.0		Windows2000/XP	
	Compatibility	ECP	Compatibility	ECP	Compatibility	ECP
Compatibility mode (SPP)	SPP	SPP	SPP	SPP	SPP	SPP

\* SPP mode operations include support for the Nibble mode.

\* The printer returns the following 13 byte-status to the Nibble mode negotiation immediately after the [ESC] WS [LF] [NUL] is received. The printer returns 23 bytes (described in (13) *Status with the receive buffer free space information* on the next page) to the Nibble mode negotiation immediately after the [ESC] WB [LF] [NUL] is received.

Status to be returned immediately after the [ESC] WS [LF] [NUL] is received (13 bytes):

SOX	STX	Status			Remaining count			ETX	EOT	CR	LF
01H	02H	3XH	3XH	3XH	3XH	3XH	3XH	03H	04H	0DH	0AH

(13) Status with the receive buffer free space information

The printer should return a status with the receive buffer free space information to the Nibble mode negotiation immediately after [ESC] WB [LF] [NUL] is received, as described below.

Status to be returned immediately after [ESC] WB [LF] [NUL] is sent (23 bytes):

SOH	01H	Indicates the header of the status block
STX	02H	
Status	3XH	Printer status
	3XH	* Details are described later.
Status type	33H	Indicates that the status includes the receive buffer free space information.
Remaining count	3XH	Remaining number of labels to be printed * Details are described later.
	3XH	
	3XH	
	3XH	
Length	3XH	Total number of bytes of this status block.
	3XH	
Free space of receive buffer	3XH	Free space of the receive buffer
	3XH	"00000" (0K byte) to "99999" (99999K bytes)
	3XH	However, the maximum value should be the receive buffer capacity.
	3XH	
	3XH	
Receive buffer capacity	3XH	Receive buffer capacity
	3XH	"00000" (0K byte) to "99999" (99999K bytes)
	3XH	However, the maximum value differs depending on the models.
	3XH	
	3XH	
CR	0DH	Indicates the footer of the status block.
LF	0AH	

### 3.3 USB INTERFACE

- (1) Standard: Conforming to USB Standard Rev. 1.1
- (2) Data Transfer Type: Control transfer, Bulk transfer
- (3) Transfer Rate: Full speed (12 Mbps)
- (4) Transfer Control Method: Status with the receive buffer free space information is sent in response to a read request immediately after [ESC][WB][LF][NUL], as described in Section 3.2 PARALLEL INTERFACE, (13).  
Based on this status response, the host computer can transmit data to prevent the buffer from becoming full.

### 3.4 NETWORK INTERFACE

- (1) Configuration
  - ① 100BASE LAN
  - ② Wireless LAN module
- (2) Protocol: TCP/IP
- (3) Network Specifications
  - ① LPR server function
  - ② WEB printer function
  - ③ Socket communication function
  - ④ E-mail transmission/reception function

\* For more details on the network, refer to the Network Specification (EAA-2167).

## 4. KEY OPERATION FUNCTIONS

### 4.1 SYSTEM MODE FUNCTIONS

The system mode has the following functions for the printer self-test and setting various parameters. For details, refer to Key Operation Specification (EAA-2166).

- (1) Self-test
  - Maintenance counter/various parameters printouts
  - Automatic self-test
  - Head broken dots check
- (2) Various parameters settings
  - Character code selection
  - Selection of font 0
  - RS-232C communication speed
  - RS-232C data length
  - RS-232C stop bit length
  - RS-232C parity
  - RS-232C transmission control
  - Language for LCD messages
  - Forward feed standby
  - Control code
  - Peel-off wait status selection
  - [FEED] key function
  - Kanji code selection
  - Euro code setting
  - Automatic head broken dots check
  - Centronics ACK/BUSY timing setting
  - Web printer function setting
  - Reset process when the nInit signal is ON
  - Ribbon near end detection setting
  - Plug-and-play operation mode
  - Label end/ribbon error process setting
  - Pre-strip function setting
  - Reverse feed speed setting
  - MaxiCode specification setting
  - Keyboard I/F setting
  - Automatic calibration setting
  - LAN enable/disable setting
  - Strip motor torque setting
  - RTC low battery check setting
  - RTC data renewal timing setting
  - Print head applied current table setting
  - High speed cut mode setting
  - Multiple-label set issue setting
  - System mode password operation setting
- (3) Various parameters settings
  - Feed amount fine adjustment
  - Cut (strip) position fine adjustment
  - Reverse feed amount fine adjustment
  - X-coordinate fine adjustment
  - Print density fine adjustment (Thermal transfer print mode)
  - Print density fine adjustment (Direct thermal print mode)
  - Ribbon motor drive voltage fine adjustment (Take-up side)
  - Ribbon motor drive voltage fine adjustment (Feed side)

- Reflective sensor manual threshold fine adjustment
  - Transmissive sensor manual threshold fine adjustment
- (4) Test print
- Print conditions setting
  - 1-dot slant line printout
  - 3-dot slant line printout
  - Character printout
  - Bar code printout
  - Non-printing
  - Line printout for the assembly process check
  - Automatic printout for the assembly process check (Transmissive sensor)
  - Automatic printout for the assembly process check (Reflective sensor)
- (5) Sensor display/adjustment
- Thermal head temperature sensor display
  - Ambient temperature sensor display
  - Reflective sensor state display/adjustment
  - Transmissive sensor state display/adjustment
  - Reflective sensor adjustment value setting (without paper)
  - Transmissive sensor adjustment value setting (without paper)
- (6) RAM clear
- Maintenance counter clear
  - Parameter clear
- (7) IP address setting
- Printer IP address
  - Gateway IP address
  - Subnet mask
  - Socket communication port
  - DHCP setting
  - DHCP client ID setting
  - DHCP host name setting
- (8) BASIC setting
- BASIC setting
  - BASIC file browser
  - BASIC trace setting
  - Extend BASIC mode
- (9) Assembly process check
- Option check
- (10) RFID Setting
- RFID module type selection
  - RFID error tag detection
  - Max. number of issue retries
  - Max. number of read retries
  - Read retry time-out
  - Max. number of write retries
  - Write retry time-out
  - RFID adjustment for retry
  - Radio output power level
  - AGC threshold setting
  - RFID channel setting (Not available to the B-SA704-RFID-U2-EU-R.)
  - Q value setting

- AGC threshold for data write
- AGC threshold lower limit for retry
- Hibiki tag multi-word write
- Password to protect error tag detection
- Access password setting
- Automatic unlock function setting

(11) Initial values after RAM clear

- Initial values after maintenance counter clear

Parameter	Initial Value
Label distance covered	0 km
Printed distance	0 km
Cut count	0
Ribbon motor drive time	0 hour
RS-232C hardware error count	0
System error count	0
Momentary power interruption count	0

- Initial values after parameter clear

Parameter	Initial Value
Feed amount fine adjustment (PC)	0 mm
Cut position (or strip position) fine adjustment (PC)	0 mm
Reverse feed amount fine adjustment (PC)	0 mm
Print density fine adjustment (Thermal transfer print mode) (PC)	0
Print density fine adjustment (Direct thermal print mode) (PC)	0
Ribbon motor drive voltage fine adjustment (Take-up side) (PC)	0
Ribbon motor drive voltage fine adjustment (Feed side) (PC)	0
Feed amount fine adjustment (Key)	0 mm
Cut position (or strip position) fine adjustment (Key)	0 mm
Reverse feed amount fine adjustment (Key)	0 mm
Print density fine adjustment (Thermal transfer print mode) (Key)	0
Print density fine adjustment (Direct thermal print mode) (Key)	0
Ribbon motor drive voltage fine adjustment (Take-up side) (Key)	0
Ribbon motor drive voltage fine adjustment (Feed side) (Key)	0
X-coordinate fine adjustment (Key)	0 mm
Transmissive sensor manual threshold fine adjustment value	1.4 V
Reflective sensor manual threshold fine adjustment value	1.0 V
Type of character code	PC-850
Font of 0	"0" (without slash mark)

Parameter		Initial Value
Communication speed		9600 bps
Data length		8 bits
Stop bit length		1 bit
Parity		NONE
Flow control		XON/XOFF + READY/BUSY (DTR) protocol: (XON output when the power is on, XOFF output when the power is off)
Language for LCD messages		English
Forward feed standby after an issue		OFF (ON when the cutter is attached.)
Type of control code		Auto
Strip wait status selection		OFF
[FEED] key function		FEED (One label is fed.)
Kanji code		TYPE1
Euro code		B0H
Automatic head broken dots check		OFF
Centronics ACK/BUSY timing setting		TYPE 1
Web printer function		OFF
Reset process when the nInit signal is ON		OFF
Ribbon near end detection setting		OFF
Expansion I/O operation mode		TYPE1
Plug-and-play operation mode		OFF
Label end/ribbon end process setting		Printing is stopped when a label end or ribbon error is detected.
Pre strip process setting		OFF
Reverse feed speed		3"/sec
MaxiCode specification setting		Compatible with existing version
Keyboard I/F setting		OFF
Automatic calibration setting		OFF
LAN enable/disable setting		SNMP ON
Status response		ON
Label pitch		76.2 mm
Effective print length		74.2 mm
Effective print width	203 dpi	104.0 mm
	300 dpi	105.7 mm
Print method		Thermal transfer
Type of sensor		Transmissive sensor
Feed speed		4"/sec
Issue mode		Batch
PC save automatic call		ON
BASIC interpreter setting		OFF
BASIC interpreter trace setting		OFF
DHCP setting		OFF
RFID module type selection		None
RFID tag type selection		None
Password to protect error tag detection		OFF: 0000
Access password setting		00000000
Automatic unlock function setting		OFF
RFID error tag detection		None
Max. number of issue retries		3



Parameter	Initial Value
Max. number of read retries	5
Read retry time-out	4.0 sec.
Max. number of write retries	5
Write retry time-out	2.0 sec.
RFID adjustment for retry	Invalid: 0 mm
Radio output power level	18
AGC threshold	0
RFID channel setting (Not available to the B-SA704-RFID-U2-EU-R.)	AUTO
Q value	2
AGC threshold for data write	11
AGC threshold lower limit for retry	11
Hibiki tag multi-word write	0: OFF
Number of times a tag data write succeeded	0
Number of times a tag data write failed	0
Strip motor torque setting	R0
Print head applied current table setting	TYPE1
High speed cut issue	TYPE1
Multiple-label set issue	OFF
System mode password operation setting	OFF

- The total label distance covered, sensor adjustment values (system mode <5>), IP address setting, socket communication number setting, and data of the flash memory are not cleared by a RAM clear.
- The number of times a data write succeeded and the number of times a data write failed are not cleared by a RAM clear.
- System mode password setting cannot be cleared by RAM clear.
- Password setting to protect error tag detection, access password setting, and automatic unlock function setting are not cleared by RAM clear. (The values in the table are the factory default.)

## 4.2 ONLINE MODE FUNCTIONS

The online mode has the following functions for issuing labels and setting the threshold.  
(For details, refer to Key Operation Specification (EAA-2166).)

- (1) Issuing labels (by external equipment interface commands)
- (2) Paper feed (by the [FEED] key)
- (3) Pause (Halts issuing labels by the [PAUSE] key)
- (4) Restart (Reissues labels by the [RESTART] key after halting issuing labels or after the occurrence of an error.)
- (5) Reset (Enters a usual initial state which is obtained after the power is turned on, using the [RESTART] key.)
- (6) Error indication
- (7) Threshold setting
- (8) Various parameters settings
- (9) Various fine adjustments setting
- (10) Dumping of receive buffer
- (11) BASIC expansion mode
- (12) Auto calibration setting
- (13) LAN enable/disable setting
- (14) RTC setting

## 4.3 DOWNLOAD MODE SETTING FUNCTION

When the power is turned on while holding down the [FEED], [PAUSE], and [RESTART] keys at the same time, the printer enters the download mode. Therefore, the usual operations cannot be performed.

For details, refer to the Key Operation Specification (EAA-2166).

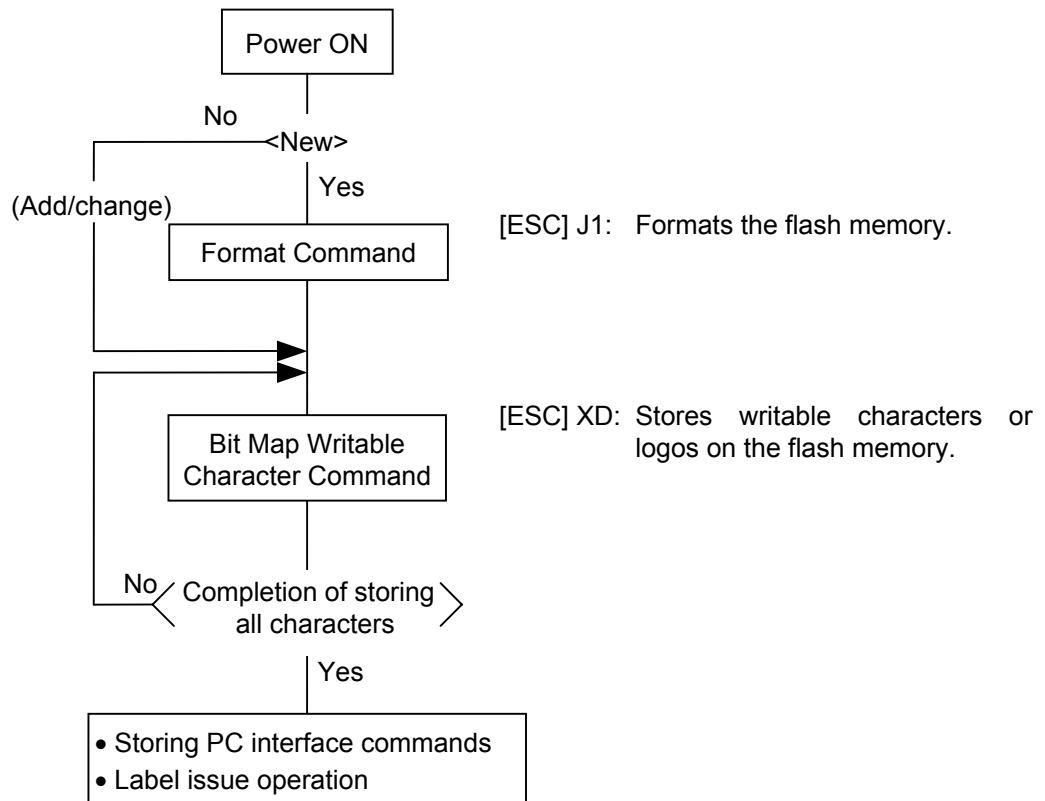
## 5. TRANSMISSION SEQUENCE

This section describes the outline of the transmission sequence.

### 5.1 INITIAL SETTING

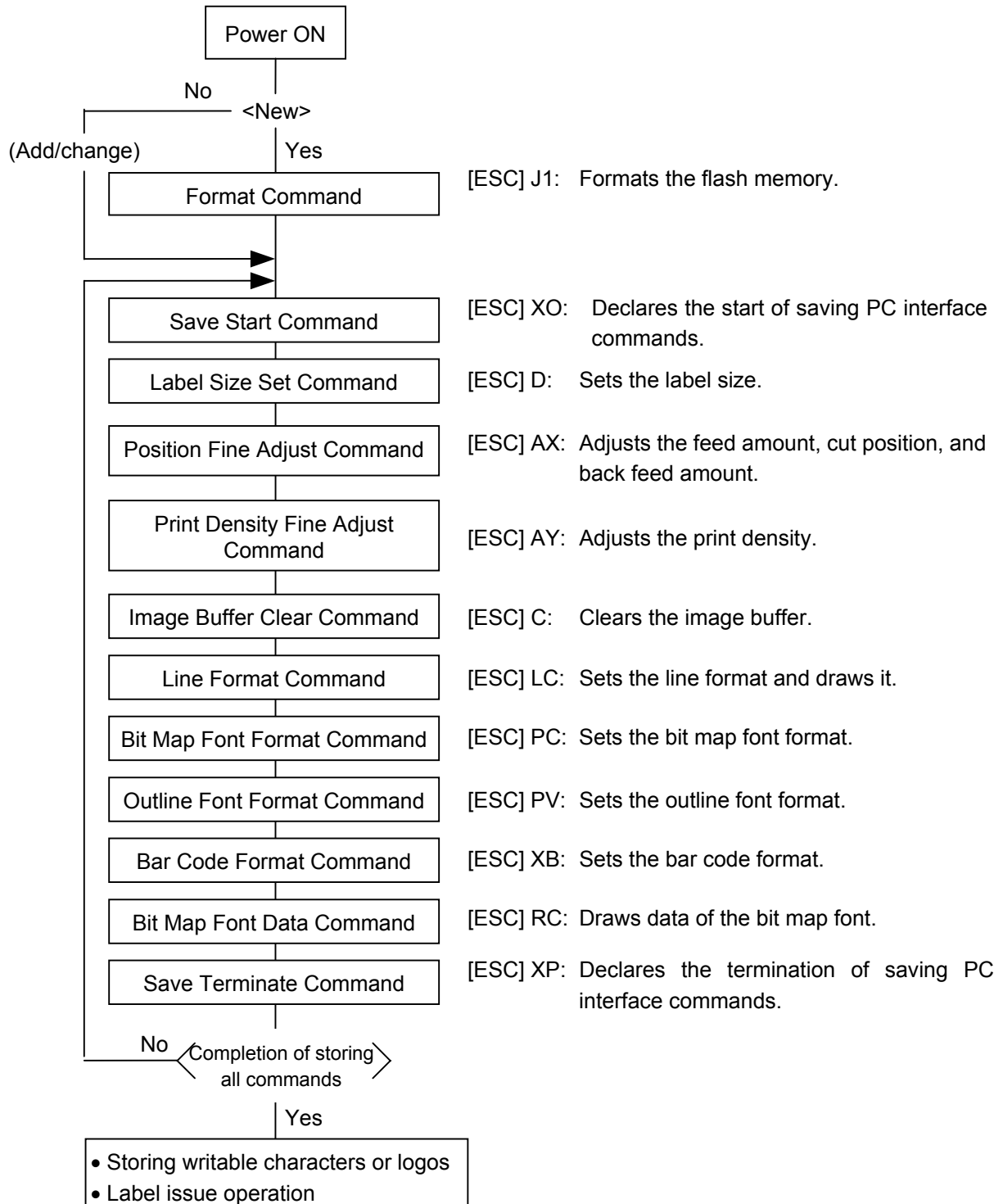
Writable characters, logos, and PC interface commands must be stored before the label issue operation.

(1) Storing writable characters and logos



- NOTES:**
- (1) Store writable characters or logos only when it is required to do so.
  - (2) When the flash memory is used, the memory will be taken up with every such storing if the Format Command is not sent before storing already stored writable characters or logos.
  - (3) When the flash memory is used, and another operation (storing PC interface commands or label issue operation) is performed after storing writable characters or logos, the image buffer will be cleared automatically.
  - (4) If further storing operation does not take place after storing writable characters or logos, the printer automatically enters the online mode (label issue operation) in about 10 seconds. In this case, when the flash memory is used, the image buffer will be cleared automatically.

(2) Storing PC interface commands

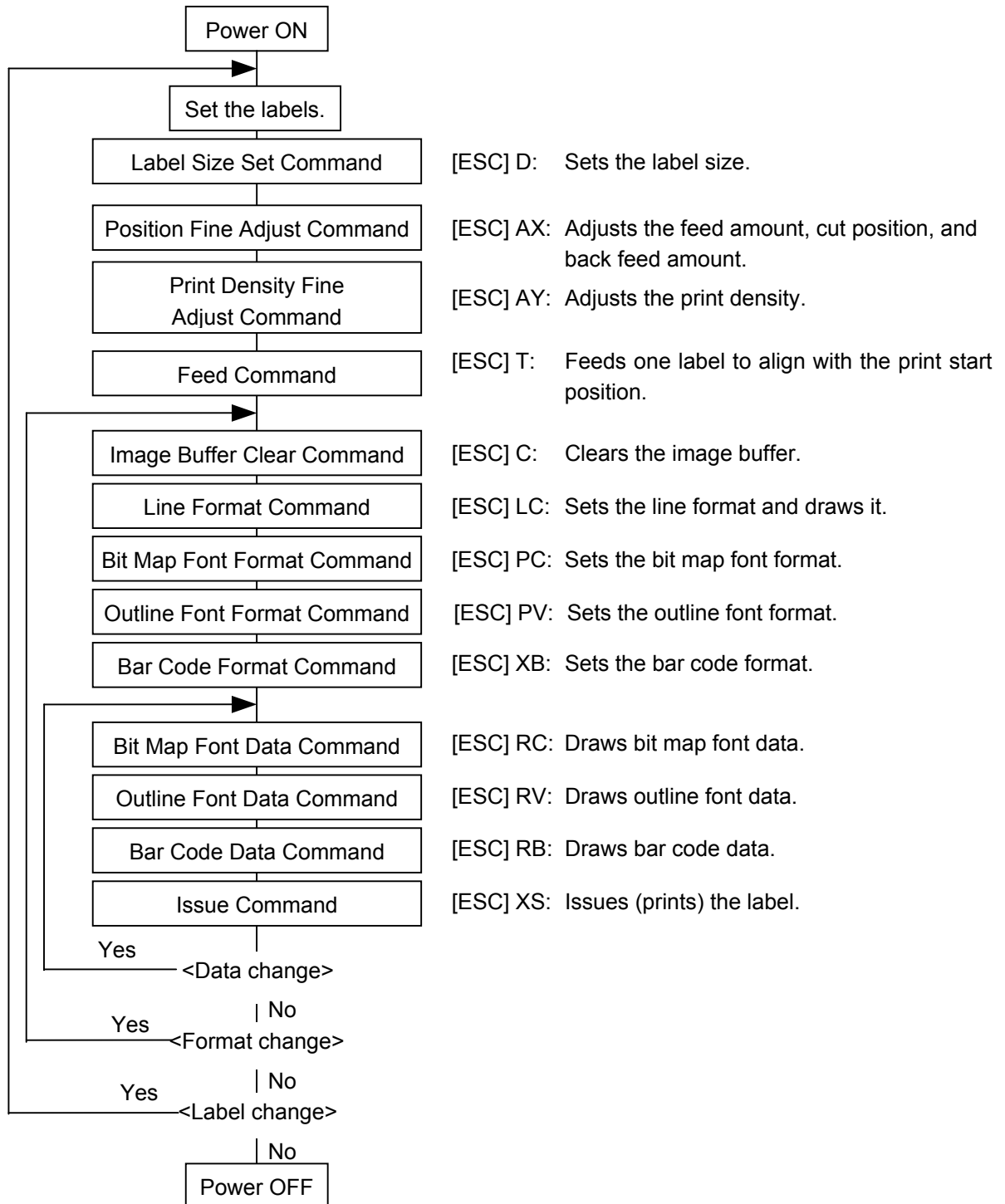


- NOTES:**
- (1) Store the PC commands only when it is required to do so.
  - (2) When the flash memory is used, the memory will be taken up with every such storing if the Format Command is not sent before storing already stored PC interface commands.
  - (3) When the flash memory is used, and another operation (storing writable characters or logos, label issue operation) is performed after storing PC interface commands, the image buffer will be cleared automatically.
  - (4) Select commands to be stored as the occasion demands.
  - (5) If further storing operation does not take place after storing PC interface commands, the printer enters the online mode (label issue operation) in about 10 seconds. In this case, the image buffer will be cleared automatically.

## 5.2 LABEL ISSUE OPERATION

An example of the label issue operation is described below.

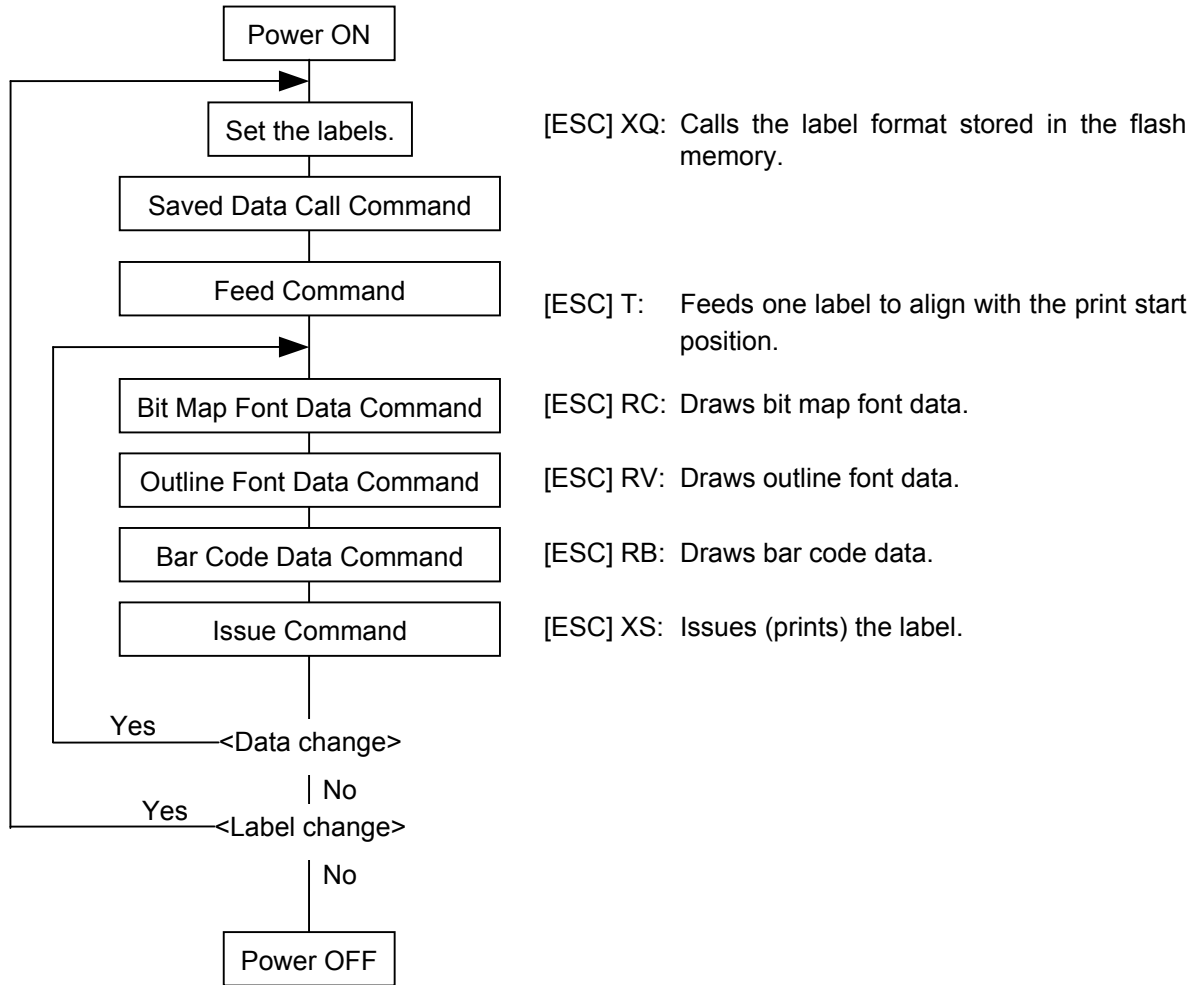
(1) When the Saved Data Call Command is not used:



**NOTES:** (1) When loading new type paper, the Label Size Set Command and the Feed Command must always be sent. When using the same paper after the power is turned off and on, the Label Size Set Command and the Feed Command may be omitted.

(2) After the power is turned off and on, the Bit Map Font Format Command, the Outline Font Format Command, and the Bar Code Format Command should be sent as occasion demands because they are not stored in memory.

(2) When the Saved Data Call Command is used:



**NOTES:** (1) When loading new type paper, the Feed Command must always be sent. When using the same paper after the power is turned off and on, the Feed Command may be omitted.

(2) If the option for “automatic call at power on” for the Saved Data Call Command has previously been selected, the Saved Data Call Command may be omitted after the power is turned off and on.

(3) When the XML data is used:

Print data in XML format can be sent to the printer.

\* For details, refer to the XML Data Print Specification (TAA-1320).

## 6. INTERFACE COMMANDS

### 6.1 OUTLINE OF COMMANDS

#### (1) Format of Interface command

ESC	Command & Data	LF	NUL
-----	----------------	----	-----

- The length from [ESC] to [LF] [NUL] must be as specified by each command.
- There are the following three kinds of control codes:
  - ① ESC (1BH), LF (0AH), NUL (00H)
  - ② { (7BH), | (7CH), } (7DH)
  - ③ Code set in the system mode

#### (2) How to use reference

Function	Describes the outline of the function of the command.
----------	-------------------------------------------------------

Format	Shows the format of the command.
--------	----------------------------------

The format designation method should conform to the following rules:

- Each set of small letters (such as aa, bbbb) indicates a parameter item.
- An item enclosed in parentheses may be omitted.
- “...” indicates the repetition of an item.
- Brackets and parentheses are used only in coding, and must not be transmitted in practice.
- Other symbols must always be inserted at designated positions when transmitted.

Term	Explains the term(s) used in the format.  * “0 to 999” described in the entry range indicates that up to 3-digit variable-length entry is allowed. (Entry of “001” or “009” is also possible.) “000 to 999” indicates that the entry must be fixed as 3 digits.
------	-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

Explanation	Explains the command in detail.
-------------	---------------------------------

Note	Supplementary explanation of the command.
------	-------------------------------------------

Refer to	Related commands
----------	------------------

Examples	Explains the command examples.
----------	--------------------------------

[ESC] T20C30 [LF] [NUL]

The above corresponds to the transfer of the following:

$\begin{array}{cccccccccc} \underline{1B} & \underline{54} & \underline{32} & \underline{30} & \underline{43} & \underline{33} & \underline{30} & \underline{0A} & \underline{00} \\ \text{[ESC]} & \text{T} & 2 & 0 & \text{C} & 3 & 0 & \text{[LF]} & \text{[NUL]} \end{array}$

#### (3) Precautions

The commands and parameters described in this specification must always be used. If any command or parameter other than those covered in this specification are used, the printer's operation will not be guaranteed. The commands must be used in the online mode. If any command is transmitted in the system mode, the printer will not operate. However, only the Reset Command can be used.

## 6.2 LIST OF COMMANDS

(1) Commands related to setting	
Label Size Set Command	[ESC] D..... 30
(2) Commands related to fine adjustment	
Position Fine Adjust Command	[ESC] AX..... 34
Print Density Fine Adjust Command	[ESC] AY..... 39
Ribbon Motor Drive Voltage Fine Adjust Command	[ESC] RM..... 40
(3) Commands related to clear	
Image Buffer Clear Command	[ESC] C..... 41
Clear Area Command	[ESC] XR ..... 42
(4) Commands related to drawing format setting	
Line Format Command	[ESC] LC..... 44
Bit Map Font Format Command	[ESC] PC ..... 50
Outline Font Format Command	[ESC] PV..... 64
Bar Code Format Command	[ESC] XB..... 80
(5) Commands related to print data	
Bit Map Font Data Command	[ESC] RC ..... 129
Outline Font Data Command	[ESC] RV ..... 133
Bar Code Data Command	[ESC] RB ..... 136
(6) Commands related to issue and feed	
Issue Command	[ESC] XS..... 149
Feed Command	[ESC] T ..... 162
Eject Command	[ESC] IB..... 168
Forward/Reverse Feed Command	[ESC] U1, [ESC] U2..... 169
(7) Commands related to writable characters	
Storage Area Allocate Command	[ESC] XF..... 171
Flash Memory Format Command	[ESC] J1..... 173
2-byte Writable Character Code Range Command	[ESC] XE..... 174
Bit Map Writable Character Command	[ESC] XD ..... 175
(8) Commands related to graphics	
Graphic Command	[ESC] SG ..... 184
(9) Commands related to PC command saving	
Flash Memory Format Command	[ESC] J1..... 173
Save Start Command	[ESC] XO ..... 193
Save Terminate Command	[ESC] XP..... 194
Saved Data Call Command	[ESC] XQ ..... 195



(10)	Commands related to check	
	Head Broken Dots Check Command	[ESC] HD ..... 196
(11)	Commands related to display	
	Message Display Command	[ESC] XJ ..... 197
(12)	Commands related to control	
	Reset Command	[ESC] WR ..... 199
	Batch Reset Command	[ESC] Z0 ..... 217
(13)	Commands related to status	
	Status Request Command	[ESC] WS..... 200
	Receive Buffer Free Space Request Command	[ESC] WB..... 201
	Version Information Acquire Command	[ESC] WV..... 202
	Printer Option Status Acquire Command	[ESC] WN ..... 203
(14)	Commands related to TCP/IP setting	
	IP Address Set Command	[ESC] IP ..... 204
	Socket Communication Port Set Command	[ESC] IS ..... 205
	DHCP Function Set Command	[ESC] IH..... 206
(15)	Commands related to internal serial interface	
	Pass-through Command	[ESC] @002..... 207
	Internal Serial Interface Parameter Set Command	[ESC] IZ ..... 208
(16)	Commands related to parameter setting	
	Parameter Set Command	[ESC] Z2;1 ..... 209
	Fine Adjustment Value Set Command	[ESC] Z2;2 ..... 212
	RFID Parameter Set Command	[ESC] 2;3 ..... 215
(17)	Command related to RFID	
	RFID Tag Position Adjustment Command	[ESC] @003..... 218
	RFID Tag Read Command	[ESC] WF..... 221
	RFID Void Pattern Print Command	[ESC] @006..... 225
	RFID Data Write Command	[ESC] @012..... 226
(18)	Command related to RTC setting	
	Real Time Command Set Command	[ESC] JT ..... 233

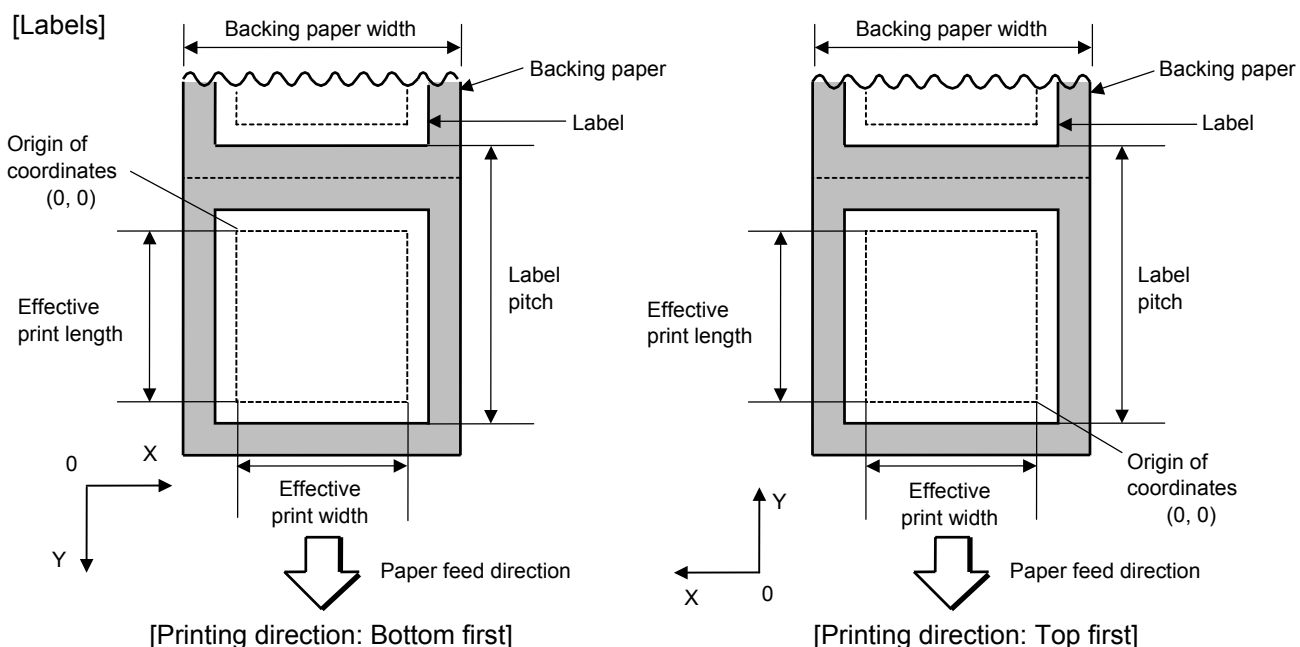
## 6.3 COMMANDS FOR CREATING APPLICATION

### 6.3.1 LABEL SIZE SET COMMAND

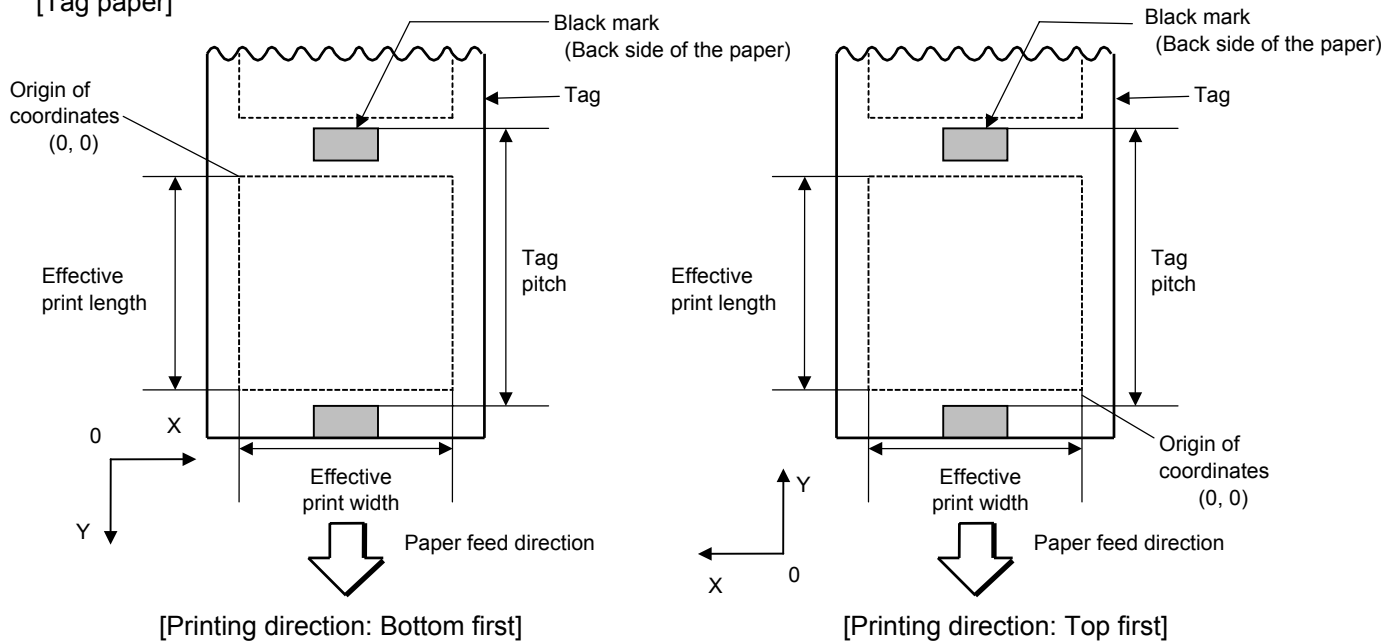
[ESC] D

Function	Sets the size of a label or tag paper.
Format	[ESC] Daaaa, bbbb, cccc (, dddd) [LF] [NUL]
Term	<p>aaaa: Pitch length of the label or tag 4 and 5 digits (in 0.1 mm units) 4 digits: 0100 (10.0 mm) to 9999 (999.9 mm) 5 digits: 00100 (10.0 mm) to 09990 (999.0 mm)</p> <p>bbbb: Effective print width Fixed as 4 digits (in 0.1 mm units) 0100 (10.0 mm) to 1057 (105.7 mm)</p> <p>cccc: Effective print length 4 and 5 digits (in 0.1 mm units) 4 digits: 0060 (6.0 mm) to 9970 (997.0 mm) 5 digits: 00060 (6.0 mm) to 09970 (997.0 mm)</p> <p>dddd: Backing paper width (Omissible. When omitted, the initial value is used as the effective print width.) Fixed as 4 digits (in 0.1 mm units) 0300 (30.0 mm) to 1120 (112.0 mm)</p>

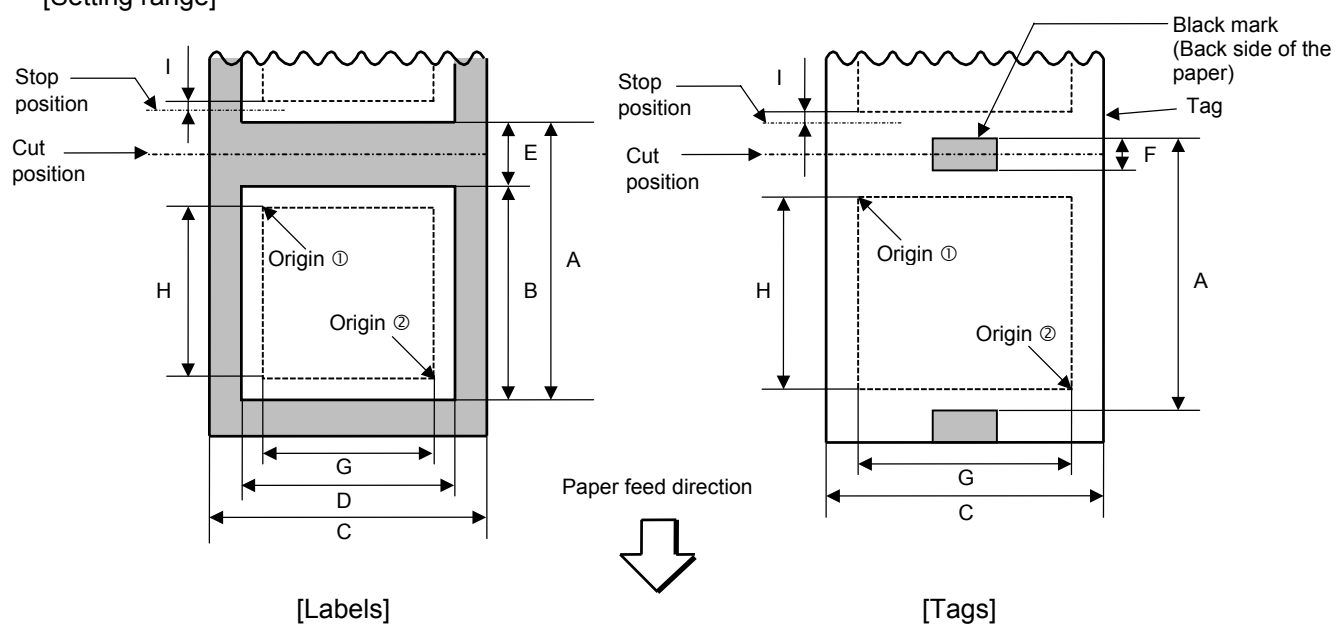
#### Explanation



### [Tag paper]



### [Setting range]



[mm]

Model Issue mode			203-dpi print head			300-dpi print head		
			Batch	Strip	Cut	Batch	Strip	Cut
Item								
Thermal head dot density			8 dots/mm (203 dpi)			11.8 dots/mm (300 dpi)		
Thermal head width			104.0 mm			105.7 mm		
Range of values which can be set on the software								
A: Label pitch Tag pitch	Label	Min.	10.0	19.0	19.0	10.0	19.0	19.0
		Max.	999.0			999.0		
	Tag	Min.	10.0	---	19.0	10.0	---	19.0
		Max.	999.0	—	999.0	999.0	—	999.0
B: Label length		Min.	8.0	17.0	16.0	8.0	17.0	16.0
		Max.	997.0		996.0	997.0		996.0
C: Backing paper width Tag width		Min.	25.0	25.0	25.0	25.0	25.0	25.0
		Max.	118.0			118.0		
			114.0			114.0		
			114.0			114.0		
D: Label width		Min.	22.0	22.0	22.0	22.0	22.0	22.0
		Max.	115.0			115.0		
			111.0			111.0		
E: Label-to-label gap		Min.	2.0	2.0	3.0	2.0	2.0	3.0
		Max.	20.0	5.0	20.0	20.0	5.0	20.0
F: Black mark length		Min.	2.0			2.0		
		Max.	10.0			10.0		
G: Effective print width		Min.	10.0			10.0		
		Max.	104.0			105.7		
H: Effective print length	Label	Min.	6.0	21.4	11.0	6.0	21.4	11.0
		Max.	995.0		991.0	995.0		991.0
	Tag	Min.	8.0	—	11.0	8.0	—	11.0
		Max.	997.0	—	997.0	997.0	—	997.0
I: Slow up/ down interval	Slow-up	1.0			1.0			
	Slow-down	1.0			1.0			
J: Thickness	Label	130μm to 170μm						
	Tag	130μm to 170μm						
K: Max. effective print length for on-the-fly issuing		499.0			499.0			

When a cut issue is performed, label length B should be as follows:

$$\text{Label length } B \geq 22.0 \text{ mm} - \left( \frac{\text{Label-to-label gap}}{2} \right)$$

Notes
-------

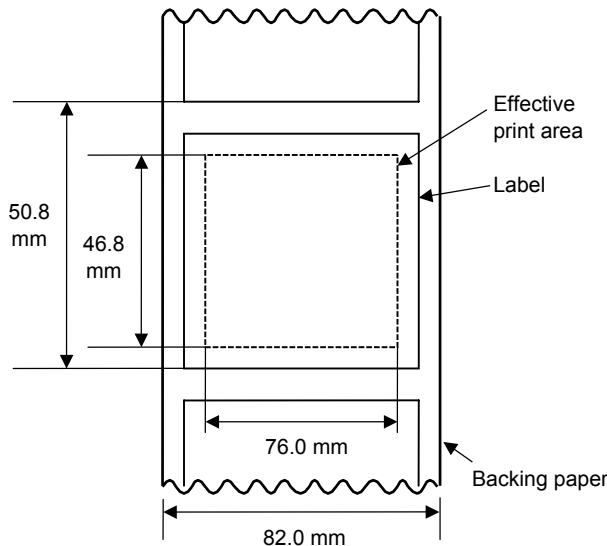
- (1) Before changing the label size or type of sensor, the Label Size Set Command must first be transmitted.
- (2) The Label Size Set Command is stored in memory (retained even if the power is turned off).
- (3) After sending the Label Size Set Command, the Feed Command ([ESC] T) must be transmitted prior to printing, to feed one piece of paper so that the print head position aligns with the print start position.

- (4) The origin of drawing coordinates, print stop position (print head position when printing stops), and cut position are determined according to the parameters of the Label Size Set Command as shown in the figure on the preceding page. For the print stop position in strip issue mode, refer to the section of the Position Fine Adjust Command. The effective print area is centered on the label/tag.
- (5) Printing cannot be performed in the slow up (1 mm) and slow down (1 mm) areas. Consequently,  $[A : \text{Label pitch/Tag pitch}] - [H : \text{Effective print length}] \geq 2 \text{ mm}$  must be assumed.
- (6) The origin of drawing coordinates, print stop position (print head position when printing stops), and cut position are adjustable by the Fine Adjust Commands and according to the fine adjustment settings in the system mode.
- (7) The tag rotation designation of the Issue Command ([ESC] XS) causes the origin of drawing coordinates to be origin ① in the case of “bottom first” and to be origin ② in the case of “top first”, as shown in the figure.
- (8) The parameters must be as shown in the figure and table. Any value or paper outside the range results in a failure of printing or an error.
- (9) Where an effective print length is specified within the range of “max. effective print length for on-the-fly”, non-stop printing is possible even if the data to be printed is different one by one because printing and drawing of the next label are processed at the same time. [On-the-fly issue]

However, printing may stop every label depending on the volume of drawing data.

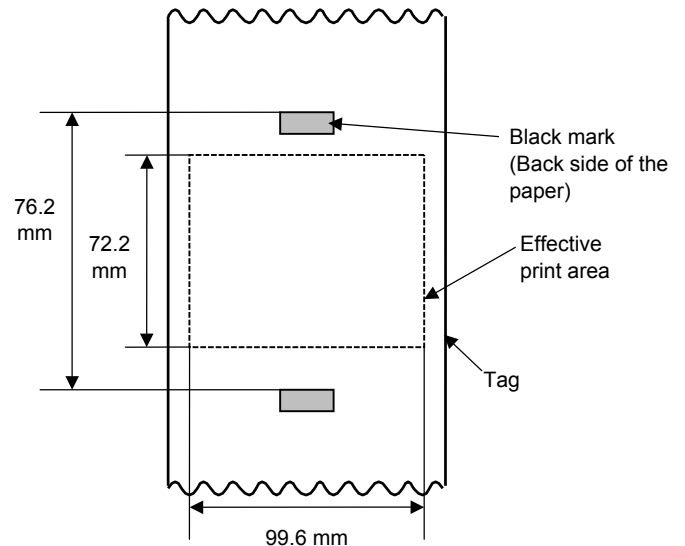
#### Examples

(1) Labels



[ESC] D0508, 0760, 0468, 0820 [LF] [NUL]  
[ESC] T20C40 [LF] [NUL]

(2) Tags



[ESC] D0762, 0996, 0722 [LF] [NUL]  
[ESC] T10C40 [LF] [NUL]

### 6.3.2 POSITION FINE ADJUST COMMAND

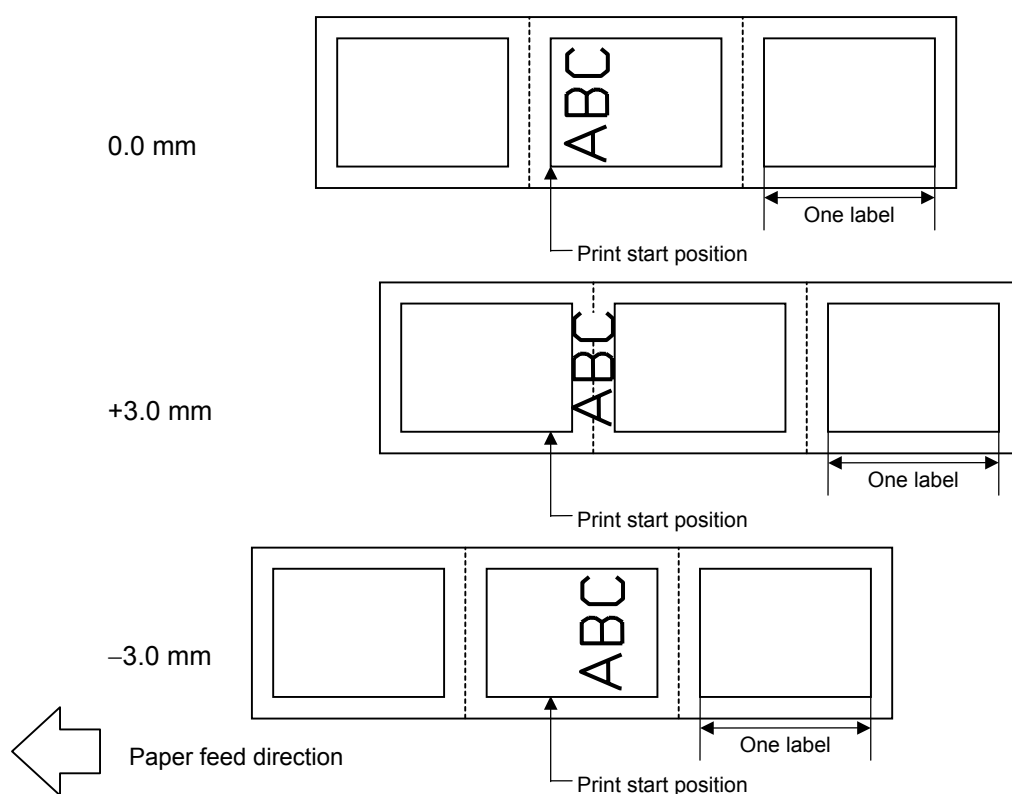
[ESC] AX

Function	<ul style="list-style-type: none"><li>① Adjusts the feed amount so that the label stops at the position in front of or behind the automatically set print start position.</li><li>② Adjusts the cut position so that the label is cut at a position in front of or behind the automatically set cut position, or adjusts the strip position so that the label stops at the position in front of or behind the automatically set strip position.</li><li>③ Adjusts the reverse feed amount to the home position after a cut, or adjusts the reverse feed amount to the home position after a strip operation.</li></ul>
Format	[ESC] AX; abbb, cddd, eff [LF] [NUL]
Term	<p>a: Indicates the direction of the print start position fine adjustment +: Front -: Behind</p> <p>bbb: Fine adjustment value 000 to 500 (in 0.1 mm units)</p> <p>c: Indicates the direction of the cut position (or strip position) fine adjustment +: Front -: Behind</p> <p>ddd: Fine adjustment value 000 to 500 (in 0.1 mm units)</p> <p>e: Indicates whether the reverse feed amount is to be increased or decreased. +: Increase -: Decrease</p> <p>ff: Reverse feed amount fine adjustment value 00 to 99 (in 0.1 mm units)</p>

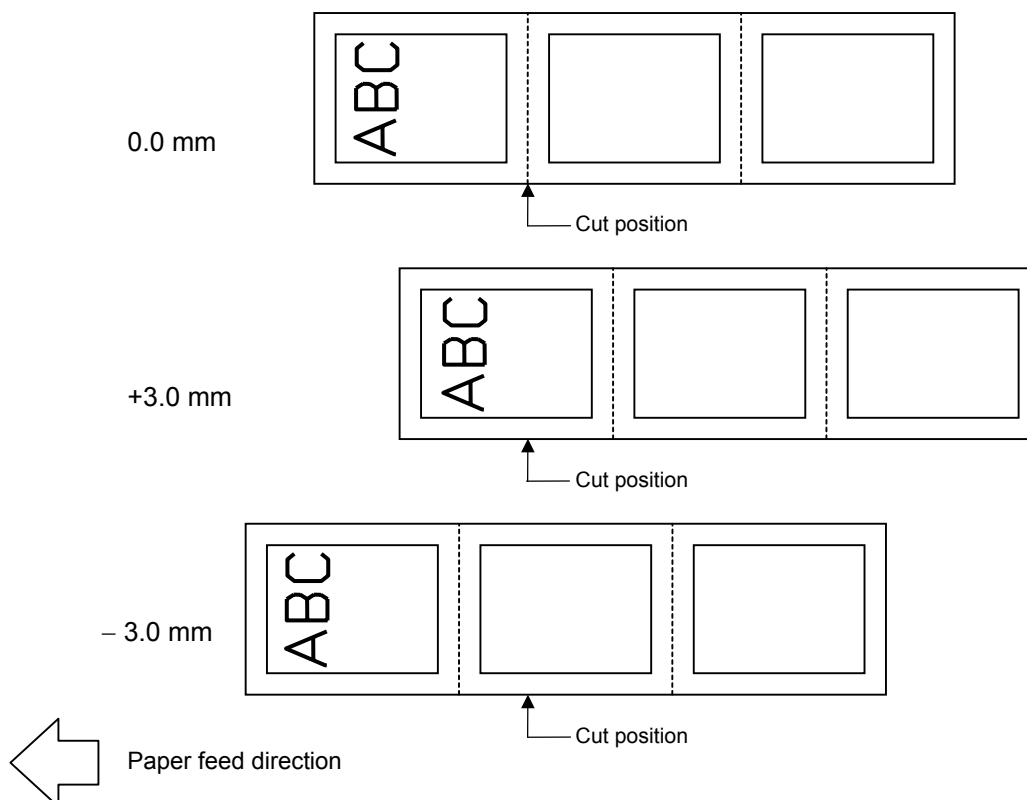
Explanation

[Print Start Position Fine Adjustment]

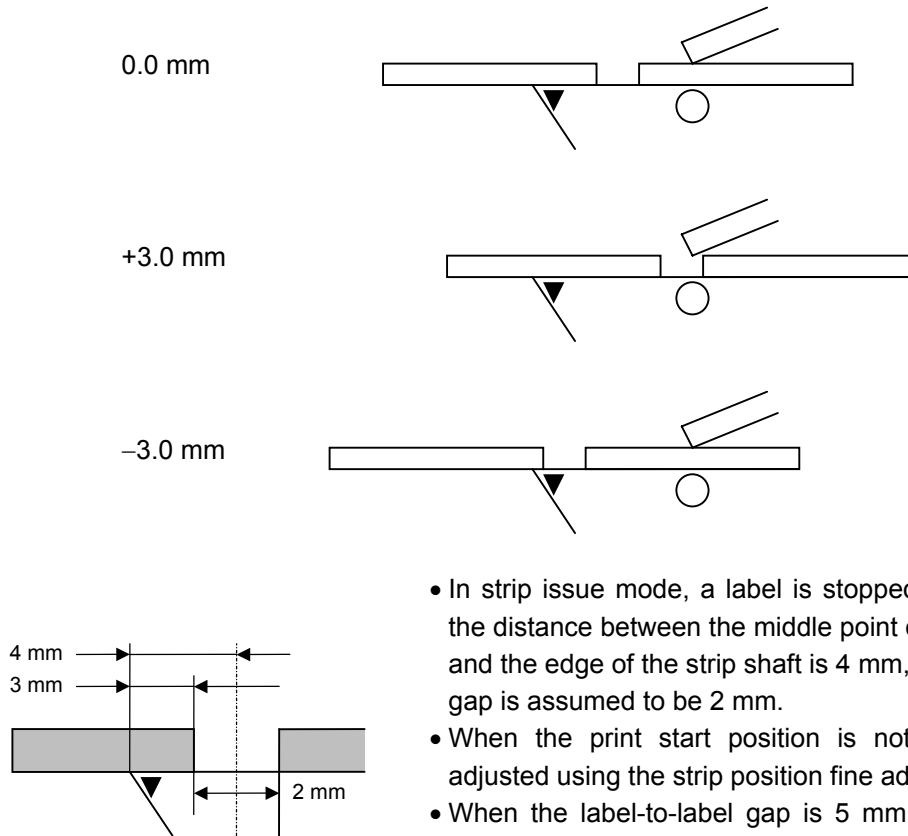
(To finely adjust the print start position so that it shifts backward or forward)



[Cut Position Fine Adjustment] (To finely adjust the cut position backward or forward)



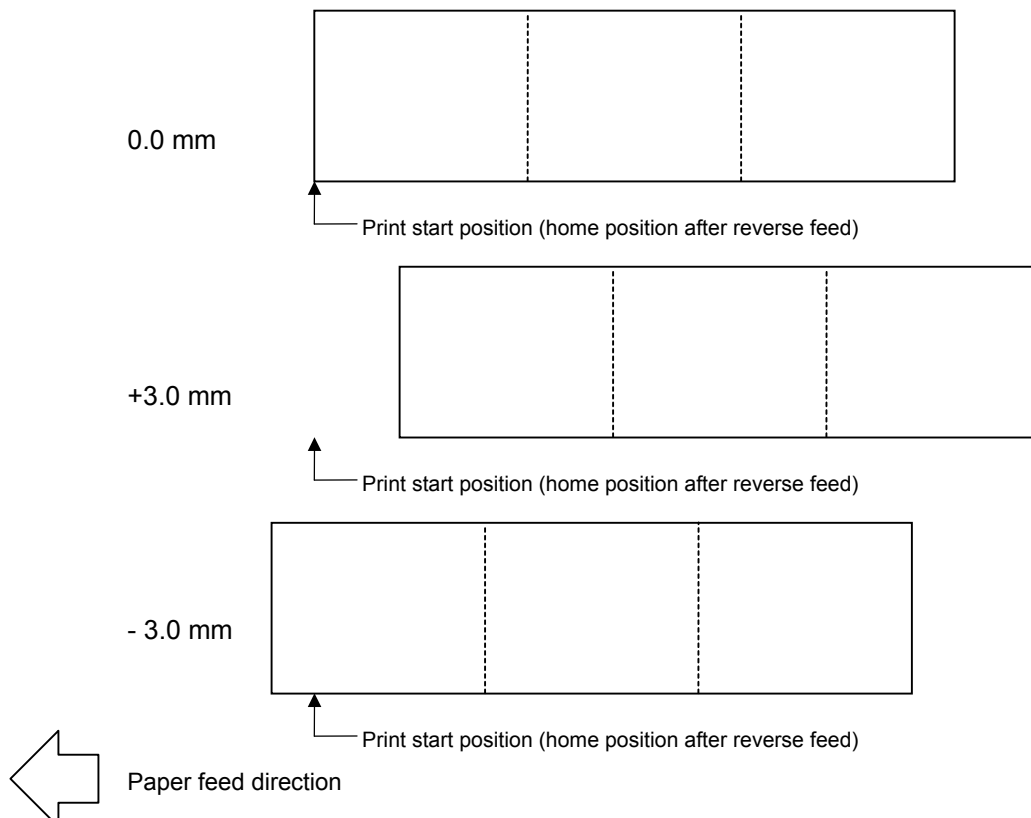
### [Strip Position Fine Adjustment]



- In strip issue mode, a label is stopped at the position where the distance between the middle point of the label-to-label gap and the edge of the strip shaft is 4 mm, since the label-to-label gap is assumed to be 2 mm.
- When the print start position is not proper, it should be adjusted using the strip position fine adjustment function.
- When the label-to-label gap is 5 mm or more, the effective print length should be set to the maximum (label pitch -2 mm). Then, the print start position should be adjusted using the strip position fine adjust function.

### [Reverse Feed Amount Fine Adjustment]

(To finely adjust the reverse feed amount so that the print start position shifts backward or forward)





- (1) If the print start position fine adjustment (feed amount fine adjustment), cut position (or strip position) fine adjustment or reverse feed amount fine adjustment has been set in the system mode (by key operation on the printer), the fine adjustment value will be the sum of the value set by this command and that in the system mode. Each maximum fine adjustment value is as follows. However, the maximum print start position fine adjustment (feed amount fine adjustment) value must be within the label pitch.

Print start position fine adjustment..... $\pm 50.0$  mm

Cut position (or strip position) fine adjustment..... $\pm 50.0$  mm

Reverse feed amount fine adjustment ..... $\pm 9.9$  mm

- (2) After changing the fine adjustment value by this command, one label must be fed by the Feed Command ([ESC] T) to adjust the print start position.
- (3) Each fine adjustment value is stored in memory (retained even if the power is turned off).
- (4) If a fine adjustment value is improper, printing will not be performed correctly.

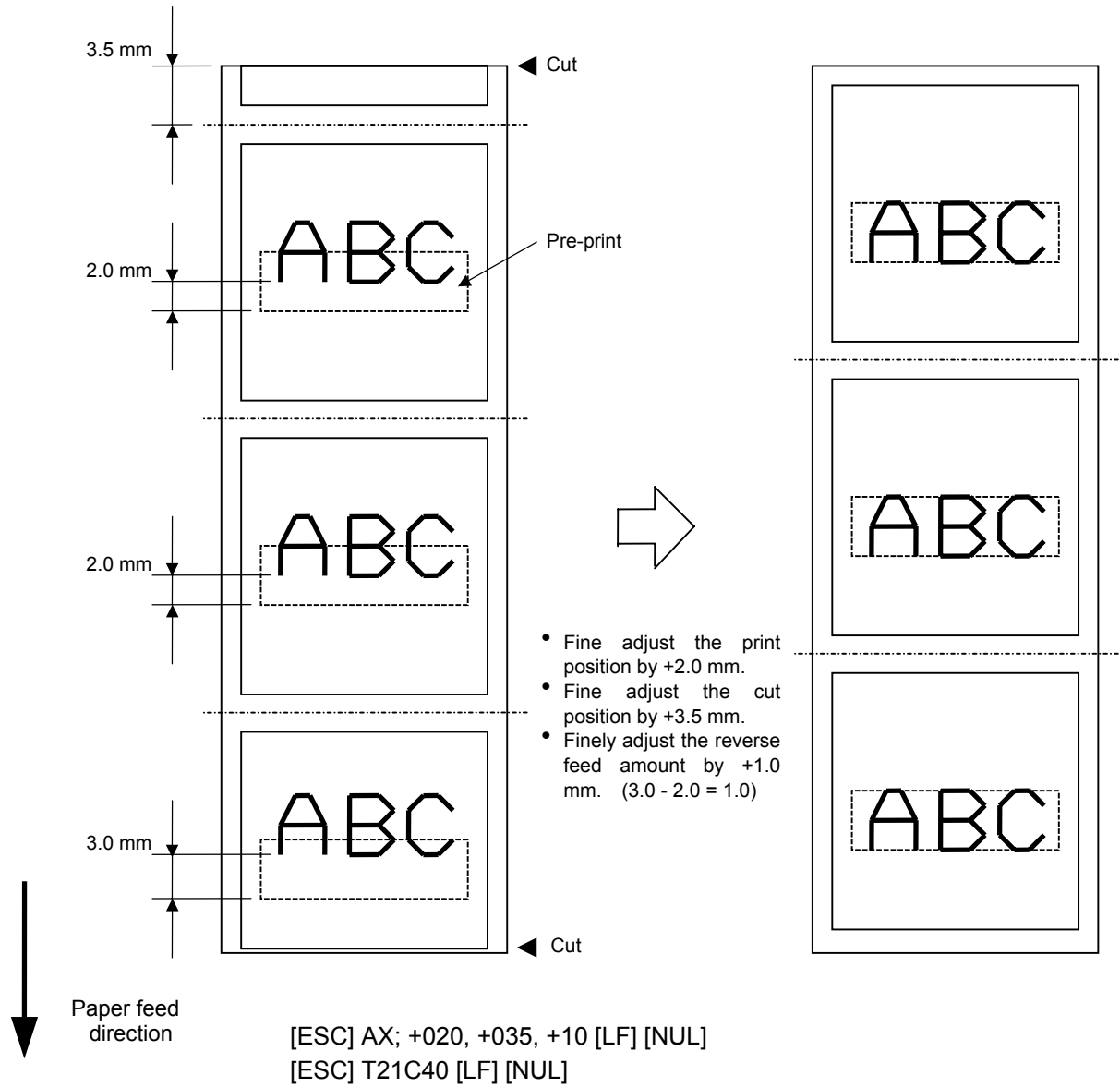
( For example, if the reverse feed amount fine adjustment value is not properly set, the print position differs between the labels to be cut and those not to be cut. If the label is excessively fed backward, it will not be fed correctly during printing.

In the strip issue mode, the print start position may differ between the first label and the second label. The reverse feed amount fine adjustment for the strip issue is used to adjust the feed amount so that a label is stopped at the correct position where the automatic forward feed is ready to be performed.

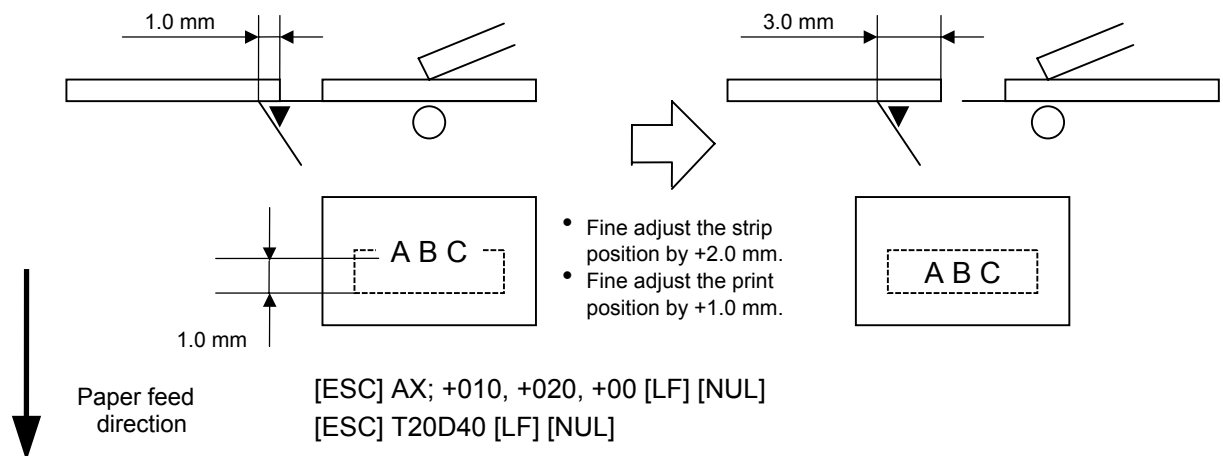
- (5) The cut position (or the strip position) fine adjustment and the reverse feed amount fine adjustment are effective only when the printer is in cut issue or strip issue mode.
- (6) How the labels with the label pitch of 19 mm or less are handled in the cut issue mode:  
The minimum label pitch for the normal cut issue is 19 mm. When a label with the label pitch of less than 19 mm is used (though it is out of specifications), the edge of the label may be caught on the edge of the thermal head during a reverse feed to the home position, after the gap between labels is cut. Therefore, the label may not be return to the proper home position.
- (8) Labels may not returned to the home position depending on the print conditions, even if the same amount of reverse feed is performed. When the media sensor is used and if the label pitch is almost the same size as the distance between the print head and the media sensor (67.9 mm), a label/tag may not be returned to the home position by a reverse feed after a cut issue, a strip issue, or an automatic forward feed standby function. It may result in an error. In such cases, increasing the reverse feed amount (fine adjusting the reverse feed amount in the + direction) can prevent this error.

# Examples

## (1) Cut issue



## (2) Strip issue



### 6.3.3 PRINT DENSITY FINE ADJUST COMMAND

[ESC] AY

Function	Adjusts the print density which was automatically set.
Format	[ESC] AY; abb, c [LF] [NUL]
Term	a: Indicates whether to increase or decrease the density. +: Increase (darker) -: Decrease (lighter)  bb: Print density fine adjustment value 00 to 10 (in units of 1 step)  c: Indicates the print mode (thermal transfer or direct thermal) 0: Thermal transfer 1: Direct thermal

- Explanation
- (1) The print density fine adjustment is performed by adjusting the length of time to apply voltage to the thermal head.
  - (2) If the print density fine adjustment value has been set in system mode (by key operation on the printer), the fine adjustment value will be the sum of the value set by this command and that in the system mode. The maximum fine adjustment value for each of the thermal transfer and direct thermal print modes is  $\pm 10$ .
  - (3) The fine adjustment values in thermal transfer print mode and direct thermal print mode can be set independently.
  - (4) The Print Density Fine Adjust Command is stored in memory (retained even if the power is turned off).
  - (5) The factory default of the fine adjustment value is 00, for both the fine adjust command and the system mode fine adjustment.
  - (6) The maximum adjustment value differs depending on the print speed. When the value exceeds the maximum, it is automatically corrected to the maximum value.

	203-dpi print head		300-dpi print head	
Print speed	Direct thermal	Thermal transfer	Direct thermal	Thermal transfer
2 ips	+10 step	+10 step	+10 step	+10 step
4 ips	+8 step	+10 step	+8 step	+10 step
6 ips	+8 step	+10 step	+8 step	+10 step

#### Examples

To set the print density to “-2” for the thermal transfer mode.

[ESC] AY; -02, 0 [LF] [NUL]

To set the print density to “+3” for the direct thermal mode.

[ESC] AY; +03, 1 [LF] [NUL]

### 6.3.4 RIBBON MOTOR DRIVE VOLTAGE FINE ADJUST COMMAND

[ESC] RM

Function	Fine adjusts the drive voltage of the ribbon motor.
Format	[ESC] RM; abbcdd [LF] [NUL]
Term	<p>a: Direction of the ribbon take-up motor voltage fine adjustment -: Negative (The voltage is lowered.)</p> <p>bb: Fine adjustment value for the ribbon take-up motor 00 to 15 (in units of 1 step)</p> <p>c: Direction of the ribbon feed motor voltage fine adjustment -: Negative (The voltage is lowered.)</p> <p>dd: Fine adjustment value for the ribbon feed motor 00 to 15 (in units of 1 step)</p>

Explanation	<p>(1) If the ribbon wrinkles, it can be solved by a fine adjustment of the ribbon motor drive voltage by this command.</p> <p>(2) -1 step corresponds to -5% of the standard drive voltage.</p> <p>(3) The ribbon motor drive voltage fine adjustment value is stored in memory (retained even if the power is turned off).</p> <p>(4) If the ribbon motor drive voltage fine adjustment value has been set in the system mode (by key operation on the printer), the fine adjustment value will be the sum of the value set by this command and that in the system mode. The maximum fine adjustment values are as shown below.</p>
-------------	---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

Model	Take-up side		Feed side	
	Min.	Max.	Min.	Max.
203-dpi print head model	-15	+2	-15	+10
300-dpi print head model	-15	+2	-15	+10

- (5) When a RAM clear is performed, the fine adjustment value for each of the command (take-up/feed) and the system mode will be reset to 00.
- (6) The factory default of the fine adjustment values is 00, for both command (take-up/feed) and the system mode.

Example	<p>To set the value for the ribbon take-up motor to “-3”, and the value for the ribbon feed motor to “-2”.</p> <p>[ESC] RM; -03-02 [LF] [NUL]</p>
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### 6.3.5 IMAGE BUFFER CLEAR COMMAND

[ESC] C

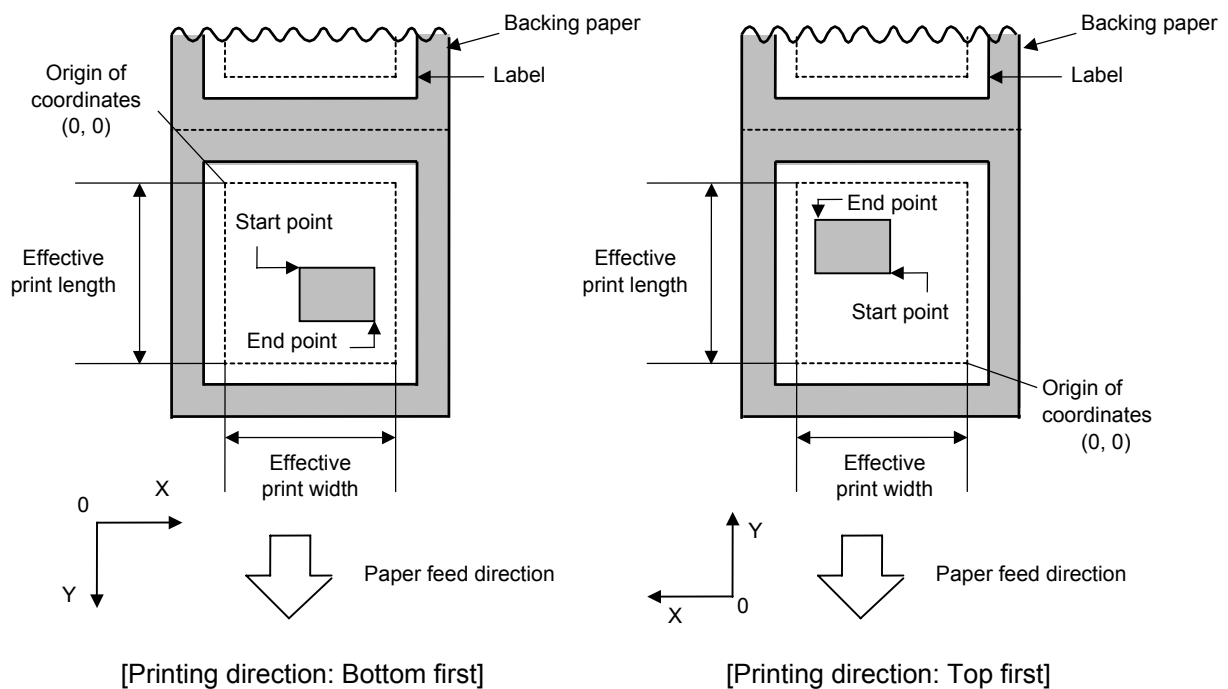
Function	Clears the image buffer for drawing characters, lines, bar codes, and graphics.
Format	[ESC] C [LF] [NUL]
Explanation	<ol style="list-style-type: none"><li>(1) After changing the label size, the image buffer must be cleared.</li><li>(2) The increment/decrement designation (described later) is effective until the Image Buffer Clear Command is transmitted.</li><li>(3) The link field designation (described later) is effective until the Image Buffer Clear Command is transmitted.</li><li>(4) The RFID format and data are cleared.</li><li>(5) RFID tag position adjustment value set in the RFID Tag Position Adjustment Command @003 is cleared.</li></ol>
Examples	<pre>[ESC] D0508, 0760, 0468 [LF] [NUL] [ESC] T20C41 [LF] [NUL] [ESC] C [LF] [NUL] [ESC] RC000; ABC [LF] [NUL] [ESC] RC001; DEF [LF] [NUL] [ESC] XS; I, 0001, 0002C41000 [LF] [NUL]</pre>

### 6.3.6 CLEAR AREA COMMAND

[ESC] XR

Function	Clears the designated area or reverses the white/black dot pattern in the designated area in the drawing area.
Format	[ESC] XR; aaaa, bbbb, cccc, dddd, e [LF] [NUL]
Term	<p>aaaa: X-coordinate of the designated area start point Fixed as 4 digits (in 0.1 mm units)</p> <p>bbbb: Y-coordinate of the designated area start point 4 or 5 digits (in 0.1 mm units)</p> <p>cccc: X-coordinate of the designated area end point Fixed as 4 digits (in 0.1 mm units)</p> <p>dddd: Y-coordinate of the designated area end point 4 or 5 digits (in 0.1 mm units)</p> <p>e: Type of clear A: Clears the contents in the designated area to zero. B: Reverses the white/black dot pattern in the designated area.</p>

#### Explanation



[Printing direction: Bottom first]

[Printing direction: Top first]

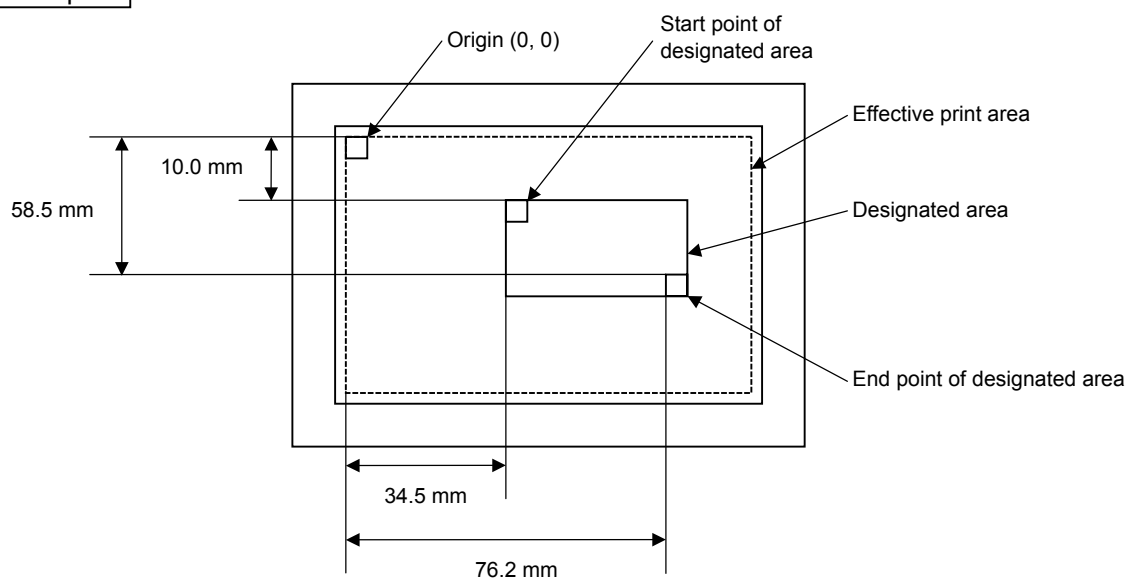
#### Notes

- (1) Print result will be the same even if the start and end point coordinates are reversed.
- (2) Print result will be the same even if the start point is set to the upper right and the end point is set to the lower left, respectively.
- (3) The start and end point coordinates of the designated area must be set within the effective print area set by the Label Size Set Command ([ESC] D).

[Effective print area] [mm]

<div>Model</div> <div>Issue mode</div> <div>Item</div>			203-dpi print head			300-dpi print head		
			Batch	Strip	Cut	Batch	Strip	Cut
Print head dot density			8 dots/mm (203 dpi)			11.8 dots/mm (300 dpi)		
Print head width			104.0 mm			105.7 mm		
G: Effective print width		Min.	10.0			10.0		
		Max.	104.0			105.7		
H: Effective print length	Label	Min.	6.0	21.4	11.0	6.0	21.4	11.0
		Max.	995.0		991.0	995.0		991.0
	Tag	Min.	8.0	---	11.0	8.0	---	11.0
		Max.	997.0	---	997.0	997.0	---	997.0

### Example



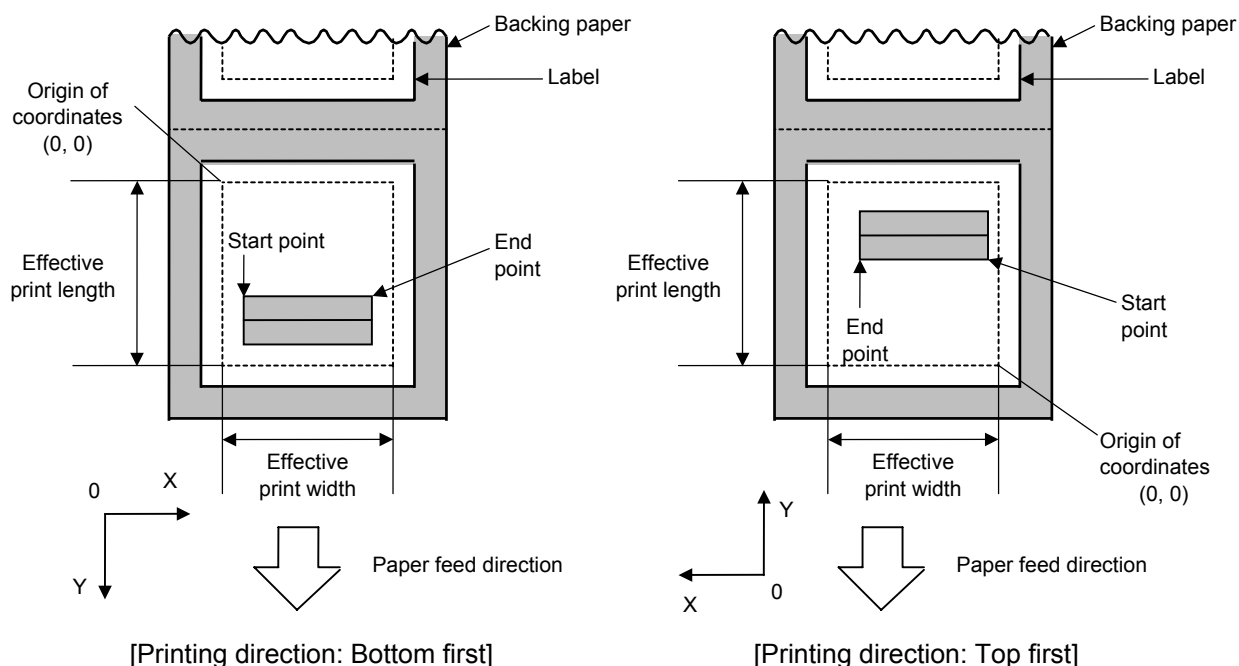
```
[ESC] XR; 0345, 0100, 0762, 0585, A [LF] [NUL]
[ESC] RC000; ABC [LF] [NUL]
[ESC] RC001; DEF [LF] [NUL]
[ESC] XS; I, 0001, 0002C4000 [LF] [NUL]
```

### 6.3.7 LINE FORMAT COMMAND

[ESC] LC

Function	Sets the line format and draws the line.
Format	[ESC] LC; aaaa, bbbb, cccc, dddd, e, f (, ggg) [LF] [NUL]
Term	<p>aaaa: X-coordinate of the start point Fixed as 4 digits (in 0.1 mm units)</p> <p>bbbb: Y-coordinate of the start point 4 or 5 digits (in 0.1 mm units)</p> <p>cccc: X-coordinate of the end point Fixed as 4 digits (in 0.1 mm units)</p> <p>dddd: Y-coordinate of the end point 4 or 5 digits (in 0.1 mm units)</p> <p>e: Type of line 0: Line (horizontal, vertical, or slant) 1: Rectangle 2: Line with dots skipped (horizontal line, vertical line) 3: Rectangle with dots skipped</p> <p>f: No. of line width dots 1 to 9 or 01 to 99 (in 0.1 mm units)</p> <p>ggg: Radius of rounded corners of a rectangle (Omissible. If omitted, the chamfering process for rectangle corners is not performed.) Fixed as 3 digits (in 0.1 mm units)</p>

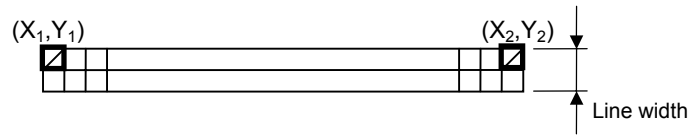
#### Explanation



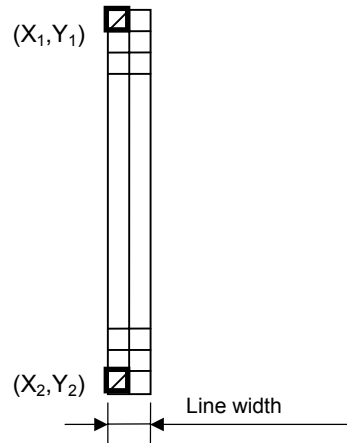


[Line]

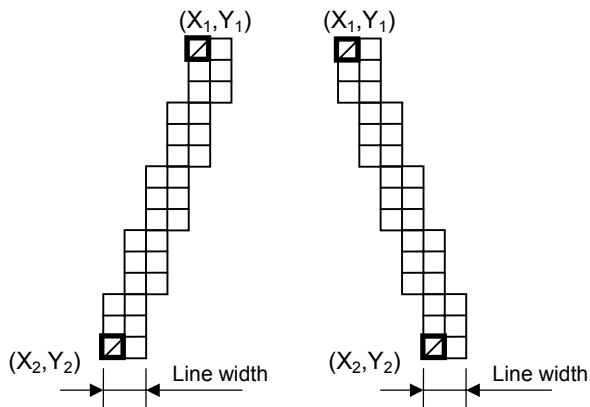
(1) Horizontal line (In the case of  $|Y_2 - Y_1| = 0$ )



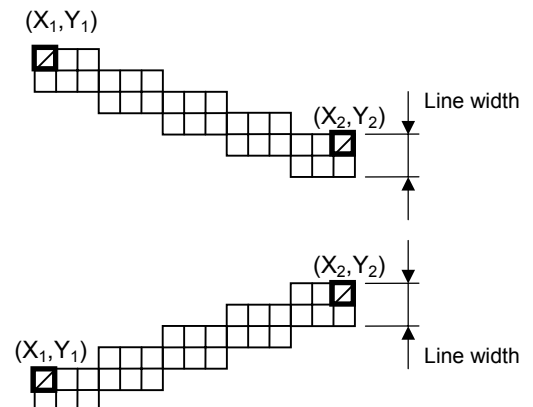
(2) Vertical line (In the case of  $|X_2 - X_1| = 0$ )



(3) Slant line A (  $|X_2 - X_1| \leq |Y_2 - Y_1|$  )

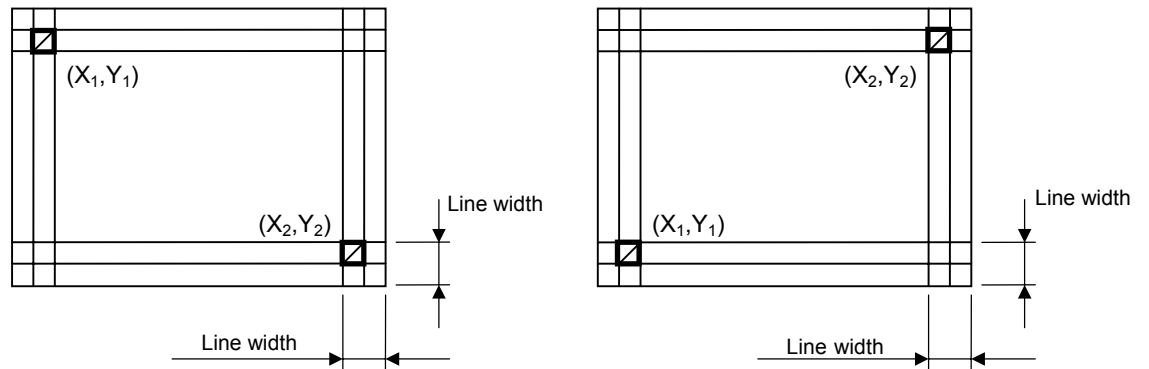


(4) Slant line B (  $|X_2 - X_1| > |Y_2 - Y_1|$  )

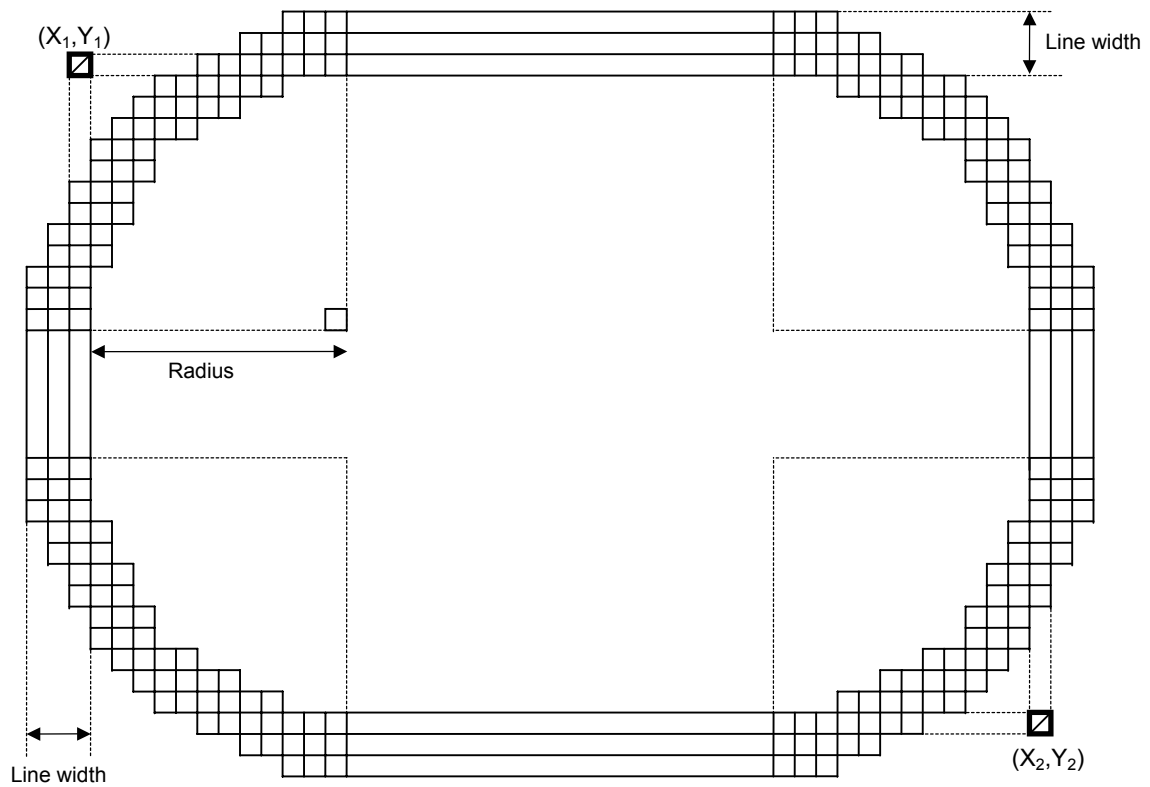


[Rectangle]

- (1) Radius of rounded corners = 000, or parameter is omitted

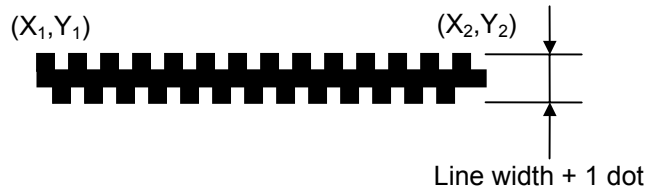


- (2) Radius of rounded corners  $\neq$  000



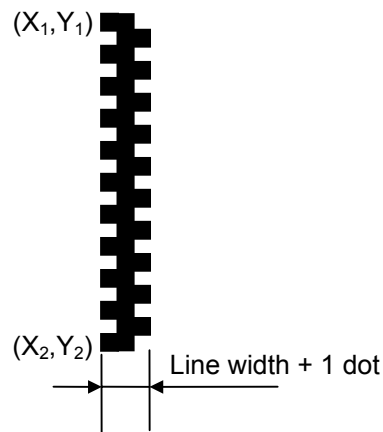
[Line with some dots skipped]

- (1) Horizontal line



Dots are skipped at the top and bottom areas only, which means that the thicker the line width is, the thicker the middle area of the line is.

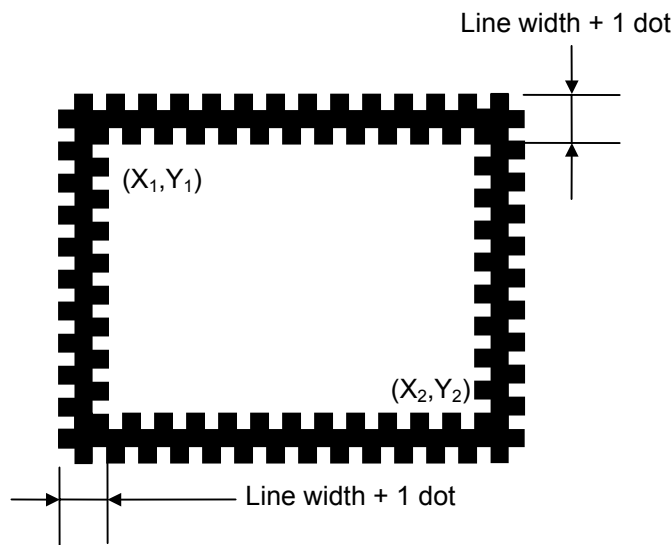
- (2) Vertical line



Dots are skipped at the leftmost and rightmost areas only, which means that the thicker the line width is, the thicker the middle area of the line is.

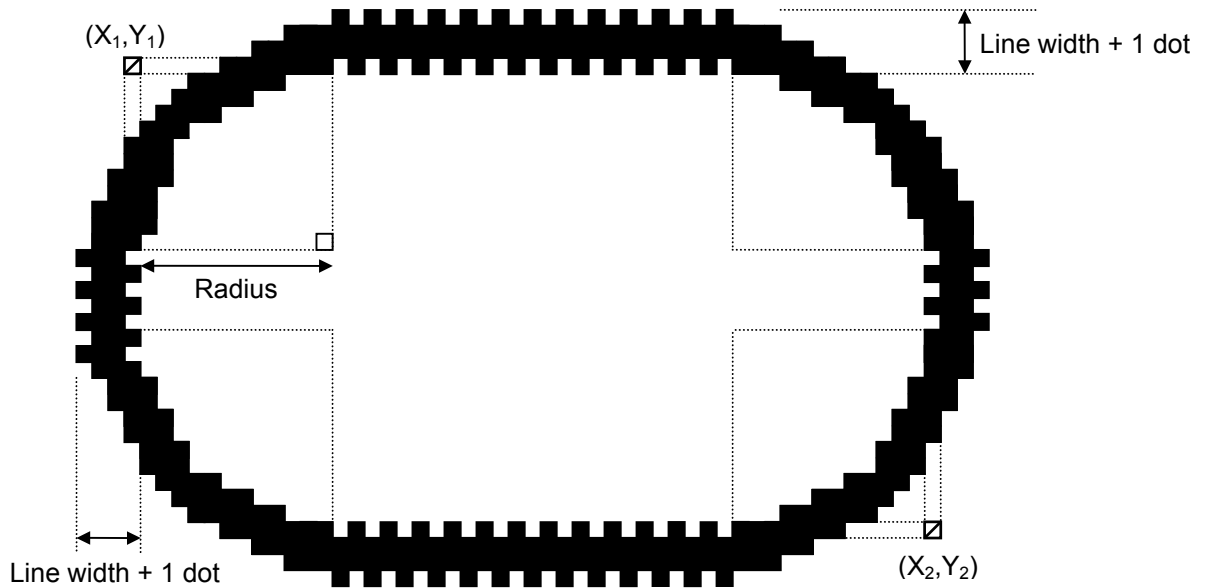
[Rectangle]

- (1) Radius of rounded corners = 000, or parameter is omitted



Dots are skipped at the top, bottom, leftmost and rightmost areas only, which means that the thicker the line width is, the thicker the middle area of the line is.

(2) Rounded corners of a rectangle ≠ 000



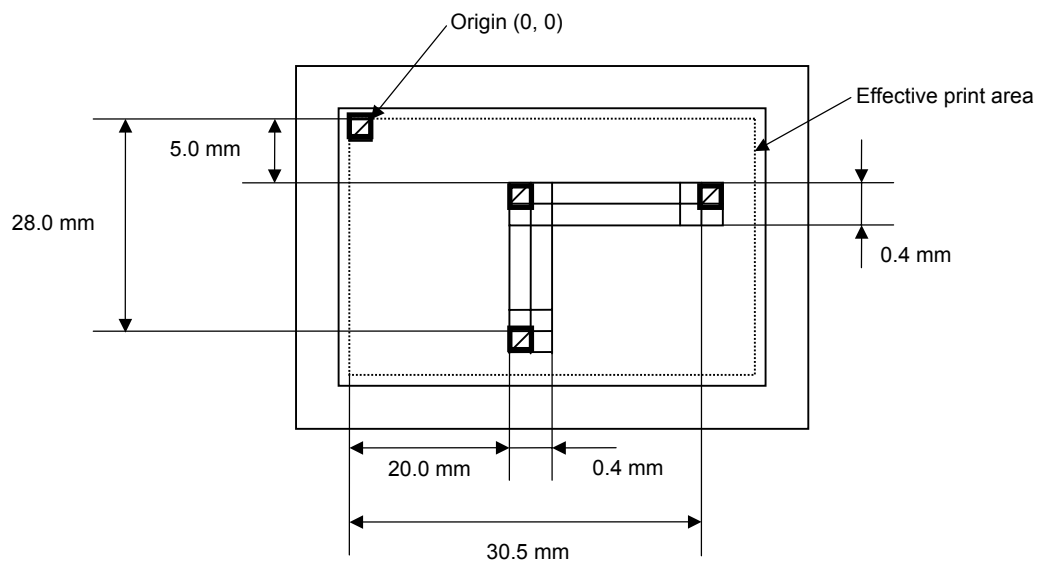
Notes

- (1) In case of line designation, a horizontal line, vertical line, or slant line A/B is drawn according to the start and end point coordinates.
- (2) Print result will be the same even if the start and end point coordinates are reversed.
- (3) The start and end point coordinates must be set so that the result of line drawing will be within the effective print area set by the Label Size Set Command ([ESC] D).
- (4) Designation of the radius of the rounded corner is effective only when the type of line is set to 1 (rectangle) or 3 (rectangle with dots skipped). When the type of line is set to 0 or 2, designation of the radius is ignored. When the type of line is set to 1 or 3 and the radius of the rounded corner is set to 000 or omitted, a normal rectangle is drawn.
- (5) On the following condition, a circle is supposed to be drawn:

$$\frac{|X_2 - X_1|}{2} = \frac{|Y_2 - Y_1|}{2} \leq [\text{Radius of rounded corners}]$$

[Effective print area]				[mm]				
<div><div></div><div>Model</div><div>Issue mode</div></div> <div>Item</div>			203-dpi print head			300-dpi print head		
			Batch	Strip	Cut	Batch	Strip	Cut
Print head dot density			8 dots/mm (203 dpi)			11.8 dots/mm (300 dpi)		
Print head width			104.0			105.7		
G: Effective print width		Min.	10.0			10.0		
		Max.	104.0			105.7		
H: Effective print length	Label	Min.	6.0	21.4	11.0	6.0	21.4	11.0
		Max.	995.0			991.0	995.0	
	Tag	Min.	8.0	---	11.0	8.0	---	11.4
		Max.	997.0	---	997.0	997.0	---	997.0

Example



```
[ESC] C [LF] [NUL]
[ESC] LC; 0200, 0350, 0305, 0050, 0, 4 [LF] [NUL]
[ESC] LC; 0200, 0050, 0200, 0280, 0, 4 [LF] [NUL]
[ESC] XS; I, 0001, 0002C4000 [LF] [NUL]
```

### 6.3.8 BIT MAP FONT FORMAT COMMAND

[ESC] PC

Function	Sets the format indicating where and how the bit map font is to be printed on a label.																																																					
Format	<div>① [ESC] PCaaa; bbbb, cccc, d, e, ff (, gh), ii, j (, Jkkl) (, Mm) (, noooooooooo) (, Zpp) (, Pq) (=rrr-----rrr) [LF] [NUL]</div> <div>② [ESC] PCaaa; bbbb, cccc, d, e, ff (, gh), ii, j (, Jkkl) (, Mm) (, noooooooooo) (, Zpp) (, Pq) (; ss<sub>1</sub>, ss<sub>2</sub>, ss<sub>3</sub>, -----, ss<sub>20</sub>) [LF] [NUL]</div>																																																					
Term	<div>aaa: Character string number 000 to 199 (two digits, 00 to 99, also acceptable)</div> <div>bbbb: X-coordinate of the print origin of character string Fixed as 4 digits (in 0.1 mm units)</div> <div>cccc: Y-coordinate of the print origin of character string 4 or 5 digits (in 0.1 mm units)</div> <div>d: Character horizontal magnification 1 to 9 (in magnifications) <div>* Two-digit designation enables the magnifications in 0.5 units (05 ~ 95: 0.5 to 9.5 magnifications). The magnification can be designated in 0.1 units between 0.5 to 1. (06 ~ 09: 0.6 to 0.9 magnifications).</div><div>dd └─ Designation in 0.5 magnification units : 0 or 5 (5 to 9, up to 1 magnification) └─ Designation in magnifications : 0 to 9</div></div> <div>e: Character vertical magnification 1 to 9 (in magnifications) <div>* Two-digit designation enables the magnifications in 0.5 units (05 ~ 95: 0.5 to 9.5 magnifications). The magnification can be designated in 0.1 units between 0.5 to 1. (06 ~ 09: 0.6 to 0.9 magnifications).</div><div>ee └─ Designation in 0.5 magnification units : 0 or 5 (5 to 9, up to 1 magnification) └─ Designation in magnifications : 0 to 9</div></div> <div>ff: <table><tr><td>Type of font</td><td>203-dpi print head</td><td>300-dpi print head</td></tr><tr><td>A: Times Roman (Medium)</td><td>12 point</td><td>8 point</td></tr><tr><td>B: Times Roman (Medium)</td><td>15 point</td><td>10 point</td></tr><tr><td>C: Times Roman (Bold)</td><td>15 point</td><td>10 point</td></tr><tr><td>D: Times Roman (Bold)</td><td>18 point</td><td>12 point</td></tr><tr><td>E: Times Roman (Bold)</td><td>21 point</td><td>14 point</td></tr><tr><td>F: Times Roman (Italic)</td><td>18 point</td><td>12 point</td></tr><tr><td>G: Helvetica (Medium)</td><td>9 point</td><td>6 point</td></tr><tr><td>H: Helvetica (Medium)</td><td>15 point</td><td>10 point</td></tr><tr><td>I: Helvetica (Medium)</td><td>18 point</td><td>12 point</td></tr><tr><td>J: Helvetica (Bold)</td><td>18 point</td><td>12 point</td></tr><tr><td>K: Helvetica (Bold)</td><td>21 point</td><td>14 point</td></tr><tr><td>L: Helvetica (Italic)</td><td>18 point</td><td>12 point</td></tr><tr><td>M: Presentation (Bold)</td><td>27 point</td><td>18 point</td></tr><tr><td>N: Letter Gothic (Medium)</td><td>14.3 point</td><td>9.5 point</td></tr><tr><td>O: Prestige Elite (Medium)</td><td>10.5 point</td><td>7 point</td></tr><tr><td>P: Prestige Elite (Bold)</td><td>15 point</td><td>10 point</td></tr></table></div>			Type of font	203-dpi print head	300-dpi print head	A: Times Roman (Medium)	12 point	8 point	B: Times Roman (Medium)	15 point	10 point	C: Times Roman (Bold)	15 point	10 point	D: Times Roman (Bold)	18 point	12 point	E: Times Roman (Bold)	21 point	14 point	F: Times Roman (Italic)	18 point	12 point	G: Helvetica (Medium)	9 point	6 point	H: Helvetica (Medium)	15 point	10 point	I: Helvetica (Medium)	18 point	12 point	J: Helvetica (Bold)	18 point	12 point	K: Helvetica (Bold)	21 point	14 point	L: Helvetica (Italic)	18 point	12 point	M: Presentation (Bold)	27 point	18 point	N: Letter Gothic (Medium)	14.3 point	9.5 point	O: Prestige Elite (Medium)	10.5 point	7 point	P: Prestige Elite (Bold)	15 point	10 point
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Q:	Courier (Medium)	15 point	10 point
R:	Courier (Bold)	18 point	12 point
S:	OCR-A	12 point	12 point
T:	OCR-B	12 point	12 point
a:	Reserved		
to			
p:	Reserved		
q:	Gothic 725 Black		
01 (a):	Writable character 1 (1×1 dot to 720×720 dots)		
to			
40 (a):	Writable character 40 (1×1 dot to 720×720 dots)		
51 (a):	2-byte code set writable character 1 (1×1 dot to 720×720 dots)		
to			
55 (a):	2-byte code set writable character 5 (1×1 dot to 720×720 dots)		
a:	Drive		
	(Omissible. If omitted, flash ROM on the CPU board is selected.)		
	0: Flash ROM on the CPU board		
*	Fonts A to L, and q are proportional fonts.		
ghh:	Fine adjustment of character-to-character space		
	(Omissible. If omitted, space is adjusted according to the designated font.)		
g:	Designates whether to increase or decrease the character-to-character space.		
	+: Increase		
	–: Decrease		
hh:	No. of space dots between characters		
	00 to 99 (in units of dots)		
ii:	Rotational angles of a character and character string		
	00: 0° (char.) 0° (char.-string)		
	11: 90° (char.) 90° (char.-string)		
	22: 180° (char.) 180° (char.-string)		
	33: 270° (char.) 270° (char.-string)		
j:	Character attribution		
	B: Black character		
	W (aabb): Reverse character		
	aa: No. of dots from the character string to the end of the black background in the horizontal direction		
	bb: No. of dots from the character string to the end of the black background in the vertical direction		
	aa: 01 to 99 (in units of dots)		
	bb: 01 to 99 (in units of dots)		
	F (aabb): Boxed character		
	aa: No. of dots from the character string area to the box in the horizontal direction		
	bb: No. of dots from the character string area to the box in the vertical direction		
	aa: 01 to 99 (in units of dots)		
	bb: 01 to 99 (in units of dots)		

C (aa):     Stroked out character  
           aa: No. of dots from the character string area to the end of the stroke  
               aa: 01 to 99 (in units of dots)

\* Descriptions in parentheses are omissible.  
 (If omitted, it is character magnification (horizontal or vertical magnifications, whichever is larger) × 6 dots.)

Jkkl:     Bold character designation  
 (Omissible. If omitted, this process is not performed.)

kk: No. of horizontal shift dots  
       00 to 16 (in units of dots)

ll: No. of vertical shift dots  
       00 to 16 (in units of dots)

Mm:     Type of check digits to be attached.  
 (Omissible. If omitted, this process is not performed)

m: Type of check digit  
       0: Modulus 10 (Draws data and check digit)  
       1: Modulus 43 (Draws data and check digit)  
       2: DBP Modulus 10 (Draws data and check digit)

nooooooooo: Increment and decrement  
 (Omissible. When omitted, incrementing/decrementing is not performed.)  
       n: Designates whether to increment or decrement.  
       +: Increment  
       -: Decrement

oooooooooooo: Skip value  
               0000000000 to 9999999999

Zpp:     Zero suppression  
 (Omissible. When omitted, zero suppression is not performed.)  
       pp: No. of digits after zero suppression  
           00 to 20

Pq:     Alignment (Omissible, When omitted, the alignment is set to left.)  
       q: Designates the character position  
           1: Left  
           2: Center  
           3: Right  
       4aaaa: Justification  
           aaaa: Character string area of X direction  
                 0050 to 1040 (in 0.1 mm units)

5aaaabbbcc: Automatic line feed  
       aaaa: Character string area of X direction  
             0050 to 1040 (in 0.1 mm units)  
       bbb: Line feed spacing  
           010 to 500 (in 1 mm units)  
       cc: Number of lines  
           01 to 99



rrr-----rrr: Data string to be printed (Omissible)

Max. 255 digits

ss<sub>1</sub>, ss<sub>2</sub>, ss<sub>3</sub>, -----, ss<sub>20</sub>: Link field No. (Omissible)

01 to 99 (1 to 99 can be also used.)

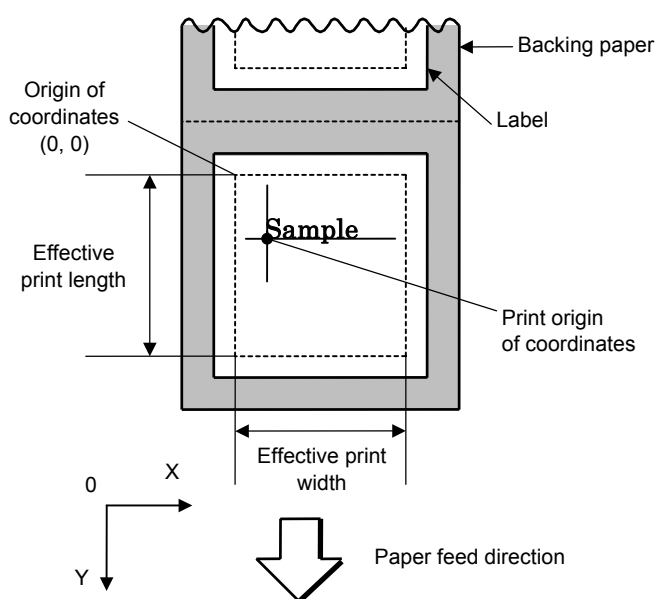
Up to 20 fields can be designated using commas.

#### Explanation

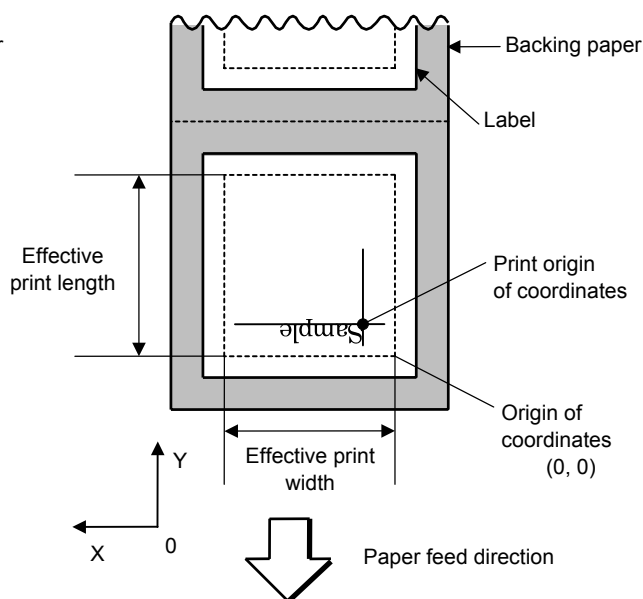
##### (1) Character string number

When drawing by the Data Command ([ESC] RC), the format designated by the character string number is selected.

##### (2) Print origin of coordinates



[Printing direction: Bottom first]



[Printing direction: Top first]

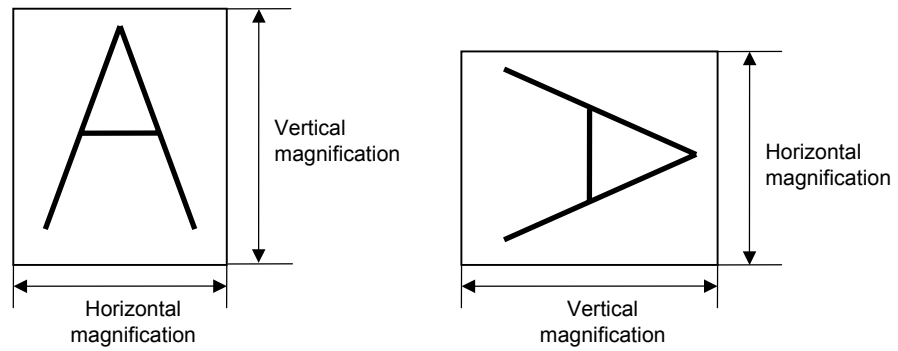
The print origin of coordinates must be set so that the characters are drawn within the effective print area set by the Label Size Set Command ([ESC] D).

[Effective print area]

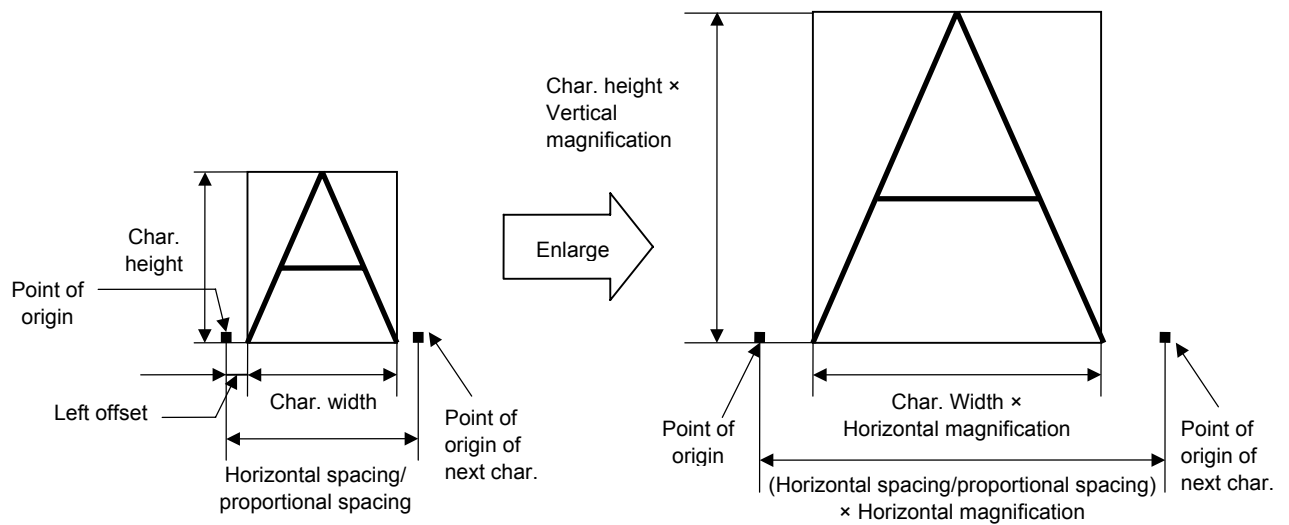
[mm]

Model Issue mode		203-dpi print head			300-dpi print head		
		Batch	Strip	Cut	Batch	Strip	Cut
Print head dot density		8 dots/mm (203 dpi)			11.8 dots/mm (300 dpi)		
Print head width		104.0 mm			105.7 mm		
G: Effective print width	Min.	10.0			10.0		
	Max.	104.0			105.7		
H: Effective print length	Label	Min.	6.0	21.4	11.0	6.0	21.4
		Max.	995.0		991.0	995.0	
	Tag	Min.	8.0	---	11.0	8.0	---
		Max.	997.0	---	997.0	997.0	---

### (3) Horizontal magnification and vertical magnification



[Relationship between drawing coordinates and magnification]

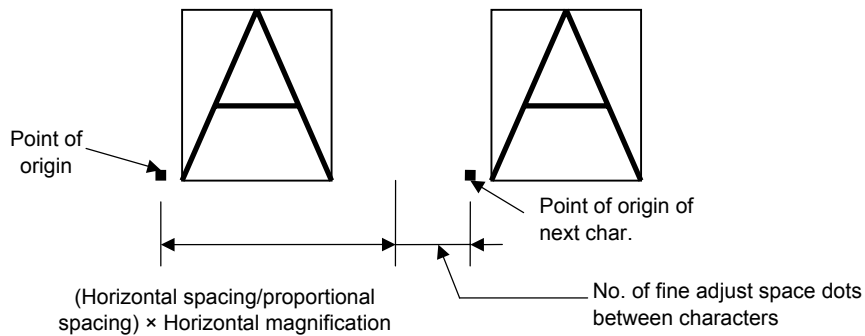


(4) Type of font

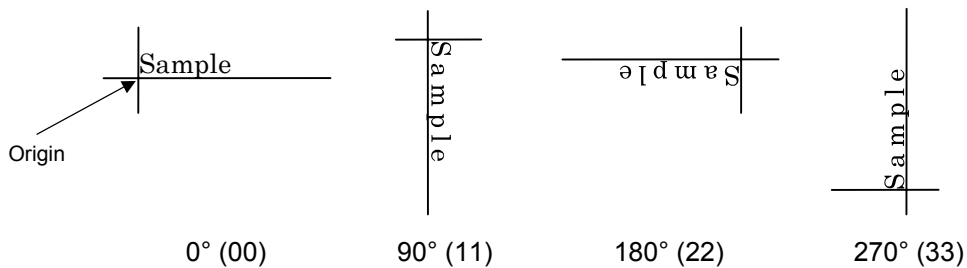
A: Times Roman:	!"#\$%&'()*+,-./0123456789:;<=>?@ABCDEFGHIJKLMabcdefghijklmÂÏÐÆàìÆ
B: Times Roman	!"#\$%&'()*+,-./0123456789:;<=>?@ABCDEFGHIabcdefghijklmÂÏÐÆàìÆ
C: Times Roman	!"#\$%&'()*+,-./0123456789:;<=>?@ABCDEFGHIabcdefghijklmÂÏÐÆàìÆ
D: Times Roman	!"#\$%&'()*+,-./0123456789:;<=>?@ABCDEFGHIabcdefghijklmÂÏÐÆàìÆ
E: Times Roman	!"#\$%&'()*+,-./0123456789@ABCDEFGHIabcdefghijklmÂÏÐÆàìÆ
F: Times Roman	!"#\$%&'()*+,-./0123456789@ABCDEFGHIabcdefghijklmÂÏÐÆàìÆ
G: Helvetica	!"#\$%&'()*+,-./0123456789:;<=>?@ABCDEFGHIJKLMNOpqrstuvwxyzAbcdefghijklmnopqrstuvwxyzÂÏÐÆàìÆ
H: Helvetica	!"#\$%&'()*+,-./0123456789:;<=>?@ABCDEFGHIHabcdefghijklmÂÏÐÆàìÆ
I: Helvetica	!"#\$%&'()*+,-./0123456789@ABCDEFGHIabcdefghijklmÂÏÐÆàìÆ
J: Helvetica	!"#\$%&'()*+,-./0123456789@ABCDEFGHIabcdefghijklmÂÏÐÆàìÆ
K: Helvetica	!"#\$%&0123456789@ABCDEFGHIabcdefghijklmÂÏÐÆàìÆ
L: Helvetica	!"#\$%&'()*+,-./0123456789@ABCDEFGHIHabcdefghijklmÂÏÐÆàìÆ
M: Presentation	!"#\$%&0123456789@ABCDEFGHIABCDEFGHI
N: Letter Gothic	!"#\$%&'()*+,-./0123456789:;<=>?@ABCDEFGHIJKLMNOpqrstuvwxyzAbcdefghijklmnopÂÏÐÆàìÆ
O: Prestige Elite	!"#\$%&'()*+,-./0123456789:;<=>?@ABCDEFGHIJKLMNOpqrstuvwxyzAbcdefghijklmnopÂÏÐÆàìÆ
P: Prestige Elite	!"#\$%&'()*+,-./0123456789:;<=>?@ABCDEFGHIabcdefghijklmÂÏÐÆàìÆ
Q: Courier	!"#\$%&'()*+,-./0123456789:;<=>?@ABCDEFGHIabcdefghijklmÂÏÐÆàìÆ
R: Courier	!"#\$%&'()*+,-./0123456789@ABCDEabcdefghijklmÂÏÐÆàìÆ
S: OCR-A	!"#\$%&'()*+,-./0123456789:;<=>?@ABCDEabcdefghijklm
T: OCR-B	!"#\$%&'()*+,-./0123456789:;<=>?@ABCDEabcdefghijklm
q: Gothic 725 Black	!"#\$%&'()*+,-./0123456789:;<=>?@ABCDEFGHIJKLMNOpqrstuvwxyzAbcdefghijklmnopqrstuvwxyzÂÏÐÆàìÆ

(5) Fine adjustment of character-to-character space

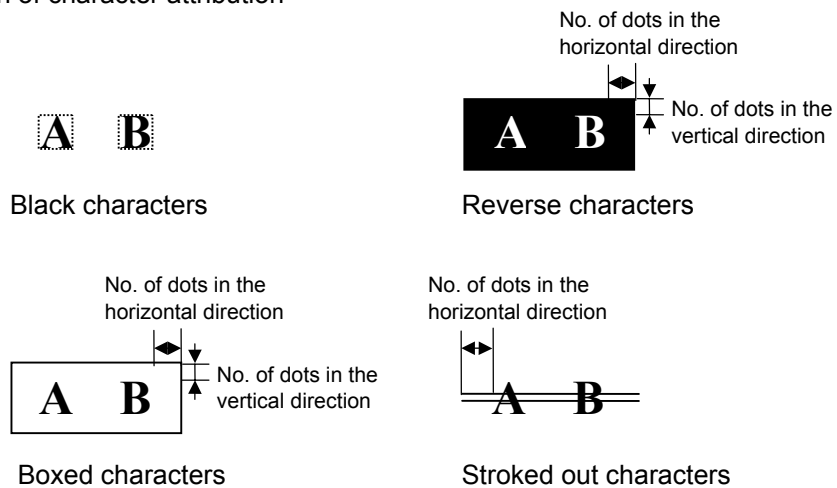
If no character-to-character space is specified or the number of space dots between characters is 0, drawing will take place according to the horizontal spacing/proportional spacing determined for each character. When character-to-character space is specified, drawing will take place according to the value obtained by adding the character spacing/proportional spacing to the specified value.



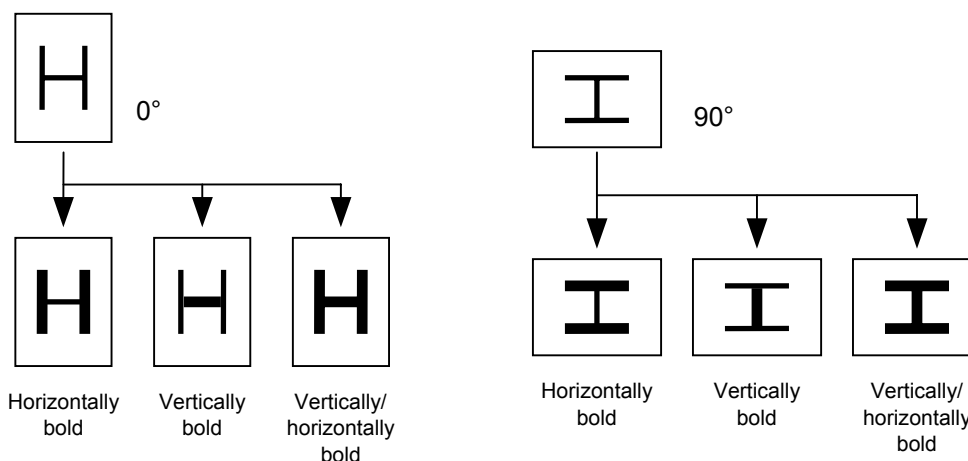
(6) Rotational angles of a character and character string



(7) Selection of character attribution



(8) Bold character designation



(9) Check digit to be attached

When Modulus 10 or Modulus 43 is selected, the check digit of a data row is calculated and attached to the data row for drawing.

In case of Modulus 10, when the data includes any data other than numerals, drawing is not performed. In case of Modulus 43, when the data includes any data other than CODE39, drawing is not performed, either.

When DBP Modulus 10 is selected, the check digit of a data row is calculated and only the check digit is drawn. When the data includes any data other than numerals, drawing is not performed. When the font type is e, j, v, or w, the check digit cannot be designated. (Even if it is designated, it is ignored, and the printer operates as if there was no designation.)

\* DBP Modulus 10 is Modulus 10 for Deutsche Bundespost Postdienst only.

(10) Increment/decrement

Printing is performed while the data is incremented or decremented every time a label is issued. When the data row exceeds the maximum number of digits (40), the data row will not be drawn. When the font type is e, j, v, w, 51, 52, 53, 54, or 55, the incrementing/decrementing cannot be designated. (Even if it is designated, it is ignored, and the printer operates as if there was no designation.)

Initial value	0000	0000	0000	0000	999999
INC/DEC	+10	+10	+10	+10	+1
Zero suppression	Not designated	5	3	0	3
1st label	0000	0000	└000	0000	999999
2nd label	0010	0010	└010	0010	└└└000
3rd label	0020	0020	└020	0020	└└└001
4th label	0030	0030	└030	0030	└└└002
5th label	0040	0040	└040	0040	└└└003

## Letters and numerals for increment/decrement

For the data string, up to 40 digits (including letters, numerals, and symbols) are possible. Only the numerals are picked up and calculated for incrementing/decrementing, and then are returned to the previous position to draw the data.

### Example of increment/decrement calculation

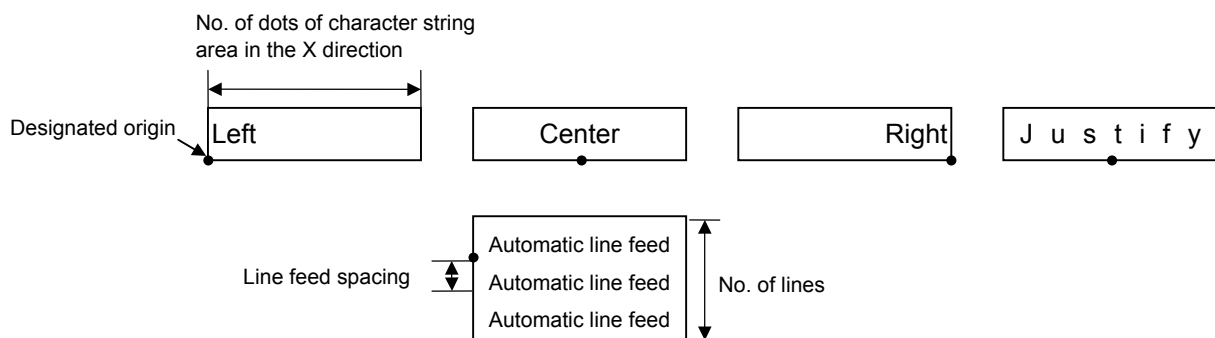
Initial value	00000	A0A0A	7A8/9	A2A0A
INC/DEC	+1	+1	+3	-3
1st label	00000	A0A0A	7A8/9	A2A0A
2nd label	00001	A0A1A	7A9/2	A1A7A
3rd label	00002	A0A2A	7A9/5	A1A4A
4th label	00003	A0A3A	7A9/8	A1A1A
5th label	00004	A0A4A	8A0/1	A0A8A

### (11) Zero suppression

No. of digits after zero suppression	0	1	2	2	3	4	5
Data	0000	0000	0000	0A12	0123	0123	0123
Print	0000	0000	0000	0A12	0123	0123	0123

Zero(s) in a data row is replaced with a space(s) from the upper digits, according to the designated number of digits. However, if the number of digits after zero suppression is greater than the data row, the data row will be drawn without performing zero suppression. Where the data row exceeds the maximum number of digits (40), the data row will not be drawn. When the font type is e, j, v, w, 51, 52, 53, 54 or 55, zero suppression is not designated. (Even if it is designated, it is ignored, and the printer operates as if there was no designation.)

### (12) Alignment



If characters are not placed on one line when the justification and the automatic line feed are designated, the following steps are performed.

Decrease the value of the character-to-character space. When characters are not placed on one line even if the value is set to 0, return the value to its default, and then reduce the horizontal magnification for a character by 0.5.

If characters are still not placed on one line, repeatedly decrease the value of the character-to-character space, and then reduce the horizontal magnification. When characters are not placed on one line if the character magnification is set to 0.5 and the character-to-character space is set to 0, the field is not drawn. (The same previous field is also not drawn.)

(13) Data string to be printed

Drawing data can be programmed by designating the number of digits after the symbol “=.” Up to 255 digits of characters can be printed. When the type of font is e, j, v, or w, the maximum number of characters is 127. If the number of digits exceeds 255, the excessive data will be discarded.

For the character code table, refer to the character code table mentioned later.

(14) Link field No.

The link field No. can be programmed by designating it after the symbol “;”. After the link field No. is designated using the Format Command, the data strings are linked by the Link Field Data Command to draw an image.

Up to 20 fields can be linked.

The following shows an example of linked fields on the two continuous labels.

[Format Command]

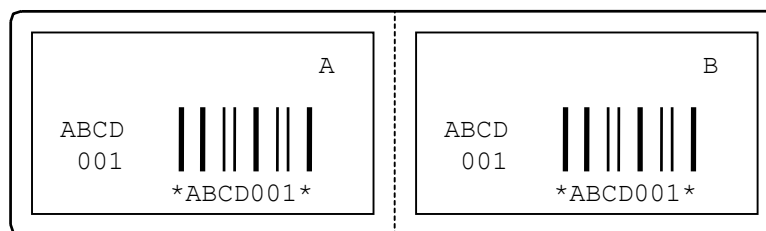
[ESC] PC01;..... ; 01 [LF] [NUL] : Link field No. 1 is designated.  
[ESC] PC02;..... ; 03 [LF] [NUL] : Link field No. 3 is designated.  
[ESC] PC03;..... ; 04 [LF] [NUL] : Link field No. 4 is designated.  
[ESC] XB01;..... ; 03, 04 [LF] [NUL] : Link fields No. 3 and No. 4 are designated.

[ESC] PC04;..... ; 02 [LF] [NUL] : Link field No. 2 is designated.  
[ESC] PC05;..... ; 03 [LF] [NUL] : Link field No. 3 is designated.  
[ESC] PC06;..... ; 04 [LF] [NUL] : Link field No. 4 is designated.  
[ESC] XB02;..... ; 03, 04 [LF] [NUL] : Link fields No. 3 and No. 4 are designated.

Designating link field No.

[Data Command]

[ESC] RC; A [LF] B [LF] ABCD [LF] 001 [LF] [NUL]  
Link field No. 1  
Link field No. 2  
Link field No. 3  
Link field No. 4



- (1) Attachment of the check digit, increment/decrement, and zero suppression are performed according to the following priority. If any of the conditions is improper, no drawing will take place.

For example, the zero(s) is replaced with a space(s) as a result of zero suppression, but the modulus 10 designated to be attached cannot be calculated.

Increment/decrement > zero suppression > attachment of check digit

- (2) Up to 32 fields for which incrementing/decrementing has been designated can be drawn. If the total of bit map font, outline font or bar code increment/decrement fields exceeds 32, drawing will take place without incrementing/decrementing any excessive field. The field to be incremented or decremented is kept incremented or decremented until the Image Buffer Clear Command ([ESC] C) is transmitted.

[Example]

- 1) Format Command (Increment character string No. 001 (+1))
- 2) Format Command (No incrementing for character string No. 002)
- 3) Format Command (Increment character string No. 003 (+2))
- 4) Image Buffer Clear Command
- 5) Data Command (Character string No. 001 "0001")
- 6) Data Command (Character string No. 002 "AB-")
- 7) Data Command (Character string No. 003 "0100")
- 8) Issue Command (2 labels)

0001  
  
AB - 0100

0002  
  
AB - 0102

- 9) Issue Command (1 label)

0003  
  
AB - 0104

- 10) Image Buffer Clear Command
- 11) Data Command (Character string No. 002 "00000")
- 12) Issue Command (1 label)

00000



- (3) The Bit Map Font Format Command may be connected to the Outline Font Format Command when transmitted.

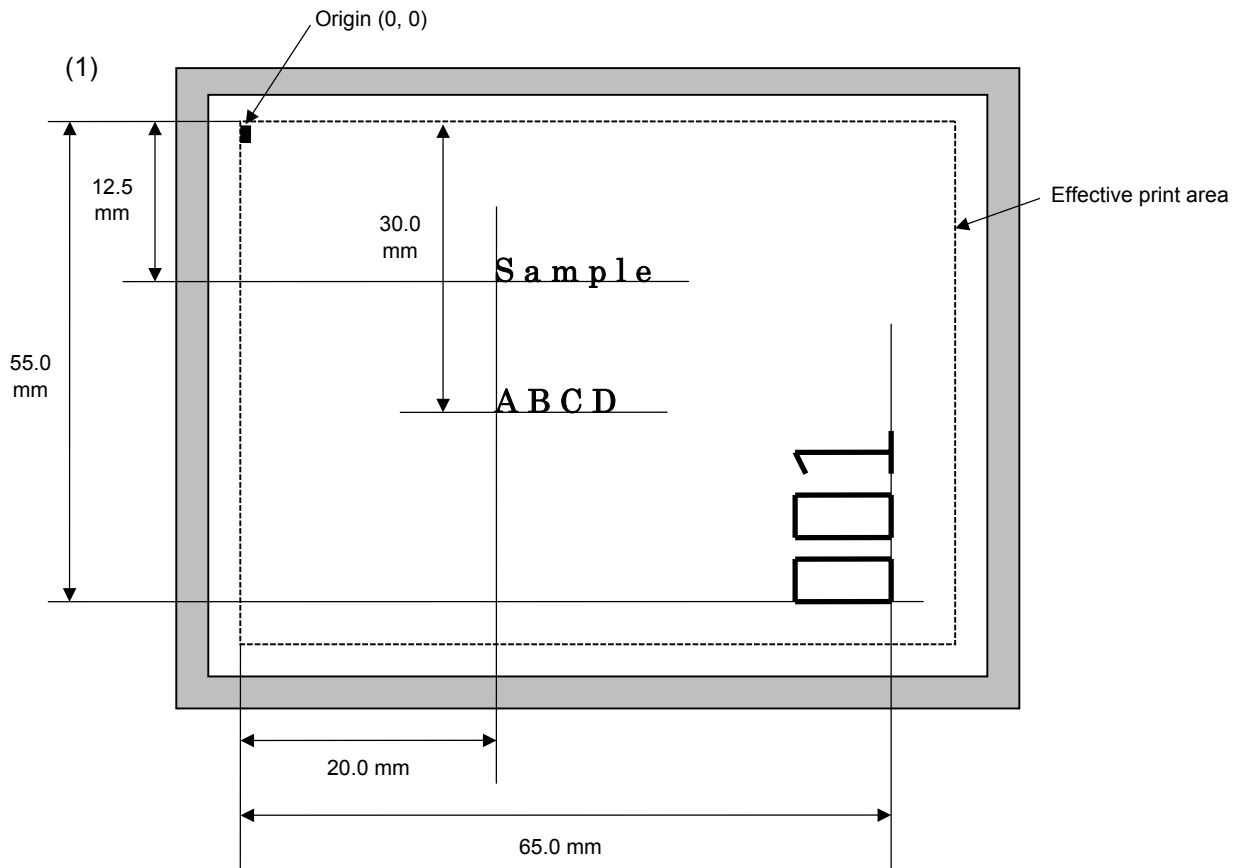
```
[ESC] P  C001; 0100, 0150, 1, 1, A, 00, B [LF]
          C002; 0350, 0180, 1, 1, A, 00, B [LF]
          C005; 0200, 0300, 25, 2, C, +05, 00, B, +0000000001 [LF]
          V01; 0500, 0400, 0100, 0100, A, 00, B [LF] [NUL]
```

- (4) In case that the drawing data differs for every label, the field of the drawing data for the previous label is automatically cleared using the character string number, then the next drawing data is printed. Therefore, the character string number should be designated so that they differ according to the drawing fields. Since the automatic field clear is not performed between the Clear Command ([ESC] C) and Issue Command ([ESC] XS), the fixed data may be drawn using the same character string number. In this case, the Format Command and Data Command should be sent alternately. (After the Issue Command is sent, the fields with the same character string number are automatically cleared until the Clear Command is sent.)
- (5) The link field designation is cleared by omitting the link field designation using the same character string No. and reformatting data.  
The link field designation can be also cleared by the Image Buffer Clear Command.
- (6) A print data string and link field No. cannot be programmed at the same time.

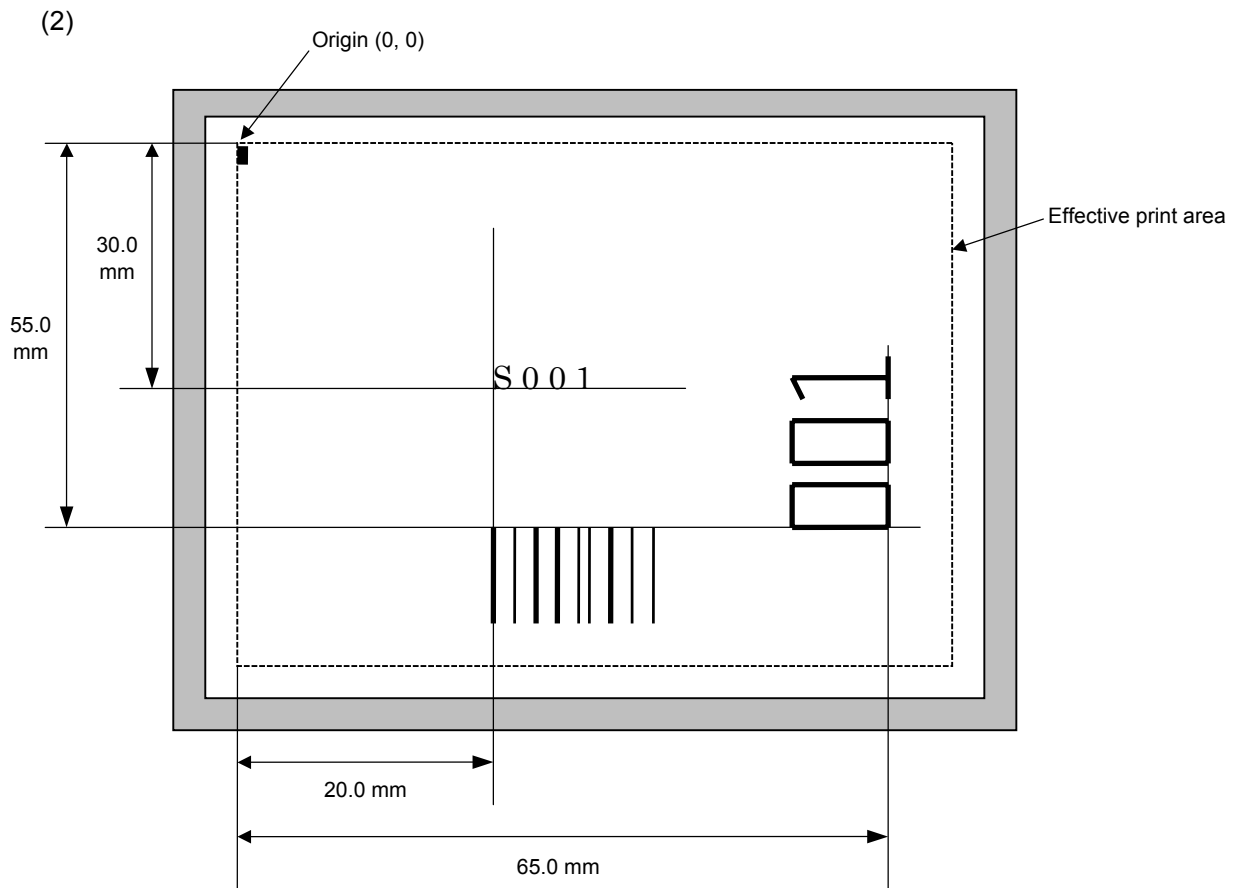
Refer to
----------

Bit Map Font Data Command ([ESC] RC)  
Outline Font Format Command ([ESC] PV)  
Bar Code Format Command ([ESC] XB)

## Examples



```
[ESC] C [LF] [NUL]
[ESC] PC000; 0200, 0300, 1, 1, A, 00, B=ABCD [LF] [NUL]
[ESC] PC001; 0200, 0125, 1, 1, C, 00, B [LF] [NUL]
[ESC] PC002; 0650, 0550, 2, 2, G, 33, B, +0000000001 [LF] [NUL]
[ESC] RC001; Sample [LF] [NUL]
[ESC] RC002; 001 [LF] [NUL]
[ESC] XS; I, 0002, 0002C4000 [LF] [NUL]
```



```
[ESC] C [LF] [NUL]
[ESC] PC001; 0200, 0300, 1, 1, C, 00, B; 01, 02 [LF] [NUL]
[ESC] PV01; 0650, 0550, 0200, 0150, B, 33, B; 02 [LF] [NUL]
[ESC] XB01; 0200, 0550, 3, 1, 03, 03, 08, 08, 03, 0, 0150; 01, 02 [LF] [NUL]
[ESC] RC; S [LF] 001 [LF] [NUL]
[ESC] XS; I, 0002, 0002C4000 [LF] [NUL]
```

### 6.3.9 OUTLINE FONT FORMAT COMMAND

[ESC] PV

Function	Sets the format to indicate where and how the outline font is to be printed.
⊙ Fonts other than TrueType font	
Format	<p>① [ESC] PVaa; bbbb, cccc, dddd, eeee, f (, ghhh), ii, j (, Mk) (, lmmmmmmmmmm) (, Znn) (, Po) (=ppp-----ppp) [LF] [NUL]</p> <p>② [ESC] PVaa; bbbb, cccc, dddd, eeee, f (, ghhh), ii, j (, Mk) (, lmmmmmmmmmm) (, Znn) (, Po) (; qq<sub>1</sub>, qq<sub>2</sub>, qq<sub>3</sub>, -----, qq<sub>20</sub>) [LF] [NUL]</p>
Term	<p>aa: Character string number 00 to 99</p> <p>bbbb: X-coordinate of the print origin of character string Fixed as 4 digits (in 0.1 mm units)</p> <p>cccc: Y-coordinate of the print origin of character string 4 or 5 digits (in 0.1 mm units)</p> <p>dddd: Character width 0020 to 0850 (in 0.1 mm units)</p> <p>eeee: Height of the character 0020 to 0850 (in 0.1 mm units)</p> <p>f: Type of font A: TEC FONT1 (Helvetica [bold]) B: TEC FONT1 (Helvetica [bold] proportional) E: Price Font 1 F: Price Font 2 G: Price Font 3 H: DUTCH801 Bold (Times Roman Proportional) I: BRUSH738 Regular (Pop Proportional) J: GOTHIC725 Black (Proportional)</p> <p>ghhh: Fine adjustment of character-to-character space (Omissible. When omitted, the space is adjusted according to the designated font.) g: Designates whether to increase or decrease the character-to-character space. +: Increase -: Decrease</p> <p>hhh: No. of space dots between characters 000 to 512 (in units of dots)</p> <p>ii: Rotational angles of a character and character string 00: 0° (char.) 0° (char.-string) 11: 90° (char.) 90° (char.-string) 22: 180° (char.) 180° (char.-string) 33: 270° (char.) 270° (char.-string)</p>

j: Character attribution

- B: Black character
- W (aabb): Reverse character
  - aa: No. of dots from the character string to the end of the black background in the horizontal direction.
  - bb: No. of dots from the character string to the end of the black background in the vertical direction.
    - aa: 01 to 99 (in units of dots)
    - bb: 01 to 99 (in units of dots)
- F (aabb): Boxed character
  - aa: No. of dots from the character string area to the box in the horizontal direction.
  - bb: No. of dots from the character string area to the box in the vertical direction.
    - aa: 01 to 99 (in units of dots)
    - bb: 01 to 99 (in units of dots)
- C (aa): Stroked out character
  - aa: No. of dots from the character string area to the end of the stroke
    - aa: 01 to 99 (in units of dots)

\* Parameter in parentheses are omissible.  
 (If omitted, it is character size (the character width or height, whichever is greater) ÷ 8 dots.)

Mk: Type of the check digit to be attached  
 (Omissible. When omitted, the check digit is not drawn.)

- k: Type of check digit
  - 0: Modulus 10 (Draws data and check digit)
  - 1: Modulus 43 (Draws data and check digit)
  - 2: DBP Modulus 10 (Draws check digit only)

Immmmmmmmm: Increment and decrement  
 (Omissible. When omitted, incrementing/decrementing is not performed.)

- l: Designates whether to increment or decrement.
  - +: Increment
  - : Decrement

mmmmmmmmmm: Skip value  
 0000000000 to 9999999999

Znn: Zero suppression  
 (Omissible. When omitted, zero suppression is not performed.)

- nn: No. of digits after zero suppression
  - 00 to 20

Po: Alignment (Omissible. When omitted, the alignment is set to the left.)  
o: Designates the character position.  
1: Left  
2: Center  
3: Right  
4aaaa: Justification  
aaaa: X direction of character string area  
0050 to 1040 (in 0.1 mm units)  
ppp-----ppp: Data string to be printed (Omissible)  
Max. 255 digits  
qq<sub>1</sub>, qq<sub>2</sub>, qq<sub>3</sub>, -----, qq<sub>20</sub>: Link field No. (Omissible)  
01 to 99 (1 to 99 can also be used.)  
Up to 20 fields can be designated using commas.

⊙ TrueType font

Format	[ESC] PVaa; bbbb, cccc, dddd, eeee, ff, g (, hiii), jj, k (=ppp ----- ppp) [LF] [NUL]
Term	<p>aa: Character string number 00 to 99</p> <p>bbbb: X-coordinate of the print origin of character string Fixed as 4 digits (in 0.1 mm units)</p> <p>cccc: Y-coordinate of the print origin of character string 4 or 5 digits (in 0.1 mm units)</p> <p>dddd: Character width 0020 to 0850 (in 0.1 mm units)</p> <p>eeee: Height of the character 0020 to 0850 (in 0.1 mm units)</p> <p>ff: Type of font</p> <p>01: BalloonPExtBol (File name: Ballp_eb.ttf)</p> <p>02: BlacklightD (File name: Blkl_tg.ttf)</p> <p>03: BrushScrD (File name: Brush_rg.ttf)</p> <p>04: CG Times (File name: Tec_cgt.ttf)</p> <p>05: CG Times Bold (File name: Tec_cgtb.ttf)</p> <p>06: CG Times Italic (File name: Tec_cgti.ttf)</p> <p>07: Clarendon Condensed Bold (File name: Tec_clcd.ttf)</p> <p>08: FlashPBol (File name: Flash_bd.ttf)</p> <p>09: Garamond Kursiv Halbfett (File name: Tec_gmkh.ttf)</p> <p>10: GoudyHeaP (File name: Gdyhp_rg.ttf)</p> <p>11: GilliesGotDBol (File name: Gilli_bd.ttf)</p> <p>12: GilliesGotLig (File name: Gilli_lt.ttf)</p> <p>13: NimbusSanNovTUltLigCon (File name: Nsnct_ul.ttf)</p> <p>14: Ryahd (File name: ryahd.ttf)</p> <p>15: Ryahd Bold (File name: ryahdbd.ttf)</p> <p>16: CG Triumvirate (File name: Trium.ttf)</p> <p>17: CG Triumvirate Condensed Bold (File name: Triumcb.ttf)</p> <p>18: Univers Medium (File name: Tec_uni.ttf)</p> <p>19: Univers Bold (File name: Tec_unib.ttf)</p> <p>20: Univers Medium Italic (File name: Tec_unii.ttf)</p> <p>21: add_on TrueTypeFont 1</p> <p>22: add_on TrueTypeFont 2</p> <p>23: add_on TrueTypeFont 3</p> <p>24: add_on TrueTypeFont 4</p> <p>25: add_on TrueTypeFont 5</p>

(\*1) The font types 21 to 25 are the fonts to be added by the user.

(\*2) For the fonts stored in flash ROM on the CPU board, parameter “ff” for the type of font corresponds to the font type according to the setting made when fonts are stored.

g: Drive  
(Omissible. When omitted, files are stored in the flash ROM on the CPU board.)  
Indicates where the TrueType font files are stored.  
0: Flash ROM on the CPU board

hiii: Fine adjustment of character-to-character space  
(Omissible. When omitted, the space is adjusted according to the designated font.)  
h: Designates whether to increase or decrease the character-to-character space.  
+: Increase  
-: Decrease  
iii: No. of space dots between characters  
000 to 512 (in units of dots)

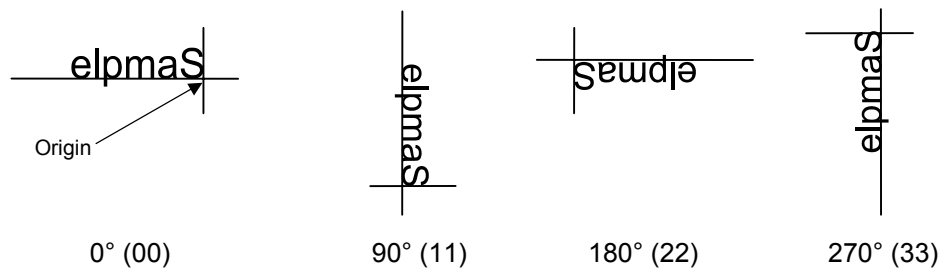
jj: Rotational angles of a character and character string  
00: 0° (char.) 0° (char.-string)  
11: 90° (char.) 90° (char.-string)  
22: 180° (char.) 180° (char.-string)  
33: 270° (char.) 270° (char.-string)

k: Character attribution  
B: Black character

ppp-----ppp: Data string to be printed (Omissible)  
Max. 255 digits

\* TrueType fonts are not included in the standard character generator data. Therefore, they must be installed in flash ROM on the CPU board.  
For installation of TrueType font and details, refer to the TrueType Font Specification (TAA-1416).

\* If Arabic is selected as the character code, letters are written from right to left.



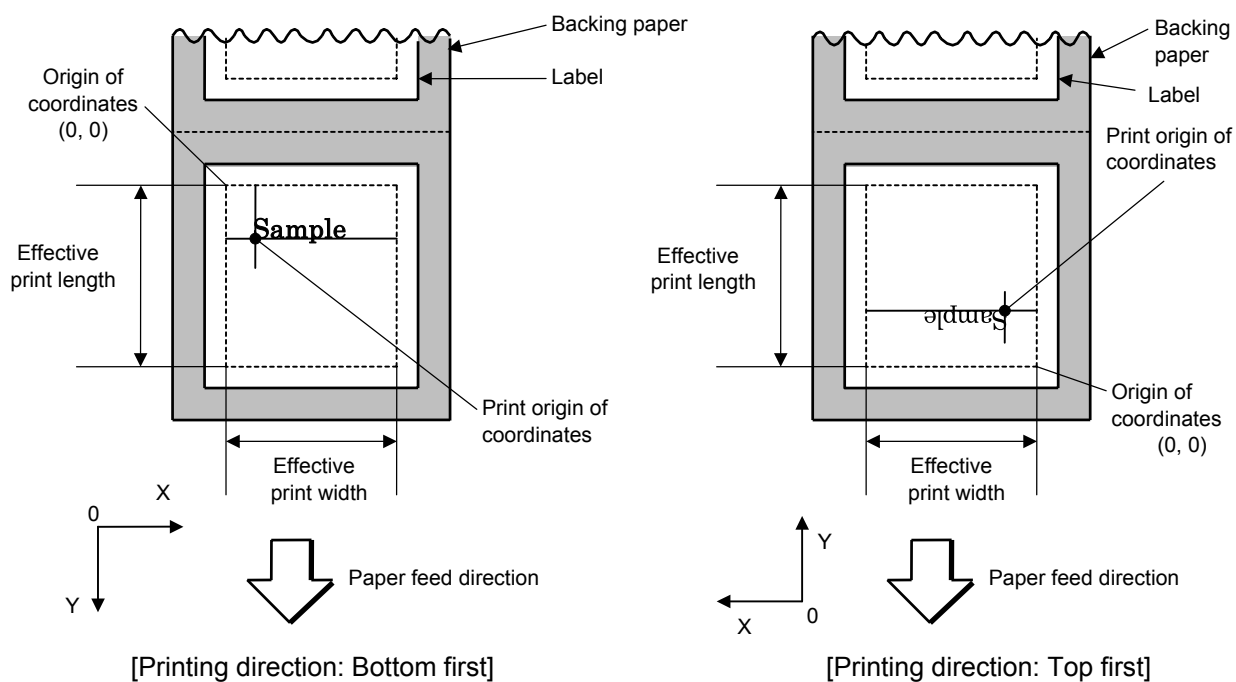


**Explanation**

(1) Character string number

When drawing by the Data Command ([ESC] RV), the format designated by the character string number is selected.

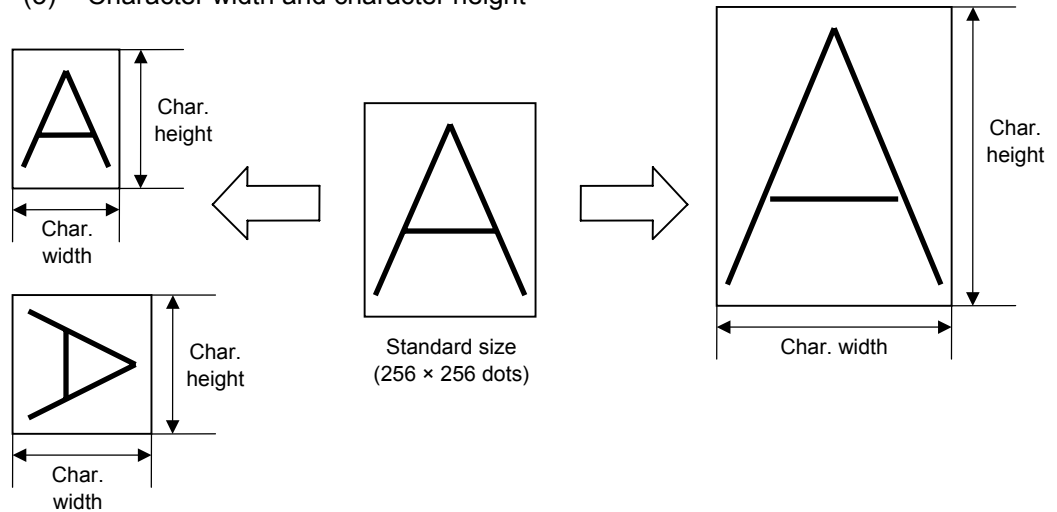
(2) Print origin of coordinates



- The print origin of coordinates must be set so the character drawing result will be within the effective print area set by the Label Size Set Command ([ESC] D).

[Effective print area]				[mm]				
Model		203-dpi print head			300-dpi print head			
		Batch	Strip	Cut	Batch	Strip	Cut	
Issue mode								
Item								
Print head dot density		8 dots/mm (203 dpi)			11.8 dots/mm (300 dpi)			
Print head width		104.0 mm			105.7 mm			
G: Effective print width		Min.	10.0		10.0			
		Max.	104.0		105.7			
H: Effective print length	Label	Min.	6.0	21.4	11.0	6.0	21.4	11.0
		Max.	995.0		991.0	995.0		991.0
	Tag	Min.	8.0	---	11.0	8.0	---	11.0
		Max.	997.0	---	997.0	997.0	---	997.0

(3) Character width and character height



(4) Type of font

A: TEC FONT1 (Helvetica [bold])

**! " # \$ % & ' ( ) \* + , - . /**  
**0 1 2 3 4 5 6 7 8 9 : ; < = > ?**  
**@ A B C D E F G H I J K L M N O**  
**' a b c d e f g h i j k l m n o**  
**Ç ü é â ä à å ç ê ë è ì î ï Ä Å**

B: TEC FONT1 (Helvetica [bold] proportional)

**! " # \$ % & ' ( ) \* + , - . /**  
**0 1 2 3 4 5 6 7 8 9 : ; < = > ?**  
**@ A B C D E F G H I J K L M N O**  
**' a b c d e f g h i j k l m n o**  
**Ç ü é â ä à å ç ê ë è ì î ï Ä Å**

E: Price font 1 (POP font)

\$%, - . /  
0 1 2 3 4 5 6 7 8 9  
¥ ~

F: Price font 2 (POP font)

\$%, - . /  
0 1 2 3 4 5 6 7 8 9  
¥ ~

G: Price font 3 (POP font)

\$%, - . /  
0 1 2 3 4 5 6 7 8 9  
¥ ~

H: DUTCH801 Bold (Times Roman Proportional)

!"#\$%&'()\*+,-./  
0123456789:;<=>?  
@ABCDEFGHIJKLMNO  
`abcdefghijklmnopqrstuvwxyz  
ÇüéâäåçêëèïîÄÅ  
ĖæÆôöòûùÿÖÜø£Ø×f

I: BRUSH 738 Regular (Pop Proportional)

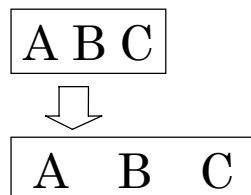
!"#\$%&'()\*+,-./  
0123456789:;<=>?  
@ABCDEFGHIJKLMNO  
`abcdefghijklmnopqrstuvwxyz  
ÇüéâäàåçêëèìîïÄÅ  
ÉæÆôöòûùÿÖÜø£Ø×f

J: GOTHIC725 Black

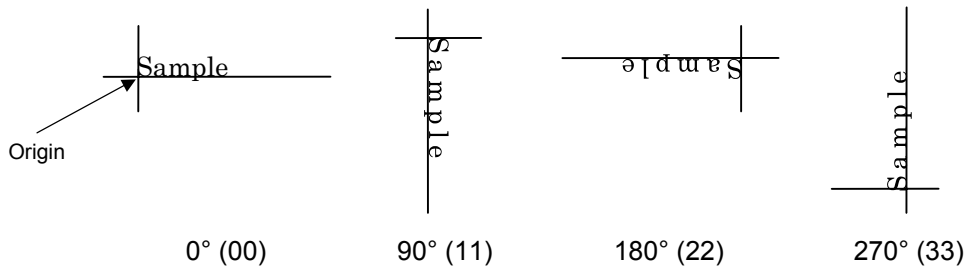
!"#\$%&'()\*+,-./  
0123456789:;<=>?  
@ABCDEFGHIJKLMNO  
`abcdefghijklmnopqrstuvwxyz  
ÇüéâäàåçêëèìîïÄÅ  
ÉæÆôöòûùÿÖÜø£Ø×f

(5) Fine adjustment of character-to-character space

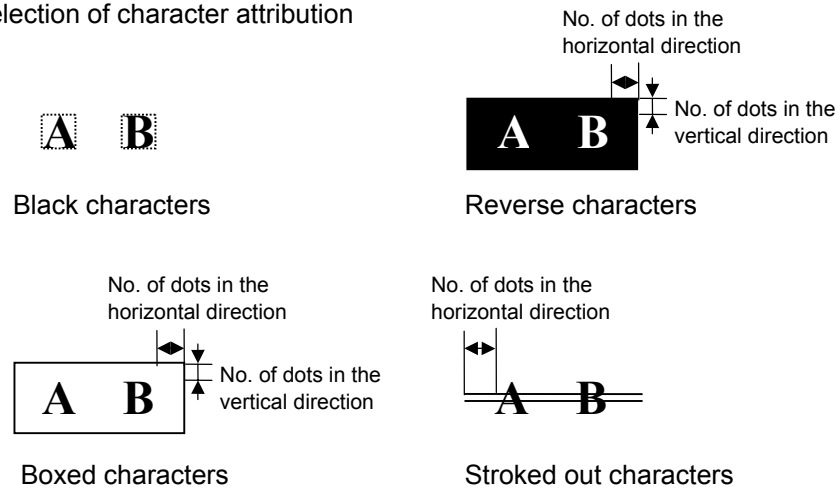
If no character-to-character space is specified or the number of space dots between characters is 0, drawing will take place according to the horizontal spacing/proportional spacing determined for each character. If character-to-character space is specified, drawing will take place according to the value obtained by adding the character spacing/proportional spacing to the specified value. When justify is selected for the alignment, the character-to-character space setting is invalid. (The horizontal spacing/proportional spacing is increased or decreased depending on the character size.)



(6) Rotational angles of a character and character string



(7) Selection of character attribution



(8) Check digit to be attached

When Modulus 10 or Modulus 43 is selected, the check digit of a data row is calculated and attached to the data row for drawing. In case of Modulus 10, when the data includes any data other than numerals, drawing is not performed. In case of Modulus 43, when the data includes any data other than CODE39, drawing is not performed, either.

When DBP Modulus 10 is selected, the check digit of a data row is calculated and only the check digit is drawn. When the data includes any data other than numerals, drawing is not performed.

\* DBP Modulus 10 is Modulus 10 for Deutsche Bundespost Postdienst only.

(9) Increment/decrement

Printing is performed while the data is incremented or decremented each time a label is issued. Where the data row exceeds the maximum number of digits (40), the data row will not be drawn.

Initial value	0000	0000	0000	0000	999999
INC/DEC	+10	+10	+10	+10	+1
Zero suppression	Not designated	5	3	0	3
1st label	0000	0000	└000	0000	999999
2nd label	0010	0010	└010	0010	└└└000
3rd label	0020	0020	└020	0020	└└└001
4th label	0030	0030	└030	0030	└└└002
5th label	0040	0040	└040	0040	└└└003

Letters and numerals for increment/decrement

For the data string, up to 40 digits (including letters, numerals, and symbols) are possible. Only the numerals are selected and calculated for incrementing/decrementing, and then are returned to the previous position to draw the data.

Example of increment/decrement calculation

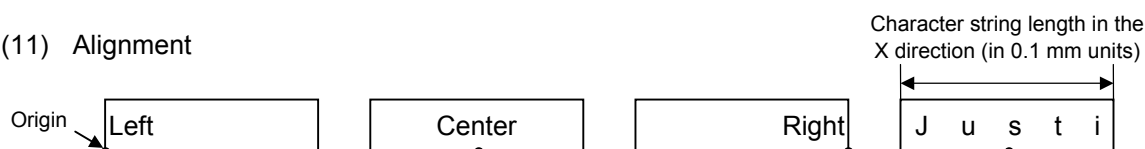
Initial value	00000	A0A0A	7A8/9	A2A0A
INC/DEC	+1	+1	+3	-3
1st label	00000	A0A0A	7A8/9	A2A0A
2nd label	00001	A0A1A	7A9/2	A1A7A
3rd label	00002	A0A2A	7A9/5	A1A4A
4th label	00003	A0A3A	7A9/8	A1A1A
5th label	00004	A0A4A	8A0/1	A0A8A

(10) Zero suppression

No. of digits after zero suppression	0	1	2	2	3	4	5
Data	0000	0000	0000	0A12	0123	0123	0123
Print	0000	└└└0	└└00	└A12	└123	0123	0123

Zero(s) in a data row is replaced with a space(s) from the upper digits, according to the designated number of digits. However, if the number of digits after zero suppression is greater than the data row, the data row will be drawn without performing zero suppression. Where the data row exceeds the maximum number of digits (40), the data row will not be drawn.

(11) Alignment



If characters are not placed on one line when justification is designated, the width is calculated automatically. When the width is less than the limit value (2 mm) for the outline font, that field is not drawn. (The same previous field is not drawn.)

(12) Data string to be printed

Drawing data can be programmed by designating the number of digits after the symbol “=” Up to 255 digits can be printed. When the type of font is 26, 27, 28, 29, or 30, the maximum number of characters is 127. When the number of digits exceeds the maximum value, the excessive data will be discarded. For the character code table, refer to chapter 12 “CHARACTER CODE TABLE”.

(13) Link field No.

The link field No. can be programmed by designating it after the symbol “;.” After the link field No. is designated using the Format Command, the data strings are linked by the Link Field Data Command to draw an image.

Up to 20 fields can be linked.

The following shows an example of linked fields on the two continuous labels.

[Format Command]

[ESC] PV01; ..... ; 01 [LF] [NUL] : Link field No. 1 is designated.  
[ESC] PV02; ..... ; 03 [LF] [NUL] : Link field No. 3 is designated.  
[ESC] PV03; ..... ; 04 [LF] [NUL] : Link field No. 4 is designated.  
[ESC] XB01; ..... ; 03, 04 [LF] [NUL] : Link fields No. 3 and No. 4 are designated.

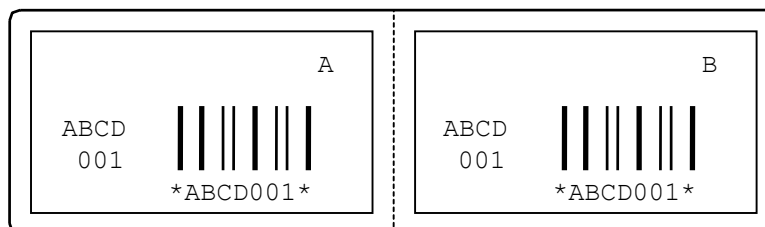
[ESC] PV04; ..... ; 02 [LF] [NUL] : Link field No. 2 is designated.  
[ESC] PV05; ..... ; 03 [LF] [NUL] : Link field No. 3 is designated.  
[ESC] PV06; ..... ; 04 [LF] [NUL] : Link field No. 4 is designated.  
[ESC] XB02; ..... ; 03, 04 [LF] [NUL] : Link fields No. 3 and No. 4 are designated.

Designating the link field No.

[Data Command]

[ESC] RV; A [LF] B [LF] ABCD [LF] 001 [LF] [NUL]

Link field No. 4  
Link field No. 3  
Link field No. 2  
Link field No. 1



## Notes

- (1) The check digit attachment, increment/decrement, and zero suppression are performed according to the following priority. If any of the conditions are improper, no drawing will take place.

For example, the zero(s) is replaced by a space(s) as a result of zero suppression, but the modulus 10 designated to be attached cannot be calculated.

Increment/decrement > zero suppression > attachment of check digit

- (2) Up to 32 fields for which incrementing/decrementing has been designated can be drawn. If the total bit map font, outline font, and bar code increment/decrement fields exceeds 32, drawing will take place without incrementing/decrementing any excessive field. The field to be incremented or decremented is incremented or decremented until the Image Buffer Clear Command ([ESC] C) is transmitted.

### [Examples]

- 1) Format Command (Increment character string No. 01 (+1))
- 2) Format Command (No incrementing for character string No. 02)
- 3) Format Command (Increment character string No. 03 (+2))
- 4) Image Buffer Clear Command
- 5) Data Command (Character string No. 01 "0001")
- 6) Data Command (Character string No. 02 "AB-")
- 7) Data Command (Character string No. 03 "0100")
- 8) Issue Command (2 labels)

0001

AB-0100

0002

AB-0102

- 9) Issue Command (1 label)

0003

AB-0104

- 10) Image Buffer Clear Command
- 11) Data Command (Character string No. 02 "00000")
- 12) Issue Command (1 label)

00000

- (3) The Outline Font Format Command may be connected to the Bit Map Font Format Command when transmitted.

[ESC] PC001; 0100, 0150, 1, 1, A, 00, B [LF]

C002; 0350, 0180, 1, 1, A, 00, B [LF]

C005; 0200, 0300, 25, 2, C, +05, 00, B, +0000000001 [LF]

V01; 0500, 0400, 0100, 0100, A, 00, B [LF] [NUL]

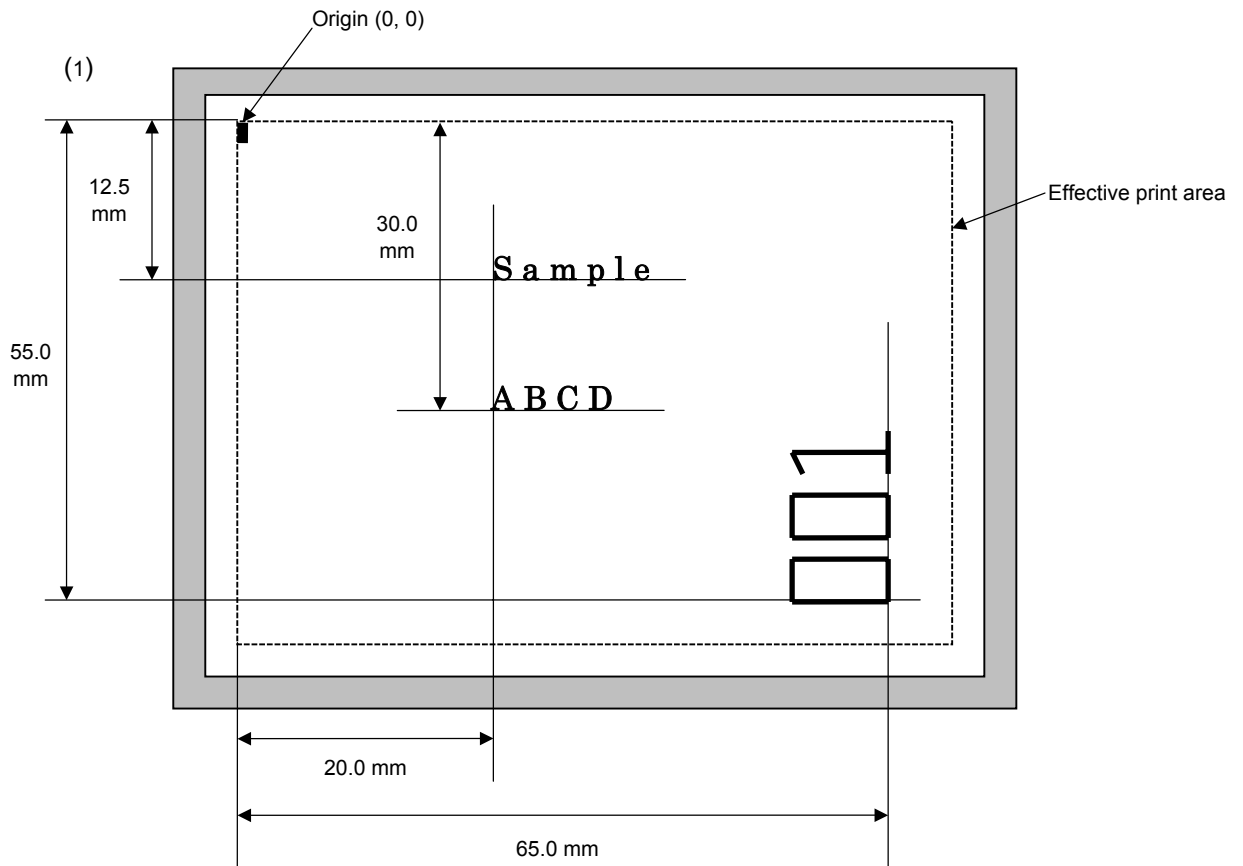


- (4) When the drawing data differs for every label, the drawing data field for the previous label is automatically cleared using the character string number, then the next drawing data is printed. Therefore, the character string number should be designated so that they differ according to the drawing fields. Since the automatic field clear is not performed between the Clear Command ([ESC] C) and Issue Command ([ESC] XS), the fixed data may be drawn using the same character string number. In this case, the Format Command and Data Command should be sent alternately. (After the Issue Command is sent, the fields with the same character string number are automatically cleared until the Clear Command is sent.)
- (5) When characters overlap due to the character-to-character space fine adjustment, the outline font is not painted properly. Program the fine adjustment value so that characters will not overlap. Also, when drawings such as lines or characters are positioned over the outline font area, the outline font is not painted properly. For font types A and B, the fine adjustment value should be set so that other drawings do not overlap the area in which the outline font is to be drawn. For font types C, E, F and G, the fine adjustment value should be set so that other drawings do not overlap the area of the designated character width and height.
- (6) The link field designation can be cleared by omitting the link field designation using the same character string No. and reformatting data.  
The link field designation can also be cleared by the Image Buffer Clear Command.
- (7) A print data string and the link field No. cannot be programmed at the same time.

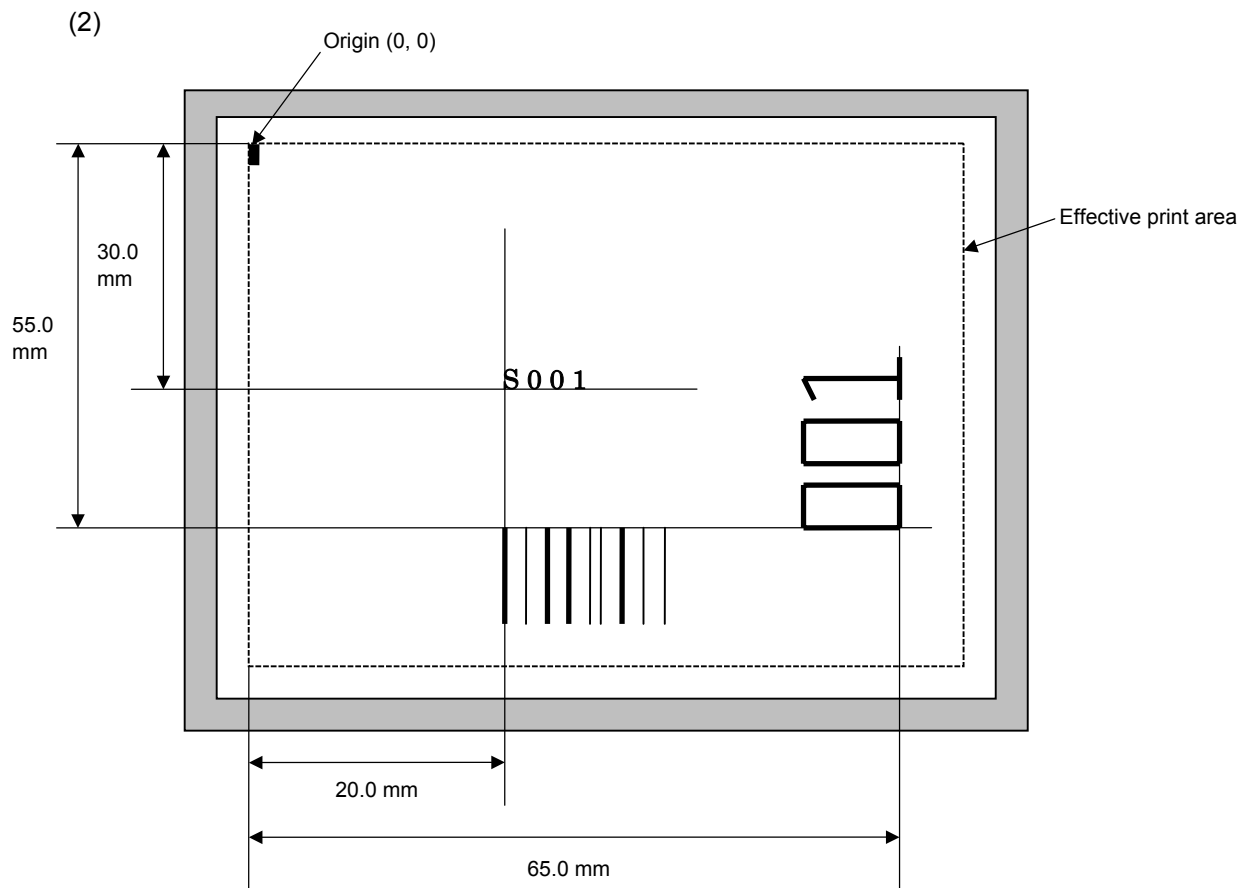
Refer to
----------

Outline Font Data Command ([ESC] RV)  
 Bit Map Font Format Command ([ESC] PC)  
 Bar Code Format Command ([ESC] XB)

## Examples



```
[ESC] C [LF] [NUL]
[ESC] PV00; 0200, 0300, 0080, 0080, B, 00, B=ABCD [LF] [NUL]
[ESC] PV01; 0200, 0125, 0100, 0100, B, 00, B [LF] [NUL]
[ESC] PV02; 0650, 0550, 0200, 0150, B, 33, B, +0000000001 [LF] [NUL]
[ESC] RV01; Sample [LF] [NUL]
[ESC] RV02; 001 [LF] [NUL]
[ESC] XS; I, 0002, 0002C4000 [LF] [NUL]
```



```
[ESC] C [LF] [NUL]
[ESC] PC001; 0200, 0300, 1, 1, C, 00, B; 01, 02 [LF] [NUL]
[ESC] PV01; 0650, 0550, 0200, 0150, B, 33, B; 02 [LF] [NUL]
[ESC] XB01; 0200, 0550, 3, 1, 03, 03, 08, 08, 03, 0, 0150; 01, 02 [LF] [NUL]
[ESC] RV; S [LF] 001 [LF] [NUL]
[ESC] XS; I, 0002, 0002C4000 [LF] [NUL]
```

### 6.3.10 BAR CODE FORMAT COMMAND

[ESC] XB

Function	Sets the format to indicate where and how the bar code is to be printed and how it is to be printed.
----------	------------------------------------------------------------------------------------------------------

- ⊙ In the case of WPC, CODE93, CODE128, UCC/EAN128, Customer bar code, POSTNET, RM4SCC, KIX CODE  
(WPC is the generic name for bar codes of JAN, EAN and UPC.)

Format	<p>① [ESC] XBaa; bbbb, cccc, d, e, ff, k, IIII (, mnnnnnnnnnnn, ooo, p, qq) (= sss ----- sss) [LF] [NUL]</p> <p>② [ESC] XBaa; bbbb, cccc, d, e, ff, k, IIII (, mnnnnnnnnnnn, ooo, p, qq) (; tt<sub>1</sub>, tt<sub>2</sub>, tt<sub>3</sub>, -----, tt<sub>20</sub>) [LF] [NUL]</p>
--------	--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

Term	<p>aa: Bar code number 00 to 31</p> <p>bbbb: X-coordinate of the print origin of bar code Fixed as 4 digits (in 0.1 mm units)</p> <p>cccc: Y-coordinate of the print origin of bar code 4 or 5 digits (in 0.1 mm units)</p> <p>d: Type of bar code  0: JAN8, EAN8  5: JAN13, EAN13  6: UPC-E  7: EAN13 + 2 digits  8: EAN13 + 5 digits  9: CODE128 (with auto code selection)  A: CODE128 (without auto code selection)  C: CODE93  G: UPC-E + 2 digits  H: UPC-E + 5 digits  I: EAN8 + 2 digits  J: EAN8 + 5 digits  K: UPC-A  L: UPC-A + 2 digits  M: UPC-A + 5 digits  N: UCC/EAN128  R: Customer bar code (Postal code for Japan)  S: Highest priority customer bar code (Postal code for Japan)  U: POSTNET (Postal code for U.S)  V: RM4SCC (ROYAL MAIL 4 STATE CUSTOMER CODE) (Postal code for U.K)  W: KIX CODE (Postal code for Belgium)</p>
------	-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

- e: Type of check digit
- 1: Without attaching check digit
  - 2: Check digit check
 

WPC	Modulus 10
CODE93	Modulus 47
CODE128	PSEUDO 103
  - 3: Check digit automatic attachment (1)
 

WPC	Modulus 10
CODE93	Modulus 47
CODE128	PSEUDO 103
UCC/EAN128	Modulus 10 + Modulus 103
Customer code	Special check digit
POSTNET	Special check digit
RM4SCC	Special check digit
  - 4: Check digit automatic attachment (2)
 

WPC	Modulus 10 + Price C/D 4 digits
-----	---------------------------------
  - 5: Check digit automatic attachment (3)
 

WPC	Modulus 10 + Price C/D 5 digits
-----	---------------------------------

\* For the Customer bar code, POSTNET, and RMC4SCC, only "3: Check digit auto attachment (1)" is effective.
- ff: 1-module width  
01 to 15 (in units of dots)
- k: Rotational angle of bar code
- 0: 0°
  - 1: 90°
  - 2: 180°
  - 3: 270°
- lll: Height of the bar code  
0000 to 1000 (in 0.1 mm units)
- For the Customer bar code, POSTNET, RMC4SCC, and KIX CODE, the height of the long bar is specified.
- mnnnnnnnnnn: Increment/decrement  
(Omissible. When omitted, incrementing/decrementing is not performed.)
- m: Indicates whether to increment or decrement
- |              |
|--------------|
| +: Increment |
| –: Decrement |
- nnnnnnnnnn: Skip value  
0000000000 to 9999999999
- ooo: Length of WPC guard bar  
(Omissible. When omitted, the guard bar is not extended.)  
000 to 100 (in 0.1 mm units)
- p: Selection of print or non-print of numerals under bars  
(Omissible. When omitted, the numerals under the bars are not printed.)
- 0: Non-print
  - 1: Print

- qq:       No. of digits after zero suppression  
(Omissible.   When omitted, zero suppression is not performed.)  
          00 to 20
- sss ----- sss:   Data string to be printed (Omissible)  
                  Max. 126 digits.   However, it varies depending on the type of bar code.
- tt<sub>1</sub>, tt<sub>2</sub>, tt<sub>3</sub>, -----, tt<sub>20</sub>:   Link field No. (Omissible)  
                                  01 to 99 (1 to 99 can also be used.)  
                                  Up to 20 fields can be designated using commas.
- \* Omissible parameters (such as "Increment/decrement", "Selection of print or non-print of numerals under bars" and "No. of digits after zero suppression") cannot be set when the Customer bar code, POSTNET, RM4SCC, or KIX CODE is selected.

⊙ In the case of MSI, Interleaved 2 of 5, CODE39, NW7, Industrial 2 of 5, MATRIX 2 of 5 for NEC

Format	<p>① [ESC] XBaa; bbbb, cccc, d, e, ff, gg, hh, ii, jj, k, lll (, mnnnnnnnnnn, p, qq) (, r) (=sss-----sss) [LF] [NUL]</p> <p>② [ESC] XBaa; bbbb, cccc, d, e, ff, gg, hh, ii, jj, k, lll (, mnnnnnnnnnn, p, qq) (, r) (; tt<sub>1</sub>, tt<sub>2</sub>, tt<sub>3</sub>, -----, tt<sub>20</sub>) [LF] [NUL]</p>
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Term	<p>aa: Bar code number 00 to 31</p> <p>bbbb: X-coordinate of the print origin of bar code Fixed as 4 digits (in 0.1 mm units)</p> <p>cccc: Y-coordinate of the print origin of bar code 4 or 5 digits (in 0.1 mm units)</p> <p>d: Type of bar code 1: MSI 2: Interleaved 2 of 5 (ITF) 3: CODE39 (standard) 4: NW7 B: CODE39 (full ASCII) O: Industrial 2 of 5 a: MATRIX 2 of 5 for NEC</p> <p>e: Type of check digit 1: Without attaching check digit 2: Check digit check CODE39 Modulus 43 MSI IBM modulus 10 ITF Modulus 10 Industrial 2 of 5 Modulus check character MATRIX 2 of 5 for NEC Modulus check character 3: Check digit automatic attachment (1) CODE39 Modulus 43 MSI IBM modulus 10 ITF Modulus 10 Industrial 2 of 5 Modulus check character MATRIX 2 of 5 for NEC Modulus check character 4: Check digit automatic attachment (2) MSI IBM modulus 10 + IBM modulus 10 ITF DBP Modulus 10 5: Check digit automatic attachment (3) MSI IBM modulus 11 + IBM modulus 10</p> <p>ff: Narrow bar width 01 to 99 (in units of dots)</p> <p>gg: Narrow space width 01 to 99 (in units of dots)  * In the case of industrial 2 of 5, designate an element-to-element space.</p> <p>hh: Wide bar width 01 to 99 (in units of dots)</p>
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- ii: Wide space width  
01 to 99 (in units of dots)  
\* In the case of industrial 2 of 5, the value is fixed to 00.
- jj: Character-to-character space width  
01 to 99 (in units of dots)  
\* In the case of MSI and ITF, character-to-character space width is fixed to 00.
- k: Rotational angle of bar code  
0: 0°  
1: 90°  
2: 180°  
3: 270°
- lll: Height of bar code  
0000 to 1000 (in 0.1 mm units)
- nnnnnnnnnn: Increment/decrement  
(Omissible. When omitted, incrementing/decrementing is not performed.)  
m: Indicates whether to increment or decrement  
+: Increment  
-: Decrement  
nnnnnnnnnn: Skip value  
0000000000 to 9999999999
- p: Selection of print or non-print of numerals under bars  
(Omissible. When omitted, the numerals under the bars are not printed.)  
0: Non-print  
1: Print
- qq: No. of digits after zero suppression  
(Omissible. When omitted, zero suppression is not performed.)  
00 to 20
- r: Designates the attachment of start/stop code  
(Omissible. When omitted, the start/stop code is automatically attached.)  
T: Attachment of start code only  
P: Attachment of stop code only  
N: Start/stop code unattached
- sss-----sss: Data string to be printed (Omissible)  
Max. 126 digits. However, the number of digits varies depending on the type of bar code.
- tt<sub>1</sub>, tt<sub>2</sub>, tt<sub>3</sub>, -----, tt<sub>20</sub>: Link field No. (Omissible)  
01 to 99 (1 to 99 can also be used.)  
Up to 20 fields can be designated using commas.



⊙ In the case of GS1 DataBar

Format	<p>① [ESC] XBaa; bbbb, cccc, d, e, ff, g, hhhh (, ijijijijij, kk) (= sss ----- sss) [LF] [NUL]</p> <p>② [ESC] XBaa; bbbb, cccc, d, e, ff, g, hhhh (, ijijijijij, kk) (; tt<sub>1</sub>, tt<sub>2</sub>, tt<sub>3</sub>, -----, tt<sub>20</sub>) [LF] [NUL]</p>
Term	<p>aa: Bar code number 00 to 31</p> <p>bbbb: X-coordinate of the print origin of bar code Fixed as 4 digits (in 0.1 mm units)</p> <p>cccc: Y-coordinate of the print origin of bar code 4 or 5 digits (in 0.1 mm units)</p> <p>d: Type of bar code b: GS1 DataBar family</p> <p>e: Version (Type of GS1 DataBar) 1: GS1 DataBar Omnidirectional/GS1 DataBar Truncated 2: GS1 DataBar Stacked 3: GS1 DataBar Stacked Omnidirectional 4: GS1 DataBar Limited 5: GS1 DataBar Expanded 6: GS1 DataBar Expanded Stacked</p> <p>ff: 1-module width 01 to 15 (in units of dots)</p> <p>g: Rotational angle of bar code 0: 0° 1: 90° 2: 180° 3: 270°</p> <p>hhhh: Height of bar code 0000 to 1000 (in 0.1 mm units) In the case of GS1 DataBar Truncated, set a value obtained by multiplying one module width by 13.</p> <p>ijijijijij: Increment/decrement (Omissible. When omitted, incrementing/decrementing is not performed.) i: Indicates whether to increment or decrement +: Increment -: Decrement</p> <p>jjjjjjjjj: Skip value 0000000000 to 9999999999</p> <p>kk: No. of digits after zero suppression (Omissible. When omitted, zero suppression is not performed.) 00 to 20</p> <p>sss ----- sss: Data string to be printed (Omissible) Max. 126 digits. However, it varies depending on the type of bar code.</p> <p>tt<sub>1</sub>, tt<sub>2</sub>, tt<sub>3</sub>, -----, tt<sub>20</sub>: Link field No. (Omissible) 01 to 99 (1 to 99 can also be used.) Up to 20 fields can be designated using commas.</p>

⊙ In the case of Data Matrix (Two-dimensional code)

Format	<p>① [ESC] XBaa; bbbb, cccc, d, ee, ff, gg, h (, Ciiijjj) (, Jkklmmmmnnn) (= ooo -----ooo) [LF] [NUL]</p> <p>② [ESC] XBaa; bbbb, cccc, d, ee, ff, gg, h (, Ciiijjj) (, Jkklmmmmnnn) (; pp<sub>1</sub>, pp<sub>2</sub>, pp<sub>3</sub>, -----, pp<sub>20</sub>) [LF] [NUL]</p>
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Term	<p>aa: Bar code number 00 to 31</p> <p>bbbb: X-coordinate of the print origin of bar code Fixed as 4 digits (in 0.1 mm units)</p> <p>cccc: Y-coordinate of the print origin of bar code 4 or 5 digits (in 0.1 mm units)</p> <p>d: Type of bar code Q: Data Matrix (Two-dimensional code)</p> <p>ee: ECC type 00: ECC0 01: ECC50 04: ECC50 05: ECC50 06: ECC80 07: ECC80 08: ECC80 09: ECC100 10: ECC100 11: ECC140 12: ECC140 13: ECC140 14: ECC140 20: ECC200</p> <p>ff: 1-cell width 00 to 99 (in units of dots)</p> <p>gg: Format ID 01: Format ID 1 02: Format ID 2 03: Format ID 3 04: Format ID 4 05: Format ID 5 06: Format ID 6</p>
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\* When ECC200 is designated as ECC type, the format ID designation is ignored.  
When format ID of 11 through 16 is designated, ECC200 is automatically selected (to ensure compatibility with the old model).

h: Rotational angle of bar code

0: 0°

1: 90°

2: 180°

3: 270°

Ciiiijjj: No. of cells

(Omissible. When omitted, it is automatically set.)

iii: No. of cells in the X direction 000 to 144

jjj: No. of cells in the Y direction 000 to 144

\* Cell setting method varies according to the ECC type.

	ECC0 to ECC140	ECC200
No. of cells to be designated	Odd numbers only	Even numbers only
Min./Max. No. of cells	9 × 9 to 49 × 49	10 × 10 to 144 × 144
Rectangular code	None	18 × 8 32 × 8 26 × 12 36 × 12 36 × 16 48 × 16

- When this parameter is omitted, the number of cells is automatically set. Also, when any data other than the above values are designated for the number of cells in the X and Y directions, the number of cells are automatically set.

Jkkllmmnnn: Connection setting

(Omissible. When omitted, connection is not made.)

kk: Code number 01 to 16

ll: No. of divided codes 02 to 16

mmm: ID number 1 001 to 254

nnn: ID number 2 001 to 254

ooo ----- ooo: Data string to be printed (Omissible)

Max. 2000 digits.

pp<sub>1</sub>, pp<sub>2</sub>, pp<sub>3</sub>, -----, pp<sub>20</sub>: Link field No. (Omissible)

01 to 99 (1 to 99 can also be used.)

Up to 20 fields can be designated using commas.

⊙ In the case of PDF417 (Two-dimensional code)

Format	<p>① [ESC] XBaa; bbbb, cccc, d, ee, ff, gg, h, iiii (=jjj-----jjj) [LF] [NUL]</p> <p>② [ESC] XBaa; bbbb, cccc, d, ee, ff, gg, h, iiii (; kk<sub>1</sub>, kk<sub>2</sub>, kk<sub>3</sub>, -----, kk<sub>20</sub>) [LF] [NUL]</p>
Term	<p>aa: Bar code number 00 to 31</p> <p>bbbb: X-coordinate of the print origin of bar code Fixed as 4 digits (in 0.1 mm units)</p> <p>cccc: Y-coordinate of the print origin of bar code 4 or 5 digits (in 0.1 mm units)</p> <p>d: Type of bar code P: PDF417 (Two-dimensional code)</p> <p>ee: Security level 00: Level 0 01: Level 1 02: Level 2 03: Level 3 04: Level 4 05: Level 5 06: Level 6 07: Level 7 08: Level 8</p> <p>ff: 1-module width 01 to 10 (in units of dots)</p> <p>gg: No. of columns (strings) 01 to 30</p> <p>h: Rotational angle of bar code 0: 0° 1: 90° 2: 180° 3: 270°</p> <p>iiii: Bar height 0000 to 0100 (in 0.1 mm units)</p> <p>jjj-----jjj: Data string to be printed (Omissible) Max. 2,000 digits</p> <p>kk<sub>1</sub>, kk<sub>2</sub>, kk<sub>3</sub>, -----, kk<sub>20</sub>: Link field No. (Omissible) 01 to 99 (1 to 99 can also be used.) Up to 20 fields can be designated using commas.</p>

⊙ In the case of MicroPDF417 (Two-dimensional code)

Format	<p>① [ESC] XBaa; bbbb, cccc, d, ee, ff, gg, h, iiii (=jjj-----jjj) [LF] [NUL]</p> <p>② [ESC] XBaa; bbbb, cccc, d, ee, ff, gg, h, iiii (; kk<sub>1</sub>, kk<sub>2</sub>, kk<sub>3</sub>, -----, kk<sub>20</sub>) [LF] [NUL]</p>
Term	<p>aa: Bar code number 00 to 31</p> <p>bbbb: X-coordinate of the print origin of bar code Fixed as 4 digits (in 0.1 mm units)</p> <p>cccc: Y-coordinate of the print origin of bar code 4 or 5 digits (in 0.1 mm units)</p> <p>d: Type of bar code X: MicroPDF417 (Two-dimensional code)</p> <p>ee: Security level 00: Fixed</p> <p>ff: 1-module width 01 to 10 (in dots)</p> <p>gg: No. of columns/rows 00 to 38</p> <p>h: Rotational angle of bar code 0: 0° 1: 90° 2: 180° 3: 270°</p> <p>iiii: Bar height 0000 to 0100 (in 0.1 mm units)</p> <p>jjj-----jjj: Data string to be printed (Omissible) Max. 366 digits</p> <p>kk<sub>1</sub>, kk<sub>2</sub>, kk<sub>3</sub>, -----, kk<sub>20</sub>: Link field No. (Omissible) 01 to 99 (1 to 99 can also be used.) Up to 20 fields can be designated using commas.</p>

The maximum number of columns and rows for the MicroPDF417

Parameter (gg)	No. of columns	No. of rows	Max. number of digits for binary mode	Max. number of digits for upper case letter/space mode	Max. number of digits for numeric mode
00	—	—	150	250	366
01	1	—	22	38	55
02	2	—	43	72	105
03	3	—	97	162	237
04	4	—	150	250	366
05	1	11	3	6	8
06		14	7	12	17
07		17	10	18	26
08		20	13	22	32
09		24	18	30	44
10		28	22	38	55
11	2	8	8	14	20
12		11	14	24	35
13		14	21	36	52
14		17	27	46	67
15		20	33	56	82
16		23	38	64	93
17		26	43	72	105
18	3	6	6	10	14
19		8	10	18	26
20		10	15	26	38
21		12	20	34	49
22		15	27	46	67
23		20	39	66	96
24		26	54	90	132
25		32	68	114	167
26		38	82	138	202
27		44	97	162	237
28	4	4	8	14	20
29		6	13	22	32
30		8	20	34	49
31		10	27	46	67
32		12	34	58	85
33		15	45	76	111
34		20	63	106	155
35		26	85	142	208
36		32	106	178	261
37		38	128	214	313
38		44	150	250	366

“—” for parameter 00 to 04 indicates the numbers of columns/rows which are automatically set by the printer. In this case, the pattern which has a smaller number of code words is automatically selected. When the numbers of code words is equal, the smaller number of columns are selected.

⊙ In the case of QR code (Two-dimensional code)

Format	<p>① [ESC] XBaa; bbbb, cccc, d, e, ff, g, h (, Mi) (, Kj) (, Jkkllmm) (= nnn --- nnn) [LF] [NUL]</p> <p>② [ESC] XBaa; bbbb, cccc, d, e, ff, g, h (, Mi) (, Kj) (, Jkkllmm) (; oo<sub>1</sub>, oo<sub>2</sub>, oo<sub>3</sub> ----- oo<sub>20</sub>) [LF] [NUL]</p>
Term	<p>aa: Bar code number 00 to 31</p> <p>bbbb: X-coordinate of the print origin of bar code Fixed as 4 digits (in 0.1 mm units)</p> <p>cccc: Y-coordinate of the print origin of bar code 4 or 5 digits (in 0.1 mm units)</p> <p>d: Type of bar code T: QR code (Two-dimensional code)</p> <p>e: Designation of error correction level L: High density level M: Standard level Q: Reliability level H: High reliability level</p> <p>ff: 1-cell width 00 to 52 (in units of dots)</p> <p>g: Selection of mode M: Manual mode A: Automatic mode</p> <p>h: Rotational angle of the bar code 0: 0° 1: 90° 2: 180° 3: 270°</p> <p>Mi: Selection of model (Omissible. When omitted, Model 1 is automatically selected.) i = 1: Model 1 2: Model 2</p> <p>Kj: Mask number (Omissible. When omitted, the number is automatically set.) j = 0 to 7: Mask number 0 to 7 8: No mask</p> <p>Jkkllmm: Connection setting (Omissible. When omitted, connection is not made.) kk = 01 to 16: Value indicating which divided code is connected. ll = 01 to 16: Number of divided codes mm = 00 to FF: A value for all print data (before divided) which have been XORed in units of bytes.</p> <p>nnn --- nnn: Data string to be printed (Omissible) Max. 2000 digits</p> <p>oo<sub>1</sub> --- oo<sub>20</sub>: Link field No. (Omissible) 01 to 99 (1 to 99 can also be used.) Up to 20 digits can be designated using commas.</p>

⊙ In the case of MaxiCode Code (Two-dimensional code)

Format	① [ESC] XBaa; bbbb, cccc, d (, e) (, Jffgg) (, Zh) [LF] [NUL]
Term	<p>aa: Bar code number 00 to 31</p> <p>bbbb: X-coordinate of the print origin of bar code Fixed as 4 digits (in 0.1 mm units)</p> <p>cccc: Y-coordinate of the print origin of bar code 4 or 5 digits (in 0.1 mm units)</p> <p>d: Type of bar code Z: MaxiCode (Two-dimensional code)</p> <p>e: Mode selection (Omissible)</p> <ul style="list-style-type: none"> <li>When the MaxiCode specification is set to "TYPE1: Compatible with the current version" in the system mode. Omitted: Mode 2 0: Mode 2 1: Mode 4 2: Mode 2 3: Mode 3 4: Mode 4 5: Mode 2 6: Mode 6 7: Mode 2 8: Mode 2 9: Mode 2</li> <li>When the MaxiCode specification is set to "TYPE2: Special specification" in the system mode. Omitted: Mode 2 or Mode 3(*) 0: Mode 2 or Mode 3(*) 1: Mode 4 2: Mode 2 3: Mode 3 4: Mode 4 5: Mode 2 or Mode 3 (*) 6: Mode 6 7: Mode 2 or Mode 3 (*) 8: Mode 2 or MODE 3 (*) 9: Mode 2 or MODE 3 (*)</li> </ul> <p>*: Mode 2 or Mode 3 should be determined depending on the country code of the data command. When the country code is 840, Mode 2 should be selected. For other codes than 840, Mode 3 should be selected.</p> <p>Jffgg: Connection setting (Omissible. When omitted, connection is not made.) ff: Code number 01 to 08 gg: No. of divided codes 01 to 08</p> <p>Zh: Attachment of Zipper block and Contrast block (Omissible. When omitted, they are not attached.) h= 0: No attachment of Zipper block and Contrast block 1: Attachment of Zipper block and Contrast block 2: Attachment of Zipper block 3: Attachment of Contrast block</p>



⊙ In the case of CP code (Two-dimensional code)

Format	<p>① [ESC] XBaa; bbbb, cccc, d, e, ff, g, h (, Cijj) (= kkkk --- kkk) [LF] [NUL]</p> <p>② [ESC] XBaa; bbbb, cccc, d, e, ff, g, h (, Cijj) (; ll<sub>1</sub>, ll<sub>2</sub>, ll<sub>3</sub>, --- ll<sub>20</sub>) [LF] [NUL]</p>
Term	<p>aa: Bar code number 00 to 31</p> <p>bbbb: X-coordinate of the print origin of bar code Fixed as 4 digits (in 0.1 mm units)</p> <p>cccc: Y-coordinate of the print origin of bar code 4 or 5 digits (in 0.1 mm units)</p> <p>d: Type of bar code Y: CP code (Two-dimensional code)</p> <p>e: Designation of ECC (Error Correction Code) level 0: No designation 1: 10% 2: 20% 3: 30% 4: 40% 5: 50%</p> <p>Only when the number of code characters are specified, "0" (No designation) can be selected. If "0 (No designation)" is selected without specifying the number of code characters, the CP code is not printed. When the number of code characters are specified, blank code areas created after the characters are encoded should all be filled with ECC characters.</p> <p>ff: 1-cell width 00 to 99 (in units of dots)</p> <p>g: No. of character bits 0: Automatically set A: 8 bits</p> <p>Designates how many bits are used for representing a character. When "0" is designated, the optimal value is automatically set, according to data.</p> <p>h: Rotational angle of the bar code 0: 0° 1: 90° 2: 180° 3: 270°</p> <p>Cijj: No. of code characters (When omitted, it is automatically set.) ii = No. of characters in the X direction: 03 to 22 jj = No. of characters in the Y direction: 02 to 22 "Character" is a unit for code for encoding the CP code. 1 character occupies a 3×3-square block. When the value for "jj" is larger than that for "ii", an error occurs. The number of cells for the code is as follows. (No. of characters × 3 + 2)</p>

kkkk --- kkk: Data string to be printed (Omissible)  
Max. 473 digits

ll<sub>1</sub>, ll<sub>2</sub>, ll<sub>3</sub>, --- ll<sub>20</sub>: Link field No. (Omissible)  
01 to 99 (1 to 99 can also be used.)  
Up to 20 digits can be designated using commas.

The following is supported from firmware V1.6.

⊙ In the case of RFID (Data write)

Function	Writes specified data onto an RFID tag. When the feed amount has been set by the RFID Tag Position Adjustment Command ([ESC] @003) for adjusting an RFID tag position, the specified amount of the media is fed forward or backward before writing data.
Format	<p>① [ESC]XBaa; bbbb, cccc, d (,Aeee) (,Ph) (,Fi) (,Tff) (,Djj) (,Gk) (,Cl) (,Smmmm) (,Ennnn) (,Rooooooooo) (,Kpppppppp) (,Lqq) (,Jrrrrrrrr) (,Vs) (,Btt) (,uvvvvvvvvv) (,Hxyyyyyyy· · ·) (,Qzabcdef· · ·) (,Xghhhhhhhh· · ·) (=www-----www) [LF] [NUL]</p> <p>② [ESC]XBaa; bbbb, cccc, d (,Aeee) (,Ph) (,Fi) (,Tff) (,Djj) (,Gk) (,Cl) (,Smmmm) (,Ennnn) (,Rooooooooo) (,Kpppppppp) (,Lqq) (,Jrrrrrrrr) (,Vs) (,Btt) (,uvvvvvvvvv) (,Hxyyyyyyy· · ·) (,Qzabcdef· · ·) (,Xghhhhhhhh· · ·) (;ww<sub>1</sub>,ww<sub>2</sub>,ww<sub>3</sub>,-----,ww<sub>20</sub>) [LF] [NUL]</p>
Term	<p>aa: Bar code number 00 to 31</p> <p>bbbb: Parameter not referred to Fixed to 4 digits (in 0.1 mm units)</p> <p>cccc: Parameter not referred to 4 or 5 digits (in 0.1 mm units)</p> <p>d: Type of bar code r: RFID (data write)</p> <p>Aeee: Address where the data is written (Omissible) 000 to 999 Designates the address where data starts to be written. When omitted, this parameter will be set to 0.</p> <p>Ph: Partition number (Omissible) 0 to 6 This parameter is effective only when U-Code V1.19 or EPC format is designated. When omitted, 5 will be set.</p> <p>Fi: Filter number (Omissible) 0 to 7 This parameter is effective only when U-Code V1.19 or EPC format is designated. When omitted, 0 will be set.</p>

- Tff: Tag type (Omissible)  
 00: None  
 24: EPC Class 1 Generation 2  
 Designates the type of RFID tag onto which data is to be written.  
 When omitted, the tag type set in the system mode will be designated.  
 The tag type set in the system mode changes in accordance with the tag type designated by this setting.  
 When "00: NONE" is designated, the backed up tag type will be designated, and the system mode setting will not be changed.
- Dii: EPC format (Omissible)  
 00: No format (When omitted)  
 10: GID-96  
 11: SGTIN-64  
 12: SGTIN-96  
 13: SSCC-64  
 14: SSCC-96  
 15: SGLN-64  
 16: SGLN-96  
 17: GRAI-64  
 18: GRAI-96  
 19: GIAI-64  
 20: GIAI-96  
 21: DoD-64  
 22: DoD-96  
 23: SGTIN-198  
 24: SGLN-195  
 25: GRAI-170  
 26: GIAI-202
- Gk: Data type (Omissible)  
 0: No conversion of data (Default)  
 1: Conversion to binary  
 2: Conversion to hexadecimal  
 3: No conversion of data (with separator)  
 4: Conversion to binary (with separator)  
 5: Conversion to hexadecimal (with separator)  
 When a separator is to be used, use a colon ":" (3AH) as a separator between the blocks in the data.  
 For example:  
 RB00;UII Code0123:TIDx0123:0000:1111:2222:3333:4444:5555 for the following data:  
 UII="UII Code0123", TID="TIDx0123", User Data ="0000", U1 Data ="1111", U2 Data ="2222", U3 data = "3333", U4 Data = "4444", and U5 Data = "5555"

- CI: On-the-fly issue (Omissible)  
 0: Disabled. (On-the-fly issue is not performed. (Default))  
 1: Enabled. (On-the-fly issue is performed.)
- When “1: Enabled” is designated, writing data onto an RFID tag and printing are performed at the same time.
  - The positions where RFID data write is started and ended during printing can be designated by the parameters of RFID data write start point designation for on-the-fly issue and RFID data write end point designation for on-the-fly issue, respectively.
- Smmmm: RFID data write start point designation for on-the-fly issue (Omissible)  
 4 or 5 digits (in 0.1 mm units) When omitted, 0 mm will be designated.
- Ennnn: RFID data write end point designation for on-the-fly issue (Omissible)  
 4 or 5 digits (in 0.1 mm units) When omitted, 75.5 mm (which is equals to the distance between the print head and the media sensor) will be designated.
- Roouoooo: Access password setting (Omissible)  
 Fixed to 8-digit hexadecimal number  
 00000000 to FFFFFFFF  
 Sets a password to access tags.  
 This parameter is effective only for EPC Class 1 Generation 2 tag type.
- Kpppppppp: Kill password setting (Omissible)  
 Fixed to 8-digit hexadecimal number  
 00000000 to FFFFFFFF  
 Sets a kill password for tags.  
 This parameter is effective only for EPC Class 1 Generation 2 tag type.
- Lqq: Lock/unlock setting (Omissible)

	Kill password	Access password	EPC code	TID	User data
00	Unlocked	Unlocked	Unlocked	Unlocked	Unlocked
01	Locked	Unlocked	Unlocked	Unlocked	Unlocked
02	Unlocked	Locked	Unlocked	Unlocked	Unlocked
03	Locked	Locked	Unlocked	Unlocked	Unlocked
04	Unlocked	Unlocked	Locked	Unlocked	Unlocked
05	Locked	Unlocked	Locked	Unlocked	Unlocked
06	Unlocked	Locked	Locked	Unlocked	Unlocked
07	Locked	Locked	Locked	Unlocked	Unlocked
08	Unlocked	Unlocked	Unlocked	Locked	Unlocked
09	Locked	Unlocked	Unlocked	Locked	Unlocked
10	Unlocked	Locked	Unlocked	Locked	Unlocked
11	Locked	Locked	Unlocked	Locked	Unlocked
12	Unlocked	Unlocked	Locked	Locked	Unlocked
13	Locked	Unlocked	Locked	Locked	Unlocked
14	Unlocked	Locked	Locked	Locked	Unlocked
15	Locked	Locked	Locked	Locked	Unlocked
16	Unlocked	Unlocked	Unlocked	Unlocked	Locked
17	Locked	Unlocked	Unlocked	Unlocked	Locked
18	Unlocked	Locked	Unlocked	Unlocked	Locked
19	Locked	Locked	Unlocked	Unlocked	Locked
20	Unlocked	Unlocked	Locked	Unlocked	Locked
21	Locked	Unlocked	Locked	Unlocked	Locked
22	Unlocked	Locked	Locked	Unlocked	Locked
23	Locked	Locked	Locked	Unlocked	Locked
24	Unlocked	Unlocked	Unlocked	Locked	Locked
25	Locked	Unlocked	Unlocked	Locked	Locked
26	Unlocked	Locked	Unlocked	Locked	Locked

27	Locked	Locked	Unlocked	Locked	Locked
28	Unlocked	Unlocked	Locked	Locked	Locked
29	Locked	Unlocked	Locked	Locked	Locked
30	Unlocked	Locked	Locked	Locked	Locked
31	Locked	Locked	Locked	Locked	Locked
32	Unlocked	Unlocked	Unlocked	Unlocked	Unlocked
33	Permanent lock	Unlocked	Unlocked	Unlocked	Unlocked
34	Unlocked	Permanent lock	Unlocked	Unlocked	Unlocked
35	Permanent lock	Permanent lock	Unlocked	Unlocked	Unlocked
36	Unlocked	Unlocked	Permanent lock	Unlocked	Unlocked
37	Permanent lock	Unlocked	Permanent lock	Unlocked	Unlocked
38	Unlocked	Permanent lock	Permanent lock	Unlocked	Unlocked
39	Permanent lock	Permanent lock	Permanent lock	Unlocked	Unlocked
40	Unlocked	Unlocked	Unlocked	Permanent lock	Unlocked
41	Permanent lock	Unlocked	Unlocked	Permanent lock	Unlocked
42	Unlocked	Permanent lock	Unlocked	Permanent lock	Unlocked
43	Permanent lock	Permanent lock	Unlocked	Permanent lock	Unlocked
44	Unlocked	Unlocked	Permanent lock	Permanent lock	Unlocked
45	Permanent lock	Unlocked	Permanent lock	Permanent lock	Unlocked
46	Unlocked	Permanent lock	Permanent lock	Permanent lock	Unlocked
47	Permanent lock	Permanent lock	Permanent lock	Permanent lock	Unlocked
48	Unlocked	Unlocked	Unlocked	Unlocked	Permanent lock
49	Permanent lock	Unlocked	Unlocked	Unlocked	Permanent lock
50	Unlocked	Permanent lock	Unlocked	Unlocked	Permanent lock
51	Permanent lock	Permanent lock	Unlocked	Unlocked	Permanent lock
52	Unlocked	Unlocked	Permanent lock	Unlocked	Permanent lock
53	Permanent lock	Unlocked	Permanent lock	Unlocked	Permanent lock
54	Unlocked	Permanent lock	Permanent lock	Unlocked	Permanent lock
55	Permanent lock	Permanent lock	Permanent lock	Unlocked	Permanent lock
56	Unlocked	Unlocked	Unlocked	Permanent lock	Permanent lock
57	Permanent lock	Unlocked	Unlocked	Permanent lock	Permanent lock
58	Unlocked	Permanent lock	Unlocked	Permanent lock	Permanent lock
59	Permanent lock	Permanent lock	Unlocked	Permanent lock	Permanent lock
60	Unlocked	Unlocked	Permanent lock	Permanent lock	Permanent lock
61	Permanent lock	Unlocked	Permanent lock	Permanent lock	Permanent lock
62	Unlocked	Permanent lock	Permanent lock	Permanent lock	Permanent lock
63	Permanent lock	Permanent lock	Permanent lock	Permanent lock	Permanent lock
64	Permanent lock	Permanent lock	Permanent lock	Permanent lock	Permanent lock

Designates the areas to be locked. When omitted, no areas are locked.

This parameter is effective only for EPC Class 1 Generation 2 tag type.

Jrrrrrrrr: Access to the password-protected tags (Omissible)

Fixed to 8-digit hexadecimal number

00000000 to FFFFFFFF

Accesses the password-protected tags.

This parameter is effective only for EPC Class1 Generation 2 tag type.

Vs: Write data verify designation (Omissible)

0: Verification disabled (Omissible)

1: Verification enabled

This parameter verifies if data has been written successfully. Select “1” (Verification enabled) for tags which may generate a phenomenon that the written data may not be the same as actual data even when an issue has successfully completed. When “1” is selected, it takes more time than when “0” (Verification disabled) is selected.

Btt: Designates the area where the data is written (Omissible)

- 00: Blank0 (Reserved area)
- 01: Blank1 (EPC area) (Default)
- 02: Blank2 (TID area)
- 03: Blank3 (User area)
- 04: Bank4 (User block 1)
- 05: Bank5 (User block 2)
- 06: Bank6 (User block 3)
- 07: Bank7 (User block 4)
- 08: Bank8 (User block 5)

} (Effective only when Hibiki tag is used.)

This parameter is effective only for EPC Class1 Generation 2 tag type.  
When a format is designated, this parameter is ignored.

uvvvvvvvvv: Increment/Decrement  
(Omissible. When omitted, incrementing/decrementing is not performed.)

u: Indicates whether to increment or decrement

- +: Increment
- : Decrement

vvvvvvvvvv: Skip value (10 digits)  
0000000000 to 9999999999

Hxyyyyyyyy: User block password setting (Effective only when Hibiki tag is used.)  
Designates a password to lock certain user blocks.  
Up to five user blocks can be specified continuously.  
For example: H4AABBCCDD,H5BBCCDDEE,H6CCDDEEFF

x: Designates a user area bank (4 to 8)

- 4: Bank4 (User block 1)
- 5: Bank5 (User block 2)
- 6: Bank6 (User block 3)
- 7: Bank7 (User block 4)
- 8: Bank8 (User block 5)

yyyyyyyy: User block password  
Fixed to 8-digit hexadecimal number  
00000000 to FFFFFFFF

Qzabcdef: Area lock designation (Effective only when Hibiki tag is used.)  
Designates an area lock type.  
Area lock type can be specified for up to eight areas continuously.  
For example: Q1100000,Q4101010,Q5100010, which indicates:  
Bank1:Read lock, Bank4:Read lock, Write lock, Password read/write lock  
Bank5:Read lock, Password read/write lock

z: Area bank designation (1 to 8)

- 1: Bank1 (EPCC/UII bank)
- 2: Bank2 (TID bank)
- 3: Bank3 (User area)
- 4: Bank4 (User block 1)
- 5: Bank5 (User block 2)
- 6: Bank6 (User block 3)
- 7: Bank7 (User block 4)
- 8: Bank8 (User block 5)

- a: Read lock designation
  - 0: Disabled
  - 1: Enabled
- b: Read permanent lock designation
  - 0: Disabled
  - 1: Enabled
- c: Write lock designation (Effective to Bank4 to Bank8 only)
  - 0: Disabled
  - 1: Enabled
- d: Write permanent lock designation (Effective to Bank4 to Bank8 only)
  - 0: Disabled
  - 1: Enabled
- e: User block password read/write lock designation (Effective to Bank4 to Bank8 only)
  - 0: Disabled
  - 1: Enabled
- f: User block password read/write permanent lock designation (Effective to Bank4 to Bank8 only)
  - 0: Disabled
  - 1: Enabled

**NOTES:**

1. *Once a permanent lock is enabled for parameter b, d, or f, any subsequent change is disabled.*
2. *When read/write permanent lock is selected, a read/write lock state is retained. To permanently prohibit reading/writing a tag, enable both the read/write lock and the read/write permanent lock. The setting which disables read/write lock and enables read/write permanent lock allows the tag to be read/written permanently.*

Xghhhhhhh: User block access password execution setting (Effective only when Hibiki tag is used.)

Designates a password to access and write a tag of which user block is write-locked.

Up to five user blocks can be specified continuously.

For example: X4AABBCCDD,X5BBCCDDEE,X6CCDDEEFF

g: Designates a user area bank. (4 to 8)

4: Bank4 (User block 1)

5: Bank5 (User block 2)

6: Bank6 (User block 3)

7: Bank7 (User block 4)

8: Bank8 (User block 5)

hhhhhhhh: User block access password

Fixed to 8-digit hexadecimal number

00000000 to FFFFFFFF

www---www: Print data string (Omissible)

Max. 512 digits, but the number of digits to be written is different depending on the tag types.

ww<sub>1</sub>,ww<sub>2</sub>,ww<sub>3</sub>,----,ww<sub>20</sub>: Link field No. (Omissible)

01 to 99 (1 to 99 can also be used.)

Up to 20 fields can be designated using commas.



⊙ In the case of RFID (Data read)

Function	Reads an RFID tag which is positioned above the antenna. When the feed amount has been set by the RFID Tag Position Adjustment Command ([ESC] @003) for adjusting an RFID tag position, the specified amount of the media is fed forward or backward before reading the RFID data. The read RFID data is transmitted included in an RFID read terminate status after printing is completed.
Format	① [ESC] XBaa; bbbb, cccc, d, (, Neee) (, Afff) (, lh) (, Jiiiiiii) (,Xjkkkkkkkk · · ·) [LF] [NUL]
Term	<p>aa: Bar code number 00 to 31</p> <p>bbbb: Parameter not referred to Fixed to 4 digits (in 0.1 mm units)</p> <p>cccc: Parameter not referred to 4 or 5 digits (in 0.1 mm units)</p> <p>d: Type of bar code r: RFID (data read)</p> <p>Neee: Number of bytes to be read (Omissible) 0001 to 4096 When omitted, the number of bytes specified for the tag type being used will be designated.</p> <p>Afff: Address where the data is read (Omissible) 000 to 999 Designates the address where data starts to be read. When omitted, this parameter will be set to 0.</p> <p>Tgg: Tag type (Omissible) 00: None 24: EPC Class 1 Generation 2  Designates the type of RFID tag from which data is to be read. When omitted, the tag type set in the system mode will be designated. The tag type set in the system mode changes in accordance with the tag type designated by this setting. When "00: NONE" is designated, the backed up tag type will be designated, and the system mode setting will not be changed.</p>

lh: RFID read mode (Omissible)

- 1: Only user data is read.
- 2: Only tag ID is read.
- 3: Both tag ID and user data are read.

When omitted, only user data will be read.

When the tag type is Gen2, user data equals to TID bank + user bank,  
and tag ID equals to EPC bank.

Jiiiiiii: Access to the password-protected tags (Omissible)

Fixed to 8-digit hexadecimal number  
00000000 to FFFFFFFF

Accesses the password-protected tags.

This parameter is effective only for EPC Class 1 Generation 2 tag type.

Xjkkkkkkkk: User block access password execution setting (Effective only when Hibiki  
tag is used.)

Designates a password to access and read a tag of which user block is  
read-locked.

Up to five user blocks can be specified continuously.

For example: X4AABBCCDD,X5BBCCDDEE,X6CCDDEEFF

j: Designates a user area bank. (4 to 8)

4: Bank4 (User block 1)

5: Bank5 (User block 2)

6: Bank6 (User block 3)

7: Bank7 (User block 4)

8: Bank8 (User block 5)

kkkkkkkk: User block access password

Fixed to 8-digit hexadecimal number  
00000000 to FFFFFFFF

Explanation
-------------

- (1) The parameter, "Number of bytes to be read", is effective only when RFID read mode is set to 1 or 3, as this parameter is intended for reading user data. When reading tag ID, this parameter is ignored.
- (2) When the value exceeding the maximum number of bytes storable in a tag is designated for "Number of bytes to be read", a read error results.
- (3) With RFID (data read) being specified by this command, when an RFID data read failed, the printer will retry to read data after sending a void pattern printing end status (60H) or result in an error and stop after sending an RFID write error status (61H).

SOH	01H	Indicates the start of the status block
STX	02H	
Status	34H	Printer status
	32H	
Status type	34H	Indicates the end of an RFID read and issue.
Remaining count	3XH	Remaining issue count
	3XH	
	3XH	
	3XH	
Tag type	XXH	30H30H: RFID tag read failed. 32H34H: EPC Class 1 Generation 2
	XXH	
Length	XXH	RFID data length
	XXH	
RFID data	XXH	Tag ID + User data * Data to be read is different depending on the RFID read mode setting.
	XXH	
	:	
	:	
	XXH	
	XXH	
ETX	03H	Indicates the end of the status block.
EOT	04H	
CR	0DH	
LF	0AH	

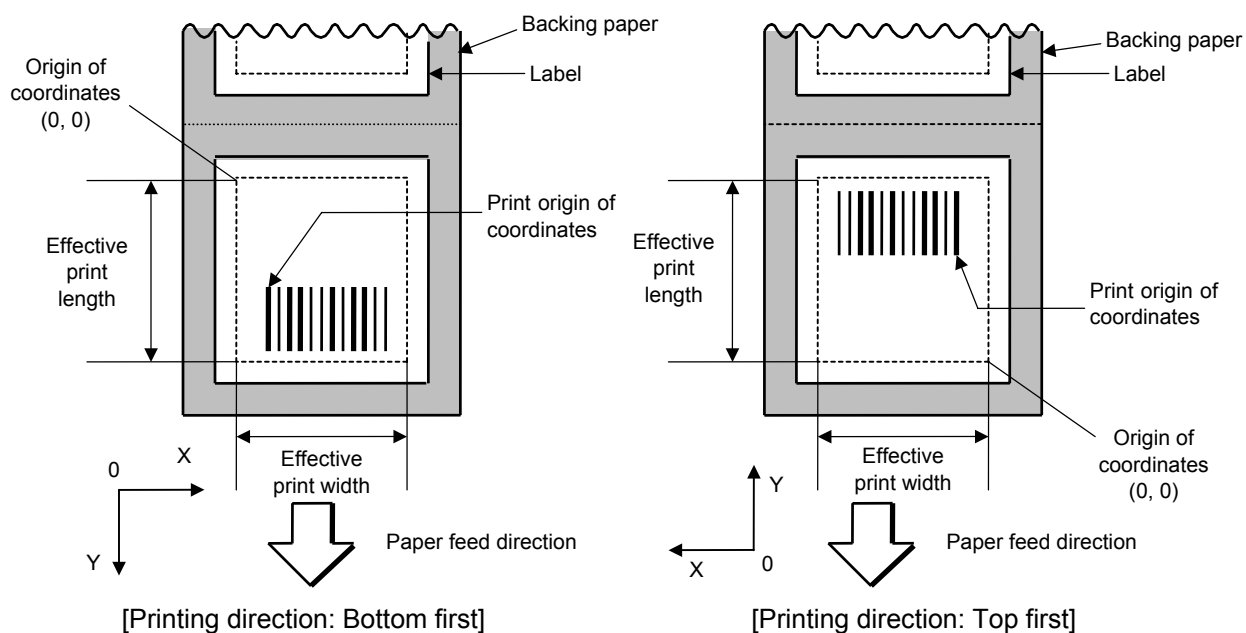
- (4) When an access password is designated using this command, writing data onto a tag cannot be performed if an access password registered in the tag differs from the access password designated. However, reading data can be performed. (However, when Hibiki tag is read-locked, a data read is also disabled.)

**Explanation**

(1) Bar code number

When drawing by the Data Command ([ESC] RB), the format designated by the bar code number is selected.

(2) Print origin of coordinates



The print origin of coordinates must be set so that the bar code drawing result will be within the effective print area set by the Label Size Set Command ([ESC] D).

[Effective print area]

[mm]

<div>Model</div> <div>Issue mode</div>			203-dpi print head			300-dpi print head		
			Batch	Strip	Cut	Batch	Strip	Cut
Item								
Print head dot density			8 dots/mm (203 dpi)			11.8 dots/mm (300 dpi)		
Print head width			104.0 mm			105.7 mm		
G: Effective print width		Min.	10.0			10.0		
		Max.	104.0			105.7		
H: Effective print length	Label	Min.	6.0	21.4	11.0	6.0	21.4	11.0
		Max.	995.0		991.0	995.0		991.0
	Tag	Min.	8.0	---	11.0	8.0	---	11.0
		Max.	997.0	---	997.0	997.0	---	997.0

(3) Type of bar code

0: JAN8, EAN8



2: Interleaved 2 of 5



4: NW7



6: UPC-E



8: EAN13 +5 digits



B: CODE39 (Full ASCII)



G: UPC-E + 2 digits



I: EAN8 + 2 digits



K: UPC-A



1: MSI



3: CODE39 (standard)



5: JAN13, EAN13



7: EAN13 + 2 digits



9: A: CODE128



C: CODE93



H: UPC-E + 5 digits



J: EAN8 + 5 digits



L: UPC-A + 2 digits



M: UPC-A + 5 digits



N: UCC/EAN128



O: Industrial 2 of 5



P: PDF417



Q: Data Matrix



R: Customer bar code



S: Highest priority customer bar code



T: QR code



U: POSTNET



V: RM4SCC



W: KIX code



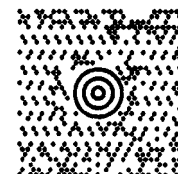
X: MicroPDF417



Y: CP Code



Z: MaxiCode



b: GS1 DataBar family

GS1 DataBar Omnidirectional

GS1 DataBar Truncated



GS1 DataBar Stacked



GS1 DataBar Stacked Omnidirectional

GS1 DataBar Limited



GS1 DataBar Expanded



GS1 DataBar Expanded Stacked



(4) Type of check digit

- ① When no check digit is attached, a bar code of the data row will be drawn.
- ② In the case of the check digit check, when each check digit check is performed according to the type of bar code and results in normal, a bar code will be drawn. If the check digit is not proper, the bar code will not be drawn.
- ③ In case that the check digit is automatically attached, each check digit is attached according to the type of bar code when a bar code is drawn.
- ④ If the type of bar code is CODE93, CODE128 (with auto code selection), or UCC/EAN128, the check digit will always be attached regardless of the designation of the type of check digit.
- ⑤ If the type of bar code is JAN, EAN, or UPC, the designation of no check digit attachment automatically assumes the check digit check.
- ⑥ DBP Modulus 10 is Modulus 10 for Deutsche Bundespost Postdienst only.

(5) Bar width, space width, and character-to-character space

Designate the bar, space, and character-to-character space widths according to the type of bar code. Note that the proper value differs according to the rotational angle of bar code, type, number of digits, print speed, paper used, etc. Examples of such designations are listed below.

In case of JAN, EAN, UPC, CODE93, CODE128, UCC/EAN128, PDF417, or MicroPDF417, the width of 2 to 6 modules is automatically calculated by designating a 1-module width.

[Example of setting]

203-dpi print head (1 dot = 1/8 mm)

Type of bar code	1 module		2 modules		3 modules		4 modules		5 modules		6 modules	
	Bar	Space	Bar	Space	Bar	Space	Bar	Space	Bar	Space	Bar	Space
JAN, EAN, UPC	3		6		9		12		-		-	
CODE93	2		4		6		8		-		-	
CODE128, EAN128	2		4		6		8		-		-	
PDF417	2		4		6		8		10		12	
MicroPDF417	2		4		6		8		10		12	

Type of bar code	Narrow		Wide		Character-to-character space
	Bar	Space	Bar	Space	
MSI	2	2	6	6	0
ITF	2	2	6	6	0
CODE39	2	2	6	6	2
NW7	2	2	6	6	2
Industrial 2 of 5	2	2	6	0	2
MATRIX 2 of 5	2	2	6	6	2

300-dpi print head (1 dot = 1/11.8 mm)

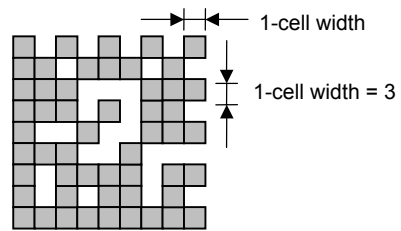
Type of bar code	1 module		2 modules		3 modules		4 modules		5 modules		6 modules	
	Bar	Space	Bar	Space	Bar	Space	Bar	Space	Bar	Space	Bar	Space
JAN, EAN, UPC	4		8		12		16		-		-	
CODE93	3		6		9		12		-		-	
CODE128, EAN128	3		6		9		12		-		-	
PDF417	3		6		9		12		15		18	
MicroPDF417	2		4		6		8		10		12	

Type of bar code	Narrow		Wide		Character-to-character space
	Bar	Space	Bar	Space	
MSI	3	3	8	8	0
ITF	3	3	8	8	0
CODE39	3	3	8	8	3
NW7	3	3	8	8	3
Industrial 2 of 5	3	3	8	0	3
MATRIX 2 of 5	3	3	8	8	3

When NW7 is used, transmission of the space character assumes a space equals to 'a narrow space ×12 dots'. In this case, the space is max. 255 dots.

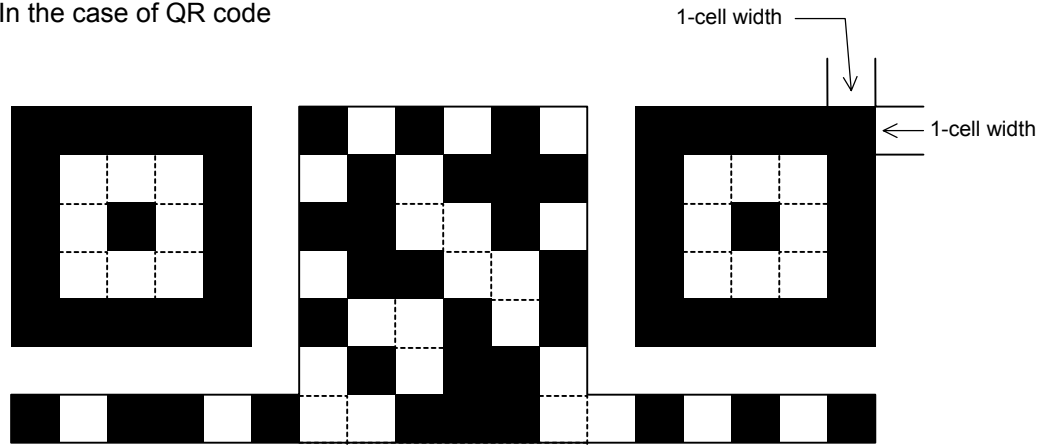


In the case of Data Matrix or CP code



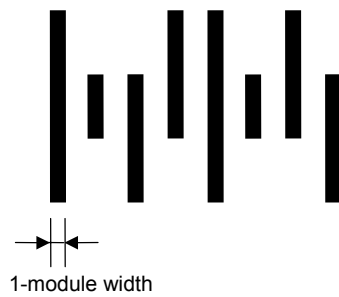
When 1-cell width is set to 00 for the Data Matrix or CP code, a two-dimensional code is not drawn. However, the bar code printed on the previous label is cleared.

In the case of QR code

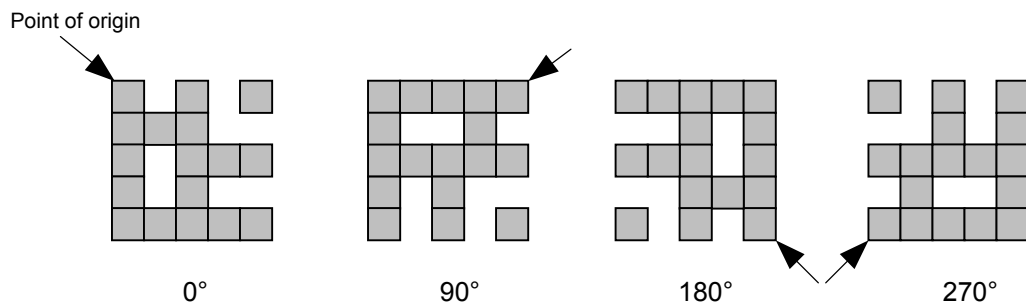
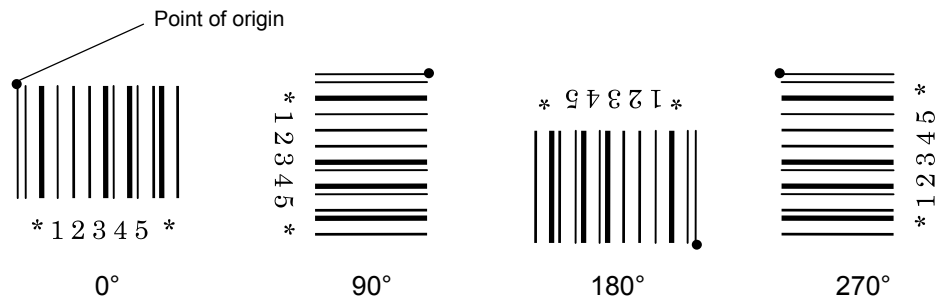


When the 1-cell width is set to 0, a two-dimensional code is not drawn. However, the bar code printed on the previous label is cleared.

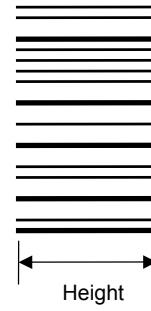
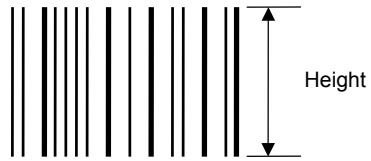
In the case of a customer code



#### (6) Rotational angle of bar code



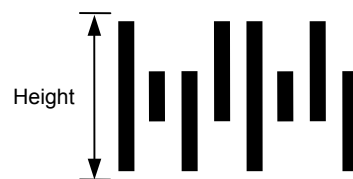
(7) Bar code height



[PDF417, MicroPDF417]



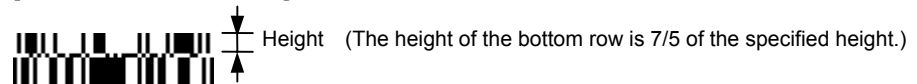
[Postal code]



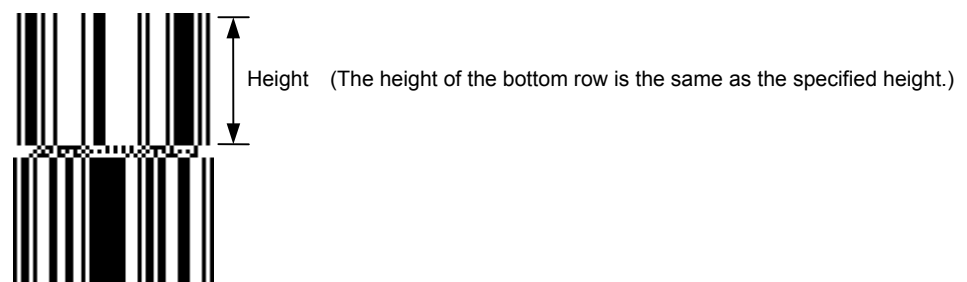
[GS1 DataBar Omnidirectional/GS1 DataBar Truncated]



[GS1 DataBar Stacked]



[GS1 DataBar Stacked Omnidirectional]



[GS1 DataBar Limited]



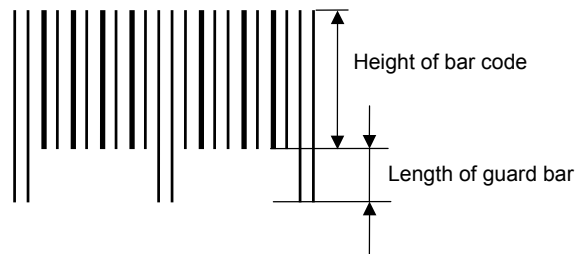
[GS1 DataBar Expanded]



When the bar code height is set to 0000, a bar code (including guard bars) and numerals under bars are not drawn. However, the bar code printed on the previous label is cleared.

(8) Length of guard bar

The length of guard bar is valid only when the type of bar code is WPC. It is ignored in all other cases.



(9) Numerals under bars

Numerals are/are not provided under bars according to the parameter for print/non print of numerals under bars. The numerals under bars to be printed vary according to the type of bar code. The font of numerals under bars is OCR-B. These numerals are enlarged or reduced only horizontally according to the width of the bar code. When they are drawn vertically, no enlargement or reduction is applied.

[Drawing positions of numerals under bars]

① In the case of JAN and EAN

(Example) EAN13 + 2 digits



(Example) EAN8



- ② In the case of UPC  
(Example) UPC-A + 2 digits



(Example) UPC-E



- ③ In the case of bar codes other than JAN, EAN, and UPC  
(Example) CODE39



(Example) UCC/EAN128



#### (10) Start/Stop Code

- This parameter is valid only when the type of bar code is CODE39 and NW7.
- When the parameter is designated, whether or not the stop code and the start code are attached to the print data to be sent is not checked.
- When the parameter is omitted in the case of CODE39 and NW7, a start/stop code will be attached. The code to be added is “\*” in the case of CODE39, and “a” in the case of NW7.
- For details, refer to chapter 15 “AUTOMATIC ADDITION OF START/STOP CODES”.

(11) Increment/decrement

Printing is performed while the data is incremented or decremented each time a label is issued. Where the data row exceeds the maximum number of digits (40), the data row will not be drawn.

When CODE128 (without auto code selection) is used, the number of the start code (code A, code B, and code C) digits is regarded as 2.

Initial value	0000	0000	0000	0000	999999
INC/DEC	+10	+10	+10	+10	+1
Zero suppression	Not designated	5	3	0	3
1st label	0000	0000	┐ 000	0000	999999
2nd label	0010	0010	┐ 010	0010	┐┐┐ 000
3rd label	0020	0020	┐ 020	0020	┐┐┐ 001
4th label	0030	0030	┐ 030	0030	┐┐┐ 002
5th label	0040	0040	┐ 040	0040	┐┐┐ 003

Letters and numerals for increment/decrement

For CODE39 (standard), CODE39 (full ASCII), NW-7, CODE93, CODE128, even if a data string other than numerals are included in the data, increment/decrement is performed. However, if any code which does not exist in each bar code table is contained in the data, increment/decrement is not performed.

Up to 40 digits (including letters, numerals, and symbols) are possible. Only the numerals are selected and calculated for incrementing/decrementing, and then are returned to the previous position to draw the data.

Example of increment/decrement calculation

Initial value	00000	A0A0A	7A8/9	A2A0A
INC/DEC	+1	+1	+3	-3
1st label	00000	A0A0A	7A8/9	A2A0A
2nd label	00001	A0A1A	7A9/2	A1A7A
3rd label	00002	A0A2A	7A9/5	A1A4A
4th label	00003	A0A3A	7A9/8	A1A1A
5th label	00004	A0A4A	8A0/1	A0A8A

Example of increment/decrement of data including the special codes of CODE128

Increment/decrement calculation starts from the lowest digit in the data strings. If the data string to be calculated is numeric and the next (upper) digit is ">", this data is a special code (underlined digits shown in the table below). In such case, these two digits are skipped, and the next digit is calculated.

Example of increment/decrement calculation of CODE128

Initial value	00000	00>08	0A>08	0A9>08
INC/DEC	+1	+1	+1	+1
1st label	00000	00>08	0A>08	0A9>08
2nd label	00001	00>09	0A>09	0A9>09
3rd label	00002	01>00	1A>00	1A0>00
4th label	00003	01>01	1A>01	1A0>01
5th label	00004	01>02	1A>02	1A0>02

(12) Zero suppression

No. of digits after zero suppression	0	1	2	2	3	4	5
Data	0000	0000	0000	0A12	0123	0123	0123
Print	0000	▯▯▯0	▯▯00	▯A12	▯123	0123	0123

Zero(s) in a data row is replaced with a space(s) from the upper digits, according to the designated number of digits. However, if the number of digits after zero suppression is greater than the data row, the data row will be drawn without performing zero suppression. Where the data row exceeds the maximum number of digits (40), the data row will not be drawn.

When the print data including start/stop codes are sent, the start/stop codes are also counted as a digit each. When the bar code type is JAN, EAN, UPC, or UCC/EAN 128, the data will be drawn without performing zero suppression.

(13) Data string to be printed

Drawing data can be programmed by designating the number of digits after the symbol “=” . The maximum number of digits to be printed varies according to the types of bar codes. For codes, refer to chapter 13 “BAR CODE TABLE”.

(14) Link field No.

The link field No. can be programmed by designating it after the symbol “;.” After the link field No. is designated using the Format Command, the data string are linked by the Link Field Data Command to draw an image.

Up to 20 fields can be linked.

The following shows an example of linked fields on the two continuous labels.

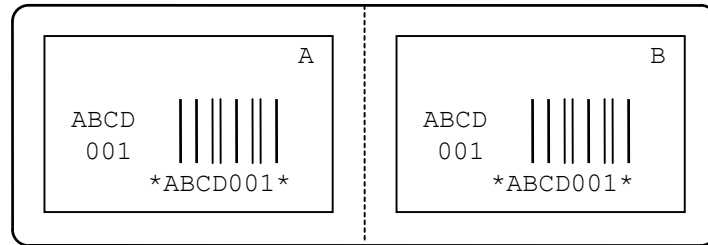
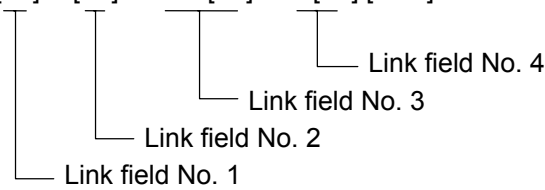
[Format Command]

[ESC] PC01;.....	; 01 [LF] [NUL]	: Link field No. 1 is designated.
[ESC] PC02;.....	; 03 [LF] [NUL]	: Link field No. 3 is designated.
[ESC] PC03;.....	; 04 [LF] [NUL]	: Link field No. 4 is designated.
[ESC] XB01;.....	; 03, 04 [LF] [NUL]	: Link fields No. 3 and No. 4 are designated.
[ESC] PC04;.....	; 02 [LF] [NUL]	: Link field No. 2 is designated.
[ESC] PC05;.....	; 03 [LF] [NUL]	: Link field No. 3 is designated.
[ESC] PC06;.....	; 04 [LF] [NUL]	: Link field No. 4 is designated.
[ESC] XB02;.....	; 03, 04 [LF] [NUL]	: Link fields No. 3 and No. 4 are designated.

└─ Designating the link field No.

[Data Command]

[ESC] RB; A [LF] B [LF] ABCD [LF] 001 [LF] [NUL]



#### (15) Explanation for Data Matrix

##### ① ECC type

Data Matrix contains a function to correct a code reading error using an error correction code (ECC) and restore normal data. The ECC should be chosen from several types of ECCs according to usage. The general correction ability is as follows. However, it may vary according to the error conditions.

ECC type	Error Correction Ability	Overhead by ECC
ECC0	<div>Low</div> <div>↑↓</div> <div>High</div>	0%
ECC50		25%
ECC80		33%
ECC100		50%
ECC140		75%
ECC200		Approx. 30%

##### ② Format ID

Data Matrix can handle all codes including alphanumerics, symbols and Kanji. Since data compression rate varies according to codes, a code to be used is designated using the format ID.

Format ID	Code	Details
1	Numerics	0 to 9 space
2	Letters	A to Z space
3	Alphanumerics, symbols	0 to 9 A to Z space . , - /
4	Alphanumerics	0 to 9 A to Z space
5	ASCII (7 bit)	00H to 7FH
6	ISO (8 bit)	00H to FFH (Kanji)



③ Maximum number of digits

The maximum number of digits varies according to the ECC type or format ID.

Since a Kanji character uses 2 bytes, its maximum number of digits becomes half of the following values.

	ECC0	ECC50	ECC80	ECC100	ECC140
Format ID 1	500	457	402	300	144
Format ID 2	452	333	293	218	105
Format ID 3	394	291	256	190	91
Format ID 4	413	305	268	200	96
Format ID 5	310	228	201	150	72
Format ID 6	271	200	176	131	63

	Numeric	Alphanumeric	8 bit
ECC200	2000	2000	1556

For the maximum number of digits in cell units, see the next page.

④ Connection setting

The connection setting is used when the data cannot be expressed with a two-dimensional code. Data is comprised of more than one two-dimensional code. When three two-dimensional codes are used to comprise data, for example, identification information of 1/3, 2/3, and 3/3 is inserted into each two-dimensional code. The ID number is assigned to identify the proper combination of two-dimensional codes when plural connecting symbols are printed on one label. For example, when there are two kinds of data containing identification information for 1/2 and 2/2 in the same label, combination of two-dimensional codes is unclear. By adding the ID number, the combination is made clearer.

# Cell size and the effective data capacity

Symbol size		ECC000			ECC050			ECC080			ECC100			ECC140		
		Numeric capacity	Alphanum capacity	8-bit byte capacity	Numeric capacity	Alphanum capacity	8-bit byte capacity	Numeric capacity	Alphanum capacity	8-bit byte capacity	Numeric capacity	Alphanum capacity	8-bit byte capacity	Numeric capacity	Alphanum capacity	8-bit byte capacity
Row	Col															
9	9	3	2	1	—	—	—	—	—	—	—	—	—	—	—	—
11	11	12	8	5	1	1	—	—	—	—	—	—	—	—	—	—
13	13	24	16	10	10	6	4	4	3	2	1	1	—	—	—	—
15	15	37	25	16	20	13	9	13	9	6	8	5	3	—	—	—
17	17	53	35	23	32	21	14	24	16	10	16	11	7	2	1	1
19	19	72	48	31	46	30	20	36	24	16	25	17	11	6	4	3
21	21	92	61	40	61	41	27	50	33	22	36	24	15	12	8	5
23	23	115	76	50	78	52	34	65	43	28	47	31	20	17	11	7
25	25	140	93	61	97	65	42	82	54	36	60	40	26	24	16	10
27	27	168	112	73	118	78	51	100	67	44	73	49	32	30	20	13
29	29	197	131	86	140	93	61	120	80	52	88	59	38	38	25	16
31	31	229	153	100	164	109	72	141	94	62	104	69	45	46	30	20
33	33	264	176	115	190	126	83	164	109	72	121	81	53	54	36	24
35	35	300	200	131	217	145	95	188	125	82	140	93	61	64	42	28
37	37	339	226	148	246	164	108	214	143	94	159	106	69	73	49	32
39	39	380	253	166	277	185	121	242	161	106	180	120	78	84	56	36
41	41	424	282	185	310	206	135	270	180	118	201	134	88	94	63	41
43	43	469	313	205	344	229	150	301	201	132	224	149	98	106	70	46
45	45	500	345	226	380	253	166	333	222	146	248	165	108	118	78	51
47	47	500	378	248	418	278	183	366	244	160	273	182	119	130	87	57
49	49	500	413	271	457	305	200	402	268	176	300	200	131	144	96	63

		ECC200		
Symbol size		Numeric capacity	Alphanum capacity	8-bit byte capacity
Row	Col			
10	10	6	3	1
12	12	10	6	3
14	14	16	10	6
16	16	24	16	10
18	18	36	25	16
20	20	44	31	20
22	22	60	43	28
24	24	72	52	34
26	26	88	64	42
32	32	124	91	60
36	36	172	127	84
40	40	228	169	112
44	44	288	214	142
48	48	348	259	172
52	52	408	304	202
64	64	560	418	278
72	72	736	550	366
80	80	912	682	454
88	88	1152	862	574
96	96	1392	1042	694
104	104	1632	1222	814
120	120	2000	1573	1048
132	132	2000	1954	1302
144	144	2000	2000	1556

#### Rectangular code

		ECC200		
Symbol size		Numeric capacity	Alphanum capacity	8-bit byte capacity
Row	Col			
8	18	10	6	3
8	32	20	13	8
12	26	32	22	14
12	36	44	31	20
16	36	64	46	30
16	48	98	72	47

(16) Explanation for the PDF417 and MicroPDF417

① Security level

The PDF417 contains a function to correct a code reading error using an error correcting code word and restore normal data. The security level should be designated according to usage.

For the MicroPDF417, the printer sets the security level automatically.

Security level	Error Correction Ability	No. of error correction code words
Level 0	<div>Low</div> <div>↑</div> <div>↓</div> <div>High</div>	0
Level 1		2
Level 2		6
Level 3		14
Level 4		30
Level 5		62
Level 6		126
Level 7		254
Level 8		510

② No. of columns (strings)

The number of rows and the row length (No. of data strings) are variable in the PDF417. Therefore, the form of the symbol can be changed in the proportion of the height and width in accordance with the paper to be used.

The number of columns (the number of data strings) is varied between 1 and 30.

If the number of columns is set to too small though the data volume is large and the security level is high, drawing may not be performed. This is because the number of rows may exceed 90 when the number of columns is too small. (When the PDF417 is used, the number of rows of symbols is limited in a range from 3 to 90.)

For the MicroPDF417, not only the number of columns (data strings) but also the number of rows (data lines) can be designated. When these are to be designated, see the table. Note that the max. number of digits for the set parameter (gg) varies according to the character type. If data over the max. number of digits for the set parameter (gg) is set, a bar code is not printed. The number of columns (data strings) is varied in a range from 1 to 4.

Though the max. number of lines is 44, it depends on the number of columns.

(17) Explanation for QR code

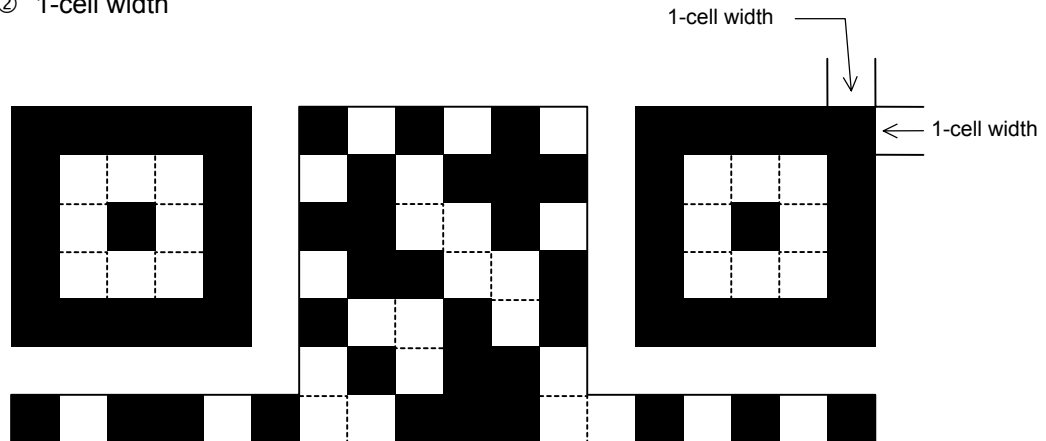
① Error correction level

The QR code contains functions to detect and correct an error. If one of the data characters is damaged, the data can be restored when this code is read.

There are 4 levels of error correction. The level should be specified according to usage. The general correction ability is as follows.

Level	Error correction ability	Overhead by correcting an error
High density level	<div>Low</div> <div>↑</div> <div>↓</div> <div>High</div>	7%
Standard level		15%
Reliability level		25%
High reliability level		30%

② 1-cell width



When the 1-cell width is set to 0, a two-dimensional code is not drawn. However, the bar code printed on the previous label is cleared.

③ Selection of mode

All codes including alphanumerics, symbols, and Kanji can be used in one QR code. Manual mode or automatic mode can be selected to perform the operation.

④ Selection of model

Model 1: Original specification

Model 2: Extended specification which enhances the function of position correction and can contain a large amount of data.

⑤ Mask number

It is preferable that the black and white modules are arranged in well-balanced manner so that a QR code is read for sure. The mask number prevents the bit pattern “1011101”, which is characteristically seen in the position detecting pattern, from appearing in the symbol as much as possible.

The mask number is ranging from 0 to 7. The pattern of the code is determined by placing each masking pattern for the mask number over the module pattern. When the mask number is set to 8, masking is not performed. When the parameter is omitted, the most appropriate mask number is automatically selected to perform masking.

⑥ Connection setting

For QR code, data can be divided into several codes. Even though the print space is limited, divided codes can be printed there. The data can be divided into a max. of 16 codes. Parity data is obtained by XORing all input data in units of bytes before dividing. The input data is calculated based on shift JIS for Kanji, or on JIS 8 for others. Examples are shown below:

“0123456789日本” is divided into “0123”, “4567”, and “89日本”.

Code No. 1	No. of divided codes: 3	Parity data: 85	Data “0123”
Code No. 2	No. of divided codes: 3	Parity data: 85	Data “4567”
Code No. 3	No. of divided codes: 3	Parity data: 85	Data “89日本”

\* The parity data is the XORed value for “0123456789日本”.

30 31 32 33 34 35 36 37 38 39 93 FA 96 7B = 85

(18) Explanation for MaxiCode

① Connection setting

For MaxiCode, data can be divided into a max. of 8 codes.

(19) Explanation for CP code

① ECC (Error Correction Code) level

The CP code contains a function to correct a code reading error using an error correcting code word and restore normal data. The error correction level should be selected according to usage.

The higher the percentage of the error correcting code word is, the higher the error correcting ability is.

For the CP code, the program is designed so that all remaining areas are used for correcting errors when the number of code characters is specified by a user. When the number of code characters is specified, "0" (No designation) can be used.

When the number of code characters is not specified by a user, a value must be selected from a range of 10 to 50%. The printer automatically determines the number of code characters so that the error correcting code word exceeds the percentage specified by user.

② The number of bits per character

Data is compressed by using the 8-bit compression method. Even if "0" is specified, the data will be compressed in the same way.

Character set for 8 bits

8 bits: ISO 00H to FFH (for Kanji)

③ The number of code characters

For the CP code, a 3×3-cell is used for one block, and a CP code consists of these blocks.

The numbers of characters in the X and Y directions can be set by a user.

If "0" is specified, the printer automatically sets the smallest code size that can contain the data set by the user.

The rectangular code can be also specified. In that case, the value for the Y direction must be smaller than the X direction.

The number of cells per code is as follows.

(No. of code characters) × 3 + 2

The following is supported from firmware V1.6.

(20) Explanation for RFID

① The number of bytes to be written

The number of bytes to be written on the tag depends on the type of tag.

② Sequence of writing data on the RFID tag

Data is written on the RFID tag prior to printing. When +3-mm or more feed, or a -3-mm or less feed has been set in the @003 command, the printer performs a forward/reverse feed before printing, according to the command setting.

When writing data onto the RFID tag succeeds, the printer feeds the paper in the direction opposite to the feed performed before data write, and then starts printing.

If writing data fails, and when the parameter of RFID adjustment for retry has been set to +3mm or more, or -3mm or less in the system mode, the printer performs a forward/reverse feed again and retries to write data.

If writing data failed again, the printer prints the void pattern on that paper to abandon it, and retries the next tag up to the max. number of issue retries.

③ Writing binary data on RFID tags

When writing binary data on RFID tags, the data is specified by attaching a '>'. Or, the data is converted to binary format when "conversion to binary" is designated for the data type, and converted to hexadecimal format when "conversion to hexadecimal" is designated for the data type. In the case of binary format, only '0' and '1' are used. In the case of hexadecimal format, '0' to 'F' are used.

(Example) To specify "00H01H02H"

No conversion:	>@>A>B
Conversion to binary:	0000000000000000100000010
Conversion to hexadecimal:	000102

For details, refer to Chapter 13 BAR CODE TABLE.

④ On-the-fly issue

When "On-the-fly issue" is enabled for RFID tag write, a data write time depends on the start point, the end point, and the print speed. If that time is shorter than the time required to write data onto an RFID tag (300 msec.), the printer will not perform the on-the-fly issue. When a write error occurs during the on-the-fly issue, the printer will feed the paper backward and print the void pattern on it, during which the RFID tag paper may be jammed at the print head.

Success rate of data write onto RFID tags is high when the print speed is as slow as 2 inches/sec. Even if the on-the-fly issue is enabled, it may take more time to issue RFID tag paper because the printer will feed the paper backward when an error occurs. Therefore, the total throughput could be higher when the print condition is set so that the on-the-fly issue is not performed, RFID data is written prior to printing and print speed is 6 inches/sec. However, please note that the possibility of a feed jam could become higher.

⑤ U-Code V1.19 and EPC format (Not available to the B-SA704-RFID-U2-EU-R.)

When U-Code V1.19 or EPC format is designated, data will be written onto an RFID tag in the format of its own.

Data is all specified with numbers, and no partitions are inserted between the fields.

When U-Code V1.19 and EPC format are designated and both designations are incorrect, U-Code V1.19 takes precedence over the EPC format.

When U-Code V1.19 or EPC format is designated and the number of input digits of

print data string is different from the size of the data to be formatted for the designated format, only the input data of designated size is formatted.

When a format is designated and data other than the one supported by the format, which has designated data string to be printed, is designated, a variable value is written.

⑥ Data type

When “conversion to binary” or “conversion to hexadecimal” is designated for the data type and the number of digits of print data string is less than that for the data type designated, the remaining digits are filled with “0”, then an RFID write is performed. This also applies when a link field is designated. Each field must designate 1-byte data. If data of less than 1 byte is designated, shortfall of data must be filled with “0” and an RFID write is performed.

⑦ Designation of access password registration and kill password registration

When registration of access password or kill password fails, a registration error will result and the printer prints the void pattern.

This setting is effective only for the EPC Class 1 Generation 2 tag type and is ignored for other tag types. This setting may not be effective for some of the EPC Class 1 Generation 2 tags.

⑧ Lock/unlock setting

This setting is effective only for the EPC Class 1 Generation 2 tag type and is ignored for other tag types. This setting may not be effective for some of the EPC Class 1 Generation 2 tags.

⑨ Access to the password-protected tags

When “Access to the password-protected tags” is designated for an RFID write, the printer prints the void pattern if an access password for the RFID write and the access password designated do not match. Note that data can be written even onto password-protected tags when a designation of “Access to the password-protected tags” is omitted, but an access password cannot be registered when “Access to the password-protected tags” is designated.

This setting is effective only for the EPC Class 1 Generation 2 tag type and is ignored for other tag types. This setting may not be effective for some of the EPC Class 1 Generation 2 tags.

Notes
-------

- (1) The check digit attachment, increment/decrement, and zero suppression are performed according to the following priority. If any of the conditions is improper, no drawing will take place.

[ For example, the zero(s) is replaced with a space(s) as a result of zero suppression, but  
the modulus 10 designated to be attached cannot be calculated. ]

Increment/decrement > zero suppression > attachment of check digit

- (2) Up to 32 fields for which incrementing/decrementing has been designated can be drawn. If the total bit map font, outline font, and bar code increment/decrement fields exceeds 32, drawing will take place without incrementing/decrementing any excessive field. The field to be incremented or decremented is incremented or decremented until the Image Buffer Clear Command ([ESC] C) is transmitted.



[Example]

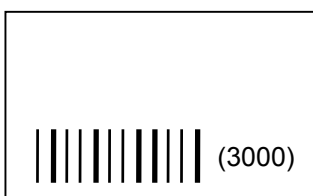
- ① Format Command (Increment bar code No. 01 (+1))
- ② Format Command (Increment bar code No. 02 (+2))
- ③ Image Buffer Clear Command
- ④ Data Command (Bar code No. 01 "0001")
- ⑤ Data Command (Bar code No. 02 "0100")
- ⑥ Issue Command (2 labels)



- ⑦ Issue Command (1 label)



- ⑧ Image Buffer Clear Command
- ⑨ Data Command (Bar code No. 02 "3000")
- ⑩ Issue Command (1 label)



- (3) More than one Bar Code Format Command can be connected when transmitted.

[ESC] XB01; 0100, 0150, 3, 1, 02, 02, 06, 06, 02, 0, 0150 [LF]  
 B02; 0350, 0150, 3, 1, 02, 02, 06, 06, 02, 0, 0150 [LF] [NUL]

- (4) When the drawing data differs for every label, the field of the drawing data for the previous label is automatically cleared using the bar code number, then the next drawing data is printed. Therefore, the bar code number should be designated so that they differ according to the drawing fields. Since the automatic field clear is not performed between the Clear Command ([ESC] C) and Issue Command ([ESC] XS), the fixed data may be drawn using the same bar code number. In this case, the Format Command and Data Command should be sent alternately. (After the Issue Command is sent, the fields with the same bar code number are automatically cleared until the Clear Command is sent.)

- (5) The link field designation is cleared by omitting the link field designation using the same bar code No. and reformatting data.

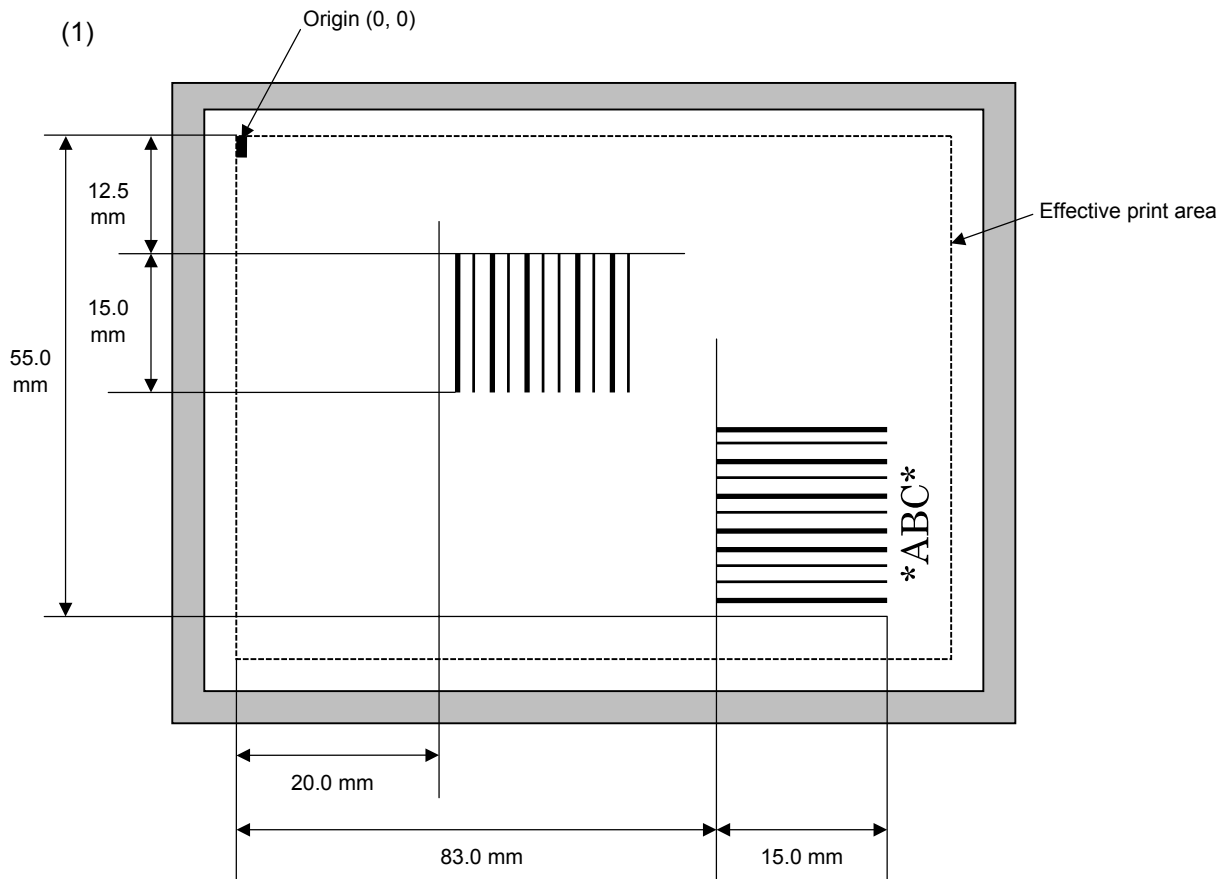
The link field designation can also be cleared by the Image Buffer Clear Command.

- (6) A print data string and the link field No. cannot be programmed at the same time.

Refer to

Bit Map Font Format Command ([ESC] PC)  
Outline Font Format Command ([ESC] PV)  
Bar Code Data Command ([ESC] RB)

Examples



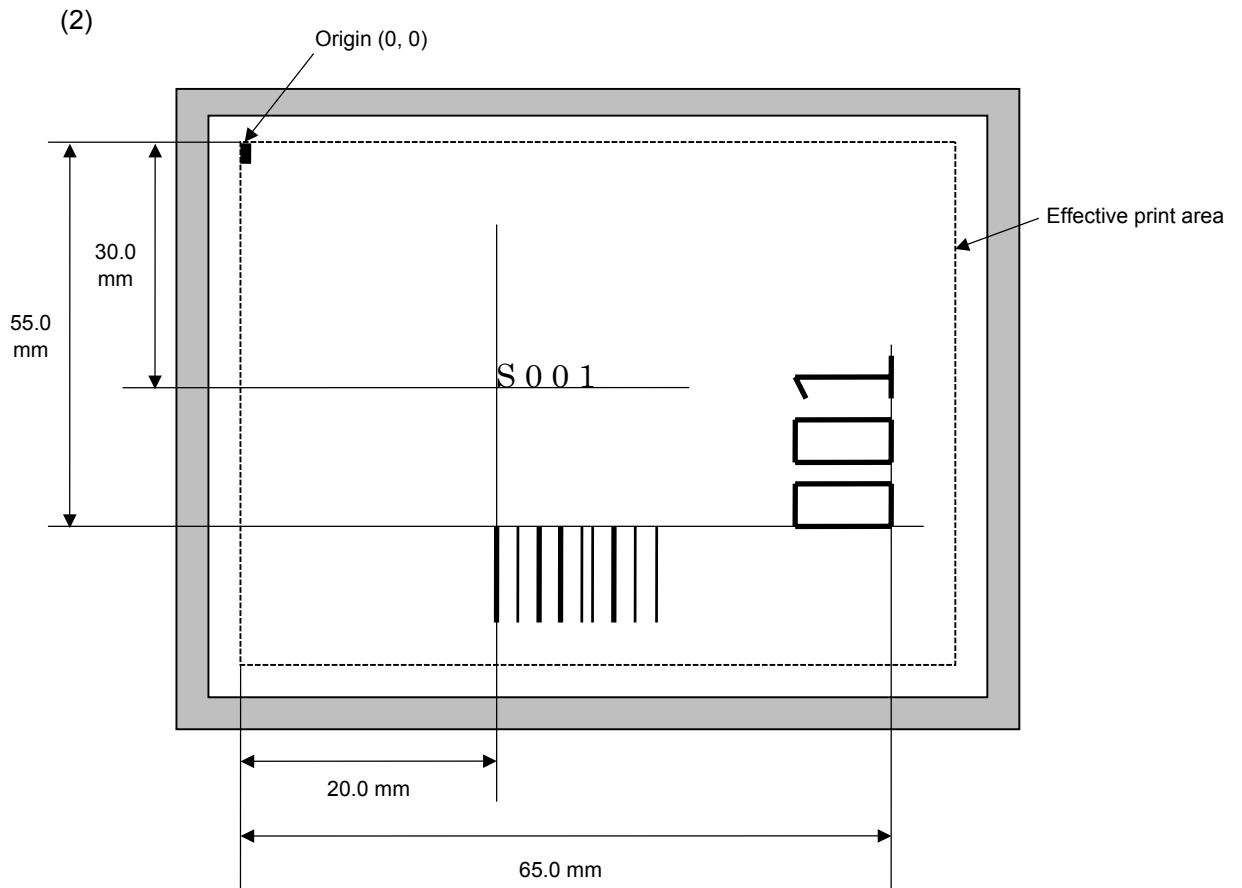
[ESC] C [LF] [NUL]

[ESC] XB01; 0200, 0125, 3, 1, 03, 03, 08, 08, 03, 0, 0150=12345 [LF] [NUL]

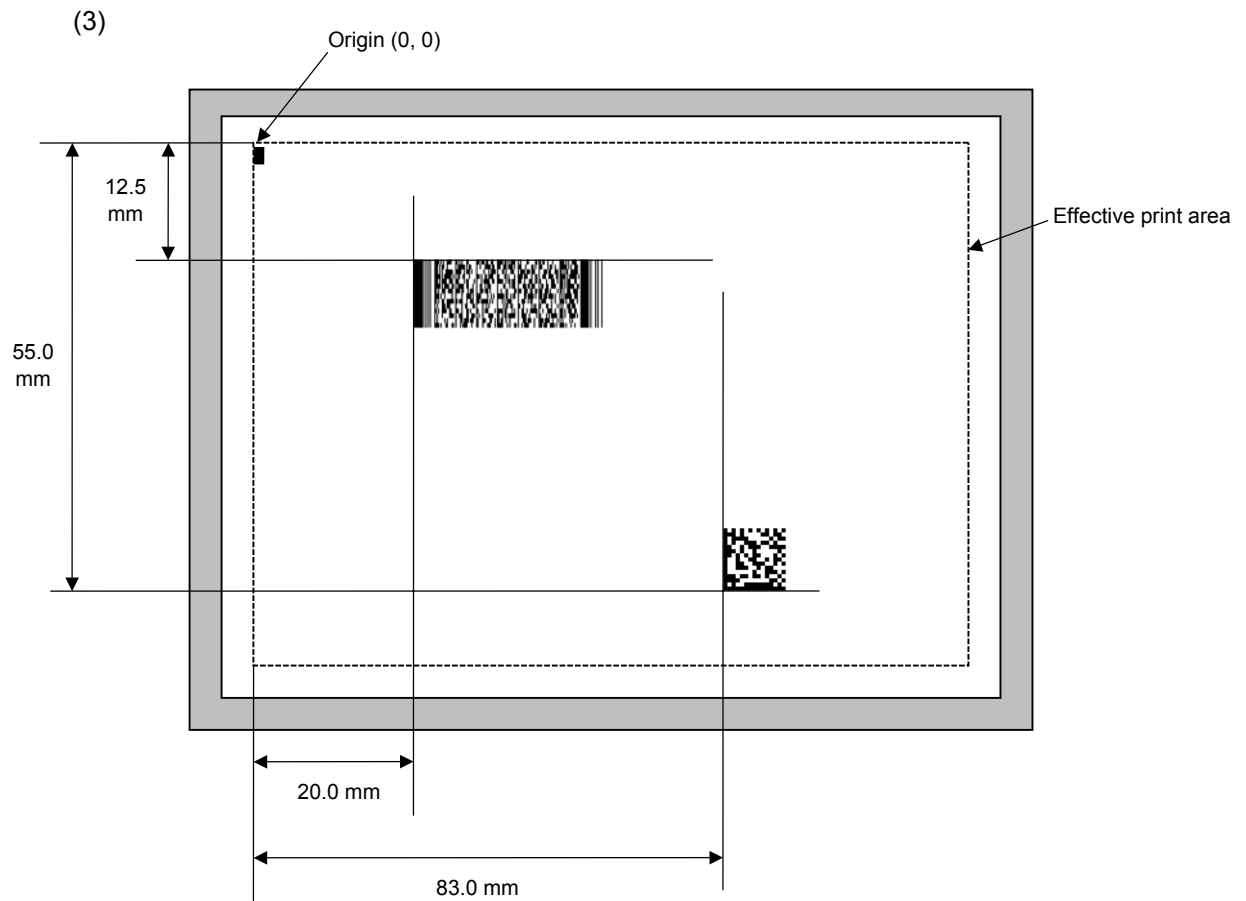
[ESC] XB02; 0830, 0550, 3, 1, 02, 04, 07, 08, 04, 3, 0150, +0000000000, 1, 00, N [LF] [NUL]

[ESC] RB02; \*ABC\* [LF] [NUL]

[ESC] XS; I, 0002, 0002C4000 [LF] [NUL]



```
[ESC] C [LF] [NUL]
[ESC] PC001; 0200, 0300, 1, 1, C, 00, B; 01, 02 [LF] [NUL]
[ESC] PV01; 0650, 0550, 0200, 0150, B, 33, B; 02 [LF] [NUL]
[ESC] XB01; 0200, 0550, 3, 1, 03, 03, 08, 08, 03, 0, 0150; 01, 02 [LF] [NUL]
[ESC] RB; S [LF] 001 [LF] [NUL]
[ESC] XS; I, 0002, 0002C4000 [LF] [NUL]
```



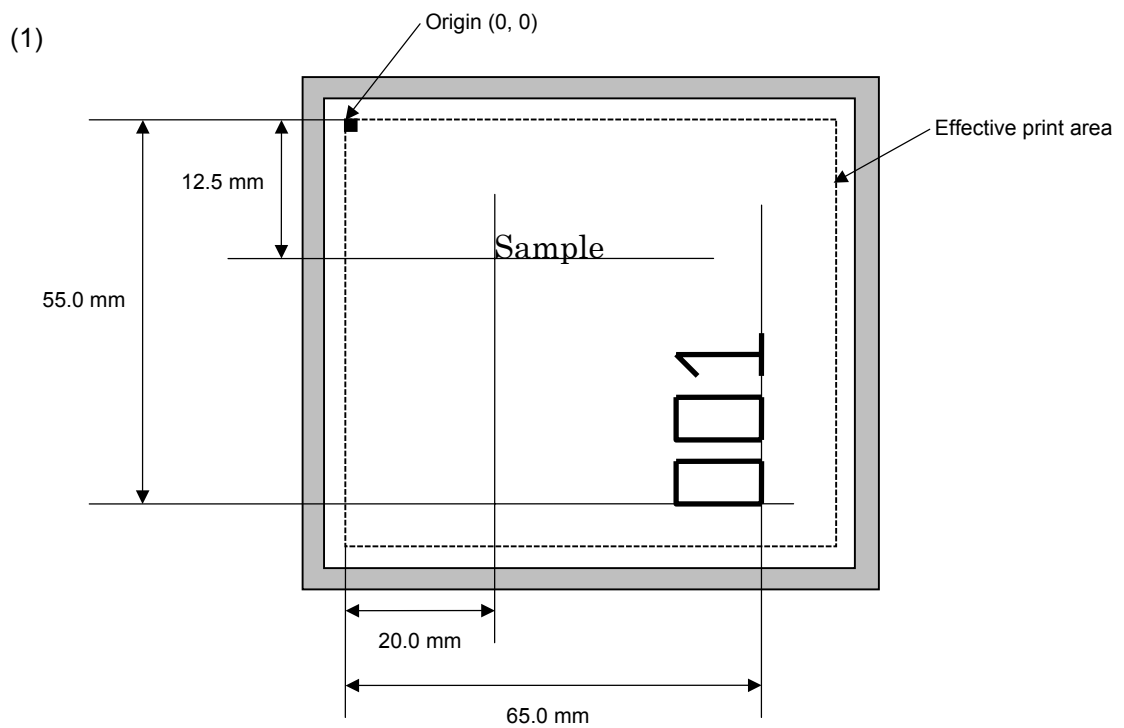
```
[ESC] C [LF] [NUL]
[ESC] XB01; 0200, 0125, P, 04, 02, 03, 0, 0010 [LF] [NUL]
[ESC] XB02; 0830, 0550, Q, 08, 03, 05, 3 [LF] [NUL]
[ESC] RB01; PDF417 [LF] [NUL]
[ESC] RB02; Data Matrix [LF] [NUL]
[ESC] XS; I, 0002, 0002C4000 [LF] [NUL]
```

### 6.3.11 BIT MAP FONT DATA COMMAND

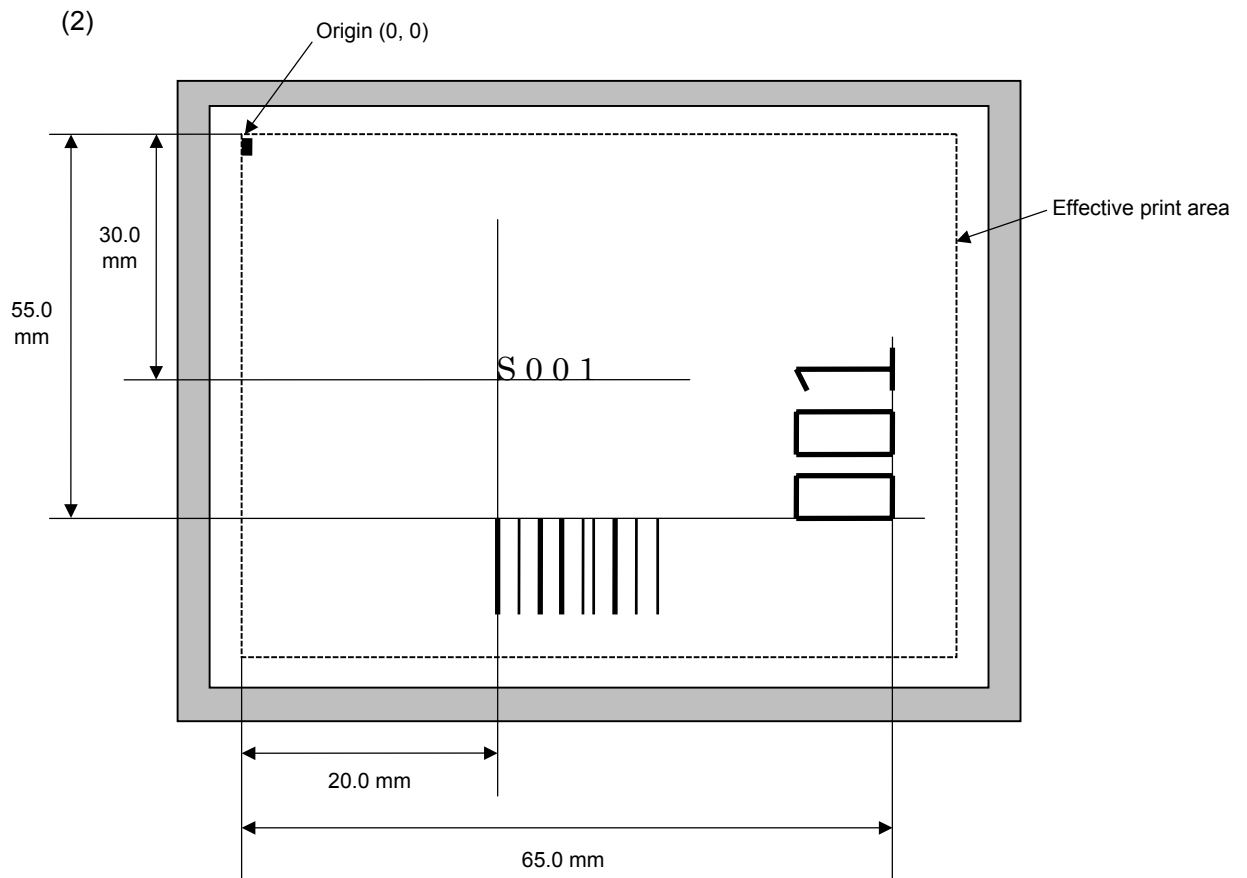
[ESC] RC

Function	Provides data for the bit map font row.
Format	<p>① [ESC] RCaaa; bbb ----- bbb [LF] [NUL]</p> <p>② Link Field Data Command</p> <p>[ESC] RC; ccc ----- ccc [LF] ddd ----- ddd [LF] ----- [LF] xxx ----- xxx [LF] [NUL]</p>
Term	<p>aaa: Character string number 000 to 199 (Two digits, 00 to 99, also acceptable.)</p> <p>bbb ----- bbb: Data string to be printed Max. 255 digits (Max. 127 digits when the font type is e, j, v, or w.) Any excess data will be discarded. For the character codes, refer to chapter 12 "CHARACTER CODE TABLE".</p> <p>ccc ----- ccc: Data string of link field No. 1</p> <p>ddd ----- ddd: Data string of link field No. 2 to xxx ----- xxx: Data string of link field No. 99</p>
Explanation	<p>(1) Link field data string</p> <ul style="list-style-type: none"> <li>• After the link field No. is designated in the Format Command, data strings are linked using the Link Field Data Command to draw an image.</li> <li>• Up to 255 digits of data strings can be linked. However, when the font type is e, j, v, or w, only up to 127 digits can be linked. When the number of digits exceeds the maximum value, excess data will be discarded.</li> <li>• Up to 99 data strings can be linked.</li> <li>• Up to 2048 bytes can be used as the command length ([ESC] to [NUL]) of the Link Field Data Command.</li> <li>• When the data string is omitted in the Link Field Data Command, the following process is performed: <ul style="list-style-type: none"> <li>① No process will be performed for the field which contains no print data due to the omission.</li> <li>② When the field partially loses print data due to the omission, the only remaining data will be processed as print data.</li> </ul> </li> <li>• The Link Field Data Command can be used for the bit map font fields, outline font fields, and bar code fields. (The same result is obtained when any of the "RC," "RV" or "RB" command code is designated.)</li> </ul>
Refer to	Bit Map Font Format Command ([ESC] PC)

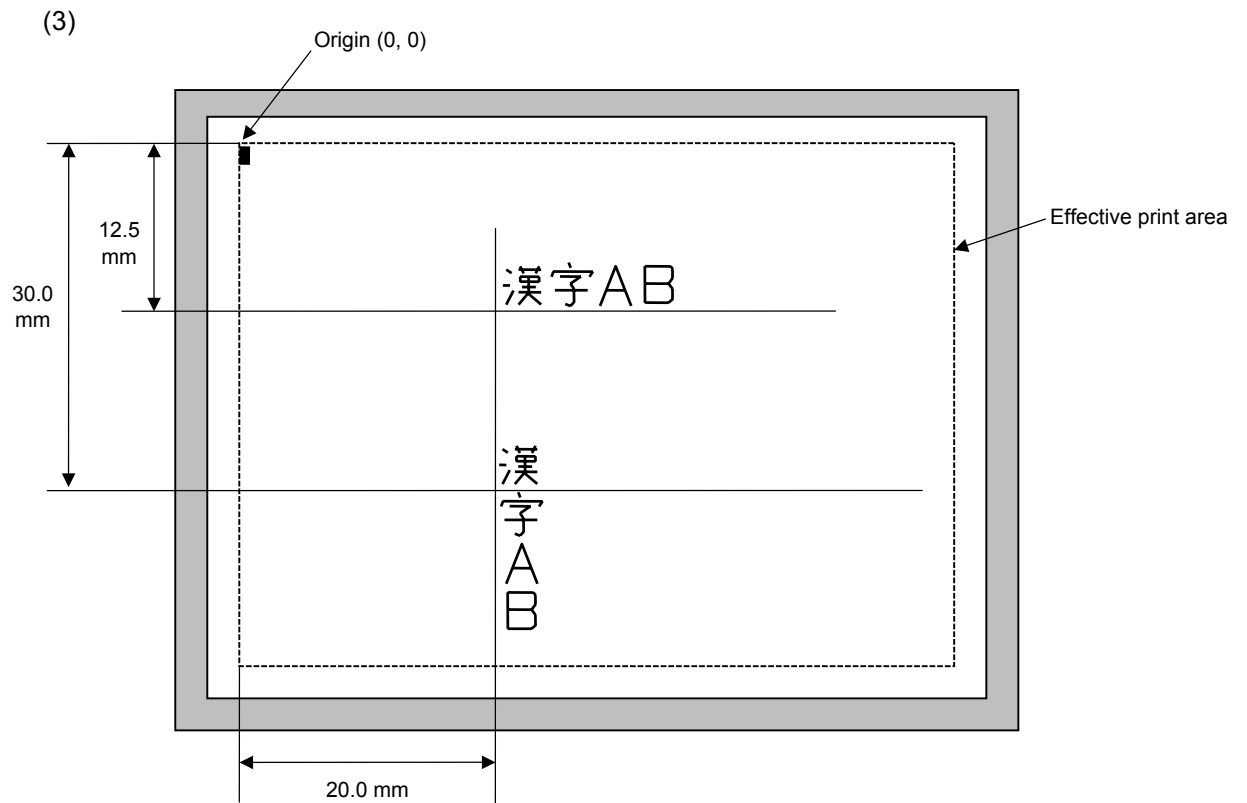
## Examples



```
[ESC] C [LF] [NUL]
[ESC] PC001; 0200, 0125, 1, 1, C, 00, B [LF] [NUL]
[ESC] PC002; 0650, 0550, 2, 2, G, 33, B, +0000000001 [LF] [NUL]
[ESC] RC001; Sample [LF] [NUL]
[ESC] RC002; 001 [LF] [NUL]
[ESC] XS; I, 0002, 0002C4000 [LF] [NUL]
```



```
[ESC] C [LF] [NUL]
[ESC] PC001; 0200, 0300, 1, 1, C, 00, B; 01, 02 [LF] [NUL]
[ESC] PV01; 0650, 0550, 0200, 0150, B, 33, B; 02 [LF] [NUL]
[ESC] XB01; 0200, 0550, 3, 1, 03, 03, 08, 08, 03, 0, 0150; 01, 02 [LF] [NUL]
[ESC] RC; S [LF] 001 [LF] [NUL]
[ESC] XS; I, 0002, 0002C4000 [LF] [NUL]
```



```
[ESC] C [LF] [NUL]
[ESC] PC000; 0200, 0125, 1, 1, X, 00, B [LF] [NUL]
[ESC] PC001; 0200, 0300, 1, 1, X, 01, B [LF] [NUL]
[ESC] RC000; 漢字    AB [LF] [NUL]
[ESC] RC001; 漢字    AB [LF] [NUL]
[ESC] XS; I, 0002, 0002C4000 [LF] [NUL]
```



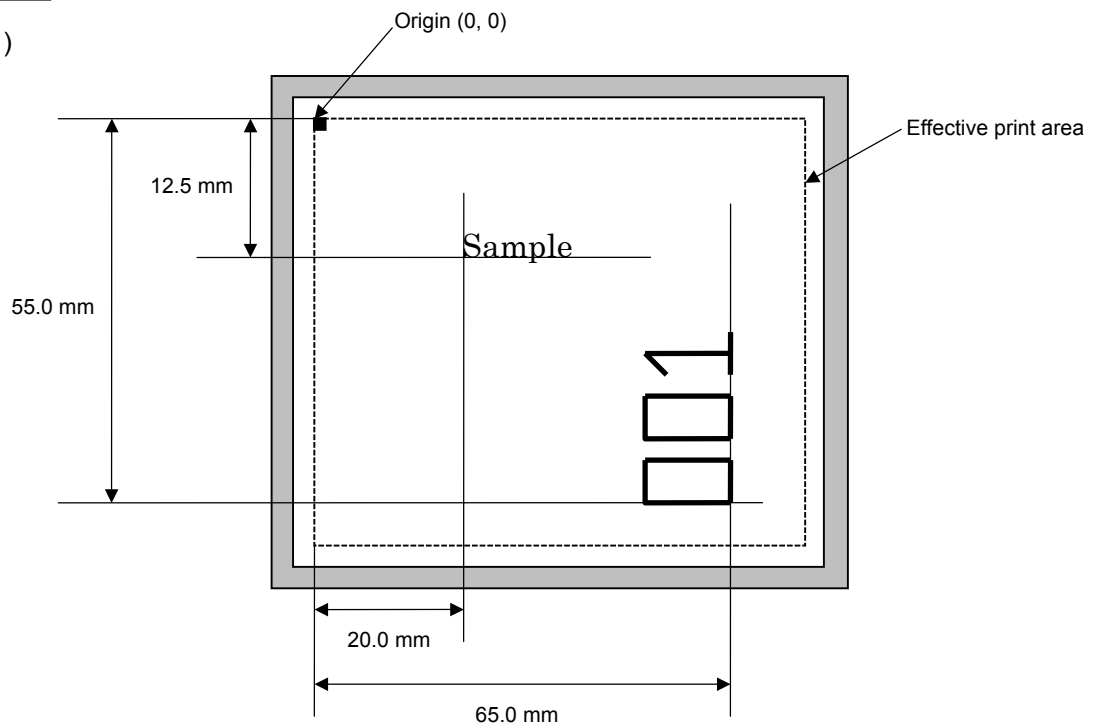
### 6.3.12 OUTLINE FONT DATA COMMAND

[ESC] RV

Function	Provides data for the outline font row.
Format	<p>① [ESC] RVaa; bbb ----- bbb [LF] [NUL]</p> <p>② Link Field Data Command [ESC] RV; ccc ----- ccc [LF] ddd ----- ddd [LF] ----- [LF] xxx ----- xxx [LF] [NUL]</p>
Term	<p>aa: Character string number 00 to 99</p> <p>bbb ----- bbb: Data string to be printed Max. 255 digits Any excess data will be discarded. For the character codes, refer to chapter 12 “CHARACTER CODE TABLE”.</p> <p>ccc ----- ccc: Data string of link field No. 1</p> <p>ddd ----- ddd: Data string of link field No. 2 to xxx ----- xxx: Data string of link field No. 99</p>
Explanation	<p>(1) Link field data string</p> <ul style="list-style-type: none"> <li>• After the link field No. is designated in the Format Command, data strings are linked using the Link Field Data Command to draw an image.</li> <li>• Up to 255 digits of data strings can be linked. Data exceeding the max. number of digits will be discarded.</li> <li>• Up to 99 data strings can be linked.</li> <li>• Up to 2048 bytes can be used as the command length ([ESC] to [NUL]) of the Link Field Data Command.</li> <li>• When the data string is omitted in the Link Field Data Command, the following process is performed: <ul style="list-style-type: none"> <li>① No process will be performed for the field which contains no print data due to the omission.</li> <li>② When the field partially loses print data due to the omission, the only remaining data will be processed as print data.</li> </ul> </li> <li>• The Link Field Data Command can be used for the bit map font fields, outline font fields, and bar code fields. (The same result is obtained when any of the “RC,” “RV” or “RB” command code is designated.)</li> </ul>
Refer to	Outline Font Format Command ([ESC] PV)

# Examples

(1)



[ESC] C [LF] [NUL]

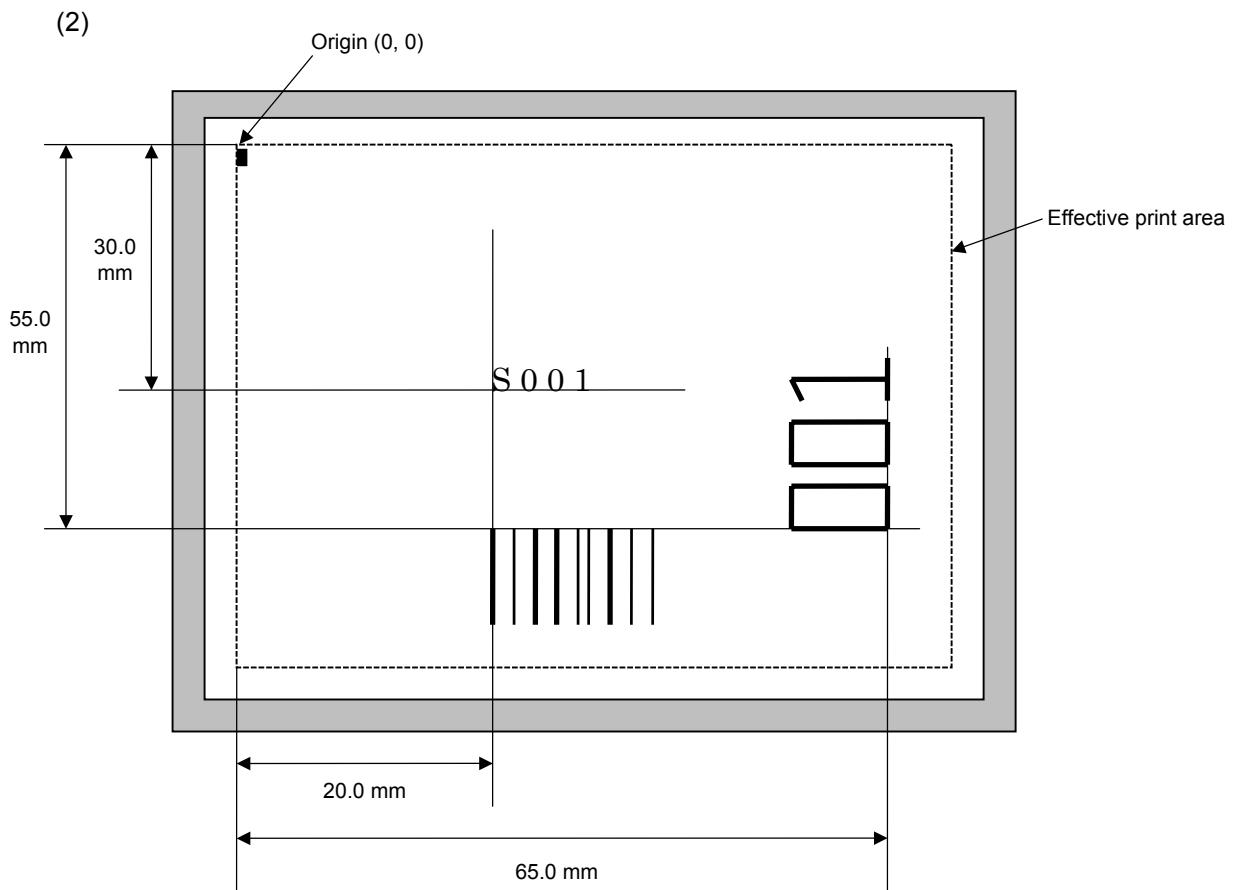
[ESC] PV01; 0200, 0125, 0100, 0100, B, 00, B [LF] [NUL]

[ESC] PV02; 0650, 0550, 0200, 0150, B, 33, B, +0000000001 [LF] [NUL]

[ESC] RV01; Sample [LF] [NUL]

[ESC] RV02; 001 [LF] [NUL]

[ESC] XS; I, 0002, 0002C4000 [LF] [NUL]



[ESC] C [LF] [NUL]

[ESC] PC001; 0200, 0300, 1, 1, C, 00, B; 01, 02 [LF] [NUL]

[ESC] PV01; 0650, 0550, 0200, 0150, B, 33, B; 02 [LF] [NUL]

[ESC] XB01; 0200, 0550, 3, 1, 02, 02, 06, 06, 02, 0, 0150; 01, 02 [LF] [NUL]

[ESC] RC; S [LF] 001 [LF] [NUL]

[ESC] XS; I, 0002, 0002C4000 [LF] [NUL]

### 6.3.13 BAR CODE DATA COMMAND

[ESC] RB

Function	Provides data for the bar code.																				
Format	<p>① [ESC] RBaa; bbb ----- bbb [LF] [NUL]</p> <p>② Link Field Data Command</p> <p>[ESC] RB; ccc ----- ccc [LF] ddd ----- ddd [LF] ----- [LF] xxx ----- xxx [LF] [NUL]</p>																				
Term	<p>aa: Bar code number 00 to 31</p> <p>bbb ----- bbb: Data string to be printed The maximum number of digits varies according to the type of bar code.</p> <p>ccc ----- ccc: Data string of link field No. 1</p> <p>ddd ----- ddd: Data string of link field No. 2 to</p> <p>xxx ----- xxx: Data string of link field No. 99</p> <p>The Data Command for the MaxiCode is described later.</p>																				
Explanation	<p>(1) Data check</p> <p>If the data row contains data which does not meet the type of bar code, a bar code will not be drawn. If wrong code selection takes place in the data row of CODE128 (without auto code selection), the bar code will not be drawn.</p> <p>In case of Data Matrix, if there is data different from the one designated using the format ID, a symbol is not drawn.</p> <p>(2) No. of digits of data</p> <p>When data exceeding the maximum number of digits is sent, the excess data will be discarded. For the maximum number of digits for each bar code, see below.</p> <table> <tr> <td>Data Matrix, PDF417, QR code:</td><td>2000 digits</td></tr> <tr> <td>CP code:</td><td>473 digits</td></tr> <tr> <td>MicroPDF417:</td><td>366 digits</td></tr> <tr> <td>MaxiCode:</td><td>93 digits</td></tr> <tr> <td>Customer bar code:</td><td>20 digits</td></tr> <tr> <td>Highest priority customer bar code:</td><td>19 digits</td></tr> <tr> <td>POSTNET:</td><td>5, 9, 11 digits</td></tr> <tr> <td>ROYAL MAIL 4 STATE CUSTOMER CODE:</td><td>12 digits</td></tr> <tr> <td>KIX CODE:</td><td>18 digits</td></tr> <tr> <td>Bar codes other than the above</td><td>126 digits</td></tr> </table> <p>When the number of digits does not correspond to the bar code type, the bar code is not drawn.</p> <p>For the MaxiCode, the maximum number of digits varies according to the mode. In mode 2 or mode 3, the maximum number of digits is 84. In mode 4 or mode 6, the maximum number of digits is 93, respectively.</p>	Data Matrix, PDF417, QR code:	2000 digits	CP code:	473 digits	MicroPDF417:	366 digits	MaxiCode:	93 digits	Customer bar code:	20 digits	Highest priority customer bar code:	19 digits	POSTNET:	5, 9, 11 digits	ROYAL MAIL 4 STATE CUSTOMER CODE:	12 digits	KIX CODE:	18 digits	Bar codes other than the above	126 digits
Data Matrix, PDF417, QR code:	2000 digits																				
CP code:	473 digits																				
MicroPDF417:	366 digits																				
MaxiCode:	93 digits																				
Customer bar code:	20 digits																				
Highest priority customer bar code:	19 digits																				
POSTNET:	5, 9, 11 digits																				
ROYAL MAIL 4 STATE CUSTOMER CODE:	12 digits																				
KIX CODE:	18 digits																				
Bar codes other than the above	126 digits																				

The maximum number of digits for Data Matrix varies according to the settings for ECC type, format ID, and the cell size. In the case of Kanji, the maximum number of digits becomes half of the values described below since a Kanji character occupies 2 bytes.

Maximum number of digits for Data Matrix

	ECC0	ECC50	ECC80	ECC100	ECC140
Format ID 1	500	457	402	300	144
Format ID 2	452	333	293	218	105
Format ID 3	394	291	256	190	91
Format ID 4	413	305	268	200	96
Format ID 5	310	228	201	150	72
Format ID 6	271	200	176	131	63

	Numeric	Alphanumeric	8 bit
ECC200	2000	2000	1556

The maximum writable data volume on the RFID is 512 bytes. However, the actually writable data volume varies according to the type of tag to be used.

#### Cell Size and Effective Data Capacity

Symbol size		ECC000			ECC050			ECC080			ECC100			ECC140		
		Numeric capacity	Alphanumeric capacity	8-bit byte capacity	Numeric capacity	Alphanumeric capacity	8-bit byte capacity	Numeric capacity	Alphanumeric capacity	8-bit byte capacity	Numeric capacity	Alphanumeric capacity	8-bit byte capacity	Numeric capacity	Alphanumeric capacity	8-bit byte capacity
Row	Col															
9	9	3	2	1	—	—	—	—	—	—	—	—	—	—	—	—
11	11	12	8	5	1	1	—	—	—	—	—	—	—	—	—	—
13	13	24	16	10	10	6	4	4	3	2	1	1	—	—	—	—
15	15	37	25	16	20	13	9	13	9	6	8	5	3	—	—	—
17	17	53	35	23	32	21	14	24	16	10	16	11	7	2	1	1
19	19	72	48	31	46	30	20	36	24	16	25	17	11	6	4	3
21	21	92	61	40	61	41	27	50	33	22	36	24	15	12	8	5
23	23	115	76	50	78	52	34	65	43	28	47	31	20	17	11	7
25	25	140	93	61	97	65	42	82	54	36	60	40	26	24	16	10
27	27	168	112	73	118	78	51	100	67	44	73	49	32	30	20	13
29	29	197	131	86	140	93	61	120	80	52	88	59	38	38	25	16
31	31	229	153	100	164	109	72	141	94	62	104	69	45	46	30	20
33	33	264	176	115	190	126	83	164	109	72	121	81	53	54	36	24
35	35	300	200	131	217	145	95	188	125	82	140	93	61	64	42	28
37	37	339	226	148	246	164	108	214	143	94	159	106	69	73	49	32
39	39	380	253	166	277	185	121	242	161	106	180	120	78	84	56	36
41	41	424	282	185	310	206	135	270	180	118	201	134	88	94	63	41
43	43	469	313	205	344	229	150	301	201	132	224	149	98	106	70	46
45	45	500	345	226	380	253	166	333	222	146	248	165	108	118	78	51
47	47	500	378	248	418	278	183	366	244	160	273	182	119	130	87	57
49	49	500	413	271	457	305	200	402	268	176	300	200	131	144	96	63

		ECC200		
Symbol size		Numeric capacity	Alphanum capacity	8-bit byte capacity
Row	Col			
10	10	6	3	1
12	12	10	6	3
14	14	16	10	6
16	16	24	16	10
18	18	36	25	16
20	20	44	31	20
22	22	60	43	28
24	24	72	52	34
26	26	88	64	42
32	32	124	91	60
36	36	172	127	84
40	40	228	169	112
44	44	288	214	142
48	48	348	259	172
52	52	408	304	202
64	64	560	418	278
72	72	736	550	366
80	80	912	682	454
88	88	1152	862	574
96	96	1392	1042	694
104	104	1632	1222	814
120	120	2000	1573	1048
132	132	2000	1954	1302
144	144	2000	2000	1556

#### Rectangular code

		ECC200		
Symbol size		Numeric capacity	Alphanum capacity	8-bit byte capacity
Row	Col			
8	18	10	6	3
8	32	20	13	8
12	26	32	22	14
12	36	44	31	20
16	36	64	46	30
16	48	98	72	47

When PDF417 or MicroPDF417 is used, the number of symbol characters, called code words, is limited to 928 or less. Moreover, the data compression rate varies according to the data. Therefore, the maximum number of digits according to modes is as follows.

When letters and numerics are mixed in data in EXC mode, for example, the maximum values become smaller than the values below, since the internal mode selection code is used.

To correct a reading error by designating the security level, the maximum value becomes further smaller, since the error correction code words below are used.

When the number of the code words exceeds 928, or when the number of rows exceeds 90, a symbol is not drawn.

For the MicroPDF417, the numbers of rows and columns can be specified. The maximum number of digits varies according to the setting.

In the case of PDF417

- Extended Alphanumeric Compaction (EXC) mode: 1850 digits
- Binary/ASCII Plus mode: 1108 digits
- Numeric compaction mode: 2000 digits

In the case of MicroPDF417

- Binary mode: 150 digits
- Upper case letter/space mode: 250 digits
- Numeric compaction mode: 366 digits

#### No. of Error Correction Code Words of PDF417

( For the MicroPDF417, the printer sets the security level automatically. )

Security level	Error Correction Ability	No. of error correction code words
Level 0	<div style="text-align: center;"> <div style="border: 1px solid black; padding: 5px; margin: 0 auto; width: 60px;">Low</div> <div style="font-size: 2em; margin: 10px auto;">↑</div> <div style="border: 1px solid black; padding: 5px; margin: 0 auto; width: 60px;">High</div> </div>	0
Level 1		2
Level 2		6
Level 3		14
Level 4		30
Level 5		62
Level 6		126
Level 7		254
Level 8		510

The maximum number of columns and rows for the MicroPDF417

Parameter (gg)	No. of columns	No. of rows	Max. number of digits for binary mode	Max. number of digits for upper case letter/space mode	Max. number of digits for numeric mode
00	—	—	150	250	366
01	1	—	22	38	55
02	2	—	43	72	105
03	3	—	97	162	237
04	4	—	150	250	366
05	1	11	3	6	8
06		14	7	12	17
07		17	10	18	26
08		20	13	22	32
09		24	18	30	44
10		28	22	38	55
11	2	8	8	14	20
12		11	14	24	35
13		14	21	36	52
14		17	27	46	67
15		20	33	56	82
16		23	38	64	93
17		26	43	72	105
18	3	6	6	10	14
19		8	10	18	26
20		10	15	26	38
21		12	20	34	49
22		15	27	46	67
23		20	39	66	96
24		26	54	90	132
25		32	68	114	167
26		38	82	138	202
27		44	97	162	237
28	4	4	8	14	20
29		6	13	22	32
30		8	20	34	49
31		10	27	46	67
32		12	34	58	85
33		15	45	76	111
34		20	63	106	155
35		26	85	142	208
36		32	106	178	261
37		38	128	214	313
38		44	150	250	366



(3) CODE128 code selection

In the case of CODE128 (with auto code selection), code selection is performed in the following manner. (Conforming to USS-128 APPENDIX-G)

- ① Determining the start character
  - (a) If the data begins with four or more consecutive numerals, the start code to be used is (CODE C).
  - (b) In any case other than (a) in ①, if a control character appears before a small letter (see ④.) or four or more consecutive numerals, the start code is (CODE A).
  - (c) In none of the above cases, the start code is (CODE B).
- ② If the data begins with an odd number of digits in (a), ①:
  - (a) Insert the (CODE A) or (CODE B) character just before the last numeric data. When (FNC1), if found in the number, breaks a pair of digits in the number, insert the (CODE A) or (CODE B) character before the numeric data preceding the (FNC1). Selection of (CODE A) or (CODE B) should conform to (b) and (c) in ①.
- ③ If four or more digits of numeric data continue in (CODE A) or (CODE B).
  - (a) When the numeric data is an even number of digits, insert the (CODE C) character just before the first numeric data.
  - (b) When the numeric data is an odd number of digits, insert the (CODE C) character immediately after the first numeric data.
- ④ If a control character appears in (CODE B):
  - (a) In the subsequent data, when a small letter appears before the next control character or four or more consecutive digits, insert the (SHIFT) character before the first control character.
  - (b) When not so, insert the (CODE B) character just before the first control character.
- ⑤ If a small letter appears in (CODE A):
  - (a) In the subsequent data, when a control character appears before the next small letter or four or more consecutive digits, insert the (SHIFT) character before the first small letter.
  - (b) When not so, insert the (CODE B) character just before the first small letter.
- ⑥ If any data other than the numerals appears in (CODE C):
  - (a) Insert the (CODE A) or (CODE B) character just before the data other than the numerals. Selection of (CODE A) or (CODE B) should conform to (b) and (c) in ①.

(4) CODE128 code selection check

Check if selection of (CODE A), (CODE B), or (CODE C) of CODE128 has been set correctly. If an error is found, the bar code will not be drawn.

[Conditions causing an error]

- ① No start code is designated.
- ② A small letter (including { , | , } , ~ , \_ ) is found in (CODE A).
- ③ A control character is found in (CODE B).
- ④ Any data other than the numerals, (FNC1), (CODE A), and (CODE B) is found in (CODE C).
- ⑤ There are two or more consecutive (SHIFT) characters.
- ⑥ The number in (CODE C) is an odd number of digits.
- ⑦ (SHIFT) is followed by (CODE A), (CODE B) or (CODE C).

(5) Kanji code selection

- In the case of Data Matrix, PDF417, and QR code, Kanji codes can be printed. Shift JIS, JIS hexadecimal, JIS 8, or the mixture of these codes can be used.

(6) Link field data string

- After the link field No. is designated in the Format Command, data strings are linked using the Link Field Data Command to draw an image.
- Up to 2000 digits of data strings of Data Matrix or PDF417 can be linked. For other bar code types, up to 126 digits can be linked. (The value varies according to the type of bar code.)  
When the number of digits exceeds the maximum value, excess data will be discarded.
- Up to 99 data strings can be linked.
- Up to 2048 bytes can be used as the command length ([ESC] to [NUL]) of the Link Field Data Command.
- When the data string is omitted in the Link Field Data Command, the following process is performed:
  - ① No process will be performed for the field which contains no print data due to the omission.
  - ② When the field partially loses print data due to the omission, the only remaining data will be processed as print data.
- The Link Field Data Command can be used for the bit map font fields, outline font fields, and bar code fields.  
(The same result is obtained when any of the "RC," "RV", or "RB" command code is designated.)

(7) When manual mode is selected in the Format Command for a QR code

① Numeric mode, alphanumeric and symbol mode, Kanji mode

Mode selection	Data to be printed
----------------	--------------------

② Binary mode

Mode selection	No. of data strings (4 digits)	Data to be printed
----------------	-----------------------------------	--------------------

③ Mixed mode

Data	“,” (comma)	Data	“,” (comma)	Data
------	-------------	------	-------------	------

The QR code can contain all codes including alphanumerics, symbols and Kanji. Since data compression rate varies according to codes, the code to be used is designated when the mode is selected.

Mode	Code	Details
N	Numerals	0 to 9
A	Alphanumerics, symbols	A to Z 0 to 9 space \$ % * + - . / :
B	Binary (8-bit)	00H to FFH
K	Kanji	Shift JIS, JIS hexadecimal

If mixed mode is selected, up to 200 modes can be selected in a QR code.

(8) When the automatic mode is selected in the Format Command for a QR code.

Data to be printed
--------------------

(9) How to transmit the control code data

NUL (00H)	=	> @ (3EH, 40H)
SOH (01H)	=	> A (3EH, 41H)
STX (02H)	=	> B (3EH, 42H)
⋮		
GS (1DH)	=	> ] (3EH, 5DH)
RS (1EH)	=	> ^ (3EH, 5EH)
US (1FH)	=	> _ (3EH, 5FH)

\* How to transmit the special codes

> (3EH)	=	> 0 (3EH, 30H)
---------	---	----------------

(10) Transfer code for QR code

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0	NUL	DLE	SP	0	@	P	`	p								
1	SOH	DC1	!	1	A	Q	a	q								
2	STX	DC2	"	2	B	R	b	r								
3	ETX	DC3	#	3	C	S	c	s								
4	EOT	DC4	\$	4	D	T	d	t								
5	ENQ	NAK	%	5	E	U	e	u								
6	ACK	SYN	&	6	F	V	f	v								
7	BEL	ETB	'	7	G	W	g	w								
8	BS	CAN	(	8	H	X	h	x								
9	HT	EM	)	9	I	Y	i	y								
A	LF	SUB	*	:	J	Z	j	z								
B	VT	ESC	+	;	K	[	k	{								
C	FF	FS	,	<	L	\	l									
D	CR	GS	-	=	M	]	m	}								
E	SO	RS	•	>	N	^	n	~								
F	SI	US	/	?	O	_	o	DEL								

\* The shaded parts are Japanese.  
They are omitted here.

(11) Examples of data designation

① Alphanumeric mode: ABC123

A A B C 1 2 3  
 ↑  
 Data to be printed  
 Designation of mode

② Binary mode: 01H, 03H, 05H

B 0 0 0 6 > A > C > E  
 ↑  
 Data to be printed  
 No. of data strings  
 Designation of mode

③ Mixed mode

Numeric mode : 123456  
 Kanji mode : Kanji data  
 Binary mode : a ア i u ウ e エ o オ  
 Alphanumeric mode : ABC

N 1 2 3 4 5 6, K Kanji data, B 0 0 1 0 a ア i u ウ e エ o オ, A A B C  
 ↑ Data to be printed ↑ Data to be printed ↑ No. of data strings Data to be printed ↑ Data to be printed  
 Designation of mode

④ Automatic mode

When the data above (③) is designated in automatic mode:

1 2 3 4 5 6 Kanji data a ア i u ウ e エ o オ A B C  
 Data to be printed

(12) MaxiCode data

For mode 2 or 3:

[ESC] RBaa; bbbbbbccccdddeeee --- eeee [LF] [NUL]

For mode 4 or 6:

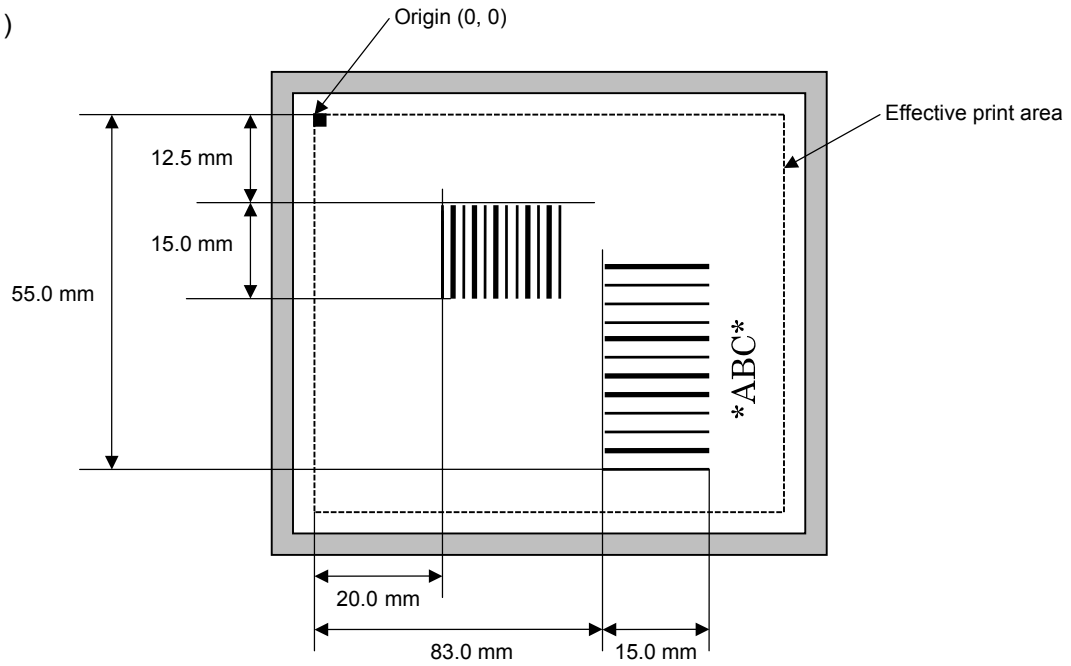
[ESC] RBaa; ffffffffgggg --- gggg [LF] [NUL]

- |   |                                                                                             |                                |                                             |
|---|---------------------------------------------------------------------------------------------|--------------------------------|---------------------------------------------|
| ① | bbbbbbb:                                                                                    | Postal code                    | Fixed as 9 digits                           |
| • | Mode 2:                                                                                     |                                |                                             |
|   | b <sub>1</sub> b <sub>2</sub> b <sub>3</sub> b <sub>4</sub> b <sub>5</sub> :                | Zip code                       | Fixed as 5 digits (Numerics)                |
|   | b <sub>6</sub> b <sub>7</sub> b <sub>8</sub> b <sub>9</sub> :                               | Zip code extension             | Fixed as 4 digits (Numerics)                |
| • | Mode 3:                                                                                     |                                |                                             |
|   | b <sub>1</sub> b <sub>2</sub> b <sub>3</sub> b <sub>4</sub> b <sub>5</sub> b <sub>6</sub> : | Zip code                       | Fixed as 6 digits (Character of code set A) |
|   | b <sub>7</sub> b <sub>8</sub> b <sub>9</sub> :                                              | Vacant                         | Fixed as 3 digits (20H)                     |
| ② | ccc:                                                                                        | Class of service               | Fixed as 3 digits (Numerics)                |
| ③ | ddd:                                                                                        | Country code                   | Fixed as 3 digits (Numerics)                |
| ④ | eee --- eee:                                                                                | Message data strings           | 84 digits                                   |
| ⑤ | ffffff:                                                                                     | Primary message data strings   | 9 digits                                    |
| ⑥ | ggg --- ggg:                                                                                | Secondary message data strings | 84 digits                                   |

- NOTES:**
1. When any data other than numerics is included in the data string of zip code (mode 2), zip code extension, class of service, or country code, a MaxiCode is not drawn.
  2. If the message data is less than 84 digits when mode 2 or 3 is selected, the printer adds one digit of CR (000000) at the end of the data, and the remaining digits will be filled with FSs (011100). When message data exceeding 84 digits is received, the excess data will be discarded before drawing a MaxiCode.
  3. If the message data is less than 93 digits (9 digits + 84 digits) when mode 4 or 6 is selected, the printer adds one digit of CR (000000) at the end of the data, and the remaining digits will be filled with FSs (011100). When message data exceeding 93 digits is received, the excess data will be discarded before drawing a MaxiCode.
  4. Mode 6 should not be used for usual operation since it is used for scanner programming.
  5. When "TYPE2: Special specification" is set for MaxiCode specification setting in the system mode and when Mode 2 is selected, the country code must be 840. Otherwise, a MaxiCode will not be drawn.
  6. When "TYPE2: Special specification" is set for MaxiCode specification setting in the system mode and when Mode 3 is selected, the country code must be other than 840. Otherwise, a MaxiCode will not be drawn.

## Examples

(1)



[ESC] C [LF] [NUL]

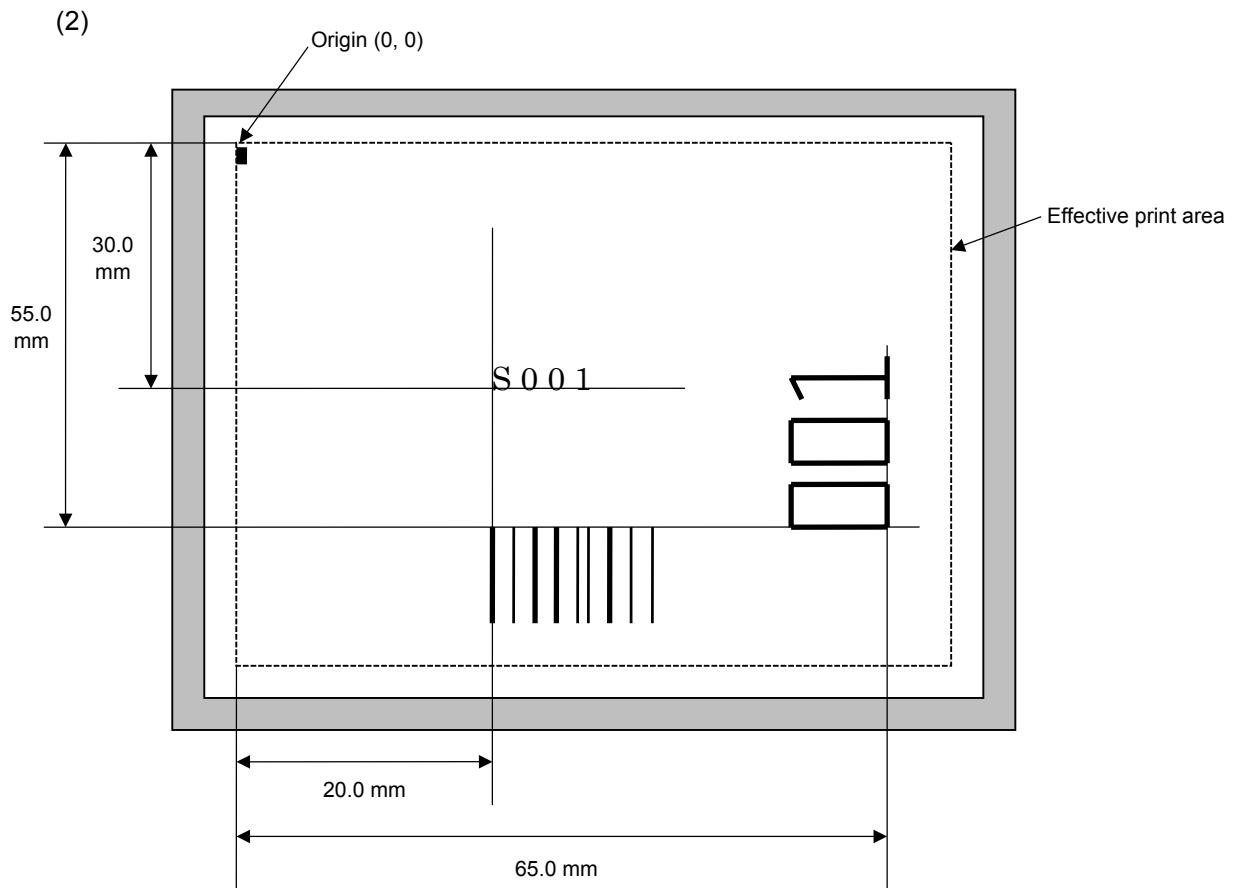
[ESC] XB01; 0200, 0125, 3, 1, 02, 02, 06, 06, 02, 0, 0150 [LF] [NUL]

[ESC] XB02; 0830, 0550, 3, 1, 02, 04, 07, 08, 04, 3, 0150, +0000000000, 1, 00, N [LF] [NUL]

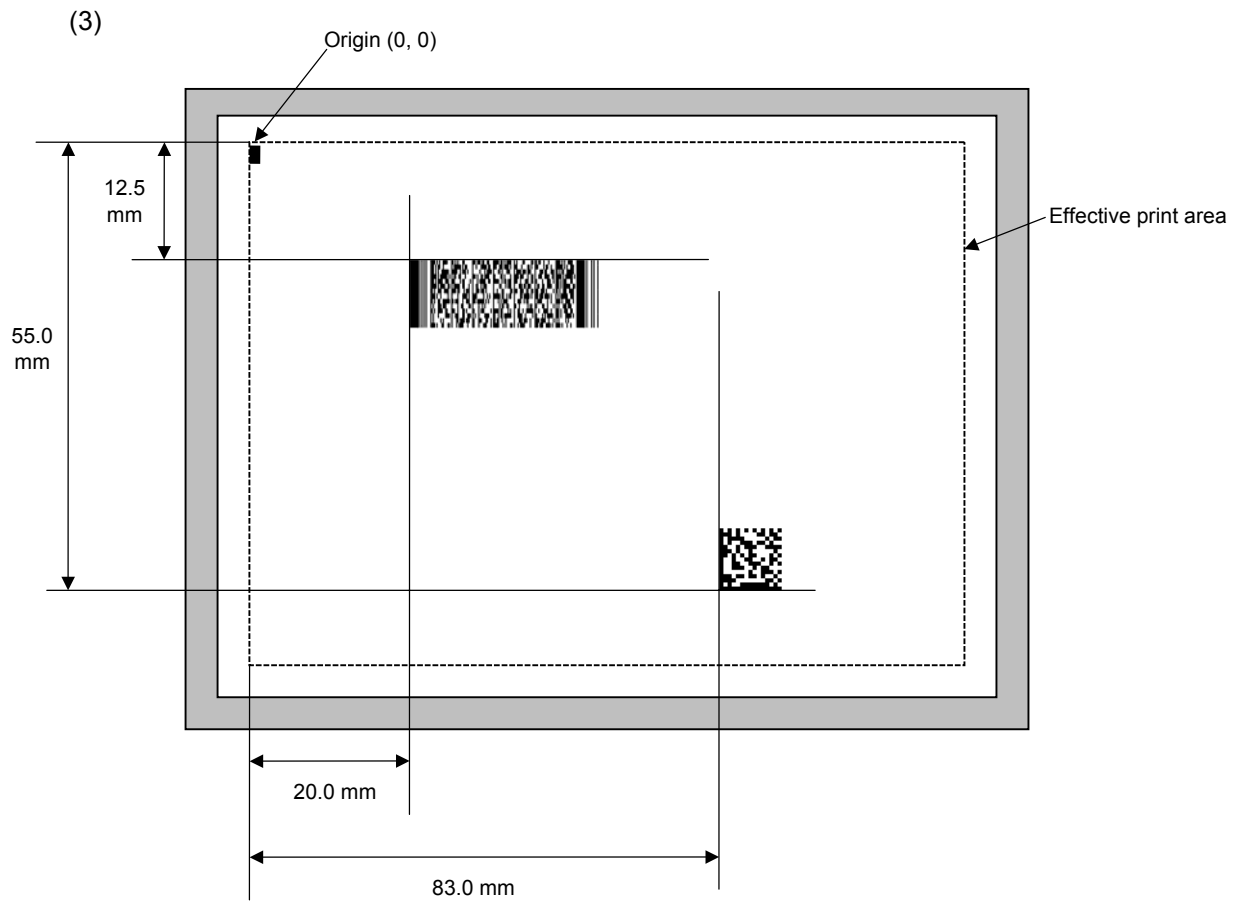
[ESC] RB01; 12345 [LF] [NUL]

[ESC] RB02; \*ABC\* [LF] [NUL]

[ESC] XS; I, 0002, 0002C4000 [LF] [NUL]



```
[ESC] C [LF] [NUL]
[ESC] PC001; 0200, 0300, 1, 1, C, 00, B; 01, 02 [LF] [NUL]
[ESC] PV01; 0650, 0550, 0200, 0150, B, 33, B; 02 [LF] [NUL]
[ESC] XB01; 0200, 0550, 3, 1, 02, 02, 06, 06, 02, 0, 0150; 01, 02 [LF] [NUL]
[ESC] RB; S [LF] 001 [LF] [NUL]
[ESC] XS; I, 0002, 0002C4000 [LF] [NUL]
```



```
[ESC] C [LF] [NUL]
[ESC] XB01; 0200, 0125, P, 04, 02, 03, 0, 0010 [LF] [NUL]
[ESC] XB02; 0830, 0550, Q, 08, 03, 05, 3 [LF] [NUL]
[ESC] RB01; PDF417 [LF] [NUL]
[ESC] RB02; Data Matrix [LF] [NUL]
[ESC] XS; I, 0002, 0002C4000 [LF] [NUL]
```



### 6.3.14 ISSUE COMMAND

[ESC] XS

Function	Issues labels according to the print conditions programmed.
Format	[ESC] XS; l, aaaa, bbbcd efgh [LF] [NUL]
Term	<p>aaaa: Number of labels to be issued 0001 to 9999</p> <p>bbb: Cut interval. Designates the number of pieces to be printed before a cut operation is performed. 000 to 100 (000 when no cut)</p> <p>c: Type of sensor 0: No sensor 1: Reflective sensor 2: Transmissive sensor 3: Transmissive sensor (when using manual threshold value) 4: Reflective sensor (when using manual threshold value)</p> <p>d: Issue mode C: Batch mode D: Strip mode (with reverse feed, the strip sensor is activated.) E: Strip mode (with reverse feed, the strip sensor is ignored, supporting an applicator.)</p> <p>e: Print speed 2: 2 ips 4: 4 ips 6: 6 ips</p> <p>f: Use of ribbon 0: No ribbon 1: Ribbon is used. 2: Ribbon is used.</p> <p>g: Print orientation and mirror printing 0: Bottom first printing 1: Top first printing 2: Bottom first mirror printing 3: Top first mirror printing</p> <p>h: Type of status response 0: No status response 1: Status response is returned.</p>

Explanation
-------------

(1) Number of labels to be issued

- ① If increment/decrement is not specified, the same data will be printed on the designated number of labels.
- ② If increment/decrement is specified, the designated number of labels will be printed while incrementing/decrementing the designated drawing area one by one.

\* The increment/decrement designation is valid until the Image Buffer Clear Command ([ESC] C) is transmitted.

(2) Cut interval

The cut interval is valid only when the cutter has been installed and the issue mode is set to "C". If an error occurs during an issue after the cut interval is designated, and then printing is restarted, the printer ejects the printed paper, then resumes printing from the paper on which the error occurred.

When the automatic forward feed standby function is enabled in the system mode, the printer automatically performs an approximately 16.7-mm forward feed if no subsequent command is sent from the PC in 1 second after issuing the last label. However, if the label pitch length is 20 mm or less, the edge of the label is caught on the head, when the label is fed backward to the home position. Therefore, even if the automatic forward feed standby is specified, a forward feed is not performed.

When receiving the Issue Command during the automatic forward feed standby, the printer starts issuing the label after feeding it backward to the print start position.

If any command is sent and processed after the Issue Command is sent, the automatic forward feed is not performed. Therefore, a command should not be sent after the Issue Command is sent. Before the automatic forward feed is performed, the printer should not be turned off then on, or placed in a pause state and reset. Doing so and pressing the [FEED] key prevents the automatic forward feed from being performed.

If the paper is fed by pressing the [FEED] key of the printer during the forward feed standby, the printer feeds one label, cuts, performs the automatic forward feed, and then stops.

(3) Type of sensor

- ① No sensor: Printing takes place according to the parameter designated by the Label Size Set Command.

- ② Reflective sensor:

Printing takes place according to the parameter designated by the Label Size Set Command. However, the black mark provided on the back side of the tag paper is automatically detected by the reflective sensor and the paper position is finely adjusted for every piece.

- ③ Transmissive sensor:

Printing takes place according to the parameter designated by the Label Size Set Command. However, the label-to-label gap is automatically detected by the transmissive sensor and the paper position is finely adjusted for every piece.

④ Transmissive sensor (when using manual threshold value):

Printing takes place according to the parameter designated by the Label Size Set Command. However, the label-to-label gap is automatically detected by the transmissive sensor and the paper position is finely adjusted for every piece according to the value set by the threshold setting operation (key operation).

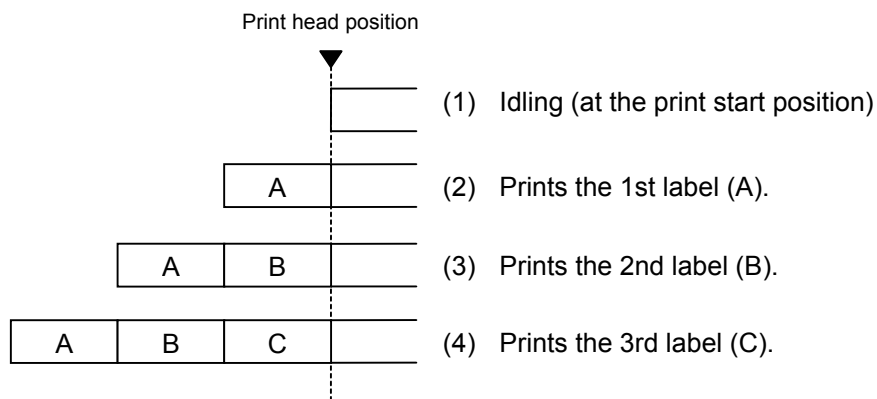
⑤ Reflective sensor (when using manual threshold value)

Printing takes place according to the parameters designated by the Label Size Set Command. However, the black mark provided on the back of the tag paper is automatically detected by the reflective sensor and the paper position is finely adjusted for every piece, according to the value set by the threshold setting operation (key operation).

(4) Issue mode

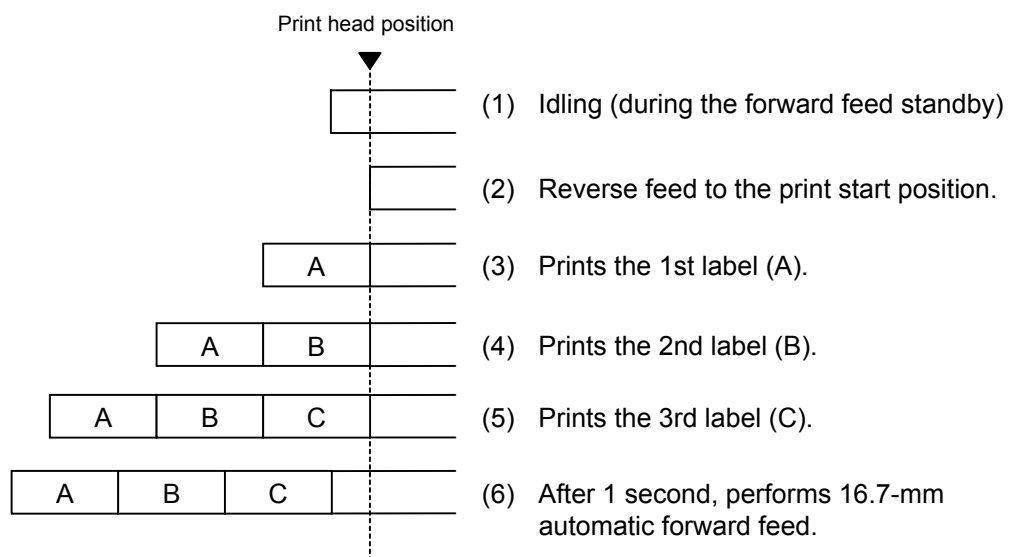
[C: Batch mode (Cut interval: 0, Issue count: 3)]

- “Automatic forward feed standby” has been set to OFF in the system mode.



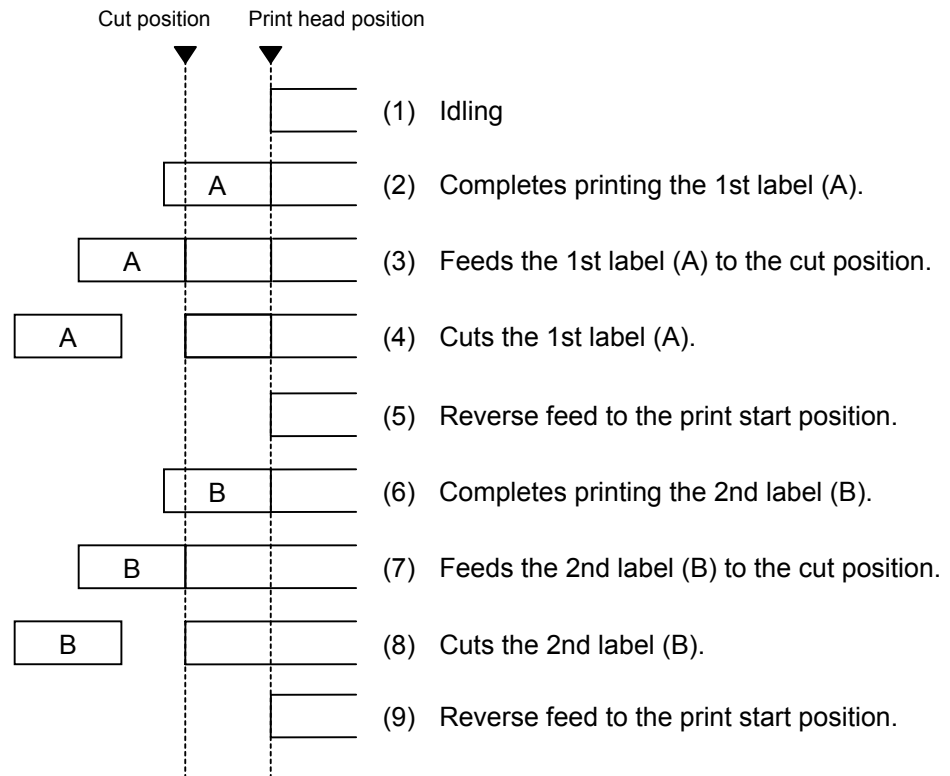
[C: Batch mode (Cut interval: 0, Issue count: 3)]

- “Automatic forward feed standby” has been set to ON in the system mode.



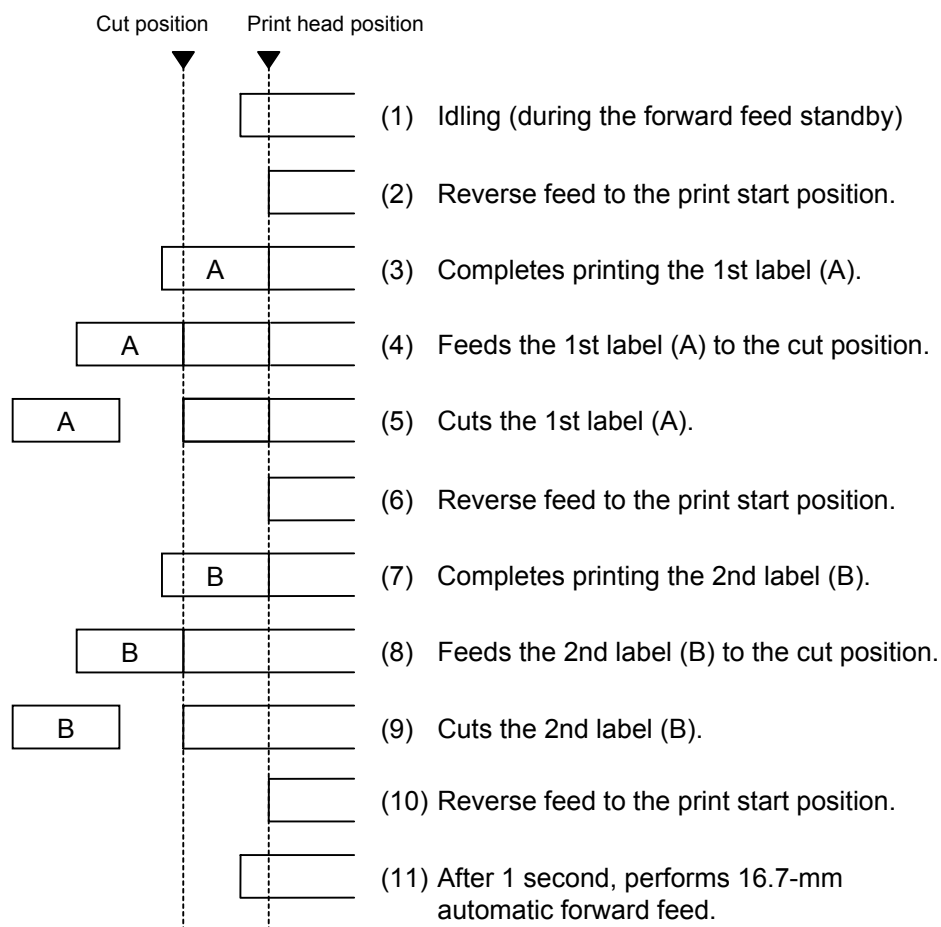
[C: Batch mode (Cut interval: 1, Issue count: 2)]

- “Automatic forward feed standby” has been set to OFF in the system mode.

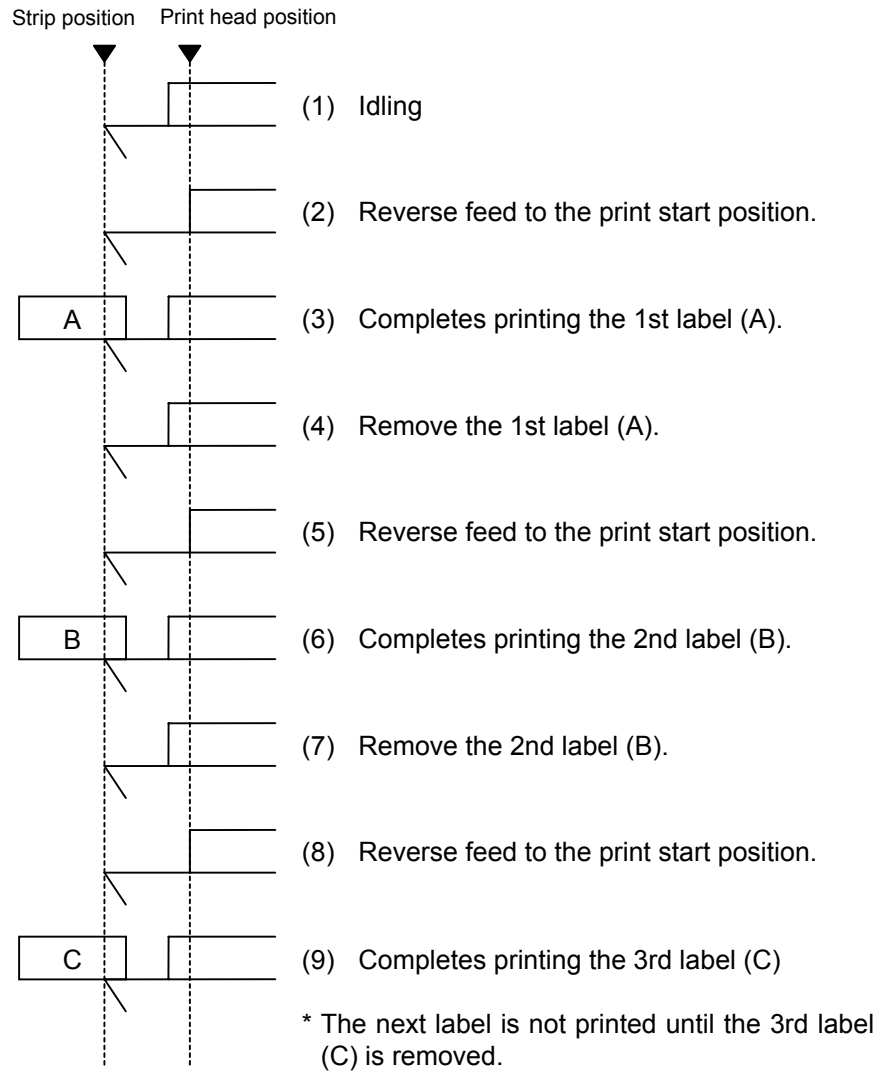


[C: Batch mode (Cut interval: 1, Issue count: 2)]

- “Automatic forward feed standby” has been set to ON in the system mode.



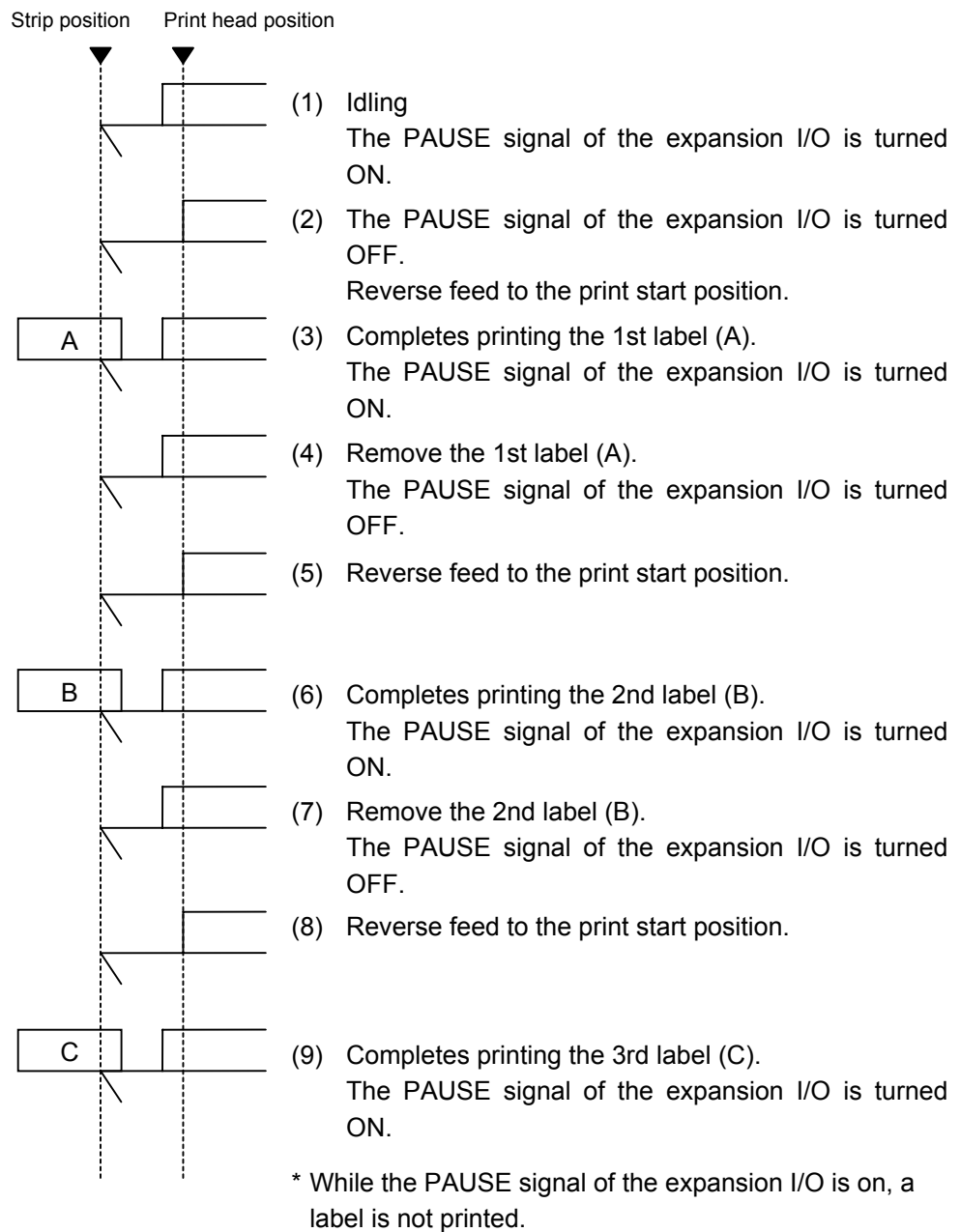
[D: Strip mode (Issue count: 3)]



[E: Strip mode (Issue mode: E)]

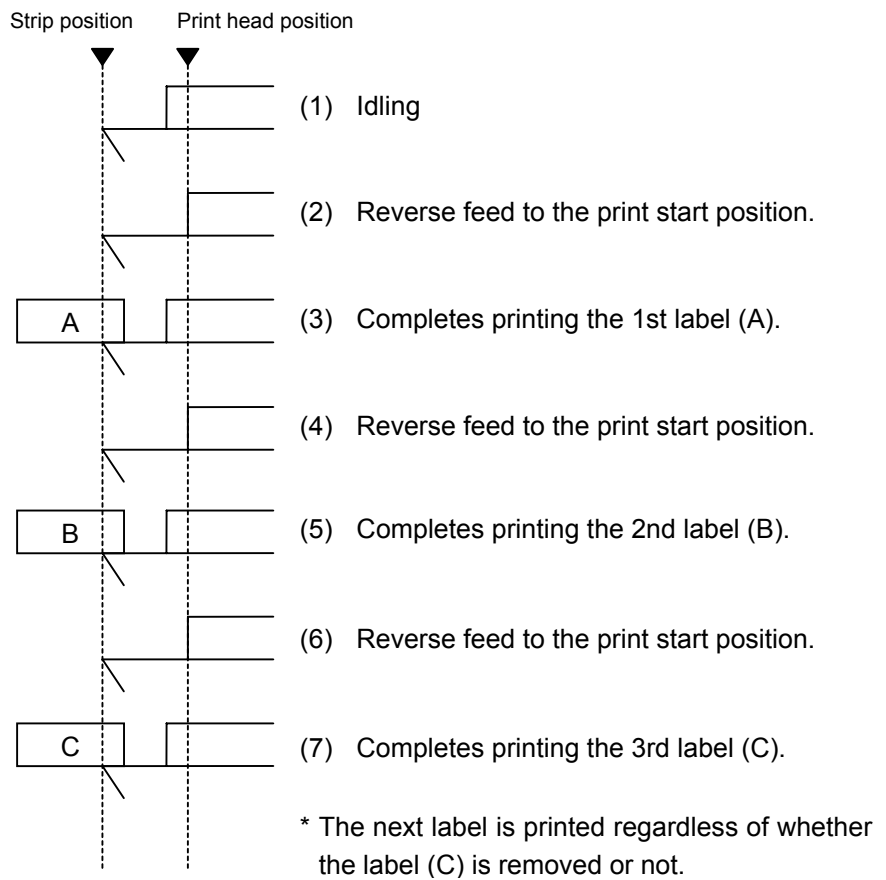
The expansion I/O is installed:

The strip sensor is ignored. An issue is performed by checking a PAUSE signal of the expansion I/O.



The expansion I/O is not installed:

The strip sensor is ignored.



- \*1 This issue mode differs from the issue mode D in the operation that the next label is issued regardless of whether the label is removed or not.
- \*2 A peripheral device, such as an applicator, must control the PAUSE signal of the expansion I/O.
- \*3 When the issue count is set to 2 or more when the expansion I/O has been installed, the printer continues to issue the specified number of labels as long as the PAUSE signal of the expansion I/O is off.
- \*4 When the issue count is set to 2 or more when the expansion I/O has not been installed, the specified number of labels are issued.



(5) Print speed

- Printing takes place at the designated speed.  
However, the reverse feed speed in cut mode and strip mode is 3 ips. This can be changed to 2 ips in the system mode.
- The available issue speed varies according to types and sizes of the paper supply. For details, refer to the Supply Specification.

Model Parameter	
1	2 ips
2	
3	
4	4 ips
5	
6	
7	6 ips
8	
9	
A	

(6) Use of ribbon

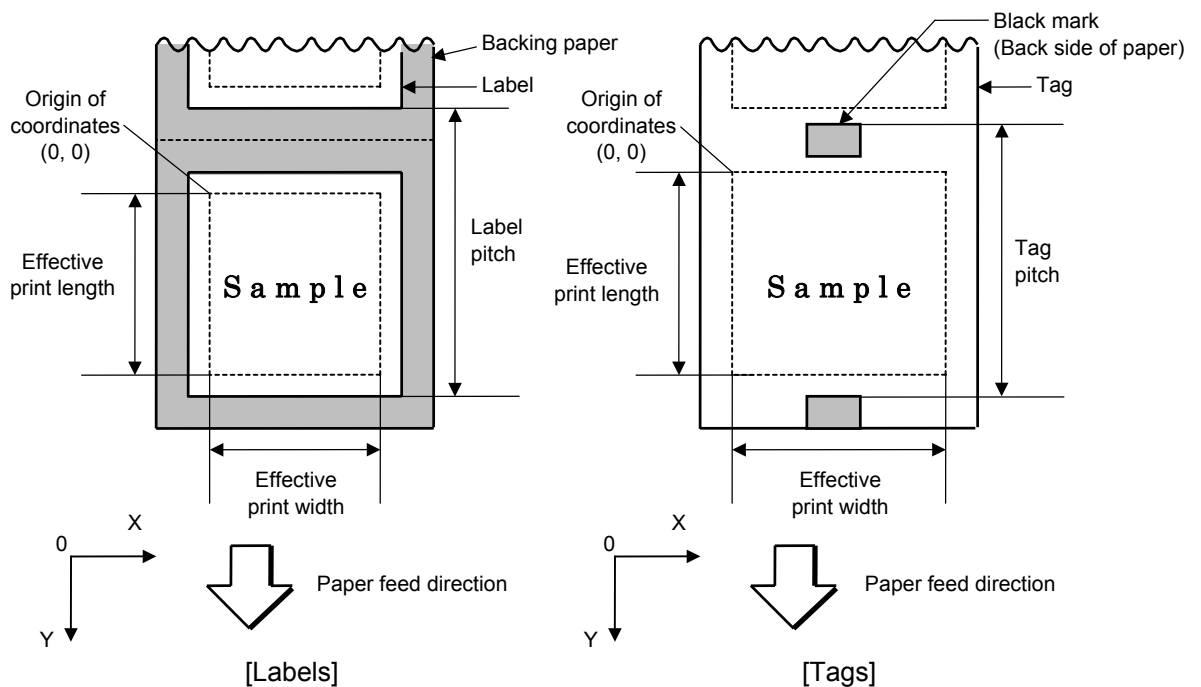
No ribbon: Thermal paper is used. (Thermal direct issue mode)

Ribbon is used.: The ribbon is used. (Thermal transfer issue mode)

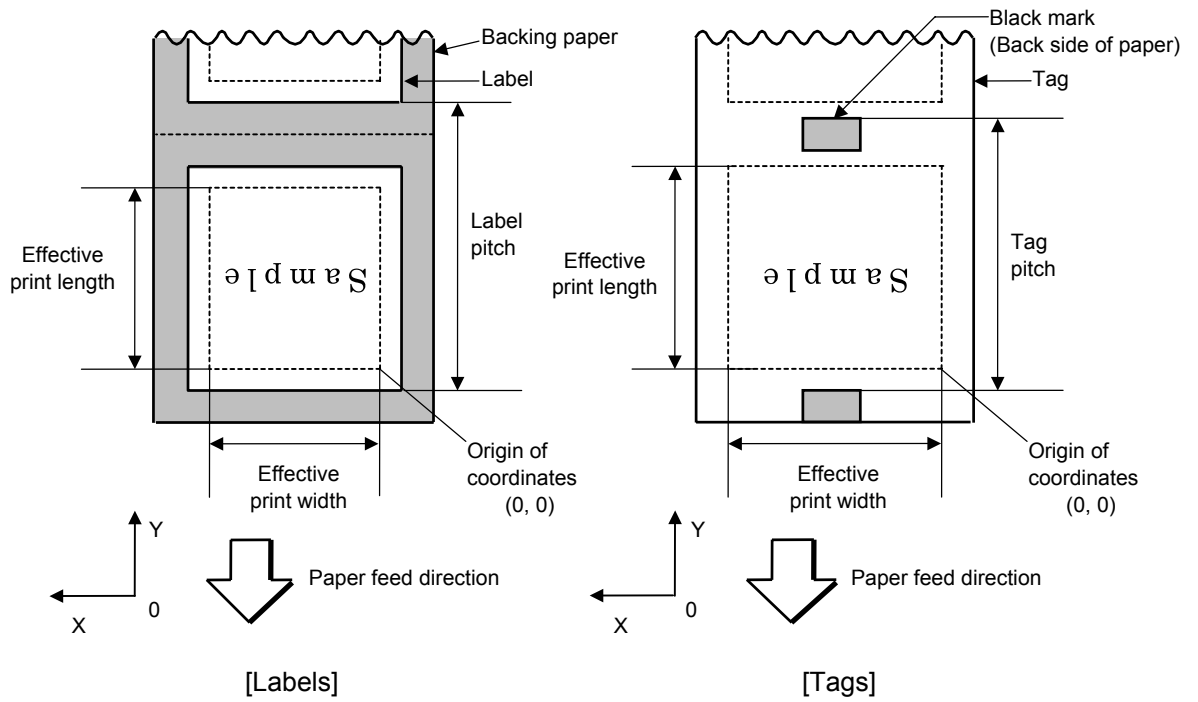
(7) Print orientation and mirror printing

The origin of coordinates and printing direction vary according to the designation of print orientation.

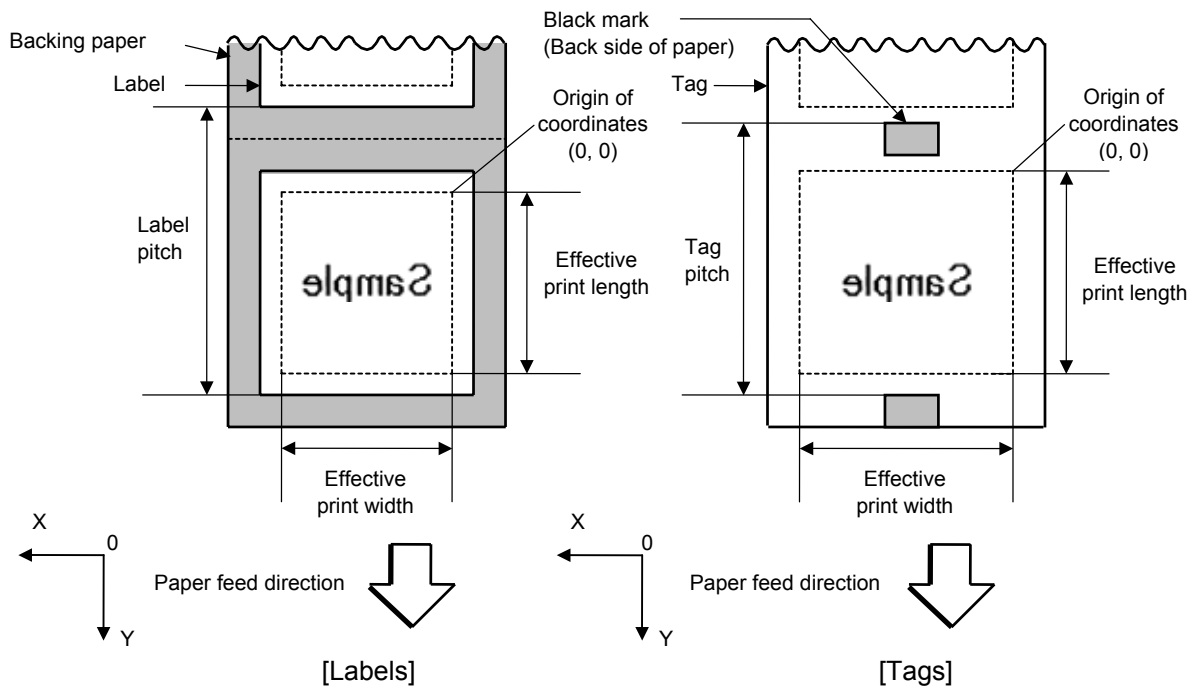
① Bottom first printing



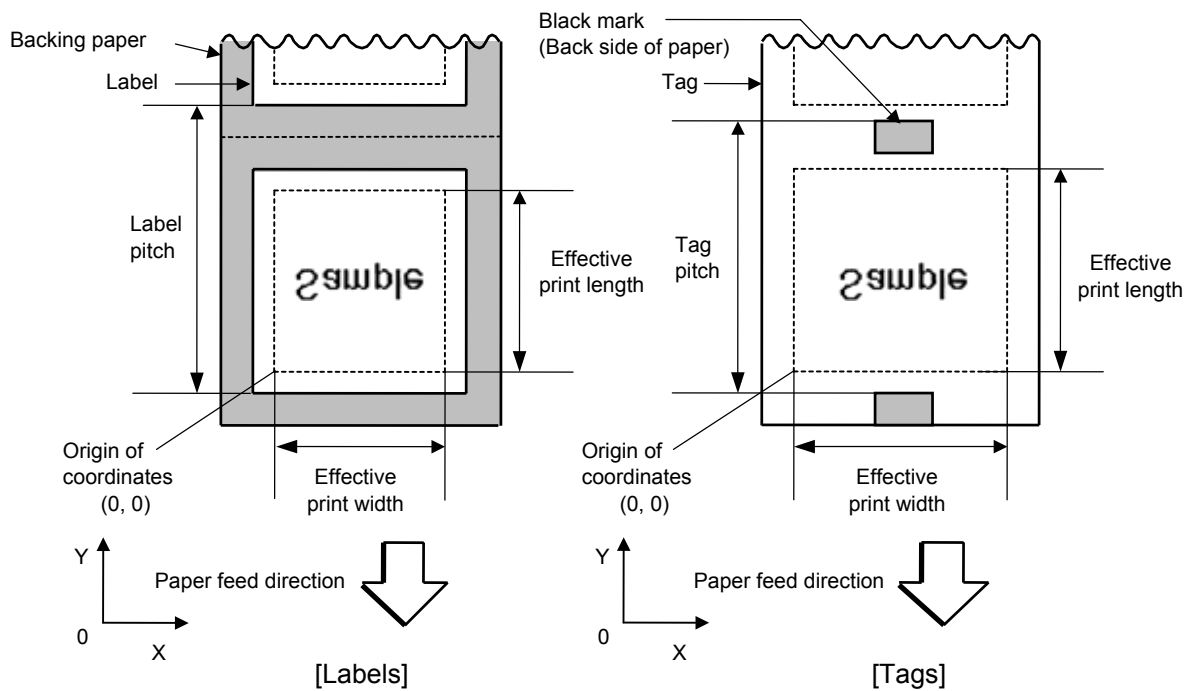
## ② Top first printing



## ③ Bottom first mirror printing



#### ④ Top first mirror printing



#### (8) Status response

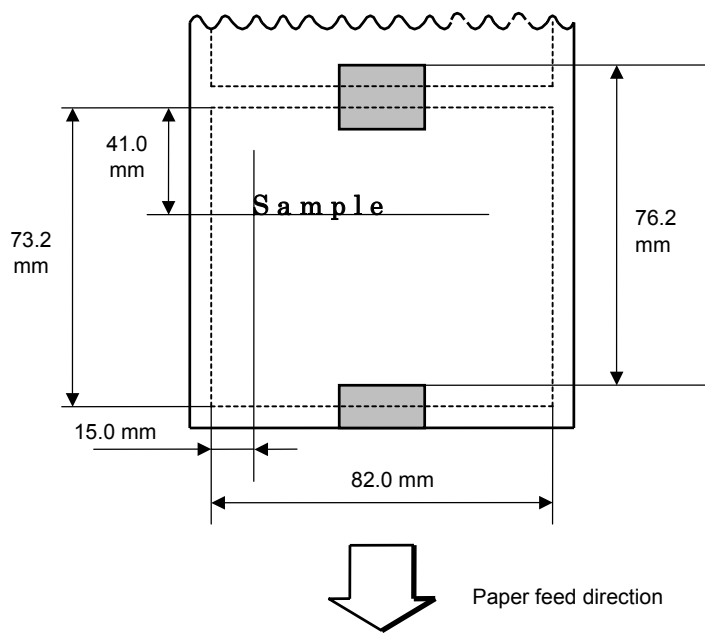
When the option "Status response is returned." has been selected, a status response is returned at the end of printing or if an error occurs.

In the batch mode or the cut mode, the print end status response is returned after the designated number of labels have been printed.

In the strip mode, a status response is returned after one label has been printed.

- \* Do not change the setting of the status response parameter during printing. Otherwise the status response may not be returned properly.

## Examples



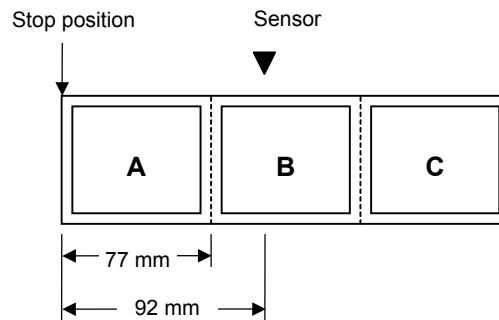
- Issue count: 4 pieces
- Cut interval: 1 piece
- Paper: Tag paper (Reflective sensor is used.)
- Issue mode: Cut issue
- Print speed: 4"/sec.
- Ribbon: Use
- Status response: On

```
[ESC] D0762, 0820, 0732 [LF] [NUL]
[ESC] T11C40 [LF] [NUL]
[ESC] C [LF] [NUL]
[ESC] PC001; 0150, 0410, 1, 1, A, 00, B [LF] [NUL]
[ESC] RC001; Sample [LF] [NUL]
[ESC] XS; I, 0004, 0011C4101 [LF] [NUL]
```

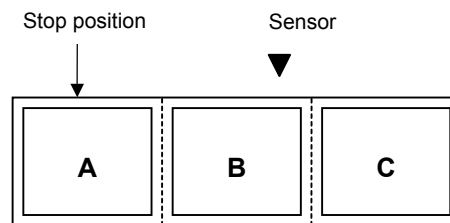
## Notes

- ⊙ Process to stop the label at the home position after a head-open state is detected:

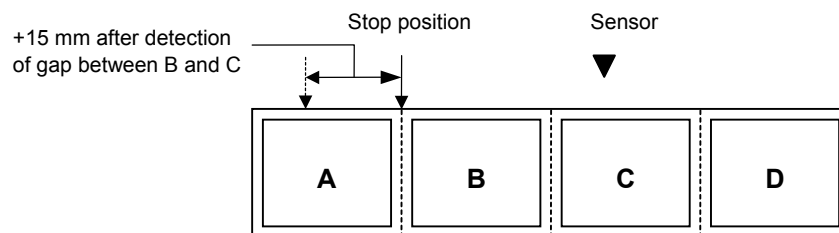
When a gap between labels (or a black mark) is detected during a head open state, the value is set again to stop each label positioned between the sensor and the print head at the home position.



- The labels are moved on the above condition.



- Stop position after feeding one label



\* However, an error will result when feed jam conditions are satisfied.



Paper feed direction

### 6.3.15 FEED COMMAND

[ESC] T

Function	Feeds the paper.
Format	[ESC] Tabcde [LF] [NUL]
Term	<p>a: Type of sensor</p> <p>0: No sensor</p> <p>1: Reflective sensor</p> <p>2: Transmissive sensor</p> <p>3: Transmissive sensor (when using manual threshold value)</p> <p>4: Reflective sensor (when using manual threshold value)</p> <p>b: Cut or non-cut</p> <p>0: Non-cut</p> <p>1: Cut</p> <p>c: Feed mode</p> <p>C: Batch mode (Cut and feed when “1 (Cut)” is selected for parameter b.)</p> <p>D: Strip mode (with reverse feed)</p> <p>E: Strip mode (with reverse feed, the strip sensor is ignored, supporting an applicator.)</p> <p>d: Feed speed</p> <p>2: 2 ips</p> <p>4: 4 ips</p> <p>6: 6 ips</p> <p>e: Use of ribbon</p> <p>0: No ribbon</p> <p>1: Ribbon is used.</p> <p>2: Ribbon is used.</p>

Explanation	<p>(1) Type of sensor</p> <p>① No sensor: Paper is fed according to the parameter designated by the Label Size Set Command.</p> <p>② Reflective sensor: Paper is fed according to the parameter designated by the Label Size Set Command. However, the black mark provided on the back side of the tag paper is automatically detected by the reflective sensor and the stop position is finely adjusted.</p> <p>③ Transmissive sensor: Paper is fed according to the parameter designated by the Label Size Set Command. However, the label-to-label gap is automatically detected by the transmissive sensor and the stop position is finely adjusted.</p>
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④ Transmissive sensor (when using manual threshold value):

Paper is fed according to the parameter designated by the Label Size Set Command. However, the label-to-label gap is automatically detected by the transmissive sensor and the stop position is finely adjusted according to the value set by the threshold set operation (key operation).

⑤ Reflective sensor (when using manual threshold value)

Paper is fed according to the parameters designated by the Label Size Set Command. However, the black mark provided on the back of the tag paper is automatically detected by the reflective sensor and the paper position is finely adjusted for every piece, according to the value set by the threshold set operation (key operation).

(2) Cut/non-cut

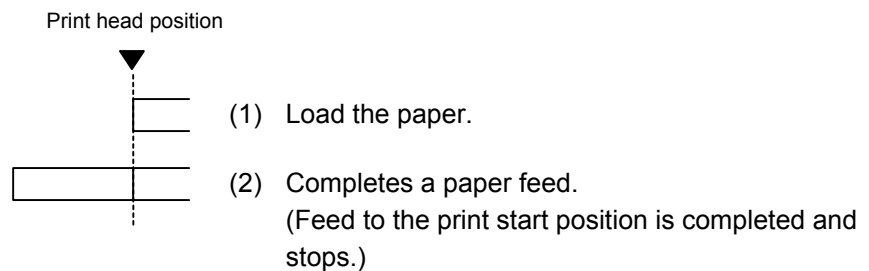
This option is valid in the batch mode only. (Non-cut is automatically selected for the strip mode.) When the automatic forward feed standby function has been set to ON in the system mode, the printer automatically performs an approximately 16.7-mm forward feed if no subsequent command is sent from the PC in 1 second.

When the Feed Command is received in the forward feed standby state, the printer performs a reverse feed to the original position.

\* Refer to the section regarding the Issue Command for precautions.

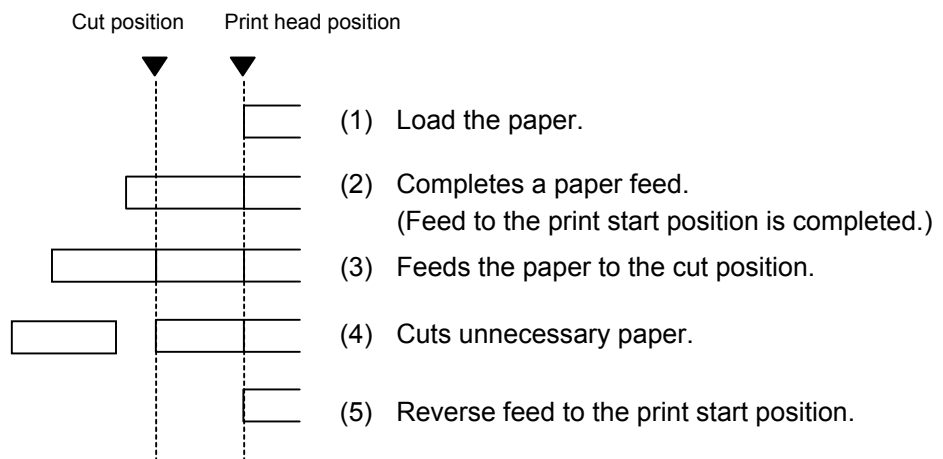
(3) Feed mode

[C: Batch (Non-cut)]



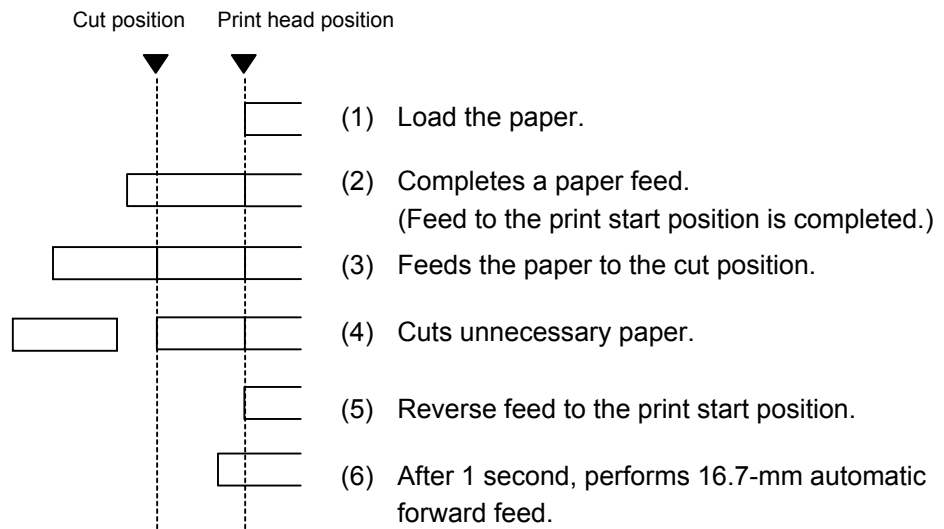
[C: Batch (Cut)]

- "Automatic forward feed standby" has been set to OFF in the system mode.

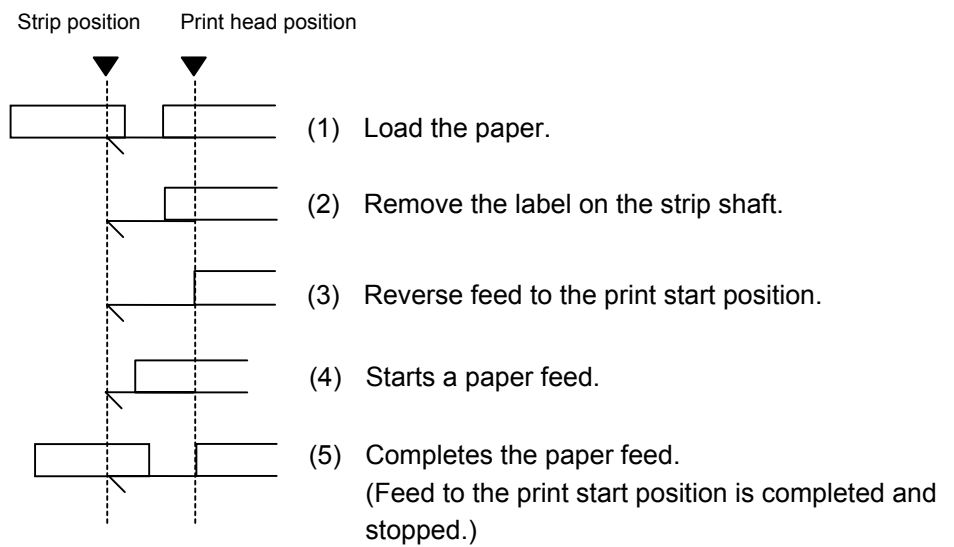


### [C: Batch (Cut)]

- “Automatic forward feed standby” has been set to ON in the system mode.



### [D: Strip]

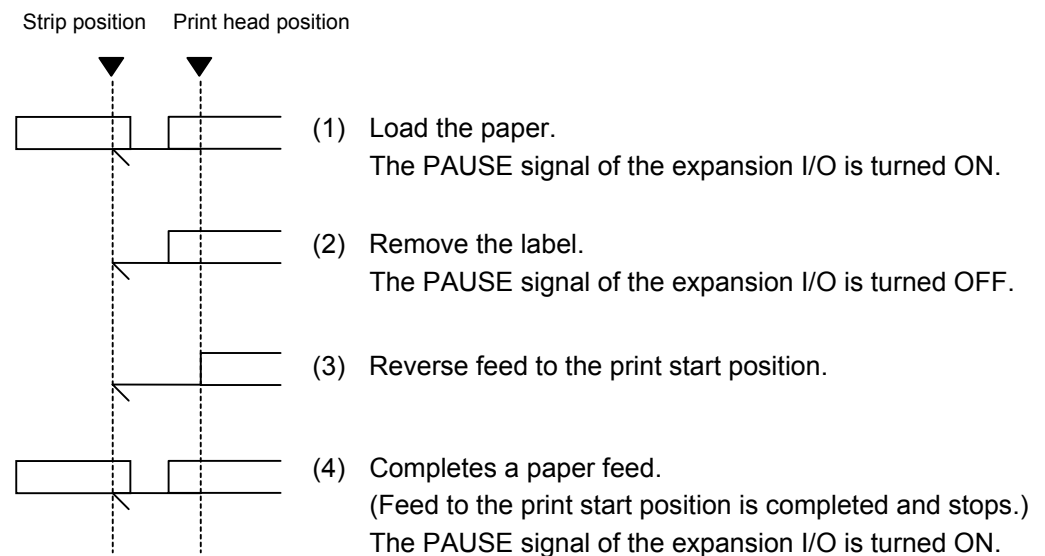




[E: Strip (Feed mode: E)]

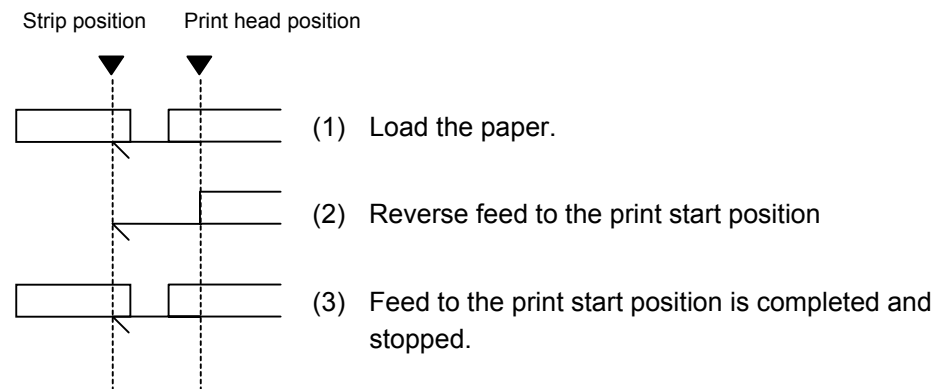
Expansion I/O has been installed:

The strip sensor is ignored. A feed is performed by checking the PAUSE signal of the expansion I/O.



Expansion I/O is not installed:

The strip sensor is ignored. A feed is performed.



\*1 The feed mode E differs from the feed mode D in the operation that the next label is fed regardless of whether the label is removed or not.

\*2: A peripheral device, such as an applicator, must control the PAUSE signal of the expansion I/O.

(4) Feed speed

- A paper feed is performed at the designated speed.  
However, the reverse feed speed in the cut mode or the strip mode is 3 ips.  
This can be changed to 2 ips in the system mode.
- The available issue speed varies according to types and sizes of the paper supply. For details, refer to the Supply Specification.

Model Parameter	
1	2 ips
2	
3	
4	4 ips
5	
6	6 ips
7	
8	
9	
A	

(5) Use of ribbon

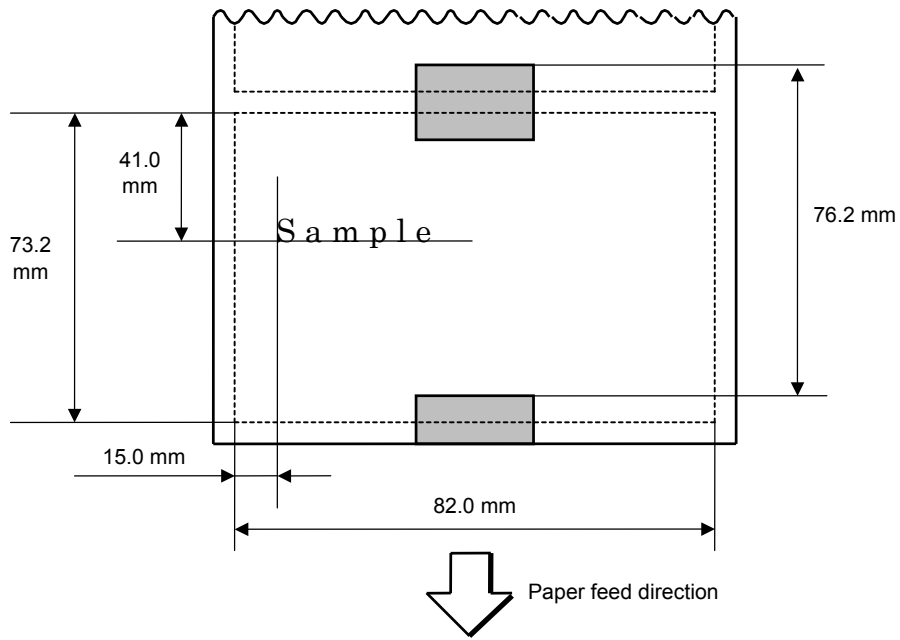
No ribbon: The ribbon motors are not operated during paper feed.

Ribbon is used.: The ribbon motors are operated during paper feed.

Notes

- (1) If the label size, type of sensor, feed amount fine adjustment, cut position fine adjustment (or strip position fine adjustment), or reverse feed amount fine adjustment is changed, the Feed Command must be sent to adjust the print start position prior to printing by feeding one label.
- (2) The parameter of the Feed Command is stored in memory (retained even if the power is turned off).
- (3) When “status response is returned.” has been selected in the Issue Command parameter setting, a status response is returned after the end of feed or when an error occurs.
- (4) For explanation of the process to stop the label at the print start position, refer to the section regarding the Issue Command.
- (5) When “Automatic forward feed standby” has been set to ON in the system mode, the printer automatically performs 16.7-mm forward feed if no subsequent command is sent from the PC in 1 second after the last label has been fed. When the Feed Command is received during the forward feed standby, the printer feeds the label backward to the print start position.  
\* Refer to the section regarding the Issue Command for precautions.

## Examples



[ESC] D0762, 0820, 0732 [LF] [NUL]  
 [ESC] AX; +010, +000, +10 [LF] [NUL]  
 [ESC] T11C40 [LF] [NUL]  
 [ESC] C [LF] [NUL]  
 [ESC] PC001; 0150, 0410, 1, 1, A, 00, B [LF] [NUL]  
 [ESC] RC001; Sample [LF] [NUL]  
 [ESC] XS; I, 0004, 0011C43001 [LF] [NUL]

### 6.3.16 EJECT COMMAND

[ESC] IB

Function	Ejects (cuts off) the label remaining between the print head and the cutter, and returns to the original position.
----------	--------------------------------------------------------------------------------------------------------------------

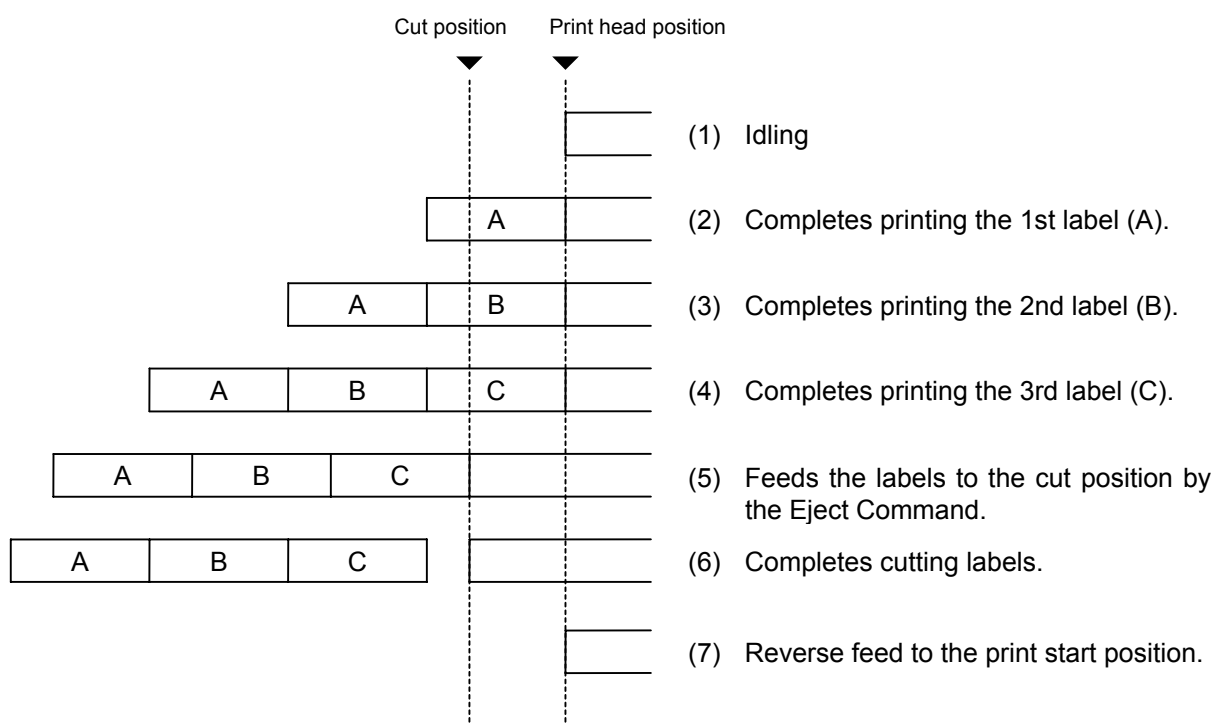
Format	[ESC] IB [LF] [NUL]
--------	---------------------

Notes	When “Automatic forward feed standby” has been set to ON in the system mode, the printer automatically performs 16.7-mm forward feed if no subsequent command is sent from the PC in 1 second after an ejection of paper.
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When the Eject Command is received in the forward feed standby state, the printer feeds the label backward to the print start position first, and then ejects it.

\* Refer to the section regarding the Issue Command for precautions.

#### Examples

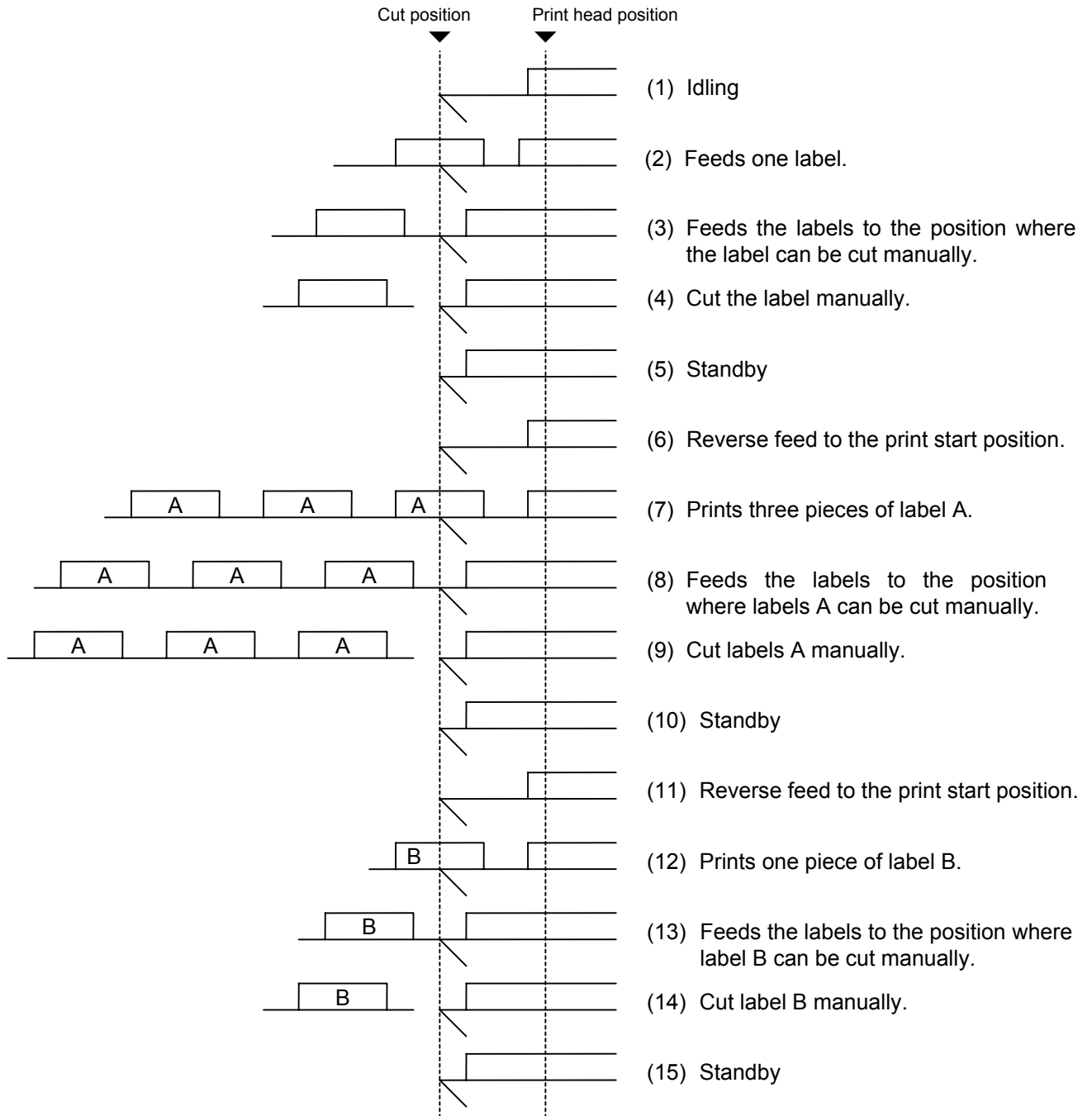


### 6.3.17 FORWARD/REVERSE FEED COMMAND

[ESC] U1, [ESC] U2

Function	<p>After printing or feeding the paper, feeds the paper to the position where the paper can be cut manually.</p> <p>When the next label is to be printed, feeds the paper backward to the print start position.</p>
Format	<p>Forward Feed</p> <p>[ESC] U1; aaaa [LF] [NUL]</p> <p>Reverse Feed</p> <p>[ESC] U2; aaaa [LF] [NUL]</p>
Term	<p>aaaa: Forward/reverse feed amount</p> <p>0030 to 2000 (in 0.1 mm units)</p>
Notes	<p>(1) When the [FEED] key is pressed after the Forward Feed Command has been transmitted, one label is fed. And then, the printer automatically feeds the labels by the designated forward feed amount.</p> <p>(2) The Forward/Reverse Feed Command is stored in memory (retained even if the power is turned off).</p> <p>(3) The Forward/Reverse Feed Command is ignored in the strip mode and the cut issue mode.</p> <p>(4) The forward feed is performed at the speed designated by the Issue Command or Feed Command. The reverse feed is performed at the same speed with the forward feed. However, it can be changed in the system mode.</p> <p>(5) A reverse feed may not be performed as specified, depending on the print conditions. When the media sensor is used and if the label/tag pitch is almost same as the distance between the print head and the media sensor (67.9 mm), a label/tag may not be returned to the print start position, even if the same value is specified for both forward feed and reverse feed. It may result in an error. In such case, making the reverse feed amount larger than the forward feed amount can prevent this error.</p>

## Examples



```
[ESC] T20C40 [LF] [NUL]
[ESC] U1; 0120 [LF] [NUL]
Cut manually.
[ESC] U2; 0120 [LF] [NUL]
[ESC] RC001; A [LF] [NUL]
[ESC] XS; I, 0003, 0002C4001 [LF] [NUL]
[ESC] U1; 0120 [LF] [NUL]
Cut manually.
[ESC] U2; 0120 [LF] [NUL]
[ESC] RC001; B [LF] [NUL]
[ESC] XS; I, 0001, 0002C4001 [LF] [NUL]
[ESC] U1; 0120 [LF] [NUL]
```

### 6.3.18 STORAGE AREA ALLOCATE COMMAND

[ESC] XF

Function	Allocates the storage area in the flash ROM on the CPU board.
Format	[ESC] XF; aa, bb, cc [LF] [NUL]
Term	<p>aa: Size of the TrueType font storage area 00 to 24 (0 KB to 3,072 KB) (in units of 128 KB)</p> <p>bb: Size of bit map writable character storage area 00 to 24 (0 KB to 3,072 KB) (in units of 128 KB)</p> <p>cc: Size of BASIC file storage area 00 to 14 (0 KB to 1,792 KB) (in units of 128 KB) AA: The current BASIC file storage area and contents are retained.</p>
Explanation	<p>(1) The total capacity of the storage area in flash ROM is variable. The minimum capacity is 3,072 KB.</p> <p>◎ In case that the size of BASIC file storage area is set in a range of “00” to “14”:</p> <p>(2) When this command is received, the entire area in flash ROM on the CPU board is cleared.</p> <p>(3) If this command is not sent, the storage area in flash ROM on the CPU board cannot be used.</p> <p>(4) The storage areas are allocated in the following order of precedence – the TrueType font storage area, the bit map writable character storage area, and the BASIC file storage area. After these storage areas are allocated, the remaining area is used for the PC save area.</p> <p>(5) If the sum of the TrueType font storage area, the bit map writable character storage area, and the BASIC file storage area, specified by this command, is 3,072 KB, the TrueType font storage area, the bit map writable character storage area, and the BASIC file storage area are allocated as specified, respectively. In this case, however, there is no PC save area.</p> <p>(6) If the sum of TrueType font storage area, the bit map writable character storage area, and the BASIC file storage area, specified by this command, exceeds 3,072 KB, the TrueType font storage area is allocated as specified with the highest priority. Then, the remaining area is allocated to the bit map writable character storage area. If there is still remaining area after the TrueType font storage area and the bit map writable character storage area are allocated, it is used for the BASIC file storage area. There is no PC save area.</p> <p>(7) When “00” (0 KB) is specified for each of the TrueType font storage area, the bit map writable character storage area, and the BASIC file storage area, the storage area is not allocated.</p> <p>(8) When “24” (3,072 KB) is specified for either of the TrueType font storage area or the bit map writable character storage area, the entire storage area is occupied by that area. For example, if “24” is specified for the TrueType Font storage area, the entire storage area is used only for the TrueType Font storage area. The bit map writable character storage area, the BASIC file storage area, and the PC save area cannot be allocated.</p>

⊙ In case that the size of BASIC file storage area is set to “AA”:

- (9) When this command is received, the BASIC file storage area is reserved and the other areas in flash ROM on the CPU board are cleared.
- (10) If this command is not sent, the storage area in flash ROM on the CPU board cannot be used.  
If “AA” is set for the size of the BASIC file storage area with the BASIC file storage area being unallocated, the BASIC file storage area remains unallocated.
- (11) The storage areas except for the BASIC file storage area are allocated in the following order of precedence – the TrueType font storage area, and the bit map writable character storage area. After these storage areas are allocated, the remaining area is used for the PC save area.
- (12) If the sum of the TrueType font storage area and the bit map writable character storage area, specified by this command, is equal to the size of ‘3,072 KB minus the BASIC file storage area size’, the TrueType font storage area and the bit map writable character storage area are allocated as specified. In this case, however, there is no PC save area.
- (13) If the sum of TrueType font storage area and the bit map writable character storage area, specified by this command, exceeds the size of ‘3,072 KB minus the BASIC file storage area size’, the TrueType font storage area is allocated as specified with the highest priority. Then, the remaining area is allocated to the bit map writable character storage area. There is no PC save area.
- (14) When “00” (0 KB) is specified for each of the TrueType font storage area and the bit map writable character storage area, the storage area is not allocated.
- (15) If the size of ‘3,072 KB minus the BASIC file storage area size’ or more is specified for either the TrueType font storage area or the bit map writable character storage area, each area other than the BASIC file storage area is allocated as specified.  
For example, when setting “20” or “21” for the size of the TrueType font storage area while the BASIC file storage area secures “4” (512KB), the entire storage areas except the BASIC file storage area are allocated to the TrueType font storage area. There is no bit map writable character storage area or PC save area.

Refer to

- Bit Map Writable Character Command ([ESC] XD)
- Save Start Command ([ESC] XO)
- Flash Memory Format Command ([ESC] J1)
- 2-byte Writable Character Code Range Command ([ESC] XE)

Example

The TrueType font storage area and bit map writable character storage area are set to 768 KB and 512 KB, respectively.

(PC save area: 3,072 KB – 768KB – 512 KB = 1,792 KB)

[ESC] XF; 05, 04, 00 [LF] [NUL]



### 6.3.19 FLASH MEMORY FORMAT COMMAND

[ESC] J1

Function	Formats (initializes) the flash ROM on the CPU board for storage.
Format	[ESC] J1; a (, b) [LF] [NUL]
Term	<p>a: Formatting (initializing) range</p> <p>A: Entire areas of the flash memory (PC save area + writable character area)</p> <p>B: PC save area of the flash memory</p> <p>C: Writable character storage area of the flash memory</p> <p>b: Drive (Omissible. When omitted, the flash ROM on the CPU board is selected.)</p> <p>0: Flash ROM on the CPU board</p>
Explanation	<p>(1) When using a new flash memory, the area to be used must be formatted (initialized) before the PC interface command or writable characters are stored.</p> <p>(2) After the flash memory is formatted, the remaining memory capacity is displayed on the LCD.</p> <p>(3) When the already stored data (PC interface commands, writable characters, logos) is stored again, the memory is consumed every time data is stored, unless the Flash Memory Format Command ([ESC] J1) is transmitted.</p> <p>(4) When a label issue operation is performed after the Flash Memory Format Command is sent, the image buffer is automatically cleared.</p> <p>(5) When storing of writable characters, logos, or PC interface commands is not continued for about 10 seconds, the printer automatically enters the online mode (label issue operation). At this time, the image buffer is automatically cleared.</p>
Refer to	<ul style="list-style-type: none"><li>• Bit Map Writable Character Command ([ESC] XD)</li><li>• Save Start Command ([ESC] XO)</li><li>• Save Terminate Command ([ESC] XP)</li></ul>
Example	[ESC] J1; A, 0 [LF] [NUL]

### 6.3.20 2-BYTE WRITABLE CHARACTER CODE RANGE COMMAND

[ESC] XE

Function	Sets the code range when a 2-byte writable character code is stored in the flash ROM on the CPU board.
Format	[ESC] XE; a <sub>1</sub> a <sub>1</sub> a <sub>1</sub> a <sub>1</sub> , b <sub>1</sub> b <sub>1</sub> b <sub>1</sub> b <sub>1</sub> , a <sub>2</sub> a <sub>2</sub> a <sub>2</sub> a <sub>2</sub> , b <sub>2</sub> b <sub>2</sub> b <sub>2</sub> b <sub>2</sub> -----, a <sub>n</sub> a <sub>n</sub> a <sub>n</sub> a <sub>n</sub> , b <sub>n</sub> b <sub>n</sub> b <sub>n</sub> b <sub>n</sub> [LF] [NUL]
Term	<p>aaaa: First character code for each range 2020 to FFFF (Indicates the hex. data in ASCII code.)</p> <p>bbbb: No. of characters for each range 0001 to 4000 (Indicates the hex. data in ASCII code.)</p> <p>xx: Font type 51 to 55 (When omitted, 51 is set.)</p>
Explanation	<p>(1) For a 2-byte character code such as Kanji, the character code range may be divided into two or more. As the control information area for the unnecessary codes can be deleted by designating the character code range, the capacity of flash memory can be used efficiently.</p> <p>(2) The total number of characters for each range must not exceed 0x4000 (16384 characters).</p> <p>(3) Up to 2700 ranges can be designated.</p> <p>(4) It is not possible to store the character codes which are not conforming to the setting for this command.</p> <p>(5) The first character code for each area should be sent in the ascending order. The areas must not overlap. If these conditions are not satisfied, the operation is not guaranteed.</p>
Refer to	<ul style="list-style-type: none"> <li>Flash Memory Format Command ([ESC] J1)</li> <li>Bit Map Writable Character Command ([ESC] XD)</li> </ul>

Example	<p>In case that Shift JIS 8140H to 83DFH:</p> <div style="display: flex; align-items: center;"> <div style="width: 20px; height: 10px; background-color: gray; border: 1px solid black; margin-right: 5px;"></div> Character data is present.         <div style="width: 20px; height: 10px; background-color: white; border: 1px solid black; margin-left: 10px; margin-right: 5px;"></div> Character data is not present.       </div>
---------	------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
8140																
:																
81F0																
:																
8240																
:																
82F0																
:																
8340																
:																
83D0																

[ESC] XE; 8140, 00BD, 8240, 00B7, 8340, 00BD [LF] [NUL]

### 6.3.21 BIT MAP WRITABLE CHARACTER STORE COMMAND

[ESC] XD

Function	Stores writable characters and logos in the flash ROM on the CPU board.
Format	[ESC] XD; (Sj, ) aa, b, ccc, ddd, eee, fff, ggg, h, iii ----- iii [LF] [NUL]
Term	<p>Sj: Drive in which writable characters or logos are stored (Omissible. When omitted, the flash ROM on the CPU board is selected.)</p> <p>j: Drive 0: Flash ROM on the CPU board</p> <p>aa: Writable character types 01 to 40 41 16 × 16 (dots) 42 24 × 24 (dots) 43 32 × 32 (dots) 44 48 × 48 (dots) 51 to 55 2-byte code character</p> <p>b(b): Writable character code 20H to FFH (Set in hex.) 40H to 7EH, 80H to FCH (When the writable character set is 41 to 44) 2020H to FFFFH (When the writable character type is 51.)</p> <p>ccc: Left offset 000 to 719 (in units of dots)</p> <p>ddd: Top offset 000 to 719 (in units of dots)</p> <p>eee: Character width 001 to 720 (in units of dots)</p> <p>fff: Character height 001 to 720 (in units of dots)</p> <p>ggg: Character-to-character spacing/proportional spacing 000 to 999 (in dots)</p> <p>h: Type of writable character data 0: Nibble mode (4 bits/byte) 1: Hex. mode (8 bits/byte)</p> <p>iii --- iii: Writable character data to be stored</p> <p>* When the writable character type is 41 to 44, left offset, top offset, character width, character height, and character-to-character spacing/proportional spacing are fixed to "000". Any settings are ignored.</p>

Explanation

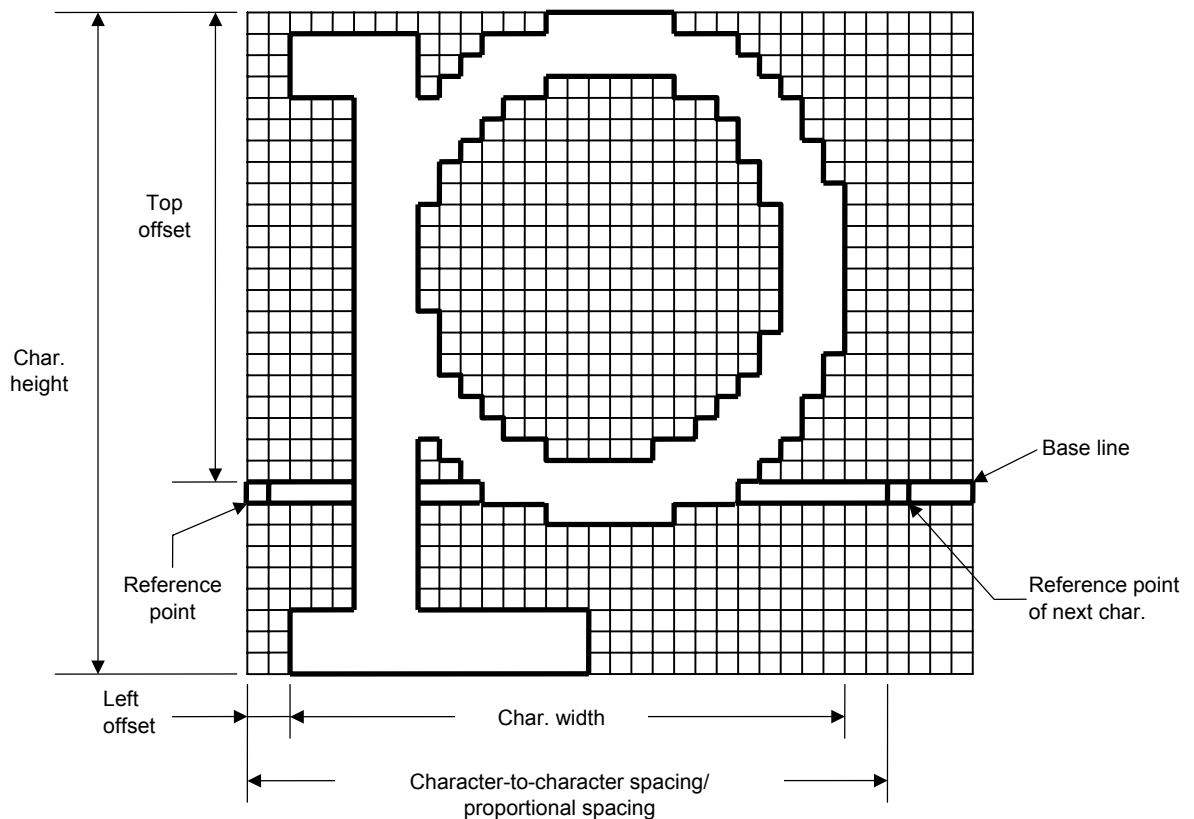
(1) Type of writable character

Up to 44 types of writable character sets can be stored. However, the maximum number of characters varies depending on the writable character size and number of characters because of the limited memory capacity. For writable character types 41 to 44, each writable character size is fixed.

(2) Character code

Up to 224 characters can be stored per character type. The maximum number of characters are  $40 \text{ types} \times 224 \text{ characters} = 8960 \text{ characters}$ . It varies depending on the writable character size and the number of characters because of the limited memory capacity. A character code of the character types 41 to 44 is stored in 1 byte. However, when it is called up, F0H is added to the upper digit, so a character code consists of 2 bytes. In this case, up to 188 characters can be stored per character type.

(3)



Char. width 26 dots

Char. height 31 dots

Diagram illustrating the character 'D' on a 26x31 dot grid. The character is composed of a thick black outline and a white interior. The grid is divided into sections by vertical lines, with horizontal dimensions of 4 dots and 8 dots indicated at the bottom.

Hex. mode			
<b>1</b>	00H	<b>2</b>	0FH
<b>3</b>	C0H	<b>4</b>	00H
<b>5</b>	FCH	<b>6</b>	7FH
			.
			.
			.
			.
			.
			.
			.
			.
			120 00H
<b>121</b>	FFH	<b>122</b>	FCH
<b>123</b>	00H	<b>124</b>	00H

- (1) The writable character data to be stored is separated into four dot units and sent in above-mentioned order (**1** → **248**). (The upper digit: “3”)
- (2) The data of writable characters to be stored is 30H to 3FH.
- (3) The minimum unit in the X direction is 8 dots. Dots with no data are transmitted as data 0.
- (4) The data count of writable characters to be stored must be as follows:  
 Data count of writable characters to be stored =  

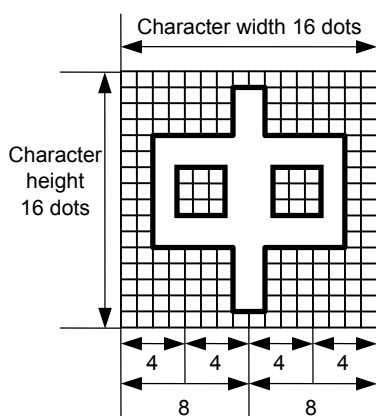
$$\{(\text{No. of char. width dots} + 7)/8\} \times \text{No. of char. height dots} \times 2$$
\* The value in the brackets is rounded down to the nearest whole number.

- (1) The writable character data to be stored is separated into eight dot units and sent in above-mentioned order (**1** → **124**).
- (2) The data of writable characters to be stored is 00H to FFH.
- (3) The minimum unit in the X direction is 8 dots. Dots with no data are transmitted as data 0.
- (4) The data count of writable characters to be stored must be as follows:  
Data count of writable characters to be stored =  
 $\{(No. \text{ of char. width dots} + 7)/8\} \times No. \text{ of char. height dots}$   
\* The value in the brackets is rounded down to the nearest whole number.

## Notes

- (1) Different character width and character height can be designated for the same writable character type, according to the writable character codes. In other words, character size can be changed by each character, thus memory can be saved.
- (2) Proportional spacing and descending characters are possible depending on the parameters of character-to-character spacing/proportional spacing, left offset, and top offset.
- (3) When top offset is 000, the reference coordinate is positioned at the upper left when drawing because the base line is at the top. (Coordinate setting is facilitated for logos.)

### (5) Writable character type: 41 (16 dots × 16 dots)



Nibble mode			
<b>1</b>	30H	<b>2</b>	30H
<b>3</b>	30H	<b>4</b>	30H
<b>5</b>	30H	<b>6</b>	31H
		<b>7</b>	38H
		.	
		.	
		.	
		<b>58</b>	31H
		<b>59</b>	38H
		<b>60</b>	30H
<b>61</b>	30H	<b>62</b>	30H
<b>63</b>	30H	<b>64</b>	30H

Hex. mode			
<b>1</b>	00H	<b>2</b>	00H
<b>3</b>	01H	<b>4</b>	80H
<b>5</b>	01H	<b>6</b>	80H
		<b>7</b>	01H
		.	
		.	
		.	
		<b>26</b>	80H
		<b>27</b>	01H
		<b>28</b>	80H
<b>29</b>	01H	<b>30</b>	80H
<b>31</b>	00H	<b>32</b>	00H

#### [Nibble mode]

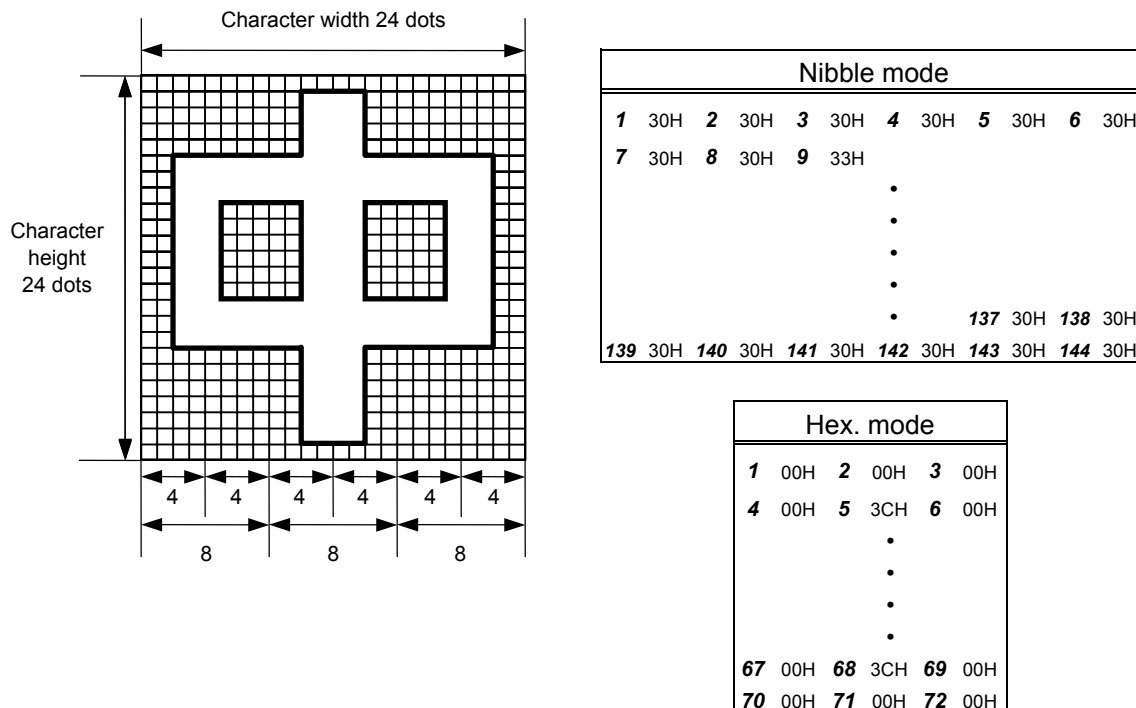
- (1) The writable character data to be stored is separated into four dot units and sent in above-mentioned order (**1** → **64**). (Upper digit: "3")
- (2) The data of writable characters to be stored is 30H to 3FH.
- (3) The data count of writable characters to be stored should be 64 bytes.

#### [Hex. mode]

- (1) The writable character data to be stored is separated into eight dot units and sent in above-mentioned order (**1** → **32**).
- (2) The data of writable characters to be stored is 00H to FFH.
- (3) The data count of writable characters to be stored should be 32 bytes.

\* When writable character type 41 is designated, the width and height of the character are both 16 dots.

(6) Writable character type: 42 (24 dots ×24 dots )



[Nibble mode]

- (1) The writable character data to be stored is separated into four dot units and sent in above-mentioned order (**1** → **144**). (Upper digit: "3")
- (2) The data of writable characters to be stored is 30H to 3FH.
- (3) The data count of writable characters to be stored should be 144 bytes.

[Hex. mode]

- (1) The writable character data to be stored is separated into eight dot units and sent in above-mentioned order (**1** → **72**).
- (2) The data of writable characters to be stored is 00H to FFH.
- (3) The data count of writable characters to be stored should be 72 bytes.

\* When writable character type 42 is designated, the width and height of the character are both 24 dots.

Character width 32 dots

Character height 32 dots

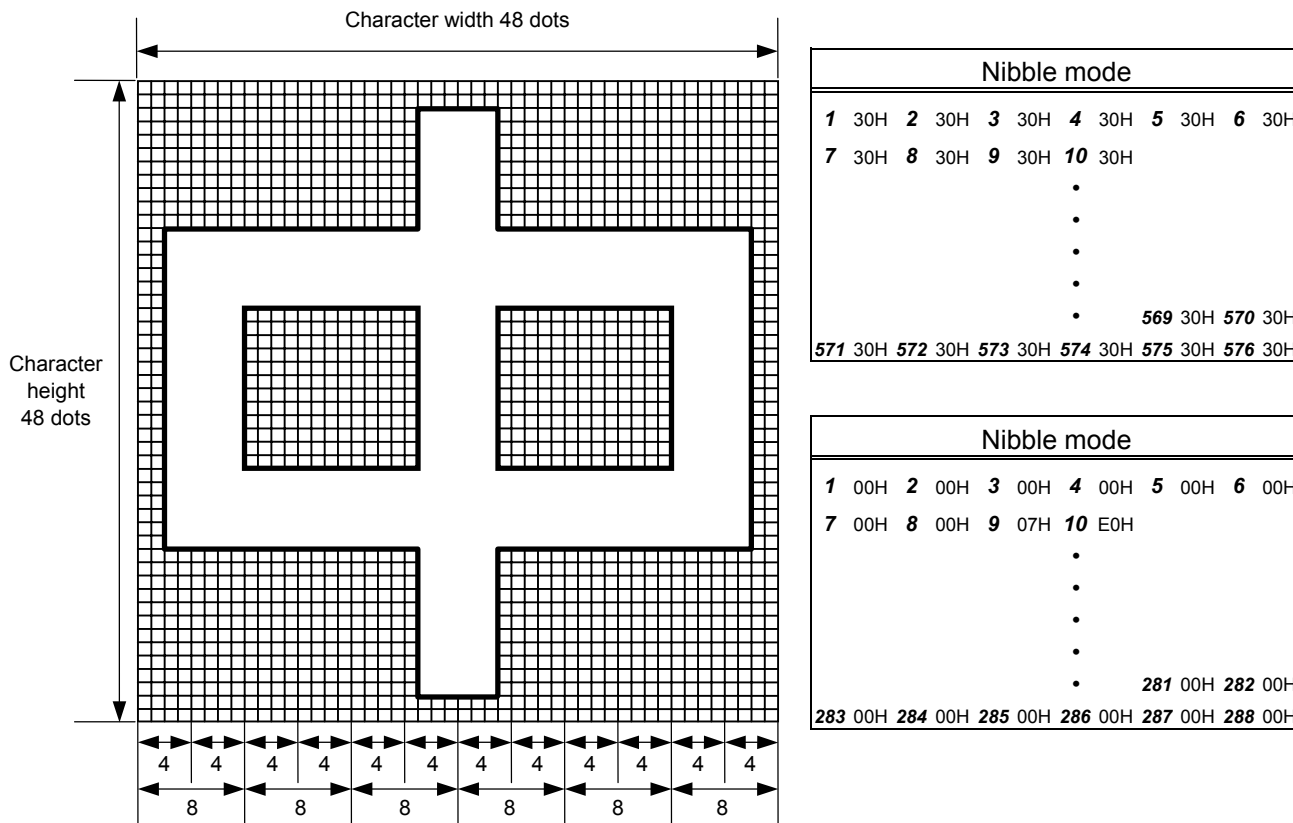
4 4 4 4 4 4 4 4

8 8 8 8

Hex. mode			
<b>1</b>	00H	<b>2</b>	00H
<b>3</b>	C0H	<b>4</b>	00H
<b>5</b>	00H	<b>6</b>	07H
		<b>7</b>	C0H
			.
			.
			.
			.
		<b>123</b>	C0H
		<b>124</b>	00H
<b>125</b>	00H	<b>126</b>	00H
<b>127</b>	00H	<b>128</b>	00H



(8) Writable character type: 44 (48 dots ×48 dots)



[Nibble mode]

- (1) The writable character data to be stored is separated into four dot units and sent in above-mentioned order (**1** → **576**). (Upper digit: "3")
- (2) The data of writable characters to be stored is 30H to 3FH.
- (3) The data count of writable characters to be stored should be 576 bytes.

[Hex. mode]

- (1) The writable character data to be stored is separated into eight dot units and sent in above-mentioned order (**1** → **288**).
- (2) The data of writable characters to be stored is 00H to FFH.
- (3) The data count of writable characters to be stored should be 288 bytes.

\* When writable character type 44 is designated, the width and height of the character are both 48 dots.

Notes
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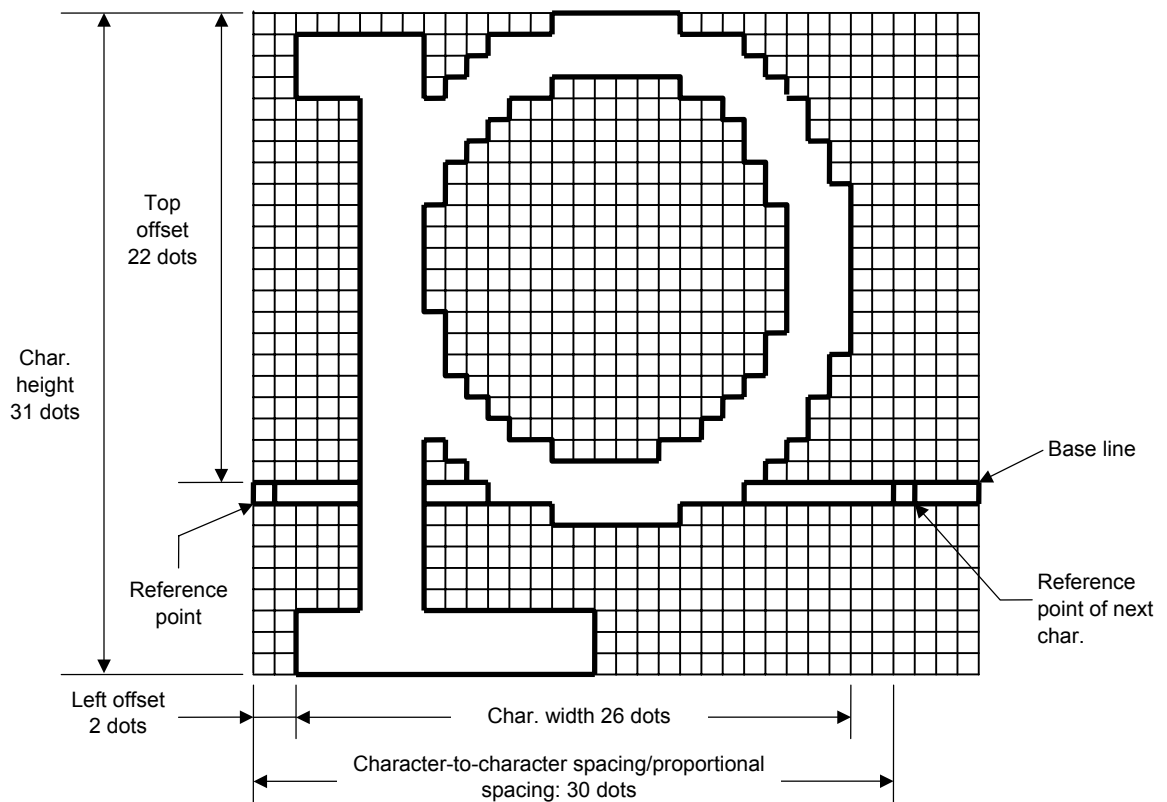
- (1) No matter what character type or character code is selected, no memory will be wasted.
- (2) When a new writable character is stored, the Flash Memory Format Command ([ESC] J1) must be transmitted.
- (3) A character code already stored can be stored in the flash memory again by sending the Bit Map Writable Character Store Command ([ESC] XD, but memory will be consumed each time the code is stored. The memory can be efficiently used if the Flash Memory Format Command ([ESC] J1) is sent in advance.
- (4) If the flash memory is used, and a label issue operation is performed after sending the Bit Map Writable Character Command ([ESC] XD), the image buffer is cleared automatically.
- (5) When further storing operation is not continued for about 10 seconds after storing the writable character and logos, the printer automatically enters the online mode (label issue operation). In this case, when the flash memory was used, the image buffer will be cleared automatically.

Refer to
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Flash Memory Format Command ([ESC] J1)

## Examples

Writable character type: 03  
 Writable character code: 70H



[ESC] J1; C [LF] [NUL]

[ESC] XD; 03, p, 002, 022, 026, 031, 030, 0, 000?<000?<7??800?<???<00?=703>001?  
 <00?001?8007001?0007801>0003801>0003<01<0001<01<0001<01<0001<01<0001<01>  
 0001<01>0003<01>0003801?0007801?800?001=?07>001<???<001<7??8001<0?<  
 0001<0000001<0000001<0000001<000000?<0000???<0000???<0000 [LF] [NUL]

- \* 30H = "0"
- 31H = "1"
- 32H = "2"
- 33H = "3"
- 34H = "4"
- 35H = "5"
- 36H = "6"
- 37H = "7"
- 38H = "8"
- 39H = "9"
- 3AH = "."
- 3BH = ","
- 3CH = "<"
- 3DH = "="
- 3EH = ">"
- 3FH = "?"

### 6.3.22 GRAPHIC COMMAND

[ESC] SG

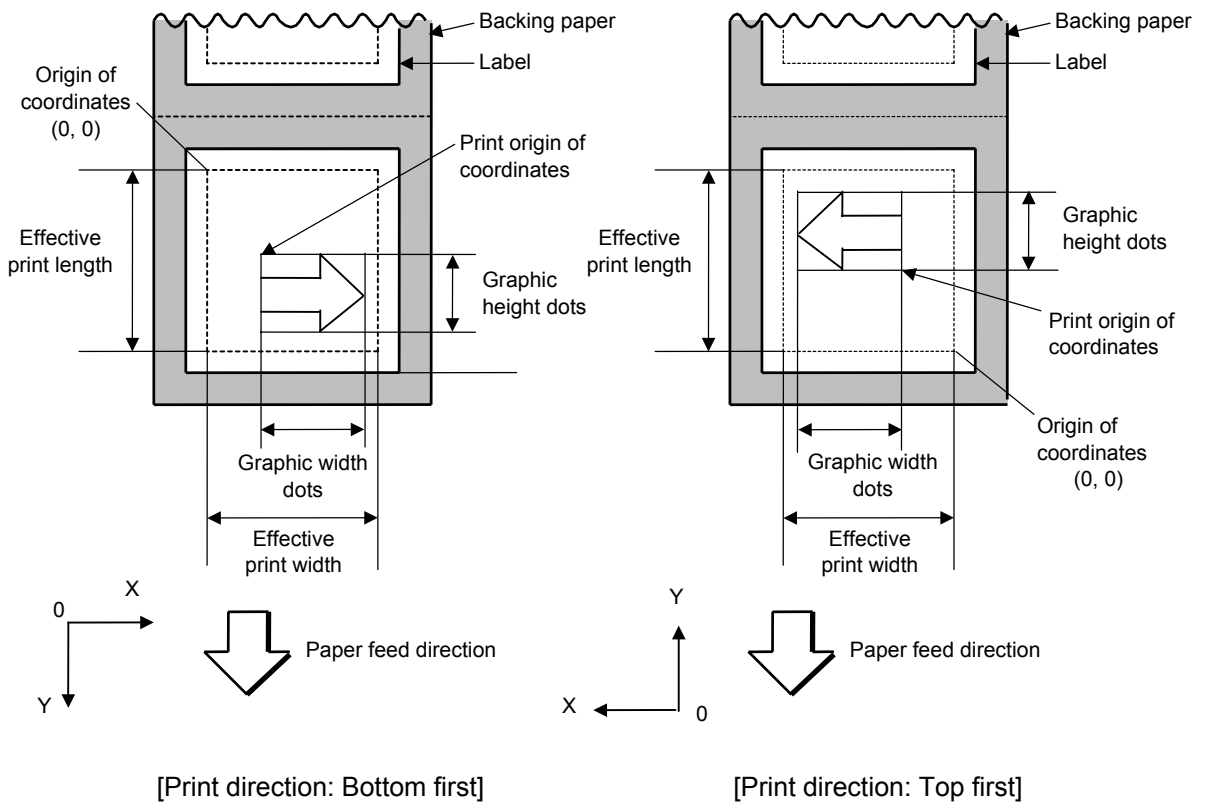
Function	Draws graphic data.
Format	[ESC] SG; aaaa(D), bbbb(D), cccc, dddd, e, ggg --- ggg [LF] [NUL] or [ESC] SG0; aaaa(D), bbbb(D), cccc, dddd, e, ffff, ggg --- ggg [LF] [NUL]
Term	<p>aaaa(D): X-coordinate of the print origin for drawing graphic data Fixed as 4 digits (in 0.1 mm units) * If "D" is attached after a 4-digit value, the coordinate is specified in dots. 0000D or greater</p> <p>bbbb(D): Y-coordinate of the print origin for drawing graphic data 4 or 5 digits (in 0.1 mm units) * If "D" is attached after a 4- or 5-digit value, the coordinate is specified in dots. 0000D or greater</p> <p>cccc: No. of graphic width dots Fixed as 4 digits (in units of dots) However, when the graphic data "2: BMP file" or "6: PCX file" is selected, this designation is ignored. (The information of the graphic width is contained in the graphic data.)</p> <p>dddd: No. of graphic height dots 4 or 5 digits (in units of dots) However, when the graphic data "2: BMP file" or "6: PCX file" is selected, this designation is ignored. (The information of the graphic width is contained in the graphic data.)  When "3: TOPIX compression mode" is selected for the type of graphic data: Resolution of graphic data:           *only two types                                            { 0150: 150 DPI (The data is drawn in double resolution.)                                            { 0300: 300 DPI (The data is drawn in single resolution.)</p> <p>e: Type of graphic data  When the command starts with "[ESC] SG;":  0: Nibble mode (4 dots/byte)   Overwrite drawing  1: Hex. mode (8 dots/byte)    Overwrite drawing  2: BMP file mode               Overwrite drawing  3: TOPIX compression mode   Overwrite drawing  4: Nibble mode (4 dots/byte)   OR drawing  5: Hex. mode (8 dots/byte)    OR drawing  6: PCX file mode               Overwrite drawing  7: TOPIX compression mode   XOR drawing    When the command starts with "[ESC] SG0;":  A: Printer driver compression mode   Overwrite drawing</p>

ffff: Data count (Effective only for the command starting with “[ESC] SG0;”)  
 Fixed as 4 digits  
 Represents the total number of bytes for the compressed graphic data by 32-bit hex. code.  
 Range: 0 to 4,294,967,295 bytes  
 (00H, 00H, 00H, 00H to FFH, FFH, FFH, FFH)

ggg --- ggg: Graphic data

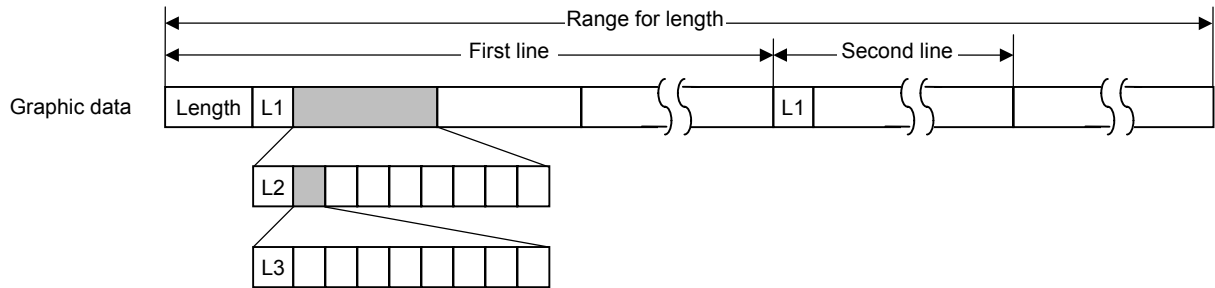
**Explanation**

- (1) When the graphic data “0”, “1”, “2”, “3”, “6”, or “A” is selected, the graphic data is drawn by overwriting the image buffer.
- (2) When the graphic data “4” or “5” is selected, the graphic data is drawn by carrying out OR between the graphic data and the data in the image buffer.



Hex. mode					
<b>1</b>	00H	<b>2</b>	30H	<b>3</b>	00H
<b>4</b>	00H	<b>5</b>	38H		
			.		
			.		
			.		
			.		
			.		
				<b>63</b>	00H
<b>64</b>	3FH	<b>65</b>	00H	<b>66</b>	00H

[When TOPIX compression mode is selected]

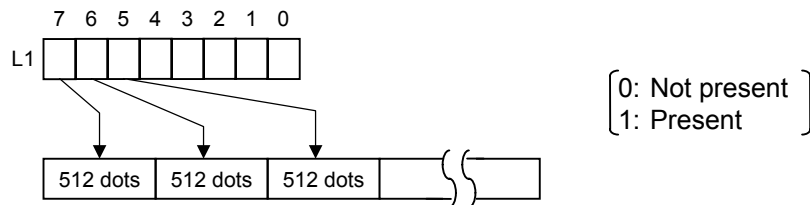


(1) Length: Total number of bytes of the graphic data (0001H ~ )

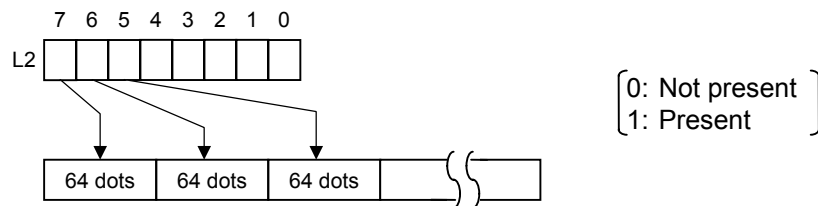
Example. Length = 20 bytes: 

0	0	1	4
---	---	---	---

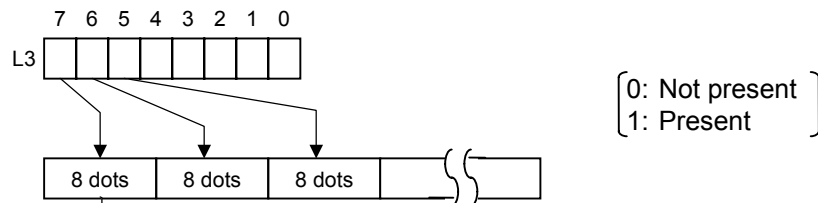
(2) L1 parameter: Shows in which large block (512 dots/block) the changed data is contained.



(3) L2 parameter: Shows in which medium block (64 dots/block) the changed data is contained (of the L1 large block).



(4) L3 parameter: Shows in which small block (8 dots/block) the changed data is contained (of the L2 medium block).



Exclusive-OR is carried out between the current image data and the image data one line previous. Only the changed bit is set to ON (1). The alignment of dots is MSB (left dots) and LSB (right dots).

\* The graphic width for only the smaller value of either the designated value or the max. buffer size (512 KB) is drawn. The minimum unit of the data drawing is 8 dots (1 byte). If the graphic width is set to 3 dots, it will be reset to 8 dots (1 byte).

[When the printer driver compression mode is selected]

- (1) For the command starting with "[ESC] SG0;", only "A: Printer driver compression mode" can be selected for the type of graphic data. The parameter for the data count is attached after the parameter for the type of graphic data. When the total number of data cannot be provided by the printer driver, "00H, 00H, 00H, 00H" should be specified for the number of graphic data. However, in this case, the printer driver cannot support printing through a serial interface (RS-232C).

- (2) How to compress data

Compression is performed for every data of one line specified for the number of graphic width dots.

The data is made up in units of 8 dots. A repeated value is encoded in 2 bytes. The first byte is a numeric value "n" indicating that a value is repeated (-n + 1) times.

The range is between -127 and -1. The second byte is the repeated value.

If a value is not repeated, the first byte is the numeric value "m". The length of the values is indicated by (m+1). The range of "m" is between 0 and 126. The length of the repetition of the value "n" should not exceed 127, and "m" should not exceed 126, respectively.

If it exceeds the specified value, it should be divided into blocks of repetition.

When a line of the same contents appears repeatedly, the number of such lines is encoded in 2 bytes. The first byte is fixed as 127. The second byte indicates "N" times that the line of the same contents is repeated. Its range is between 1 and 255. "N" should not exceed 255. If it exceeds 255, one-line data should be newly compressed, and the remaining number of repetitions should be encoded.

[Example]

Data before being compressed (Width: 120 dots, Height: 300 lines)

Line No.	Graphic data
1	AAh AAh AAh AAh AAh AAh AAh BBh CCh DDh EEh FFh FFh FFh FFh
2	AAh AAh AAh AAh AAh AAh AAh BBh CCh DDh EEh FFh FFh FFh FFh
	⋮
299	AAh AAh AAh AAh AAh AAh AAh BBh CCh DDh EEh FFh FFh FFh FFh
300	AAh AAh AAh AAh AAh AAh AAh BBh CCh DDh EEh FFh FFh FFh FFh



Data after being compressed

Line No.	Graphic data
1	<u>FAh</u> <u>AAh</u> <u>03h</u> <u>BBh</u> <u>CCh</u> <u>DDh</u> <u>EEh</u> <u>FEh</u> <u>FFh</u>
2 to 256	7FH FFH
257	<u>FAh</u> <u>AAh</u> <u>03h</u> <u>BBh</u> <u>CCh</u> <u>DDh</u> <u>EEh</u> <u>FEh</u> <u>FFh</u>
258 to 300	7FH 2BH

FAh = -6  
-(-6) + 1 = 7  
AAh is repeated 7 times.

03h = 3  
3 + 1 = 4  
4-byte data (BBh CCh DDh EEh) without repetition

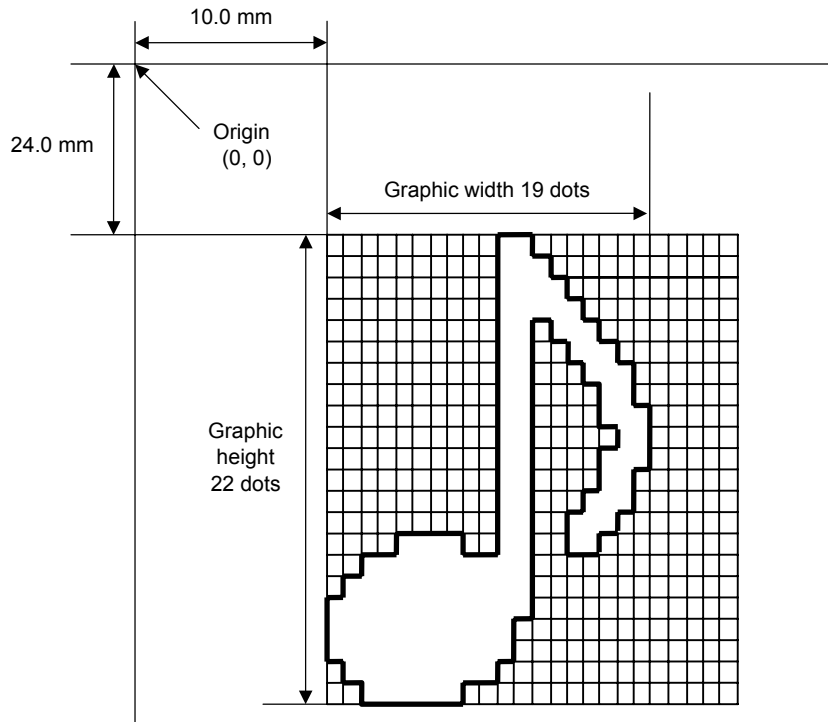
FEh = -2  
-(-2) + 1 = 3  
FFh is repeated 3 times.

# Notes

- (1) The print origin of coordinates must be set so that the result of drawing the graphic data will be within the effective print area set by the Label Size Set Command ([ESC] D).
  - (2) The number of graphic width dots and the number of graphic height dots must also be set so that the result of drawing the graphic data will be within the effective print area set by the Label Size Set Command ([ESC] D) in the same manner as the above.
  - (3) Both width and height are 8 dots/mm in case of the 203 dpi-print head model, and 11.8 dots/mm in case of the 300 dpi-print head model, respectively.
  - (4) The actual result of drawing may deviate within  $\pm 0.5$  mm in case of the 203 dpi-print head model, and  $\pm 0.33$  mm in case of the 300 dpi-print head model, respectively, in the X direction with respect to the designated print origin of the X-coordinate.
- To draw the received graphic data at high speed, the data is directly developed in the image buffer without applying correction to each bit with respect to the designated X-coordinate. Consequently, an error of up to 4 bits occurs.

[Effective print area]				[mm]					
Item		Model		203 dpi print head			300 dpi print head		
		Issue mode		Batch	Strip	Cut	Batch	Strip	Cut
Print head dot density				8 dots/mm (203 dpi)			11.8 dots/mm (300 dpi)		
Print head width				104.0 mm			105.7 mm		
G: Effective print width		Min.	10.0			10.0			
		Max.	104.0			105.7			
H: Effective print length	Label	Min.	6.0	21.4	11.0	6.0	21.4	11.0	
		Max.	995.0			991.0	995.0		991.0
	Tag	Min.	8.0	---	11.0	8.0	---	11.0	
		Max.	997.0	---	997.0	997.0	---	997.0	

## Examples



[ESC] C [LF] [NUL]

[ESC] SG; 0100, 0240, 0019, 0022, 0, 003000003800003<00003>000037000033800031

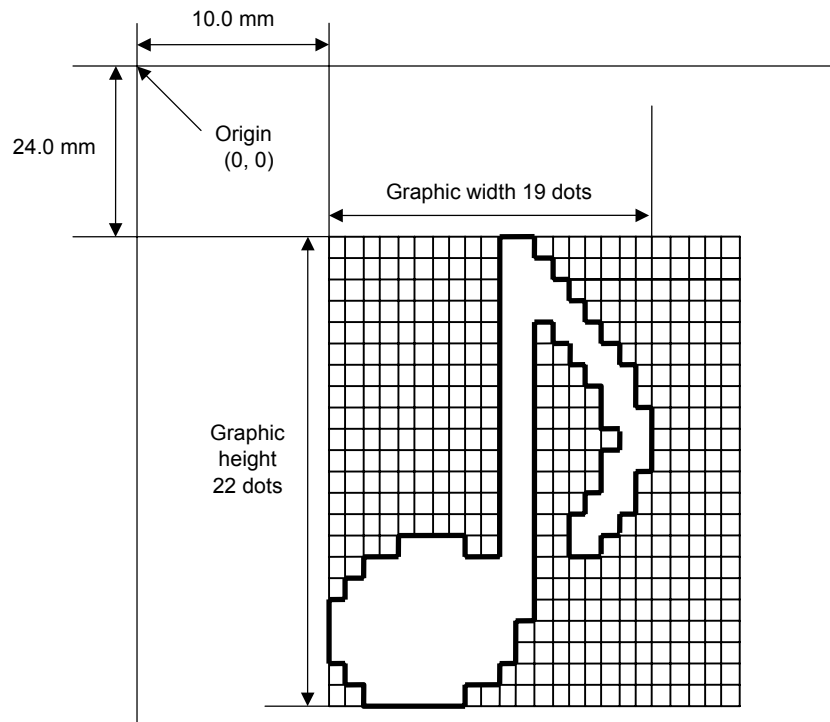
<00030<00030>00030600030>00030<00031<00033800?33003??0007??000??000??

>000??>0007? <0003?0000 [LF] [NUL]

[ESC] XS; I, 0001, 0002C3000 [LF] [NUL]

* 30H = "0"	38H = "8"
31H = "1"	39H = "9"
32H = "2"	3AH = "."
33H = "3"	3BH = ","
34H = "4"	3CH = "<"
35H = "5"	3DH = "="
36H = "6"	3EH = ">"
37H = "7"	3FH = "?"

[TOPIX compression mode]



[ESC] SG; 0100, 0240, 0019, 0300, 3, 00 5C 80 80 40 30  
 Length L1 L2 L3 Data (1st line)

80 80 40 08 80 80 40 04 80 80 40 02 80 80 40 09  
 (2nd line) (3rd line) (4th line) (5th line)

80 80 60 04 80 80 80 60 02 40 80 80 40 01 80 80 20 20  
 (6th line) (7th line) (8th line) (9th line)

80 80 20 80 80 80 20 80 80 80 20 20 80 80 40 01  
 (10th line) (11th line) (12th line) (13th line)

80 80 60 02 40 80 80 A0 0F 80 80 80 C0 30 C3 80 80 80 40  
 (14th line) (15th line) (16th line) (17th line)

80 80 80 80 80 80 40 10 00 80 80 C0 80 20 80 80 C0 40 C0 [LF] [NUL]  
 (18th line) (19th line)(20th line) (21st line) (22nd line)

### 6.3.23 SAVE START COMMAND

[ESC] XO

Function	Declares the start of saving PC interface commands. (Places the printer in the mode where PC interface commands are written in the flash memory.)
Format	[ESC] XO; aa, (Sb, ) c [LF] [NUL]
Term	aa: Identification number to be used for saving in flash memory or calling 01 to 99  Sb: Drive in which the PC interface command is stored (Omissible. If omitted, the flash ROM on the CPU board is selected.)  b: Drive 0: Flash ROM on the CPU board  c: Status response at save time 0: No status response 1: Status response is returned.
Notes	(1) After sending the Save Start Command ([ESC] XO), any command other than the following will be saved into flash memory without being analyzed. <ul style="list-style-type: none"><li>• Save Start Command ([ESC] XO)</li><li>• Save Terminate Command ([ESC] XP)</li><li>• Saved Data Call Command ([ESC] XQ, [ESC] XT)</li><li>• Bit Map Writable Character Command ([ESC] XD, [ESC] XA)</li><li>• Reset Command ([ESC] WR)</li><li>• Status Request Command ([ESC] WS)</li><li>• Flash Memory Format Command ([ESC] J1)</li></ul> (2) No error check is made for the commands when saving them. (3) Up to 64 KB can be saved per save.
Refer to	<ul style="list-style-type: none"><li>• Save Terminate Command ([ESC] XP)</li><li>• Flash Memory Format Command ([ESC] J1)</li></ul>
Examples	[ESC] J1; B [LF] [NUL] [ESC] XO; 01, 0 [LF] [NUL] [ESC] D0508, 0760, 0468 [LF] [NUL] [ESC] T20C30 [LF] [NUL] [ESC] C [LF] [NUL] [ESC] PC001; 0200, 0125, 1, 1, A, 00, B [LF] [NUL] [ESC] PC002; 0650, 0550, 2, 2, G, 33, B, +0000000001 [LF] [NUL] [ESC] XP [LF] [NUL]

#### 6.3.24 SAVE TERMINATE COMMAND

[ESC] XP

Function	Declares the termination of saving PC interface commands.
Format	[ESC] XP [LF] [NUL]
Note	If the storing operation is not continued for about 10 seconds after the PC interface command is stored, the printer enters the online mode (label issue operation). In this case, the image buffer will be cleared automatically.
Refer to	Save Start Command ([ESC] XO, [ESC] XV)

### 6.3.25 SAVED DATA CALL COMMAND

[ESC] XQ

Function	Calls PC interface commands saved in flash memory.
Format	[ESC] XQ; aa, (Sb,) c, d [LF] [NUL]
Term	<p>aa: Identification number of the file to be called from the flash memory 01 to 99</p> <p>Sb: Drive from which the command is called (Omissible. When omitted, the flash ROM on the CPU board is selected.)</p> <p>b: Drive 0: Flash ROM on the CPU board</p> <p>c: Status response when the data is called up 0: No status response 1: Status response is returned.</p> <p>d: Automatic call at power on time L: Automatic call M: No automatic call</p>
Notes	<p>(1) If the relevant save identification number is not found, an error will result.</p> <p>(2) If no save identification number is found at power on time when the automatic call has been specified, the setting of the automatic call will change to 'No automatic call', causing no error.</p> <p>(3) If a command error is found in the PC interface command that was called by the Saved Data Call Command or the automatic call at power on time, a command error will result. After an error has occurred, the power must be turned off. When the power is turned on again, the setting for the automatic call at power on time changes to 'No automatic call'.</p> <p>(4) The printer enters the online mode (label issue operation) when the Save Data Call Command is sent after the Save Terminate Command.</p>
Refer to	<ul style="list-style-type: none"><li>• Save Start Command ([ESC] XO)</li><li>• Save Terminate Command ([ESC] XP)</li></ul>
Examples	<p>[ESC] XQ; 01, 0, L [LF] [NUL] [ESC] RC001; Sample [LF] [NUL] [ESC] RC002; 100 [LF] [NUL] [ESC] XS; I, 0002, 0002C3000 [LF] [NUL]</p>

### 6.3.26 HEAD BROKEN DOTS CHECK COMMAND

[ESC] HD

Function	Checks the thermal head for broken elements.
Format	<p>[ESC] HD001 (, a) [LF] [NUL]..... The all thermal elements are checked.</p> <p>[ESC] HD003, s<sub>1</sub>s<sub>1</sub>s<sub>1</sub>s<sub>1</sub>, e<sub>1</sub>e<sub>1</sub>e<sub>1</sub>e<sub>1</sub>, s<sub>2</sub>s<sub>2</sub>s<sub>2</sub>s<sub>2</sub>, e<sub>2</sub>e<sub>2</sub>e<sub>2</sub>e<sub>2</sub>,--- s<sub>8</sub>s<sub>8</sub>s<sub>8</sub>s<sub>8</sub>, e<sub>8</sub>e<sub>8</sub>e<sub>8</sub>e<sub>8</sub> (, a) [LF] [NUL]  ..... The thermal elements are partially checked.</p>
Term	<p>a: Check result status response (Omissible)  A: Status is returned.  (When omitted, the check result status is not returned.)</p> <p>s<sub>1</sub>s<sub>1</sub>s<sub>1</sub>s<sub>1</sub> --- s<sub>8</sub>s<sub>8</sub>s<sub>8</sub>s<sub>8</sub>: Area start coordinate                      Fixed as 4 digits (in units of 0.1 mm)</p> <p>e<sub>1</sub>e<sub>1</sub>e<sub>1</sub>e<sub>1</sub> --- e<sub>8</sub>e<sub>8</sub>e<sub>8</sub>e<sub>8</sub>: Area end coordinate                      Fixed as 4 digits (in units of 0.1 mm)</p>
Explanation	<p>(1) The Head Broken Dots Check Command is subject to batch processing. If the Label Issue Command to issue 100 labels is transmitted before the Head Broken Dots Check Command, the head broken dots check will be executed after 100 labels have been issued.</p> <p>(2) In case of the all thermal elements check, the all thermal elements of the thermal head will be checked.</p> <p>(3) When the check result is found to be normal under the condition that the check result status is not returned, the next command is processed. If the check result is found to be abnormal, an error occurs. Whether or not the status is returned when an error occurs depends on the Issue Command setting.</p> <p>When the check result is found to be normal under condition that the check result status is returned, a status indicating the normal end of the head broken elements check is sent. After that, the next command is processed. If the check result is found to be abnormal, a status indicating the head broken elements error is sent, and then the printer stops.</p> <p>Status for normal end  [SOH] [STX] "0020000" [EXT] [EOT] [CR] [LF]</p> <p>Status for head broken elements error  [SOH] [STX] "1720000" [EXT] [EOT] [CR] [LF]</p> <p>(4) The all thermal elements check takes approximately 1 second.</p> <p>(5) Partial thermal elements check:</p> <ul style="list-style-type: none"> <li>• Up to 8 areas can be designated. If the number of designated areas is less than 8, the rest is omissible.</li> <li>• When the value set for the start coordinate is larger than the value set for the end coordinate, the end coordinate is handled as the start coordinate, and the start coordinate is handled as the end coordinate.</li> <li>• Areas can overlap each other.</li> <li>• Even if a coordinate is specified beyond the print head width, it will be regarded as the maximum value, therefore, a command error does not occur.</li> </ul>
Examples	<p>[ESC] C [LF] [NUL]</p> <p>[ESC] RC001; Sample [LF] [NUL]</p> <p>[ESC] RC002; 001 [LF] [NUL]</p> <p>[ESC] XS; I, 0002, 0002C3000 [LF] [NUL]</p> <p>[ESC] HD001 [LF] [NUL]</p>



### 6.3.27 MESSAGE DISPLAY COMMAND

[ESC] XJ

Function	Displays the message on the upper line of the LCD.
Format	[ESC] XJ; aaa ----- aaa [LF] [NUL]
Term	aaa ----- aaa: Display data (16 digits)
Explanation	<p>When the printer receives the Message Display Command, first it processes the already received data (or completes the label issue if the Issue Command has been sent). Then, it displays the message on the upper line of the LCD, and finally it enters a pause state.</p> <p>When the [RESTART] key is pressed, the pause state is cleared and the LCD displays the normal message. After the pause state is cleared, the printer resumes processing the data received after the Message Display Command.</p>

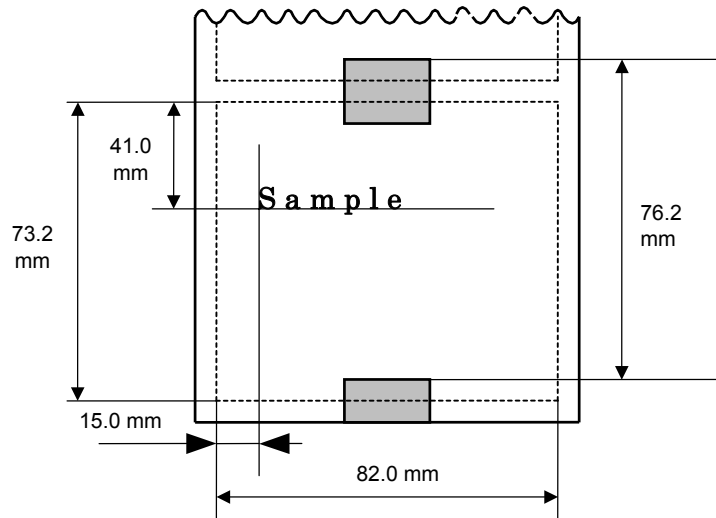
Notes	<p>(1) The number of characters to be displayed is 16. When the display data is less than 16 characters, the blanks are filled with spaces. When the display data exceeds 16 characters, the excess data is discarded.</p> <p>(2) During a pause state, a halt due to an error, or a head open state, the Message Display Command is not processed even if it is received. In this case, the command is processed after the above state is cleared.</p> <p>(3) The following characters can be displayed on the LCD.</p> <p>If a character other than the following is received, “?” is displayed or a command error results.</p>
-------	-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

	2	3	4	5	6	7	A	B	C	D
0	SP	0	@	P	`	p				
1	!	1	A	Q	a	q				
2	"	2	B	R	b	r				
3	#	3	C	S	c	s				
4	\$	4	D	T	d	t				
5	%	5	E	U	e	u				
6	&	6	F	V	f	v				
7	'	7	G	W	g	w				
8	(	8	H	X	h	x				
9	)	9	I	Y	i	y				
A	*	:	J	Z	j	z				
B	+	;	K	[	k	{				
C	,	<	L	\	l					
D	-	=	M	]	m	}				
E	.	>	N	^	n	→				
F	/	?	O	_	o	←				

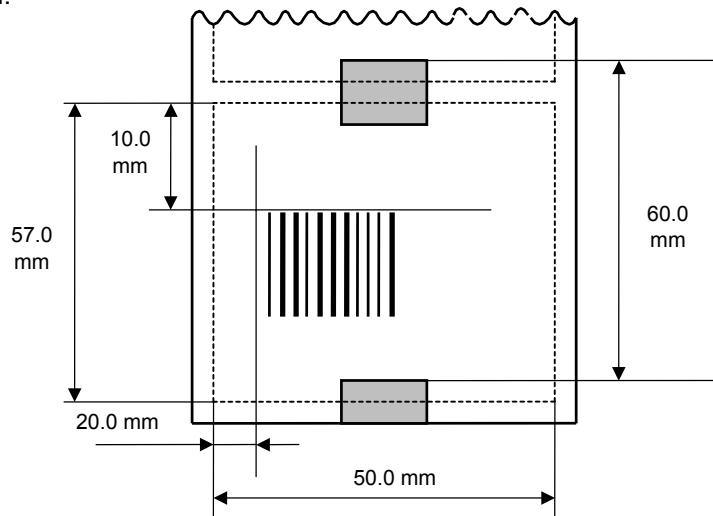
\* The shaded parts are Japanese.  
They are omitted here.

## Examples

- ① Load the paper.
- ② One piece of paper is fed.
- ③ 4 pieces are issued.



- ④ Message, "Please set [Tag]", is displayed.
- ⑤ Change the paper.
- ⑥ Press the [RESTART] key.
- ⑦ One piece of paper is fed.
- ⑧ 2 pieces are issued.



```
[ESC] D0762, 0820, 0732 [LF] [NUL]
[ESC] T11C40 [LF] [NUL]
[ESC] C [LF] [NUL]
[ESC] PC001; 0150, 0410, 1, 1, A, 00, B [LF] [NUL]
[ESC] RC001; Sample [LF] [NUL]
[ESC] XS; I, 0004, 0011C4001 [LF] [NUL]
[ESC] XJ; Please set [Tag] [LF] [NUL]
[ESC] D0600, 0500, 0570 [LF] [NUL]
[ESC] T11C40 [LF] [NUL]
[ESC] C [LF] [NUL]
[ESC] XB01; 0200, 0100, 3, 1, 03, 03, 08, 08, 03, 0, 0150 [LF] [NUL]
[ESC] RB01; 12345 [LF] [NUL]
[ESC] XS; I, 0002, 0011C4001 [LF] [NUL]
```

### 6.3.28 RESET COMMAND

[ESC] WR

Function	Returns the printer to its initial state.
Format	[ESC] WR [LF] [NUL]
Explanation	The printer is returned to the same state as when the power is turned on. When the printer receives this command during printing, it returns to its initial state after issuing the label which is being printed. The next command must not be sent while the printer is performing initial processing.
Notes	<ul style="list-style-type: none"><li>(1) In the system mode, any commands except the Reset Command cannot be processed.</li><li>(2) If a command error or communication error occurs when receiving the Reset Command, an error message is displayed in the online mode. However, it is not displayed in the system mode.</li><li>(3) After the code of the Bit Map Writable Character Command ([ESC] XD) or the Graphic Command ([ESC] SG) is received, the Reset Command is not processed until the printer receives the data specifying the type of data.</li></ul>
Example	[ESC] WR [LF] [NUL]

### 6.3.29 STATUS REQUEST COMMAND

[ESC] WS

Function	Sends the printer status to the host computer.
Format	[ESC] WS [LF] [NUL]
Explanation	This command makes the printer send its status regardless of the setting of the status response parameter. The status to be transmitted is the current printer status, and indicates the latest status only. The remaining count indicates the remaining print count of the batch currently being printed only. No remaining count of the batch waiting to be printed is transmitted.
Notes	<ol style="list-style-type: none"><li>(1) This command is available for the RS-232C, USB, Centronics interfaces, and socket communications. However, in case of the Centronics interface, the printer returns a status to the Nibble mode negotiation immediately after this command is received.</li><li>(2) The status is returned only to the interface which sent this command.</li><li>(3) After the code of the Bit Map Writable Character Command ([ESC] XD) or Graphic Command ([ESC] SG) is received, the Status Request Command is not processed until the printer receives the data specifying the type of data.</li><li>(4) After receiving the Status Request Command, there may be a maximum of 20-msec. delay until the printer sends a status.</li><li>(5) At least, a 20-msec. interval must be given between the transmissions of the Status Request Command. If the next Status Request Command is transmitted within 20 msec., the printer may fail to receive it.</li></ol>
Example	[ESC] WS [LF] [NUL]

### 6.3.30 RECEIVE BUFFER FREE SPACE STATUS REQUEST COMMAND [ESC] WB

Function	Sends information on the printer status and the free space of the receive buffer to the host.
Format	[ESC] WB [LF] [NUL]
Explanation	(1) This command makes the printer send information on its status and free space of the receive buffer, regardless of the setting of the Status Response parameter. The status to be transmitted is the current printer status, and indicates the latest status only. The remaining count indicates the remaining print count of the batch currently being printed only. No remaining count of the batch waiting to be printed is transmitted. Free space of the receive buffer for the interface which sent this command, is returned to the host.
Notes	(1) This command is available for the RS-232C, USB, Centronics interfaces, and socket communications. However, in case of the Centronics interface, the printer returns a status to the Nibble mode negotiation immediately after this command is received.  (2) The printer returns the status only for the interface which sent this command.  (3) After the code of the Bit Map Writable Character Command ([ESC] XD) or Graphic Command ([ESC] SG) is received, the Status Request Command is not processed until the printer receives the data specifying the type of data.  (4) After receiving the Status Request Command, there may be a maximum of 20-msec. delay until the printer sends the status.  (5) At least, a 20-msec. interval must be given between the transmissions of the Status Request Command. If the next Status Request Command is transmitted within 20 msec, the printer may fail to receive it.
Example	[ESC] WB [LF] [NUL]

### 6.3.31 VERSION INFORMATION ACQUIRE COMMAND

[ESC] WV

Function	Sends information such as the program version of the printer.
Format	[ESC] WV [LF] [NUL]
Explanation	(1) The format of the program version data (27-byte data in total) to be returned to the host is as follows.

SOH		01H	
STX		02H	
Creation date	"0"	30H	Creation date of the program: 9-byte data indicated in order of Day- Month-Year
	"1"	31H	
	"N"	48H	
	"O"	49H	
	"V"	56H	
	"2"	32H	
	"0"	30H	
	"0"	30H	
	"2"	32H	
Model	"B"	42H	Model: 7-byte ASCII code indicating the model
	"-"	2DH	
	"4"	34H	
	"8"	38H	
	"0"	30H	
	"SP"	20H	
	SP	20H	
Version	"V"	56H	Program version: 5-byte data: Vx.xx └─ Revision └─ Version
	"1"	31H	
	"."	2EH	
	"0"	30H	
	"A"	41H	
ETX		03H	
EOT		04H	
CR		0DH	
LF		0AH	

- (2) This command is processed in order of receipt. This command is not processed until the processing of the commands sent prior to this command is completed. Therefore, if this command is sent while the printer is in the state other than idle, the program version data may not be returned immediately.

Notes	(1) This command is effective only for the serial interface (RS-232C).
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### 6.3.32 PRINTER OPTION STATUS ACQUIRE COMMAND [ESC] WN

Format	[ESC] WN [LF] [NUL]
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SOH	STX	"E"	Option status										ETX	EOT	CR	LF
01H	02H	45H	30H	30H	30H	30H	30H	30H	30H	30H	30H	30H	03H	04H	0DH	0AH

30H: Not installed.  
 31H: Reserved.  
 32H: Reserved.  
 33H: Reserved.  
 34H: RFID module (U2)

Cutter  
 30H: Not installed.  
 31H: Installed.

USB board  
 31H: Installed (Fixed)

100Base LAN board  
 31H: Installed (Fixed)

PCMCIA Slot2  
 30H: Not installed. (Fixed)

PCMCIA Slot1  
 30H: Not installed. (Fixed)

Reserved A, B, and C

### 6.3.33 IP ADDRESS SET COMMAND

[ESC] IP

Function	Sets the IP address to be required for the network connection.
Format	[ESC] IP; a, bbb, ccc, ddd, eee [LF] [NUL]
Term	<p>a: IP address to be set</p> <p>2: Printer IP address (Initial value: 192.168.10.20)</p> <p>3: Gateway IP address (Initial value: 0.0.0.0)</p> <p>4: Subnet mask (Initial value: 255.255.255.0)</p> <p>bbb: First 8 bits: 000 to 255</p> <p>ccc: Second 8 bits: 000 to 255</p> <p>ddd: Third 8 bits: 000 to 255</p> <p>eee: Last 8 bits: 000 to 255</p>
Explanation	The IP address setting can also be made in the system mode. The setting which was last made takes effect.
Example	<p>To set the printer IP address to "157.69.9.78".</p> <p>[ESC] IP; 2, 157, 069, 009, 078 [LF] [NUL]</p>



### 6.3.34 SOCKET COMMUNICATION PORT SET COMMAND

[ESC] IS

Function	Enables or disables the socket communication, and sets the communication port number to be used.
Format	[ESC] IS; a, bbbbbb [LF] [NUL]
Term	a:           0: Socket communication is disabled. 1: Socket communication is enabled.  bbbbbb:    Port number (It must be set in 5 digits.) 00000 to 65535
Explanation	These settings can also be made in the system mode. The setting which was last made takes effect.
Example	To enable the socket communication and set the port number to "8000". [ESC] IS; 1, 08000 [LF] [NUL]

### 6.3.35 DHCP FUNCTION SET COMMAND

[ESC] IH

Function	Enables or disables the DHCP function, and sets the DHCP client ID.
Format	[ESC] IH; a, bbbbbbbbbbbbbbbbbbbbbbbbbbbbbbbb [LF] [NUL]
Term	a:           0: DHCP function is disabled. 1: DHCP function is enabled.  bbbbbbbbbbbbbbbbbbbbbbbbbbbbbbbb: DHCP client ID (16-byte data is described in 32-byte hexadecimal.)
Explanation	<ul style="list-style-type: none"><li>• These settings can also be made in the system mode. The setting which was last made takes effect.</li><li>• “FFH” in the client ID is assumed as a terminator. Therefore, “FFH” must not be used in data.</li><li>• If “FFH” is specified as the first byte of the DHCP client ID, the printer assumes the DHCP client ID has not been specified. So the printer uses the MAC address of the LAN board installed on the printer as the DHCP client ID instead.</li></ul>
Example	To enable the DHCP function and set the DHCP client ID to “12H56HCDH”. [ESC] IH; 1, 1256CDFFFFFFFFFFFFFFFFFFFFFFFFFFFF [LF] [NUL]

The following is supported from firmware V1.6.

#### 6.3.36 PASS-THROUGH COMMAND

[ESC] @002

Function	Passes the serial interface data through the internal serial interface.
Format	[ESC] @002; aaa, bbb --- bbb [LF] [NUL]
Term	aaa:            Number of bytes to be passed through 001 to 999  bbb --- bbb:    Binary data to be passed through
Explanation	This command is used to make a serial communication with the RF-ID module. The number of bytes of data specified by this command is output to the internal serial interface (CN6: RF-ID) without being processed. Data received from the internal serial interface (CN6: RF-ID) is output to the serial interface.

### 6.3.37 INTERNAL SERIAL INTERFACE PARAMETER SET COMMAND

[ESC] IZ

Function	Sets communication parameters for the internal serial interface.
Format	[ESC] IZ; a, b, c, d [LF] [NUL]
Term	<p>a:       Communication speed</p> <p>          0: 2400 bps</p> <p>          1: 4800 bps</p> <p>          2: 9600 bps</p> <p>          3: 19200 bps</p> <p>b:       Data length</p> <p>          0: 7 bits</p> <p>          1: 8 bits</p> <p>c:       Stop bit length</p> <p>          0: 1 bit</p> <p>          1: 2 bits</p> <p>d:       Parity</p> <p>          0: None</p> <p>          1: Even</p> <p>          2: Odd</p>
Explanation	<p>The settings by this command take effect immediately after this command has been analyzed. (A restart of the printer is not required.) This command is stored into memory and is retained even if the power is turned OFF.</p> <p>When a communication error occurs on the internal serial interface, the ON LINE LED goes off and the ERROR LED goes ON. Message, "INTERNAL COM ERR", is displayed on the upper line of the LCD, and then the printer stops due to an error.</p>
Example	<p>To set the communication speed, the data length, the stop bit length, and the parity to 9600 bps, 8 bits, 1 bit, and even parity, respectively.</p> <p>[ESC] IZ; 2, 1, 0, 1 [LF] [NUL]</p>

## 6.4 COMMANDS FOR SYSTEM ADMINISTRATOR

### 6.4.1 PARAMETER SET COMMAND

[ESC] Z2; 1

Function	Sets each parameter on the printer.
Format	[ESC] Z2; 1, abcdefghijklmnopqrstuvwxyzABCDEFGHIJKLMNOPQRSTUVWXYZ [LF] [NUL]
Term	<p>a: Character code selection</p> <ul style="list-style-type: none"><li>0: PC-850</li><li>1: PC-852</li><li>2: PC-857</li><li>3: PC-8</li><li>4: PC-851</li><li>5: PC-855</li><li>6: PC-1250</li><li>7: PC-1251</li><li>8: PC-1252</li><li>9: PC-1253</li><li>A: PC-1254</li><li>B: PC-1257</li><li>C: LATIN9</li><li>D: Arabic</li><li>E: PC-866</li><li>F: UTF-8</li></ul> <p>b: Character "0" selection</p> <ul style="list-style-type: none"><li>0: 0 (without slash)</li><li>1: 0 (with slash)</li></ul> <p>c: RS-232C communication speed</p> <ul style="list-style-type: none"><li>0: 2400 bps</li><li>1: 4800 bps</li><li>2: 9600 bps</li><li>3: 19200 bps</li><li>4: 38400 bps</li><li>5: 115200 bps</li></ul> <p>d: RS-232C data length</p> <ul style="list-style-type: none"><li>0: 7 bits</li><li>1: 8 bits</li></ul> <p>e: Stop bit length</p> <ul style="list-style-type: none"><li>0: 1 bit</li><li>1: 2 bits</li></ul> <p>f: RS-232C parity check</p> <ul style="list-style-type: none"><li>0: NONE</li><li>1: EVEN</li><li>2: ODD</li></ul>

- g: RS-232C flow control
- 0: XON/XOFF protocol  
(XON is not output at a power on time, and XOFF is not output at a power off time.)
  - 1: READY/BUSY (DTR) protocol  
(XON is not output at a power on time, and XOFF is not output at a power off time.)
  - 2: XON/XOFF + READY/BUSY (DTR) protocol:  
(XON is output at a power on time, and XOFF is output at a power off time.)
  - 3: XON/XOFF protocol:  
(XON is output at a power on time, and XOFF is output at a power off time.)
  - 4: RTS protocol  
(XON is not output at a power on time, and XOFF is not output at a power off time.)
- h: Language for LCD messages
- 0: ENGLISH
  - 1: GERMAN
  - 2: FRENCH
  - 3: DUTCH
  - 4: SPANISH
  - 5: JAPANESE
  - 6: ITALIAN
- i: Automatic forward feed standby after an issue
- 0: OFF (Not performed)
  - 1: ON (Performed)
- j: Forward feed stanby fine adjustment direction
- +: Increases the amount of the forward feed
  - : Decrease the amount of the forward feed
- kk: Fine adjustment value for the forward feed standby  
00 to 50 (in units of 0.1 mm, in steps of 0.5 mm) <sup>(\*)1</sup>
- l: Head-up operation in the cut issue mode, or the use of the rewinder in the batch issue mode.  
0 or 1: Setting is ignored.
- m: Ribbon saving function  
0 to 2: Setting is ignored.
- n: Type of control code
- 0: Automatic selection
  - 1: ESC, LF, NUL mode
  - 2: {, |, } mode
  - 3: Any set code mode
- oo: 1st byte code of the control code <sup>(\*)2</sup>  
“00” to “FF” (Specify the hex code in 2-byte ASCII code.) <sup>(\*)3</sup>
- pp: 2nd byte code of the control code <sup>(\*)2</sup>  
“00” to “FF” (Specify the hex code in 2-byte ASCII code.) <sup>(\*)3</sup>

- qq: 3rd byte code of the control code <sup>(\*)2</sup>  
 "00" to "FF" (Specify the hex code in 2-byte ASCII code.) <sup>(\*)3</sup>
- r: Strip wait status selection  
 0: OFF (No selection)  
 1: ON (with selection)
- s: [FEED] key function  
 0: FEED: Feeds one label.  
 1: PRINT: Prints data of the image buffer on one label.
- t: Kanji code selection  
 0: TYPE1  
 1: TYPE2
- uu: Euro code setting  
 "20" to "FF" (Specify the hexadecimal code in 2-byte ASCII code) <sup>(\*)3</sup>
- v: Automatic head broken dots check  
 0: OFF (An automatic broken dots check is not performed when the power is turned on.)  
 1: ON (An automatic broken dots check is performed when the power is turned on.)
- w: Centronics ACK/BUSY timing setting  
 0: TYPE1  
 1: TYPE2
- x: Web printer function setting  
 0: OFF (Web printer function is disabled.)  
 1: ON (Web printer function is enabled.)
- y: Reset process when the nlnit signal is ON  
 0: OFF (Reset process is not performed.)  
 1: ON (Reset process is performed.)
- z: Ribbon near end detection setting  
 0: Not detected.  
 1: Detected when the remaining length of the ribbon is 30 m.  
 2: Detected when the remaining length of the ribbon is 70 m.
- A: Expansion I/O operation mode setting  
 0: Standard mode  
 1: In-line mode
- B: Centronics operation mode setting  
 0: SPP (Compatibility mode)  
 1: ECP (ECP mode)
- C: Plug-and-play operation mode setting  
 0: OFF (Plug-and-play operation is disabled.)  
 1: ON (Plug-and-play operation is enabled.)
- D: Label end/ribbon end process setting  
 0: TYPE1 (When the label end state is detected, the printer stops even if it is printing a label.)  
 1: TYPE2 (When the label end state is detected, the printer stops after it completes printing a label.)

- E: Pre-strip process setting
  - 0: OFF (The pre-strip process is not performed.)
  - 1: ON (The pre-strip process is performed.)
- F: Reverse feed speed setting
  - 0: 3 ips
  - 1: 2 ips
- G: Installed solenoid type setting
  - 0 or 1: Setting is ignored.
- H: MaxiCode specification setting
  - 0: TYPE1 (Compatible with the current version)
  - 1: TYPE2 (Special specification)
- I: Forward feed standby action
  - 0 or 1: Setting is ignored.
- J: High speed cut issue
  - 0: TYPE 1 (Normal cut issue)
  - 1: TYPE 2 (High speed cut issue)
- K: Multiple-label set issue setting
  - 0: OFF
  - 1: ON

Explanation
-------------

- (1) This command is not executed until the printer enters an idle state.
- (2) With some exceptions, the parameters set by this command take effect when the power is turned on or the printer is reset.
- \*1: Though the values can be set in units of 0.1 mm, those actually set on the printer is 0.5-mm unit. When a value ranging from 0.0 mm to 0.4 mm is set, it will be actually set on the printer as 0.0 mm. Also when a value ranging from 0.5 mm to 0.9 mm is set, it will be actually set on the printer as 0.5 mm. This fine adjustment value is set only when parameter "i" (Forward feed standby after an issue) is set to "1" (Performed). If it is set to "0" (Not performed), this value is discarded.
- \*2 This fine adjustment value is set only when parameter "n" (Type of the control code) is set to "3" (Any set code mode). If it is set to any value other than "3", this value is discarded.
- \*3 The hexadecimal codes are set in 2-byte ASCII code as shown below:
  - Example 1: To set 36H: "36" (33H, 36H)
  - Example 2: To set 42H: "42" (34H, 32H)
  - Example 3: To set FFH: "FF" (46H, 46H)



## 6.4.2 FINE ADJUSTMENT VALUE SET COMMAND

[ESC] Z2; 2

Function	Sets various fine adjustment values on the printer.
Format	[ESC] Z2; 2, abbbcddeffghhhijllmnnoppqrr [LF] [NUL]
Term	<p>a: Indicates the direction, forward or backward, in which a feed amount fine adjustment is to be made. +: Backward -: Forward</p> <p>bbb: Feed amount fine adjustment value 000 to 500 (in units of 0.1 mm, in steps of 0.5 mm) <sup>(*)</sup></p> <p>c: Indicates the direction, forward or backward, in which a cut position (or strip position) fine adjustment is to be made. +: Backward -: Forward</p> <p>ddd: Fine adjustment value for the cut position (or strip position) 000 to 500 (in units of 0.1 mm, in steps of 0.5 mm) <sup>(*)</sup></p> <p>e: Indicates whether the reverse feed is to be increased or decreased. +: Increase -: Decrease</p> <p>ff: Reverse feed amount fine adjustment value 00 to 95 (in units of 0.1 mm, in steps of 0.5 mm) <sup>(*)</sup></p> <p>g: Indicates the direction, left or right, in which the X-coordinate fine adjustment is to be made. +: Positive direction (Right) -: Negative direction (Left)</p> <p>hhh: X-coordinate fine adjustment value 000 to 995 (in units of 0.1 mm, in steps of 0.5 mm) <sup>(*)</sup></p> <p>i: Indicates whether to increase or decrease the density in the thermal transfer print mode. +: Increase (darker) -: Decrease (lighter)</p> <p>jj: Print density fine adjustment value (for the thermal transfer print mode) 00 to 10 (in units of 1 step)</p> <p>k: Indicates whether to increase or decrease the density in the direct thermal print mode. +: Increase (darker) -: Decrease (lighter)</p> <p>ll: Print density fine adjustment value (for the direct thermal print mode) 00 to 10 (in units of 1 step)</p> <p>m: Fine adjustment direction for the ribbon take-up motor voltage -: Fixed as Negative (The voltage is lowered.)</p> <p>nn: Fine adjustment value for the ribbon take-up motor voltage 00 to 15 (in units of 1 step)</p>

- o: Fine adjustment direction for the ribbon feed motor voltage  
–: Negative (The voltage is lowered.)
- pp: Fine adjustment value for the ribbon feed motor voltage  
00 to 15 (in units of 1 step)
- qq: Reflective sensor manual threshold fine adjustment value  
00 to 40 (in units of 0.1 V)
- rr: Transmissive sensor manual threshold fine adjustment value  
00 to 40 (in units of 0.1 V)

Explanation
-------------

- (1) This command is not executed until the printer enters an idle state.
- (2) With some exceptions, the parameters set by this command take effect when the power is turned on or the printer is reset.
- \*1: Though the value can be set in units of 0.1 mm, those actually set on the printer is 0.5-mm unit. When a value ranging from 0.0 mm to 0.4 mm is set, it will be actually set on the printer as 0.0 mm. Also when a value ranging from 0.5 mm to 0.9 mm is set, it will be actually set on the printer as 0.5 mm.

### 6.4.3 RFID PARAMETER SET COMMAND

[ESC] Z2; 3

Function	Sets RFID related parameters on the printer.
Format	[ESC] Z2; 3, abbcdddeeffggghhijkkllmnnnooppq [LF] [NUL]
Term	<p>a: RFID module type selection</p> <ul style="list-style-type: none"> <li>0: Not installed.</li> <li>1: H1 (Reserved.)</li> <li>2: U1 (Reserved.)</li> <li>3: H2 (Reserved.)</li> <li>4: U2 (B-SA704-RFID-U2-EU-R)</li> </ul> <p>bb: Tag type</p> <ul style="list-style-type: none"> <li>00: None</li> <li>11: I-Code</li> <li>12: Tag-it</li> <li>13: C220</li> <li>14: ISO15693</li> <li>15: C210</li> <li>16: C240</li> <li>17: C320</li> <li>21: EPC Class 0</li> <li>22: EPC Class 1</li> <li>23: ISO 18000-6B</li> <li>24: EPC Class 1 Generation 2</li> </ul> <p><i><b>Note:</b> Any options other than "24" are not available to the B-SA704-RFID-U2-EU-R.</i></p> <p>c: RFID error tag detection (Invalid from firmware V1.8. This is programmed in the printer system mode)</p> <ul style="list-style-type: none"> <li>0: Not detected.</li> <li>1: Detected.</li> </ul> <p>ddd: Max. number of RFID issue retries</p> <p>000 to 255</p> <p>eee: Max. number of read retries</p> <p>000 to 255</p> <p>ff: Read retry time-out</p> <p>00 to 99 (In units of 0.1 sec.: 0.0 sec. to 9.9 sec.)</p> <p>ggg: Max. number of write retries</p> <p>000 to 255</p> <p>hh: Write retry time-out</p> <p>00 to 99 (In units of 0.1 sec.: 0.0 sec. to 9.9 sec.)</p> <p>i: Feed direction of adjustment for retry</p> <ul style="list-style-type: none"> <li>+: Backward</li> <li>–: Forward</li> </ul> <p>jj: Feed amount of adjustment for retry</p> <p>00 to 99 (In units of 1 mm: 0 mm to 99 mm)</p> <p>Only the value of –3 mm or less, or +3 mm or more becomes effective.</p>

kkk: RFID wireless power level  
000 to 255

ll: RFID AGC threshold setting  
00 to 15

m: RFID channel setting (This parameter is not available to the B-SA704-FID-U2-EU-R.)

- 0: AUTO
- 1: 2CH
- 2: 3CH
- 3: 4CH
- 4: 5CH
- 5: 6CH
- 6: 7CH
- 7: 8CH

nn: Q value  
00 to 15

oo: AGC threshold for data write  
00 to 15

pp: AGC threshold lower limit for retry  
00 to 15

q: Hibiki tag multi-word write setting  
0: Disabled  
1: Enabled

Explanation
-------------

- (1) This command is not executed until the printer enters an idle state.
- (2) With some exceptions, the parameters set by this command take effect when the power is turned on or the printer is reset.

#### 6.4.4 BATCH RESET COMMAND

[ESC] Z0<sup>(zero)</sup>

Function	Resets the printer.
Format	[ESC] Z0 [LF] [NUL]
Explanation	<ul style="list-style-type: none"><li>• This command is not executed until the printer enters an idle state.</li><li>• Some values in the Parameter Set Command ([ESC] Z2;1) and the Fine Adjustment Value Set Command ([ESC] Z2;2), will take effect when the printer is initialized. This command should be sent after the Parameter Set Command ([ESC] Z2;1) or Fine Adjustment Value Set Command ([ESC] Z2;2) is sent.</li></ul>

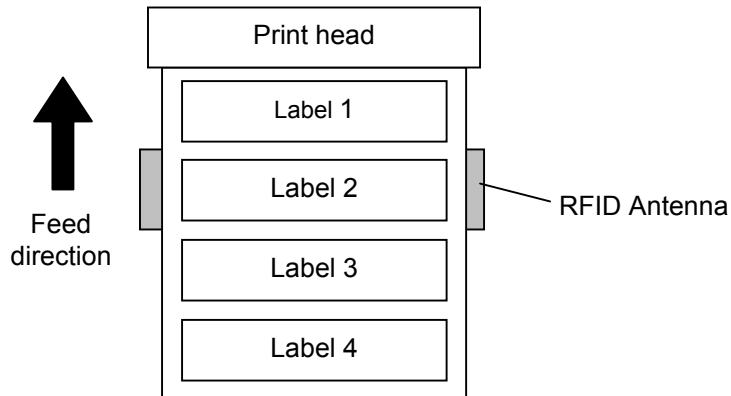
## 6.5 EXPLANATION OF THE RFID RELATED COMMANDS

### 6.5.1 RFID TAG POSITION ADJUSTMENT COMMAND

[ESC] @003

Function	<p>Sets the feed amount to adjust the RFID tag position before writing data onto it.</p> <p>If the RFID tag is not positioned just above the RFID antenna when the paper is at the print start position, the printer automatically feeds the paper forward or backward by the specified amount to write data onto the RFID tag prior to printing.</p> <p>Also, specifies the offset printing function which enables printing and writing data on short-pitch tags at the same time.</p>
Format	[ESC] @003; abbbb (,c) [LF] [NUL]
Term	<p>a: Feed direction</p> <ul style="list-style-type: none"><li>+: Backward</li><li>–: Forward</li></ul> <p>bbbb: Feed amount</p> <p>0000 to 9999 (In units of 0.1 mm)</p> <p>c: Offset printing (Omissible)</p> <ul style="list-style-type: none"><li>0: Offset printing is not performed (normal operation). (Default)</li><li>1: Offset printing is performed without a reverse feed of the first label.</li><li>2: Offset printing is performed with a reverse feed of the first label.</li></ul>
Explanation	<ul style="list-style-type: none"><li>(1) The printer automatically feeds paper forward or backward before writing data onto the RFID tag as specified in this command. After that, the printer returns the paper to the print start position for printing.</li><li>(2) Only the value of –30 or less, or +30 or more becomes effective.</li><li>(3) Transmitting the Image Buffer Clear Command clears the settings of this command.</li><li>(4) This command is ignored in the case of on-the-fly issue.</li></ul>

- (5) The offset printing is a function that the printer prints a label while writing data onto the tag of a next label. This is useful to continuously issue multiple RFID labels. When using approx. 20-mm pitch labels, for example, a next label (Label 2) is supposed to be positioned just above the antenna when the previous label (Label 1) is at the print position. In this case, enabling the offset printing eliminates a need for a reverse feed to the tag write position, causing the total throughput to increase.



When print data for several labels is transmitted to the printer, how the printer performs printing and data write is explained for each of the offset printing parameter options using the above illustration, as follows.

**[0:Offset printing is not performed. (Normal operation)]** (When two labels are issued.)

- (1) The printer feeds the labels in the reverse direction for the amount specified by @003 command. The feed amount should be the distance between the print start position and the antenna position.
- (2) Data is written onto the tag of Label 1.
- (3) The printer feeds the labels in the forward direction for the same amount as Step (1) to return Label 1 to the print start position.
- (4) Label 1 is printed. If a data write to Label 1 failed, the void patter is printed on Label 1.
- (5) The printer feeds the labels in the reverse direction for the amount specified by @003 command.
- (6) Data is written onto the tag of Label 2.
- (7) The printer feeds the labels in the forward direction for the same amount as Step (5) to return Label 2 to the print start position.
- (8) Label 2 is printed. If a data write to Label 2 failed, the void pattern is printed on Label 2.

**[1:Offset printing is performed without a reverse feed of the first label.]** (When two labels are issued.)

- (1) The printer feeds the labels in the forward/reverse direction for the amount specified by @003 command. This feed is to adjust the position of Label 2 so that it is positioned just above the antenna when Label 1 is at the print start position. When the feed amount is set to 0, the printer does not feed the labels.
- (2) Data is written onto the tag of Label 2.
- (3) The printer feeds one label in the forward direction.
- (4) Data is written onto the tag of Label 3.
- (5) The printer feeds the labels in the forward/reverse direction for the same amount as Step (1) to return Label 2 to the print start position.
- (6) Label 2 is printed. If a data write to Label 2 failed, the void patter is printed on Label 2.
- (7) Label 3 is printed. If a data write to Label 3 failed, the void pattern is printed on Label 3.

Note: This mode wastes Label 1.

**[2:Offset printing is performed with a reverse feed of the first label.]** (When two labels are issued.

- (1) The printer feeds the labels in the reverse direction for the amount specified by @003 command plus one label pitch so that Label 1 is positioned just above the antenna.
- (2) Data is written onto the tag of Label 1.
- (3) The printer feeds one label in the forward direction.
- (4) Data is written onto the tag of Label 2.
- (5) The printer feeds the labels in the forward direction for the same amount as Step (1) to return Label 1 to the print start position.
- (6) Label 1 is printed. If a data write to Label 1 failed, the void pattern is printed on Label 1.
- (7) Label 2 is printed. If a data write to Label 2 failed, the void pattern is printed on Label 2.



### 6.5.2 RFID TAG READ COMMAND

[ESC] WF

Function	Reads the data stored on the RFID tag which is positioned just above the antenna.
Format	[ESC] WF (; Naaaa) (, Abbb) (, Tcc) (, Id) (, Jeeeeeeee) (, Xfgggggggg...) [LF] [NUL]
Term	<p>Naaaa: Number of bytes to be read (Omissible) 0001 to 4096 When omitted, the value specified by tag type is designated.</p> <p>Abbb: Address of data to be read (Omissible) 000 to 999 The address where reading the RFID tag is started is specified. When omitted, the value will be set to 0.</p> <p>Tcc: Type of tag 00: None 24: EPC Class 1 Generation 2</p> <p>Designates the type of RFID tag from which data is to be read. When omitted, the tag type set in system mode will be designated. The tag type set in system mode changes in accordance with the tag type designated by this setting. When "00: NONE" is designated, the backed up tag type will be set, and the system mode setting will not be changed.</p> <p>Id: RFID read mode (Omissible) 1: Only user data is read. 2: Only tag ID is read. 3: Both tag ID and user data are read. When omitted, only user data will be read. When the tag type is Gen2, user data equals to TID bank + user bank, and tag ID equals to EPC bank.</p> <p>Jeeeeeeee: Access to the password-protected tags (Omissible) Fixed to 8-digit hexadecimal number 00000000 to FFFFFFFF Accesses the password-protected tags. This parameter is effective only for the EPC Class 1 Generation 2 tag type.</p>

Xfgggggggg: User block access password execution setting (Effective only when Hibiki tag is used.)

Designates a password to access and read a tag of which user block is read-locked.

Up to five user blocks can be specified continuously.

For example: X4AABBCCDD,X5BBCCDDEE,X6CCDDEEFF

f: Designates a user area bank. (4 to 8)

4: Bank4 (User block 1)

5: Bank5 (User block 2)

6: Bank6 (User block 3)

7: Bank7 (User block 4)

8: Bank8 (User block 5)

gggggggg: User block access password

Fixed to 8-digit hexadecimal number

00000000 to FFFFFFFF

Explanation
-------------

- (1) The parameter, "Number of bytes to be read", is effective only when RFID read mode is set to 1 or 3, as this parameter is intended for reading user data. When reading tag ID, this parameter is ignored.
- (2) When the value exceeding the maximum number of bytes storable in a tag is designated for "Number of bytes to be read", a read error results.
- (3) When the number of bytes to be read is omitted, the user data and the ID bytes of the specified data bytes will be returned in accordance with the tag types, as shown in the table below.

Tag type	Number of TID bank + user bank bytes
EPC Class 1 Generation 2	8 bytes

Tag type	Number of EPC bank bytes
EPC Class 1 Generation 2	8 bytes or 12 bytes

As the TID & User area differs depending on the tag manufacturers, refer to the memory map of each tag.

#### Supplemental explanation of parameter “I”

When Gen2 tag is used, options for the parameter “I” are as follows:

- I1: TID & User area data
- I2: EPC data
- I3: EPC data + TID & User area data

As the readability of the TID & User area differs depending on the tag manufacturers, refer to the memory map of each tag.

Example)

- In the case of OMRON's Gen2 tag  
4-byte TID area is readable, and the user area is read/write protected.
- In the case of HITACHI's Gen2 tag (Hibiki)  
8-byte TID area is readable/writable and 30-byte user area is readable/writable.

(4) The format of information to be returned to the host is as follows.

SOH	01H	Start of the status block
STX	02H	
"F"	46H	
Tag type	30H	30H30H: Reading failed.
	30H	32H34H: EPC Class 1 Generation 2
Data	---	Tag data (0 bytes to 9999 bytes)
ETX	03H	End of the status block
EOT	04H	
CR	0DH	
LF	0AH	

**Example**

Examples of the status to be returned are shown below. (The number of bytes to be read is omitted.)

[When a data read failed.]

Header		"F"	Tag type		Footer			
01H	02H	46H	30H	30H	03H	04H	0DH	0AH

— Data read has failed.

[When a data read succeeded. (When RFID read mode=1 or omitted.)]

Header		"F"	Tag type		User data (32 bytes)								Footer			
01H	02H	46H	32H	34H	41H	42H	43H	xxH	xxH	44H	45H	46H	03H	04H	0DH	0AH

— Read data  
"ABC...DEF"

— Tag type: EPC Class 1 Generation 2

[When a data read succeeded. (When RFID read mode=2.)]

Header		"F"	Tag type		Tag ID (8 bytes)								Footer			
01H	02H	46H	32H	34H	31H	32H	33H	34H	35H	36H	37H	38H	03H	04H	0DH	0AH

— Read data  
"12345678"

— Tag type: EPC Class 1 Generation 2B

[When a data read succeeded. (When RFID read mode=3.)]

Header		"F"	Tag type		Tag ID + User data (8 bytes + 32 bytes)								Footer			
01H	02H	46H	32H	34H	31H	32H	xxH	xxH	xxH	44H	45H	46H	03H	04H	0DH	0AH

— Read data  
"123...678ABC...DEF"

— Tag type: EPC Class 1 Generation 2

### 6.5.3 RFID VOID PATTERN PRINT COMMAND

[ESC] @006

Function	Prints the void pattern to indicate an RFID tag error.
Format	[ESC] @006 [LF] [NUL]
Explanation	<ul style="list-style-type: none"><li>(1) The void patter is printed according to the currently set label size.</li><li>(2) After the void pattern is printed, the print data image is still retained.</li><li>(3) This void pattern is printed when data cannot be written onto an RIFD tag properly due to breakage of RFID chip or some other reasons. The void pattern visually indicates that the RFID tag is defective.</li><li>(4) Usually, the void pattern is automatically printed if writing data onto the RFID tag results in an error, therefore, this command does not need to be transmitted. This command is intended to be used if a data write failed while the BASIC interpreter or the Pass Through Command is used and the RFID module is manually controlled to issue RFID labels.</li><li>(5) The paper printed by this command is cut one by one.</li><li>(6) The status indicating the end of the void pattern printing caused by this command is 60 (end of the void pattern printing).</li><li>(7) Even when an image buffer clear command is sent after this command, the void pattern image is not cleared and the printer prints the void pattern.</li></ul>

#### 6.5.4 RFID DATA WRITE COMMAND

[ESC] @012

Function	Writes specified data onto an RFID tag. No printing is performed. The result of a data write is notified by returning a detailed status.
Format	[ESC]@012; a (,Abbb) (,Pd) (,Fe) (,Tff) (,Dgg) (,Gh) (,Riiiiiii) (,kjjjjjjj) (,Lkk) (,Jlllllll) (,Vm) (,Bnn) (,Hopppppppp · · ·) (,Qrstuvw · · ·) (,Xyyyyyyyyy · · ·) (=ooo-----ooo) [LF] [NUL]
Term	<p>a: Data write parameter w: Data is written onto an RFID tag.</p> <p>Abbb: Address where the data is written (Omissible) 000 to 999 Designates the address where data starts to be written. When omitted, this parameter will be set to 0.</p> <p>Pd: Partition number (Omissible) 0 to 6 This parameter is effective only when U-Code V1.19 or EPC format is designated. When omitted, 5 will be set.</p> <p>Fe: Filter number (Omissible) 0 to 7 This parameter is effective only when U-Code V1.19 or EPC format is designated. When omitted, 0 will be set.</p> <p>Tff: Tag type (Omissible) 00: None 24: EPC Class 1 Generation 2 Designates the type of RFID tag onto which data is to be written. When omitted, the tag type set in the system mode will be designated. The tag type set in the system mode changes in accordance with the tag type designated by this setting. When "00: NONE" is designated, the backed up tag type will be designated, and the system mode setting will not be changed.</p>

Dgg: EPC format (Omissible)  
 00: No format (When omitted)  
 10: GID-96  
 11: SGTIN-64  
 12: SGTIN-96  
 13: SSCC-64  
 14: SSCC-96  
 15: SGLN-64  
 16: SGLN-96  
 17: GRAI-64  
 18: GRAI-96  
 19: GIAI-64  
 20: GIAI-96  
 21: DoD-64  
 22: DoD-96  
 23: SGTIN-198  
 24: SGLN-195  
 25: GRAI-170  
 26: GIAI-202

Gh: Data type (Omissible)  
 0: No conversion of data (Default)  
 1: Conversion to binary  
 2: Conversion to hexadecimal

Riiiiiii: Access password setting (Omissible)  
 Fixed to 8-digit hexadecimal number  
 00000000 to FFFFFFFF  
 Sets a password to access tags.  
 This parameter is effective only for EPC Class 1 Generation 2 tag type.

Kjjjjjjj: Kill password setting (Omissible)  
 Fixed to 8-digit hexadecimal number  
 00000000 to FFFFFFFF  
 Sets a kill password for tags.  
 This parameter is effective only for EPC Class 1 Generation 2 tag type.

Lkk: Lock/unlock setting (Omissible)

	Kill password	Access password	EPC code	TID	User data
00	Unlocked	Unlocked	Unlocked	Unlocked	Unlocked
01	Locked	Unlocked	Unlocked	Unlocked	Unlocked
02	Unlocked	Locked	Unlocked	Unlocked	Unlocked
03	Locked	Locked	Unlocked	Unlocked	Unlocked
04	Unlocked	Unlocked	Locked	Unlocked	Unlocked
05	Locked	Unlocked	Locked	Unlocked	Unlocked
06	Unlocked	Locked	Locked	Unlocked	Unlocked
07	Locked	Locked	Locked	Unlocked	Unlocked
08	Unlocked	Unlocked	Unlocked	Locked	Unlocked
09	Locked	Unlocked	Unlocked	Locked	Unlocked
10	Unlocked	Locked	Unlocked	Locked	Unlocked
11	Locked	Locked	Unlocked	Locked	Unlocked
12	Unlocked	Unlocked	Locked	Locked	Unlocked
13	Locked	Unlocked	Locked	Locked	Unlocked
14	Unlocked	Locked	Locked	Locked	Unlocked
15	Locked	Locked	Locked	Locked	Unlocked
16	Unlocked	Unlocked	Unlocked	Unlocked	Locked
17	Locked	Unlocked	Unlocked	Unlocked	Locked
18	Unlocked	Locked	Unlocked	Unlocked	Locked
19	Locked	Locked	Unlocked	Unlocked	Locked

20	Unlocked	Unlocked	Locked	Unlocked	Locked
21	Locked	Unlocked	Locked	Unlocked	Locked
22	Unlocked	Locked	Locked	Unlocked	Locked
23	Locked	Locked	Locked	Unlocked	Locked
24	Unlocked	Unlocked	Unlocked	Locked	Locked
25	Locked	Unlocked	Unlocked	Locked	Locked
26	Unlocked	Locked	Unlocked	Locked	Locked
27	Locked	Locked	Unlocked	Locked	Locked
28	Unlocked	Unlocked	Locked	Locked	Locked
29	Locked	Unlocked	Locked	Locked	Locked
30	Unlocked	Locked	Locked	Locked	Locked
31	Locked	Locked	Locked	Locked	Locked
32	Unlocked	Unlocked	Unlocked	Unlocked	Unlocked
33	Permanent lock	Unlocked	Unlocked	Unlocked	Unlocked
34	Unlocked	Permanent lock	Unlocked	Unlocked	Unlocked
35	Permanent lock	Permanent lock	Unlocked	Unlocked	Unlocked
36	Unlocked	Unlocked	Permanent lock	Unlocked	Unlocked
37	Permanent lock	Unlocked	Permanent lock	Unlocked	Unlocked
38	Unlocked	Permanent lock	Permanent lock	Unlocked	Unlocked
39	Permanent lock	Permanent lock	Permanent lock	Unlocked	Unlocked
40	Unlocked	Unlocked	Unlocked	Permanent lock	Unlocked
41	Permanent lock	Unlocked	Unlocked	Permanent lock	Unlocked
42	Unlocked	Permanent lock	Unlocked	Permanent lock	Unlocked
43	Permanent lock	Permanent lock	Unlocked	Permanent lock	Unlocked
44	Unlocked	Unlocked	Permanent lock	Permanent lock	Unlocked
45	Permanent lock	Unlocked	Permanent lock	Permanent lock	Unlocked
46	Unlocked	Permanent lock	Permanent lock	Permanent lock	Unlocked
47	Permanent lock	Permanent lock	Permanent lock	Permanent lock	Unlocked
48	Unlocked	Unlocked	Unlocked	Unlocked	Permanent lock
49	Permanent lock	Unlocked	Unlocked	Unlocked	Permanent lock
50	Unlocked	Permanent lock	Unlocked	Unlocked	Permanent lock
51	Permanent lock	Permanent lock	Unlocked	Unlocked	Permanent lock
52	Unlocked	Unlocked	Permanent lock	Unlocked	Permanent lock
53	Permanent lock	Unlocked	Permanent lock	Unlocked	Permanent lock
54	Unlocked	Permanent lock	Permanent lock	Unlocked	Permanent lock
55	Permanent lock	Permanent lock	Permanent lock	Unlocked	Permanent lock
56	Unlocked	Unlocked	Unlocked	Permanent lock	Permanent lock
57	Permanent lock	Unlocked	Unlocked	Permanent lock	Permanent lock
58	Unlocked	Permanent lock	Unlocked	Permanent lock	Permanent lock
59	Permanent lock	Permanent lock	Unlocked	Permanent lock	Permanent lock
60	Unlocked	Unlocked	Permanent lock	Permanent lock	Permanent lock
61	Permanent lock	Unlocked	Permanent lock	Permanent lock	Permanent lock
62	Unlocked	Permanent lock	Permanent lock	Permanent lock	Permanent lock
63	Permanent lock	Permanent lock	Permanent lock	Permanent lock	Permanent lock

Designates the areas to be locked. When omitted, no areas are locked.

This parameter is effective only for EPC Class 1 Generation 2 tag type.

JIIIIIII: Access to the password-protected tags (Omissible)

Fixed to 8-digit hexadecimal number

00000000 to FFFFFFFF

Accesses the password-protected tags.

This parameter is effective only for EPC Class1 Generation 2 tag type.

Vm: Write data verify designation (Omissible)

0: Verification disabled (Omissible)

1: Verification enabled

This parameter verifies if data has been written successfully. Select “1” (Verification enabled) for tags which may generate a phenomenon that the written data may not be the same as actual data even when an issue has successfully completed. When “1” is selected, it takes more time than when “0” (Verification disabled) is selected.



Bnn: Designates the area where the data is written (Omissible)

- 00: Blank0 (Reserved area)
- 01: Blank1 (EPC area) (Default)
- 02: Blank2 (TID area)
- 03: Blank3 (User area)
- 03: Bank3 (User area)
- 04: Bank4 (User block 1)
- 05: Bank5 (User block 2)
- 06: Bank6 (User block 3)
- 07: Bank7 (User block 4)
- 08: Bank8 (User block 5)

(Effective only when Hibiki tag is used.)

This parameter is effective only for EPC Class1 Generation 2 tag type.  
When a format is designated, this parameter is ignored.

Hopppppppp: User block password setting (Effective only when Hibiki tag is used.)

Designates a password to lock certain user blocks.  
Up to five user blocks can be specified continuously.  
For example: H4AABBCCDD,H5BBCCDDEE,H6CCDDEEFF

o: Designates a user area bank (4 to 8)

- 4: Bank4 (User block 1)
- 5: Bank5 (User block 2)
- 6: Bank6 (User block 3)
- 7: Bank7 (User block 4)
- 8: Bank8 (User block 5)

pppppppp: User block password

Fixed to 8-digit hexadecimal number  
00000000 to FFFFFFFF

Qqrstuvw: Area lock designation (Effective only when Hibiki tag is used.)

Designates an area lock type.  
Area lock type can be specified for up to eight areas continuously.  
For example: Q1100000,Q4101010,Q5100010, which indicates:  
Bank1:Read lock, Bank4:Read lock, Write lock, Password read/write lock  
Bank5:Read lock, Password read/write lock

q: Area bank designation (1 to 8)

- 1: Bank1 (EPCC/UII bank)
- 2: Bank2 (TID bank)
- 3: Bank3 (User area)
- 4: Bank4 (User block 1)
- 5: Bank5 (User block 2)
- 6: Bank6 (User block 3)
- 7: Bank7 (User block 4)
- 8: Bank8 (User block 5)

r: Read lock designation

- 0: Disabled
- 1: Enabled

s: Read permanent lock designation

- 0: Disabled
- 1: Enabled

t: Write lock designation (Effective to Bank4 to Bank8 only)

- 0: Disabled
- 1: Enabled

u: Write permanent lock designation (Effective to Bank4 to Bank8 only)

0: Disabled

1: Enabled

v: User block password read/write lock designation (Effective to Bank4 to Bank8 only)

0: Disabled

1: Enabled

w: User block password read/write permanent lock designation (Effective to Bank4 to Bank8 only)

0: Disabled

1: Enabled

**NOTES:**

1. *Once a permanent lock is enabled for parameter s, u, or w, any subsequent change is disabled.*

2. *When read/write permanent lock is selected, a read/write lock state is retained. To permanently prohibit reading/writing a tag, enable both the read/write lock and the read/write permanent lock. The setting which disables the read/write lock and enables the read/write permanent lock allows the tag to be read/written permanently.*

Xxyyyyyyy: User block access password execution setting (Effective only when Hibiki tag is used.)

Designates a password to access and write a tag of which user block is write-locked.

Up to five user blocks can be specified continuously.

For example: X4AABBCCDD,X5BBCCDDEE,X6CCDDEEFF

x: Designates a user area bank. (4 to 8)

4: Bank4 (User block 1)

5: Bank5 (User block 2)

6: Bank6 (User block 3)

7: Bank7 (User block 4)

8: Bank8 (User block 5)

yyyyyyyy: User block access password

Fixed to 8-digit hexadecimal number

00000000 to FFFFFFFF

ooo---ooo: Print data string (Omissible)

Max. 512 digits, but the number of digits to be written is different depending on the tag types.

The result of a data write is returned in the following format.

SOH	01H	Indicates the start of the status block
STX	02H	
Status	30H	36H33H: Data write succeeded. ("63")
	30H	36H34H: Data write failed. ("64")
	35H	Fixed to 5 (RFID status)
Remaining count	30H	Remaining issue count (0000 to 9999)
	30H	
	30H	
	30H	
ETX	03H	Indicates the end of the status block.
EOT	04H	
CR	0DH	
LF	0AH	

## 6.6 COMMANDS FOR REAL TIME CLOCK (RTC)

Explanation of the RTC function

Function	<p>Sets a date (year, month, date) and a time (hour, minute, second) of the real time clock, having an automatic adjustment for a leap year.</p> <p>The date and time is saved and updated even when the power is turned off as long as the real time clock is connected with a battery is loaded.</p>
Notes	<p>(1) Be sure to load the battery whenever the RTC data is used.</p> <p>(2) If the battery is not loaded or the battery voltage is low, the RTC data is erased at the power off time.</p> <p>(3) When the low battery check function is set to ON, the printer stops at the power on time due to a "LOW BATTERY" error if the battery voltage is 1.9V or less. As a restart is invalidated in this case, hold down the [RESTART] key to cause the printer to enter &lt;1&gt;RESET mode, access the Real Time Clock setting mode, and set the low battery function to OFF.</p> <p>(4) The factory setting for the low battery check function is OFF.</p> <p>(5) To enable the RTC function, set the low battery check to ON.</p> <p>(6) When the low battery check is set to OFF, the RTC function is available even in a low battery state. However, the setting and check of the real time clock is required whenever the power is turned on.</p> <p>(7) When the RTC data renewal timing is set to "PAGE", the printer stops between labels ignoring the on-the-fly issue even when an Issue command is sent to print more than one label.</p>

### 6.6.1 REAL TIME CLOCK (RTC) SET COMMAND

[ESC] JT

Function	Sets a date and a time of the real time clock.		
Format	[ESC] JT;aabbccddeeff [LF][NUL]		
Term	aa:	Year (last 2 digits) 2 digits (fixed)	00 - 99
	bb:	Month 2 digits (fixed)	01 - 12
	cc:	Day 2 digits (fixed)	01 - 31 (An error will result if the day set is not correct for the year and month already set.)
	dd:	Hour 2 digits (fixed)	00 - 23
	ee:	Minute 2 digits (fixed)	00 - 59
	ff:	Second 2 digits (fixed)	00 - 59

Explanation	(1) Immediately after a date and a time are set with this command, the RTC data starts to be updated using the date and the time adjusted as a reference.
	(2) Since the RTC data is not properly set at the time of shipment of the product, be sure to perform an RTC setting.
	(3) If the year is multiples of 4, it is regarded as leap year and the date is automatically adjusted.
	(4) The RTC data cannot be cleared by a parameter setting.

Example	In the case of 15:20:59 on February 8, 2006 [ESC]JT;010208152059[LF][NUL]
---------	------------------------------------------------------------------------------

## Method of printing the RTC data

The RTC data can be printed by specifying a link field using the following commands.

Do not designate INC/DEC or zero suppression.

- Bit Map Font Format Command {PC
- Outline Font Format Command {PV
- Outline Font Format Command {PB

### Format

[ESC]PCaaa;.....;ss<sub>1</sub>,ss<sub>2</sub>,ss<sub>3</sub>,-----,ss<sub>2 0</sub>)[LF][NUL]

[ESC]PVaaa;.....;ss<sub>1</sub>,ss<sub>2</sub>,ss<sub>3</sub>,-----,ss<sub>2 0</sub>)[LF][NUL]

[ESC]PBaaa;.....;ss<sub>1</sub>,ss<sub>2</sub>,ss<sub>3</sub>,-----,ss<sub>2 0</sub>)[LF][NUL]

### Term

ss: D01: Monday (DD)  
D02: Month (MM)  
D03: Year (YY)  
T01: Hour (HH)  
T02: Minute (MM)  
T03: Second (SS)

Using a link field format, the RTC data can be printed with characters.

### Example

In the case of 15:20:29 on February 28, 2001

ESC]PC001;0100,0100,2,2,G,00,B;D01,02,D02,02,D03,01,T01,04,T02,04,T03[LF][NUL]

[ESC]RC; [LF]/[LF]-[LF]:[LF].[LF][NUL]

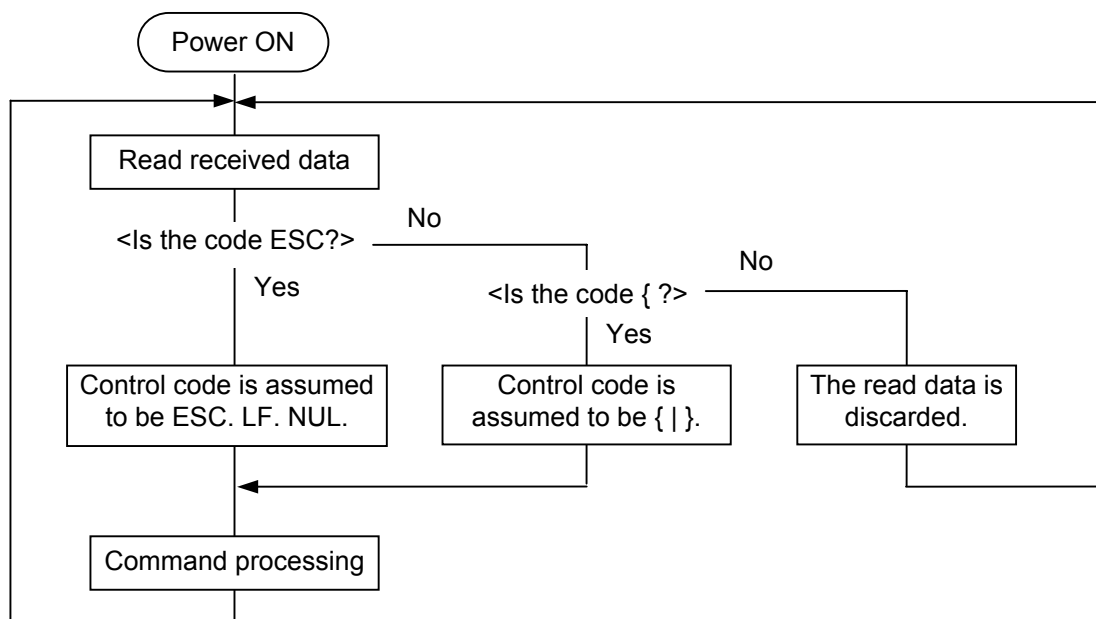
Print result        28/02/01    15:20:29

## 7. CONTROL CODE SELECTION

### (1) Automatic Selection

This printer automatically selects [ESC] (1BH), [LF] (0AH), [NUL] (00H) or {(7BH), | (7CH).} (7DH) as an interface command control code. After the power is turned on, the program checks the data from the host for [ESC] and { and assumes the code whichever has been sent first to be a control code.

For example, if [ESC] is sent first after the power is turned on, [ESC], [LF], [NUL] becomes a control code, and if "{" is sent first, { | } becomes a control code. Control code selection is made for every command. If the control code of the first command is [ESC] ~ [LF] [NUL], followed by [ESC], the control code becomes [ESC], [LF], [NUL]. In the same way, if the first command is followed by "{", the control code for the next command becomes { | }. When { | } is the control code, the data of 00H to 1FH between "{" and "|" is ignored. However, the data of 00H to 1FH becomes valid while processing the Graphic Command or the Bit Map Writable Character Command in hexadecimal mode. When { | } is the control code, { | } cannot be used in the data of the Data Command or the Message Display Command.



### (2) Manual Selection (ESC, LF, NUL)

The control code of the command is [ESC] (1BH), [LF] (0AH), [NUL] (00H), and the control code selection is not performed.

### (3) Manual Selection ({ | })

The control code of the command is {(7BH), | (7CH).} (7DH), and the control code selection is not performed. Data of 00H to 1FH is ignored and discarded in this mode. However, data of 00H to 1FH becomes valid while processing the Graphic Command or the Bit Map Writable Character Command in hexadecimal mode. When { | } is used as the control code, { | } cannot be used in the data of the Data Command or the Message Display Command.

### (4) Manual Selection (Any set code)

The control code of the command is the code set in the system mode, and the control code selection is not performed. The code used in each command should not be set as the control code.

In the Data Command or the Message Display Command, the code set as the control code cannot be used.

## 8. ERROR PROCESSING

If the printer detects any of the following errors, it indicates the error message (LCD, LED), returns status response (serial interface, parallel interface), and stops its operation.

### 8.1 COMMUNICATION ERRORS

#### (1) Command Errors

An error results if a command length error, command transmission sequence error, command format error, or parameter designation error is found in analyzing the command. An error also results if the Format Command of a field is not transmitted and its Data Command is transmitted. An attempt to call a PC Save Command of an unsaved save identifier results in an error. An undefined command is not detected as an error, and data is discarded until [ESC] or [{} is received.

#### (2) Hardware Errors

A hardware error results if a framing error or parity error is found when receiving data through the serial interface (RS-232C).

\* At the moment when a command error or hardware error occurs, the printer shows the error message and returns a status response before it stops. Any commands except the Status Request Command and Reset Command are not processed. When the printer is restored by the [RESTART] key, the printer enters the initial state which is obtained after the power is turned on.

### 8.2 ERRORS IN ISSUING OR FEEDING

#### (1) Paper Jam

① When the relation between the programmed label (or tag) pitch (A) and the label (or tag) pitch detected by the sensor (B) is not applicable to the following formula, an error will result:

$$(A) \times 50\% \leq (B) \leq (A) \times 150\%$$

- A paper jam has occurred during paper feed.
- The paper has not been placed properly.
- The label used does not match the type of the sensor.
- The reflective sensor position is not aligned with the black mark.
- The actual label size does not meet the designated label length.
- Label-to-label gap cannot be detected due to a preprint.
- The sensor has not been properly adjusted.

(The sensor has not been adjusted using the label to be used.)

② If the stripped label is not detected by the strip sensor when printing or feeding is completed in the strip mode, an error will result.



## (2) Cutter Error

If the status of the cutter home position sensor has not changed for 1.5 sec. or more since the cutter motor was driven, an error will result.

- A paper jam has occurred at the cutter. (The cutter does not return to the home position.)
- The cutter does not move from the home position.

## (3) Label End

Error processing differs depending on the setting of label end/ribbon end process in the system mode.

When TYP1 is selected (default):

- ① When the transmissive sensor or the reflective sensor detects a continuous 3-mm long label end state, an error will result.
- ② When an issue, a feed, or an ejection is attempted in a printer stop state while the transmissive sensor or the reflective sensor is detecting the label end state, an error will result.

When TYP2 is selected:

- ① When the transmissive sensor or the reflective sensor detects a continuous 3-mm long label end state, the printer completes the printing in progress, and then an error will result when the next label comes to the home position.
- ② When an issue, a feed, or an ejection is attempted in a printer stop state while the transmissive sensor or the reflective sensor is detecting the label end state, an error will result.

## (4) Ribbon Error

When the ribbon rotational speed, detected by the ribbon take-up motor sensor and the ribbon feed motor sensor, deviates from specification, an error will result.

- An error occurred in the sensor which determines the torque for the ribbon motor.
- A ribbon jam occurred.
- The ribbon has been broken/torn.
- A ribbon is not installed.

The printer stops in accordance with the label end/ribbon error handling setting in the system mode.

- ① When TYP1 is selected (default):

With the ribbon being selected, an error will result when a ribbon rotational speed deviates from specification.

- ② When TYP2 is selected:

With the ribbon being selected, when a ribbon rotational speed deviates from specification an error will result under the following conditions: If the unfinished label length is 30 mm or more, the printer prints the label for 20 mm before the error takes place. If the unfinished label length is less than 30 mm, the printer completes the unfinished label and stops printing when the next label comes to the home position.

## (5) Head Open Error

- ① If the head open sensor detects continuous 5-mm head open state, an error will result.
- ② If the head open sensor detects the open state when an issue, a feed, or an ejection is attempted in a printer stop state, an error will result.

## (6) Thermal Head Error

- ① A broken element error has occurred on the thermal head.
- ② An error has occurred on the thermal head driver.

(7) Thermal Head Excessive Temperature

- ① When the ambient temperature detection thermistor detects an excessively high temperature (61 °C or more), an error will result.
- ② When the thermal head temperature detection thermistor detects an excessively high temperature (80°C or more), an error will result.

(8) Front Cover Open Error

- ① If the front cover open sensor detects continuous 5-mm cover open state, an error will result.
- ② If the front cover open sensor detects the cover open state when an issue, a feed, or an ejection is attempted in a printer stop state, an error will result.

\* At the moment an error occurs, the printer displays an error message, sends a status response, and then stops. Only the Status Request Command and the Reset Command can be processed. Other commands are not processed. Restoration by the [RESTART] key is possible except in case of a thermal head excessive temperature error. (The printer resumes printing the label at which the error had occurred.)

### 8.3 ERRORS IN WRITABLE CHARACTER AND PC COMMAND SAVE MODES

- (1) Write Error
    - An error has occurred in writing data in the flash memory.
  - (2) Format Error
    - An erase error has occurred in formatting the flash memory.
  - (3) Memory Full
    - Further data storing is impossible because of insufficient space in the flash memory.
- \* At the moment when an error occurs, the printer displays an error message, sends status response, then stops. The Status Request Command and the Reset Command only can be processed and other commands are not processed. Restoration by the [RESTART] key is impossible.

### 8.4 SYSTEM ERRORS

- (1) Momentary Power Interruption Error
    - A momentary power interruption has occurred.
  - (2) Address error
    - A command has been fetched from an odd address.
    - Word data has been accessed from a place other than the boundary of the word data.
    - Long word data has been accessed from a place other than the boundary of the long word data.
  - (3) General invalid command exception
    - An undefined command in a place other than the delay slot has been decoded.
  - (4) Slot invalid exception
    - An undefined command in the delay slot has been decoded.
    - A command which rewrites the data in the delay slot has been decoded.
- \* At the moment when an error occurs, the printer shows an error message, then stops. (None of the commands and key operations will be processed.)
- (5) EEPROM Error
    - The back-up EEPROM cannot be read/written properly.

### 8.5 RTC LOW BATTERY ERROR

When the low battery check is set to ON, a low battery error will result if the battery voltage is 1.9V or less at power on.

### 8.6 RESET PROCESSING

When the [RESTART] key is held down for more than 3 seconds during the error which is restorable by the [RESTART] key or during a pause, the printer returns to the initial status which is obtained after the power is turned on.

The following is supported from the firmware V1.6.

## **8.7 RFID ERROR**

### **(1) RFID Write Error**

If writing data onto the RFID tag continuously failed for the maximum number of write retries, an RFID write error will result. (The maximum number of write retries can be set in the system mode.)

\* When an error has occurred, the printer shows an error message, sends a status response, and then stops. Only a Status Request Command and a Reset Command can be processed. Other commands are not processed. Restoration using the [RESTART] key is possible. (The printer resumes printing the label at which the error had occurred.)

### **(2) RFID Error**

If a problem has occurred when the printer communicates with the RFID module, an RFID error will result.

## 9. STATUS RESPONSE

### 9.1 FUNCTIONS

There are three kinds of status response functions.

- (1) Status transmission at the end of a normal issue or the occurrence of an error (automatic status transmission)

This function is available for the RS-232C interface, socket communication (during connection), and the e-mail function.

If the option "status response is returned." has been selected, the printer sends the status to the host computer when the printer performs a feed or completes an issue normally. (For the batch/cut mode: after the designated number of labels has been printed. For the strip mode: after one label has been printed.) In the online mode, the head-up or head-down status is sent to the host computer.

When an error occurs, the status is sent to the host computer.

The remaining count included in the status response indicates the remaining print count of the batch currently in progress only. No remaining count of the batch waiting to be printed is transmitted.

- (2) Status transmission in response to a status request (Status Request Command)

This function is available for the RS-232C, USB, Centronics interfaces, and socket communications.

Upon receipt of the Status Request Command, the printer sends the latest status indicating its current state to the host computer, regardless of the status response parameter setting. The remaining count indicates the remaining print count of the batch currently in progress only. No remaining count of the batch waiting to be printed is transmitted. This command is not stored in the receive buffer, but executed immediately after received.

- (3) Receive buffer free space status transmission in response to a status request (Receive Buffer Free Space Status Request Command)

This function is available for the RS-232C, USB, Centronics interfaces, and socket communications.

Upon receipt of the Receive Buffer Free Space Status Request Command, the printer sends the latest status indicating its current state to the host computer, regardless of the status response parameter setting. The remaining count indicates the remaining print count of the batch currently in progress only. No remaining count of the batch waiting to be printed is transmitted.

This command is not stored in the receive buffer, but executed immediately after received.

- Strip wait status

The strip wait status (05H) returned to the Status Request Command depends on the system mode setting.

When the strip wait status is set to "1 (OFF)" in the system mode:

If the Status Request Command is sent while a label is on the strip shaft (for example, while idling, after feeding a label, or after printing all specified number of labels), the printer returns (00H) to the host.

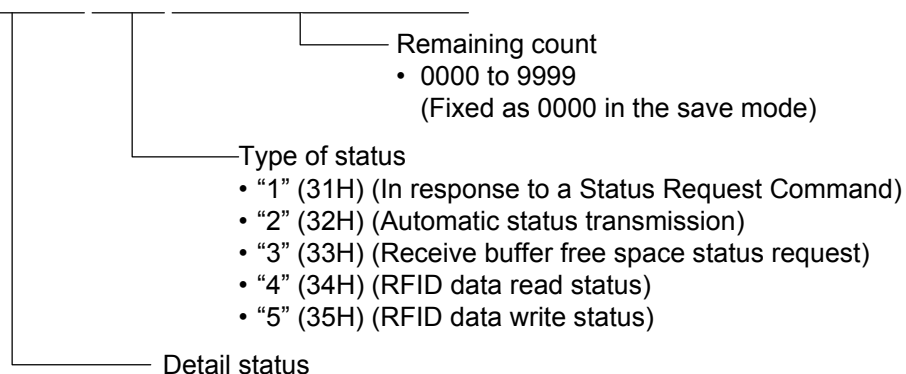
When the strip wait status is set to "2 (ON)" in the system mode:

If the Status Request Command is sent while a label is on the strip shaft (for example, while idling, after feeding a label, or after printing all specified number of labels), the printer returns (05H) to the host.

If the Status Request Command is sent while a label is being printed or issued, the strip wait status (05H) is returned regardless of the setting in the system mode.

### 9.1.1 STATUS FORMAT

SOH	STX	Status			Remaining count				ETX	EOT	CR	LF
01H	02H	3XH	3XH	3XH	3XH	3XH	3XH	3XH	03H	04H	0DH	0AH



Status to be returned in response to the Receive Buffer Free Space Status Request Command

SOH	01H	Header of the status block
STX	02H	
Status	3XH	Printer status
	3XH	* Details are described later.
Status type	33H	Status for the ECP mode
Remaining count	3XH	Remaining print count * Details are described later.
	3XH	
	3XH	
	3XH	
Length	3XH	Total number of bytes of this status block.
	3XH	
Free space of receive buffer	3XH	Free space of the receive buffer “00000” (0K byte) to “99999” (99999K bytes) However, the maximum value should be equal to the receive buffer capacity.
	3XH	
	3XH	
	3XH	
	3XH	
Receive buffer capacity	3XH	Receive buffer capacity “00000” (0K byte) to “99999” (99999K bytes) However, the maximum value differs depending on the models.
	3XH	
	3XH	
	3XH	
	3XH	
CR	0DH	Footer of the status block.
LF	0AH	

### 9.1.2 DETAIL STATUS

LCD Message of the Upper Line (English)	Printer Status	Detail Status	
		Auto Status Transmission	Status Request Command
ON LINE	The print head is closed in the head open state.	00	00
HEAD OPEN	The print head is opened in the online mode.	01	01
ON LINE	Operating (Analyzing command, drawing, printing, feeding)	–	02
PAUSE ****	In a pause state	–	04
ON LINE	A label is waiting to be stripped.	–	05
Display of error command (See <b>NOTE 1.</b> )	A command error has been found in analyzing the command.	06	06
COMMS ERROR	A parity error or framing error has occurred during communication by RS-232C	07	07
PAPER JAM ****	A paper jam has occurred during a paper feed.	11	11
CUTTER ERROR****	An abnormal condition has occurred at the cutter.	12	12
NO PAPER ****	The paper has run out.	13	13
HEAD OPEN ****	An attempt was made to feed or issue with the print head opened (except the [FEED] key).	15	15
HEAD ERROR ****	A broken element has been found on the print head.	17	17
EXCESS HEAD TEMP	The print head temperature has become excessively high.	18	18
RIBBON ERROR****	The ribbon has run out. An abnormal condition has occurred in the sensor which determines the torque of the ribbon motor.	21	21
COVER OPEN ****	An attempt was made to feed or issue with the front cover opened.	24	24
ON LINE	Ribbon near end state (Online)	–	27
PAUSE	Ribbon near end state (In a pause state)	–	28
ON LINE	Ribbon near end state (Operating)	–	29
ON LINE	A label issue has been completed normally.	40	–
ON LINE	A feed has been completed normally.	41	–
ON LINE	A head broken dots check has been completed normally.	00	–
SAVING ##### &&&&	In writable character or PC command save mode	–	55
FLASH WRITE ERR.	An error has occurred in writing data into the flash memory.	50	50
FORMAT ERROR	An erase error has occurred in formatting the flash memory.	51	51
FLASH CARD FULL	Saving failed because of insufficient space in the flash memory.	54	54

LCD Message of Upper Line (English)	Printer Status	Detail Status	
		Auto Status Transmission	Status Request Command
<b>INITIALIZING...</b>	The flash memory is being initialized. (Initialization is carried out for approximately 15 seconds.)		
<b>POWER FAILURE</b>	A momentary power interruption has occurred.	—	—
<b>EEPROM ERROR</b>	A back-up EEPROM cannot be read/written properly.	—	—
<b>SYSTEM ERROR</b>	(a) A command has been fetched from an odd address. (b) Word data has been accessed from a place other than the boundary of the word data. (c) Long word data has been accessed from a place other than the boundary of the long word data. (d) An undefined command in a place other than the delay slot has been decoded. (e) An undefined command in the delay slot has been decoded. (f) A command which rewrites the data in the delay slot has been decoded.	—	—
<b>LOW BATTERY ERROR</b>	RTC low battery	36	36

The following are supported from the firmware V1.6.

LCD Message of Upper Line (English)	Printer Status	Detail Status	
		Auto Status Transmission	Status Request Command
—	Void pattern has been printed. When data cannot be written onto an RFID tag properly, the printer prints the void pattern to indicate that this tag is defective, and then, automatically retries data write according to the setting for the maximum number of write retries. When the void pattern printing is completed, the printer sends this status.	60	---
<b>RFID WRITE ERROR</b>	When writing data onto the RFID tag continuously failed for the maximum number of RFID write retries, the printer enters an error state and sends this status.	61	61
<b>RFID ERROR</b>	When the printer cannot communicate with the RFID module, due to a failure of the RFID module or some other reasons, this error occurs.	62	62
—	Data write succeeded. This status is returned when a data write, caused by an RFID Data Write Command @012, succeeded.	63	—
—	Data write failed. This status is returned when a data write, caused by an RFID Data Write Command @012, failed.	64	—
<b>INPUT PASSWORD</b>	The printer is waiting for a password to be entered.	---	---
<b>PASSWORD INVALID</b>	Wrong password was entered consecutively for three times.	---	---



### 9.1.3 SUMMARY OF STATUS RESPONSE

Interface	Status transmission timing	Status size
RS-232C	Automatic status transmission	13 bytes
	Reception of [ESC] WS [LF] [NUL]	13 bytes
	Reception of [ESC] WB [LF] [NUL]	23 bytes
Centronics	Automatic status transmission	N/A
	Nibble mode negotiation immediately after [ESC] WS [LF] [NUL] is received	13 bytes
	Nibble mode negotiation immediately after [ESC] WB [LF] [NUL] is received	23 bytes
USB	Automatic status transmission	N/A
	Reception of [ESC] WS [LF] [NUL]	13 bytes
	Reception of [ESC] WB [LF] [NUL]	23 bytes
Socket communications	Automatic status transmission	13 bytes
	Reception of [ESC] WS [LF] [NUL]	13 bytes
	Reception of [ESC] WB [LF] [NUL]	23 bytes
E-mail function	Automatic status transmission	13 bytes

## 9.2 PARALLEL INTERFACE SIGNALS

### 9.2.1 COMPATIBILITY MODE

LCD Messages of Upper Line (English)	Printer Status	Output Signal			
		Busy	Select	nFault	PError
ON LINE	In the online mode	L	H	H	L
ON LINE	In the online mode (communicating)	L, H	H	H	L
HEAD OPEN	The print head is opened in the online mode.	H	L	L	L
PAUSE *****	In a pause state	H	L	L	L
ON LINE	Data has been set from the host while the receive buffer is full.	H	H	H	L
ON LINE	After data was set from the host with the receive buffer full, some data was processed and the buffer has free space.	L	H	H	L
ON LINE	Initialize process is in progress. (After the power is turned on or the nInit signal is received.)	H	H	H	L
Display of error command	A command error has occurred in analyzing the command.	H	L	L	L
PAPER JAM *****	A paper jam has occurred during a paper feed.	H	L	L	L
CUTTER ERROR*****	An abnormal condition has occurred at the cutter.	H	L	L	L
NO PAPER *****	The paper has run out.	H	L	L	H
HEAD OPEN *****	A feed or an issue was attempted with the print head opened (except the [FEED] key).	H	L	L	L
HEAD ERROR *****	A broken element has been found on the print head.	H	L	L	L
EXCESS HEAD TEMP	The print head temperature has become excessively high.	H	L	L	L
RIBBON ERROR*****	An abnormal condition has occurred on the sensor which determines the torque of the ribbon motor.	H	L	L	L
COVER OPEN *****	A feed or an issue was attempted with the front cover opened.	H	L	L	L
ON LINE	Ribbon near end state (Online)	L	H	H	L
PAUSE	Ribbon near end state (In a pause state)	H	L	L	L
ON LINE	Ribbon near end state (Operating)	L	H	H	L
SAVING ##### &&&&	In writable character or PC command save mode	L	H	H	L
FLASH WRITE ERR.	An error has occurred in writing data into the flash memory.	H	L	L	L
FORMAT ERROR	An erase error has occurred in formatting the flash memory.	H	L	L	L
FLASH CARD FULL	Saving failed because of insufficient space in the flash memory.	H	L	L	L
INITIALIZING...	The flash memory is being initialized. (Initialization is carried out for approximately 15 seconds.)				

LCD Messages of Upper Line (English)	Printer Status	Output Signal			
		Busy	Select	nFault	PError
<b>POWER FAILURE</b>	A momentary power interruption has occurred.	H	L	L	L
<b>EEPROM ERROR</b>	A back-up EEPROM cannot be read/written properly.	H	L	L	L
<b>SYSTEM ERROR</b>	(a) A command has been fetched from an odd address. (b) Word data has been accessed from a place other than the boundary of the word data. (c) Long word data has been accessed from a place other than the boundary of the long word data. (d) An undefined command in a place other than the delay slot has been decoded. (e) An undefined command in the delay slot has been decoded. (f) A command which rewrites the data in the delay slot has been decoded.	H	L	L	L
<b>LOW BATTERY</b>	RTC low battery	L	H	H	L

The following are supported from the firmware V1.6.

LCD Messages of Upper Line (English)	Printer Status	Output Signal			
		Busy	Select	nFault	PError
<b>RFID WRITE ERROR</b>	When writing data onto an RFID tag continuously failed for the maximum number of write retries, the printer enters an error state and sends this status.	H	L	L	L
<b>RFID ERROR</b>	When the printer cannot communicate with the RFID module, due to a failure of the RFID module or some other reasons, this error occurs.	H	L	L	L
<b>INPUT PASSWORD</b>	The printer is waiting for a password to be entered.	H	L	L	L
<b>PASSWORD INVALID</b>	Wrong password was entered consecutively for three times.	H	L	L	L

### 9.3 E-MAIL

The printer is able to notify the PC of the printer status by e-mail. The statuses to be notified by e-mail are the same as those notified through the serial interface. For details, refer to the Network Specification (TAA-1401).

## 10. LCD MESSAGES AND LED INDICATIONS

The model and the firmware version are displayed on the lower line of the LCD.

No.	LCD Messages of Upper line (English)	LED Indication		Printer Status	Restoration by the [RESTART] key Yes/No	Acceptance of Status Request and Reset Commands Yes/No
		ON LINE	ERROR			
1	ON LINE	○	●	In the online mode	-	Yes
	ON LINE	⊙	●	In the online mode (Communicating)	-	Yes
2	HEAD OPEN	●	●	The print head is opened in the online mode.	-	Yes
3	PAUSE *****	●	●	In a pause state	Yes	Yes
4	COMMS ERROR	●	○	A parity error or framing error has occurred during communication by RS-232C.	Yes	Yes
5	PAPER JAM *****	●	○	A paper jam has occurred during paper feed.	Yes	Yes
6	CUTTER ERROR*****	●	○	An abnormal condition has occurred at the cutter.	Yes	Yes
7	NO PAPER *****	●	○	The paper has run out.	Yes	Yes
8	HEAD OPEN *****	●	○	A feed or an issue was attempted with the print head opened (except the [FEED] key).	Yes	Yes
9	HEAD ERROR	●	○	A broken element has been found on the thermal head.	Yes	Yes
10	EXCESS HEAD TEMP	●	○	The print head temperature has become excessively high.	No	Yes
11	RIBBON ERROR*****	●	○	An abnormal condition has occurred on the sensor which determines the torque of the ribbon motor.	Yes	Yes
12	COVER OPEN *****	●	○	A feed or an issue was attempted with the front cover opened.	Yes	Yes
13	SAVING ##### &&&&	○	●	In writable character or PC command save mode	-	Yes
14	FLASH WRITE ERR.	●	○	An error has occurred in writing data into the flash ROM on the CPU board.	No	Yes
15	FORMAT ERROR	●	○	An erase error has occurred in formatting the flash ROM on the CPU board.	No	Yes
16	FLASH CARD FULL	●	○	Saving failed because of the insufficient space in the flash ROM on the CPU board.	No	Yes
17	Display of error command (See <b>NOTE 1.</b> )	●	○	A command error has occurred in analyzing the command.	Yes	Yes

No.	LCD Messages of Upper line (English)	LED Indication		Printer Status	Restoration by the [RESTART] key Yes/No	Acceptance of Status Request Reset Command Yes/No
		ON LINE	ERROR			
18	POWER FAILURE	●	○	A momentary power interruption has occurred.	No	No
19	INITIALIZING...	●	●	The memory is being initialized. (Initialization is carried out for a max. of approximately 15 seconds)	—	—
20	EEPROM ERROR	●	○	A back-up EEPROM cannot be read/written properly.	No	No
21	SYSTEM ERROR	●	○	When any abnormal operations as below are performed, a system error occurs. (a) Command fetch from an odd address (b) Access to the word data from a place other than the boundary of the word data (c) Access to the long word data from a place other than the boundary of the long word data (d) Access to the area of 8000000H to FFFFFFFFH in the logic space in the user mode. (e) Undefined command placed in other than the delay slot has been decoded. (f) Undefined command in the delay slot has been decoded. (g) Command to rewrite the delay slot has been decoded.	No	No
22	100BASE LAN INITIALIZING...	●	●	The 100BASE LAN is being initialized.	—	—
23	DHCP CLIENT INITIALIZING...	●	●	The DHCP client is being initialized. * When the DHCP function is enabled.	—	—
24	LOW BATTERY	●	○	The voltage of the battery connected to the real time clock is approximately 1.9V or less.	No	Yes

The following are supported from the firmware V1.6.

No.	LCD Messages of Upper line (English)	LED Indication		Printer Status	Restoration by the [RESTART] key Yes/No	Acceptance of Status Request Reset Command Yes/No
		ON LINE	ERROR			
25	RFID WRITE ERROR	●	○	Writing data onto an RFID tag continuously failed for the maximum number of write retries.	Yes	Yes
26	RFID ERROR	●	○	The printer cannot communicate with the RFID module.	No	Yes
27	INPUT PASSWORD	●	●	The printer is waiting for a password to be entered.	No	No
28	PASSWORD INVALID	●	●	Wrong password was entered consecutively for three times..	No	No

**NOTE 1:** When a command error has been found in the sent command, 16-byte command code of the erroneous command is displayed on the upper line of the LCD. (However, [LF] and [NUL] are not displayed.)

[Example 1] [ESC] PC001; 0A00, 0300, 2, 2, A, 00, B [LF] [NUL]

Command error

LCD display

PC001; 0A00, 0300, B-SA4T      V1.0A
-----------------------------------------

[Example 2] [ESC] T20 G30 [LF] [NUL]

Command error

LCD display

T20G30 B-SA4T      V1.0A
-----------------------------

[Example 3] [ESC] XR; 0200, 0300, 0450, 1200, 1 [LF] [NUL]

Command error

LCD display

XR; 0200, 0300, 045 B-SA4T      V1.0A
------------------------------------------

**NOTE 2:** When the command error is displayed, “? (3FH)” is displayed for codes other than 20H to 7FH and A0H to DFH.

**NOTE 3:** ○: ON  
 ◎: Blinking  
 ●: OFF  
 \*\*\*\*: Remaining number of labels to be printed      to 9999 (in units of 1 label/tag)  
 #####: Remaining memory capacity of PC save area in the flash memory:  
 0 to 3,072 (in K bytes)  
 &&&&: Remaining memory capacity of writable character storage area in the flash memory  
 0 to 3,072 (in K bytes)

## 11. LCD MESSAGES IN DIFFERENT LANGUAGES (UPPER LINE OF LCD)

No.	ENGLISH
1	ON LINE
2	HEAD OPEN
3	PAUSE *****
4	COMMS ERROR
5	PAPER JAM *****
6	CUTTER ERROR*****
7	NO PAPER *****
8	HEAD OPEN *****
9	HEAD ERROR
10	EXCESS HEAD TEMP
11	RIBBON ERROR*****
12	COVER OPEN *****
13	SAVING ##### &&&&
14	FLASH WRITE ERR.
15	FORMAT ERROR
16	FLASH CARD FULL
17	INITIALIZING...
18	POWER FAILURE
19	EEPROM ERROR
20	SYSTEM ERROR
21	LOW BATTERY

No.	GERMAN
1	ON LINE
2	KOPF OFFEN
3	PAUSE *****
4	UEBERTR.-FEHLER
5	PAPIERSTAU *****
6	MESSERFEHL. *****
7	PAPIERENDE *****
8	KOPF OFFEN *****
9	KOPF DEFEKT
10	KOPF UEBERHITZT
11	FB-FEHLER *****
12	DECKEL OFFEN*****
13	SP.-MOD ##### &&&&
14	FLASH FEHLER
15	FORMATFEHLER
16	FLASH ZU KLEIN
17	INITIALIZING...
18	POWER FAILURE
19	EEPROM ERROR
20	SYSTEM ERROR
21	LOW BATTERY

No.	FRENCH
1	PRETE
2	TETE OUVERTE
3	PAUSE *****
4	ERR. COMMUNICAT.
5	PB. PAPIER *****
6	PB. CUTTER *****
7	FIN PAPIER *****
8	TETE OUVERTE*****
9	ERREUR TETE
10	TETE TROP CHAUDE
11	ERREUR RUBAN*****
12	ERR. CAPOT *****
13	MEM LIB ##### &&&&
14	ERREUR MEM FLASH
15	ERREUR DE FORMAT
16	MEM INSUFFISANTE
17	INITIALIZING...
18	POWER FAILURE
19	EEPROM ERROR
20	SYSTEM ERROR
21	LOW BATTERY

The following are supported from the firmware V1.6.

22	RFID WRITE ERROR
23	RFID ERROR
24	INPUT PASSWORD
25	PASSWORD INVALID

22	RFID WRITE ERROR
23	RFID ERROR
24	INPUT PASSWORD
25	PASSWORD INVALID

22	RFID WRITE ERROR
23	RFID ERROR
24	INPUT PASSWORD
25	PASSWORD INVALID

No.	DUTCH
1	IN LIJN
2	KOP OPEN
3	PAUZE ****
4	COMM. FOUT
5	PAPIER VAST ****
6	SNIJMES FOUT****
7	PAPIER OP ****
8	KOP OPEN ****
9	PRINTKOP DEFECT
10	TEMP. FOUT
11	LINT FOUT ****
12	DEUR OPEN ****
13	MEM ##### &&&&
14	FLASH MEM FOUT
15	FORMAAT FOUT
16	GEHEUGEN VOL
17	INITIALIZING...
18	POWER FAILURE
19	EEPROM ERROR
20	SYSTEM ERROR
21	LOW BATTERY

No.	SPANISH
1	ON LINE
2	CABEZAL ABIERTO
3	PAUSA ****
4	ERROR COMUNICACI
5	ATASCO PAPEL****
6	ERROR CORTAD****
7	SIN PAPEL ****
8	CABEZA ABIER****
9	ERROR DE CABEZAL
10	TEMP.CABEZA ALTA
11	ERROR CINTA ****
12	TAPA ABIERTA****
13	SALVAR ##### &&&&
14	ERROR ESCRITURA
15	ERROR DE FORMATO
16	MEMORIA INSUFICI
17	INITIALIZING...
18	POWER FAILURE
19	EEPROM ERROR
20	SYSTEM ERROR
21	LOW BATTERY

No.	ITALIAN
1	PRONTA
2	TESTA APERTA
3	PAUSA ****
4	ERR. COMUNICAZ.
5	CARTA INCEP.****
6	ERR. TAGL. ****
7	NO CARTA ****
8	TESTA APERTA****
9	ERROR TESTA
10	TEMP. TESTA ALTA
11	ERR. NASTRO ****
12	COVER OPEN ****
13	SALVA ### &&&&
14	ERR.SCRITT.CARD
15	ERR. FORMATTAZ.
16	MEM. CARD PIENA
17	INITIALIZING...
18	POWER FAILURE
19	EEPROM ERROR
20	SYSTEM ERROR
21	LOW BATTERY

The following are supported from the firmware V1.6.

22	RFID WRITE ERROR
23	RFID ERROR
24	INPUT PASSWORD
25	PASSWORD INVALID

22	RFID WRITE ERROR
23	RFID ERROR
24	INPUT PASSWORD
25	PASSWORD INVALID

22	RFID WRITE ERROR
23	RFID ERROR
24	INPUT PASSWORD
25	PASSWORD INVALID



## 12. CHARACTER CODE TABLE

The followings are the character code tables. However, the characters which can be printed are different according to the character type.

### 12.1 TIMES ROMAN, HELVETICA, LETTER GOTHIC, PRESTIGE ELITE, COURIER, GOTHIC725 BLACK

(Bit map font type: A, B, C, D, E, F, G, H, I, J, K, L, N, O, P, Q, R, q)

(1) PC-850

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	`	p	Ç	É	á	€		ð	Ó	-
1			!	1	A	Q	a	q	ü	æ	í			Ð	ß	±
2			"	2	B	R	b	r	é	Æ	ó			Ê	Ô	=
3			#	3	C	S	c	s	â	ô	ú			Ë	Õ	¾
4			\$	4	D	T	d	t	ä	ö	ñ			È	ø	¶
5			%	5	E	U	e	u	à	ò	Ñ	Á		1	Ö	§
6			&	6	F	V	f	v	â	û	ª	Â	ã	Í	µ	÷
7			'	7	G	W	g	w	ç	ù	º	À	Ã	Î	þ	¸
8			(	8	H	X	h	x	ê	ÿ	¿	©		Ï	þ	°
9			)	9	I	Y	i	y	ë	Ö	®				Ú	ˆ
A			*	:	J	Z	j	z	è	Ü	¬				Û	•
B			+	;	K	[	k	{	ï	ø	½				Ü	¹
C			,	<	L	\	l		î	£	¼				Ý	³
D			-	=	M	]	m	}	ì	Ø	¡	¢		ı	Ý	²
E			.	>	N	^	n	~	Ä	×	«	¥		ì		■
F			/	?	O	_	o	¸	Å	f	»		¤		'	

When Japanese message is selected in the system mode, code 5CH indicates “¥”.

The Euro code (B0H) can be changed in the parameter setting in the system mode.

(2) PC-8

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	`	p	Ç	É	á	€			α	≡
1			!	1	A	Q	a	q	ü	æ	í				β	±
2			"	2	B	R	b	r	é	Æ	ó				Γ	≥
3			#	3	C	S	c	s	â	ô	ú				π	≤
4			\$	4	D	T	d	t	ä	ö	ñ				Σ	∫
5			%	5	E	U	e	u	à	ò	Ñ				σ	∫
6			&	6	F	V	f	v	â	û	ª				μ	÷
7			'	7	G	W	g	w	ç	ù	º				τ	≈
8			(	8	H	X	h	x	ê	ÿ	¿				Φ	°
9			)	9	I	Y	i	y	ë	Ö	¬				Θ	•
A			*	:	J	Z	j	z	è	Ü	¬				Ω	•
B			+	;	K	[	k	{	ï	ø	½				δ	√
C			,	<	L	\	l		î	£	¼				∞	n
D			-	=	M	]	m	}	ì	¥	¡				∅	2
E			.	>	N	^	n	~	Ä	Pt	«				ε	■
F			/	?	O	_	o	¸	Å	∫	»				∩	

When Japanese message is selected in the system mode, code 5CH indicates “¥”.

The Euro code (B0H) can be changed in the parameter setting in the system mode.

(3) PC-852

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	`	p	Ç	É	á	€			Ó	-
1			!	1	A	Q	a	q	ü		í			Ð	ß	
2			"	2	B	R	b	r	é	ó				Ô		
3			#	3	C	S	c	s	â	ô	ú			Ë		
4			\$	4	D	T	d	t	ä	ö						
5			%	5	E	U	e	u				Á				§
6			&	6	F	V	f	v				Â		Í		÷
7			'	7	G	W	g	w	ç					Î		¸
8			(	8	H	X	h	x								°
9			)	9	I	Y	i	y	ë	Ö					Ú	¨
A			*	:	J	Z	j	z		Ü	¬					•
B			+	;	K	[	k	{								
C			,	<	L	\	l		î						ý	
D			-	=	M	]	m	}							ÿ	
E			.	>	N	^	n	~	Ä	×	«					■
F			/	?	O	_	o				»		α			

When Japanese message is selected in the system mode, code 5CH indicates “¥”.

The Euro code (B0H) can be changed in the parameter setting in the system mode.

(4) PC-857

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	`	p	Ç	É	á	€		º	Ó	-
1			!	1	A	Q	a	q	ü	æ	í			ª	ß	±
2			"	2	B	R	b	r	é	Æ	ó			Ê	Ô	
3			#	3	C	S	c	s	â	ô	ú			Ë	Ò	¾
4			\$	4	D	T	d	t	ä	ö	ñ			È	õ	¶
5			%	5	E	U	e	u	à	ò	Ñ	Á			Ö	§
6			&	6	F	V	f	v	ã	û		Â	ã	Í	µ	÷
7			'	7	G	W	g	w	ç	ù		À	Ã	Î		¸
8			(	8	H	X	h	x	ê		¿	©		Ï	×	°
9			)	9	I	Y	i	y	ë	Ö	®				Ú	¨
A			*	:	J	Z	j	z	è	Ü	¬				Û	•
B			+	;	K	[	k	{	ï	ø	½				Ù	¹
C			,	<	L	\	l		î	£	¼				ì	³
D			-	=	M	]	m	}		Ø	¡	¢		í	ÿ	²
E			.	>	N	^	n	~	Ä		«	¥		ì		■
F			/	?	O	_	o		Å		»		α		'	

When Japanese message is selected in the system mode, code 5CH indicates “¥”.

The Euro code (B0H) can be changed in the parameter setting in the system mode.

## (5) PC-851

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	`	p	Ç			€				
1			!	1	A	Q	a	q	ü							±
2			"	2	B	R	b	r	é							
3			#	3	C	S	c	s	â	ô						
4			\$	4	D	T	d	t	ä	ö						
5			%	5	E	U	e	u	à							§
6			&	6	F	V	f	v		û						
7			'	7	G	W	g	w	ç	ù						»
8			(	8	H	X	h	x	ê							°
9			)	9	I	Y	i	y	ë	Ö						¨
A			*	:	J	Z	j	z	è	Ü						
B			+	;	K	[	k	{	ï	½						
C			,	<	L	\	l		î	£						
D			-	=	M	]	m	}								
E			.	>	N	^	n	~	Ä		«					■
F			/	?	O	_	o				»					

When Japanese message is selected in the system mode, code 5CH indicates “¥”.

The Euro code (B0H) can be changed in the parameter setting in the system mode.

## (6) PC-855

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	`	p				€				
1			!	1	A	Q	a	q								
2			"	2	B	R	b	r								
3			#	3	C	S	c	s								
4			\$	4	D	T	d	t								
5			%	5	E	U	e	u								
6			&	6	F	V	f	v								
7			'	7	G	W	g	w								
8			(	8	H	X	h	x								
9			)	9	I	Y	i	y								
A			*	:	J	Z	j	z								
B			+	;	K	[	k	{								
C			,	<	L	\	l									
D			-	=	M	]	m	}								§
E			.	>	N	^	n	~			«					■
F			/	?	O	_	o				»		¤			

When Japanese message is selected in the system mode, code 5CH indicates “¥”.

The Euro code (B0H) can be changed in the parameter setting in the system mode.

## (7) PC-1250

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	`	p				€				
1			!	1	A	Q	a	q				±	Á		á	
2			"	2	B	R	b	r					Â		â	
3			#	3	C	S	c	s					Ó		ó	
4			\$	4	D	T	d	t			¤	´	Ä	Ö	ä	ö
5			%	5	E	U	e	u				μ				
6			&	6	F	V	f	v			¡	¶		Ö		ö
7			'	7	G	W	g	w			§	·	Ç	×	ç	÷
8			(	8	H	X	h	x			¨	¸				
9			)	9	I	Y	i	y			©		É		é	
A			*	:	J	Z	j	z					Ú		ú	
B			+	;	K	[	k	{			«	»	Ë		ë	
C			,	<	L	\	l				¬		Ü		ü	
D			-	=	M	]	m	}					Í	Ý	í	ý
E			.	>	N	^	n	~			®		Î		î	
F			/	?	O	_	o							ß		

When Japanese message is selected in the system mode, code 5CH indicates “¥”.

The Euro code (B0H) can be changed in the parameter setting in the system mode.

## (8) PC-1251

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	`	p				€				
1			!	1	A	Q	a	q				±				
2			"	2	B	R	b	r								
3			#	3	C	S	c	s								
4			\$	4	D	T	d	t			¤					
5			%	5	E	U	e	u				μ				
6			&	6	F	V	f	v			¡	¶				
7			'	7	G	W	g	w			§	·				
8			(	8	H	X	h	x								
9			)	9	I	Y	i	y			©					
A			*	:	J	Z	j	z								
B			+	;	K	[	k	{			«	»				
C			,	<	L	\	l				¬					
D			-	=	M	]	m	}								
E			.	>	N	^	n	~			®					
F			/	?	O	_	o									

When Japanese message is selected in the system mode, code 5CH indicates “¥”.

The Euro code (B0H) can be changed in the parameter setting in the system mode.

## (9) PC-1252

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	`	p				€	À	Ð	à	ð
1			!	1	A	Q	a	q			ı	±	Á	Ñ	á	ñ
2			"	2	B	R	b	r			¢	<sup>2</sup>	Â	Ò	â	ò
3			#	3	C	S	c	s	<i>f</i>		£	<sup>3</sup>	Ã	Ó	ã	ó
4			\$	4	D	T	d	t			¤	'	Ä	Ô	ä	ô
5			%	5	E	U	e	u			¥	μ	Å	Ö	å	ö
6			&	6	F	V	f	v			¦	¶	Æ	Ø	æ	ø
7			'	7	G	W	g	w			§	·	Ç	×	ç	÷
8			(	8	H	X	h	x	^	~	¨	,	È	Ø	è	ø
9			)	9	I	Y	i	y			©	<sup>1</sup>	É	Ù	é	ù
A			*	:	J	Z	j	z			ª	º	Ê	Ú	ê	ú
B			+	;	K	[	k	{			«	»	Ë	Û	ë	û
C			,	<	L	\	l				¬	¼	Ì	Ü	ì	ü
D			-	=	M	]	m	}				½	Í	Ý	í	ý
E			.	>	N	^	n	~			®	¾	Î	Þ	î	þ
F			/	?	O	_	o	¸				¿	Ï	ß	ï	ÿ

When Japanese message is selected in the system mode, code 5CH indicates “¥”.

The Euro code (B0H) can be changed in the parameter setting in the system mode.

## (10) PC-1253

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	`	p				€				
1			!	1	A	Q	a	q				±				
2			"	2	B	R	b	r				<sup>2</sup>				
3			#	3	C	S	c	s	<i>f</i>		£	<sup>3</sup>				
4			\$	4	D	T	d	t			¤					
5			%	5	E	U	e	u			¥	μ				
6			&	6	F	V	f	v			¦	¶				
7			'	7	G	W	g	w			§	·				
8			(	8	H	X	h	x			¨					
9			)	9	I	Y	i	y			©					
A			*	:	J	Z	j	z			ª					
B			+	;	K	[	k	{			«	»				
C			,	<	L	\	l				¬					
D			-	=	M	]	m	}				½				
E			.	>	N	^	n	~			®					
F			/	?	O	_	o	¸								

When Japanese message is selected in the system mode, code 5CH indicates “¥”.

The Euro code (B0H) can be changed in the parameter setting in the system mode.

## (11) PC-1254

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	`	p				€	À		à	
1			!	1	A	Q	a	q			ı	±	Á	Ñ	á	ñ
2			"	2	B	R	b	r			¢	<sup>2</sup>	Â	Ò	â	ò
3			#	3	C	S	c	s	f		£	<sup>3</sup>	Ã	Ó	ã	ó
4			\$	4	D	T	d	t			¤	'	Ä	Ô	ä	ô
5			%	5	E	U	e	u			¥	μ	Å	Õ	å	õ
6			&	6	F	V	f	v			ı	¶	Æ	Ö	æ	ö
7			'	7	G	W	g	w			§	·	Ç	×	ç	÷
8			(	8	H	X	h	x	^	~	¨	,	È	Ø	è	ø
9			)	9	I	Y	i	y			©	<sup>1</sup>	É	Ù	é	ù
A			*	:	J	Z	j	z			ª	º	Ê	Ú	ê	ú
B			+	;	K	[	k	{			«	»	Ë	Û	ë	û
C			,	<	L	\	l				¬	¼	Ì	Ü	ì	ü
D			-	=	M	]	m	}				½	Í		í	<sup>1</sup>
E			.	>	N	^	n	~			®	¾	Î		î	
F			/	?	O	_	o					¿	Ï	ß	ï	ÿ

When Japanese message is selected in the system mode, code 5CH indicates “¥”.

The Euro code (B0H) can be changed in the parameter setting in the system mode.

## (12) PC-1257

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	`	p				€				
1			!	1	A	Q	a	q				±				
2			"	2	B	R	b	r			¢	<sup>2</sup>				
3			#	3	C	S	c	s			£	<sup>3</sup>		Ó		ó
4			\$	4	D	T	d	t			¤	'	Ä		ä	
5			%	5	E	U	e	u				μ	Å	Õ	å	õ
6			&	6	F	V	f	v			ı	¶		Ö		ö
7			'	7	G	W	g	w			§	·		×		÷
8			(	8	H	X	h	x			Ø	ø				
9			)	9	I	Y	i	y			©	<sup>1</sup>	É		é	
A			*	:	J	Z	j	z								
B			+	;	K	[	k	{			«	»				
C			,	<	L	\	l				¬	¼		Ü		ü
D			-	=	M	]	m	}	¨	-		½				
E			.	>	N	^	n	~			®	¾				
F			/	?	O	_	o		,		Æ	æ		ß		

When Japanese message is selected in the system mode, code 5CH indicates “¥”.

The Euro code (B0H) can be changed in the parameter setting in the system mode.

(13) LATIN9

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	`	p				€	À	Ð	à	ð
1			!	1	A	Q	a	q			ı	±	Á	Ñ	á	ñ
2			"	2	B	R	b	r			¢	²	Â	Ò	â	ò
3			#	3	C	S	c	s			£	³	Ã	Ó	ã	ó
4			\$	4	D	T	d	t			€		Ä	Ö	ä	ö
5			%	5	E	U	e	u			¥	μ	Å	Õ	å	õ
6			&	6	F	V	f	v				¶	Æ	Ö	æ	ö
7			'	7	G	W	g	w			§	·	Ç	×	ç	÷
8			(	8	H	X	h	x					È	Ø	è	ø
9			)	9	I	Y	i	y			©	¹	É	Ù	é	ù
A			*	:	J	Z	j	z			ª	º	Ê	Ú	ê	ú
B			+	;	K	[	k	{			«	»	Ë	Û	ë	û
C			,	<	L	\	l				¬		Ì	Ü	ì	ü
D			-	=	M	]	m	}					Í	Ý	í	ý
E			.	>	N	^	n	~			®		Î	Þ	î	þ
F			/	?	O	_	o					¿	Ï	ß	ï	ÿ

When Japanese message is selected in the system mode, code 5CH indicates “¥”.

The Euro code (B0H) can be changed in the parameter setting in the system mode.

(14) Arabic

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	`	p				€				
1			!	1	A	Q	a	q								
2			"	2	B	R	b	r								
3			#	3	C	S	c	s								
4			\$	4	D	T	d	t								
5			%	5	E	U	e	u								
6			&	6	F	V	f	v								
7			'	7	G	W	g	w								
8			(	8	H	X	h	x								
9			)	9	I	Y	i	y								
A			*	:	J	Z	j	z								
B			+	;	K	[	k	{								
C			,	<	L	\	l									
D			-	=	M	]	m	}								
E			.	>	N	^	n	~								
F			/	?	O	_	o									

When Japanese message is selected in the system mode, code 5CH indicates “¥”.

The Euro code (B0H) can be changed in the parameter setting in the system mode.

## 12.2 PRESENTATION (Bit map font type: M)

### (1) PC-850, PC-857

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	`	p				€				-
1			!	1	A	Q	A	Q								
2			"	2	B	R	B	R								
3			#	3	C	S	C	S								
4			\$	4	D	T	D	T								
5			%	5	E	U	E	U								
6			&	6	F	V	F	V								
7			'	7	G	W	G	W								
8			(	8	H	X	H	X								
9			)	9	I	Y	I	Y								
A			*	:	J	Z	J	Z								
B			+	;	K	[	K	{								
C			,	<	L	\	L									
D			-	=	M	]	M	}								
E			.	>	N	^	N	~				¥				
F			/	?	O	_	O	⌘								

When Japanese message is selected in the system mode, code 5CH indicates “¥”.

The Euro code (B0H) can be changed in the parameter setting in the system mode.

### (2) PC-8

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	`	p				€				
1			!	1	A	Q	A	Q								
2			"	2	B	R	B	R								
3			#	3	C	S	C	S								
4			\$	4	D	T	D	T								
5			%	5	E	U	E	U								
6			&	6	F	V	F	V								
7			'	7	G	W	G	W								
8			(	8	H	X	H	X								
9			)	9	I	Y	I	Y								
A			*	:	J	Z	J	Z								
B			+	;	K	[	K	{								
C			,	<	L	\	L									
D			-	=	M	]	M	}		¥						
E			.	>	N	^	N	~								
F			/	?	O	_	O									

When Japanese message is selected in the system mode, code 5CH indicates “¥”.

The Euro code (B0H) can be changed in the parameter setting in the system mode.



(3) PC-852

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	`	p				€				-
1			!	1	A	Q	A	q								
2			"	2	B	R	B	r								
3			#	3	C	S	C	s								
4			\$	4	D	T	D	t								
5			%	5	E	U	E	u								
6			&	6	F	V	F	v								
7			'	7	G	W	G	w								
8			(	8	H	X	H	x								
9			)	9	I	Y	I	y								
A			*	:	J	Z	J	z								
B			+	;	K	[	K	{								
C			,	<	L	\	L									
D			-	=	M	]	M	}								
E			.	>	N	^	N	~								
F			/	?	O	_	O									

When Japanese message is selected in the system mode, code 5CH indicates “¥”.

The Euro code (B0H) can be changed in the parameter setting in the system mode.

(4) PC-851, PC-855, PC-1250, PC-1251, PC-1257, Arabic

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	`	p				€				
1			!	1	A	Q	A	q								
2			"	2	B	R	B	r								
3			#	3	C	S	C	s								
4			\$	4	D	T	D	t								
5			%	5	E	U	E	u								
6			&	6	F	V	F	v								
7			'	7	G	W	G	w								
8			(	8	H	X	H	x								
9			)	9	I	Y	I	y								
A			*	:	J	Z	J	z								
B			+	;	K	[	K	{								
C			,	<	L	\	L									
D			-	=	M	]	M	}								
E			.	>	N	^	N	~								
F			/	?	O	_	O	■								

When Japanese message is selected in the system mode, code 5CH indicates “¥”.

The Euro code (B0H) can be changed in the parameter setting in the system mode.

(5) PC-1252, PC-1254

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	`	P				€				
1			!	1	A	Q	A	Q								
2			"	2	B	R	B	R								
3			#	3	C	S	C	S								
4			\$	4	D	T	D	T								
5			%	5	E	U	E	U			¥					
6			&	6	F	V	F	V								
7			'	7	G	W	G	W								
8			(	8	H	X	H	X	^	~						
9			)	9	I	Y	I	Y								
A			*	:	J	Z	J	Z								
B			+	;	K	[	K	{								
C			,	<	L	\	L									
D			-	=	M	]	M	}								
E			.	>	N	^	N	~								
F			/	?	O	_	O	█								

When Japanese message is selected in the system mode, code 5CH indicates “¥”.

The Euro code (B0H) can be changed in the parameter setting in the system mode.

(6) PC-1253

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	`	P				€				-
1			!	1	A	Q	A	Q								
2			"	2	B	R	B	R								
3			#	3	C	S	C	S								
4			\$	4	D	T	D	T								
5			%	5	E	U	E	U			¥					
6			&	6	F	V	F	V								
7			'	7	G	W	G	W								
8			(	8	H	X	H	X								
9			)	9	I	Y	I	Y								
A			*	:	J	Z	J	Z								
B			+	;	K	[	K	{								
C			,	<	L	\	L									
D			-	=	M	]	M	}								
E			.	>	N	^	N	~								
F			/	?	O	_	O	█								

When Japanese message is selected in the system mode, code 5CH indicates “¥”.

The Euro code (B0H) can be changed in the parameter setting in the system mode.

(7) LATIN9

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	`	P				€				
1			!	1	A	Q	A	Q								
2			"	2	B	R	B	R								
3			#	3	C	S	C	S								
4			\$	4	D	T	D	T			€					
5			%	5	E	U	E	U			¥					
6			&	6	F	V	F	V								
7			'	7	G	W	G	W								
8			(	8	H	X	H	X								
9			)	9	I	Y	I	Y								
A			*	:	J	Z	J	Z								
B			+	;	K	[	K	{								
C			,	<	L	\	L									
D			-	=	M	]	M	}								
E			.	>	N	^	N	~								
F			/	?	O	_	O	■								

When Japanese message is selected in the system mode, code 5CH indicates “¥”.

The Euro code (B0H) can be changed in the parameter setting in the system mode.

## 12.3 OCR-A (Bit map font type: S)

(1) PC-850, PC-857

① 203-dpi print head model

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0		P	rl									-
1				1	A	Q										
2			"	2	B	R										
3				3	C	S										
4			\$	4	D	T										
5				5	E	U										
6				6	F	V										
7				7	G	W										
8				8	H	X										
9				9	I	Y										
A					J	Z										
B			+		K											
C			<		L											
D			-		M											
E			.	>	N							¥				
F			/		O											

When Japanese message is selected in the system mode, code 5CH indicates “¥”.

② 300-dpi print head model

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	rl	p								-
1			!	1	A	Q	a	q								
2			"	2	B	R	b	r								
3			#	3	C	S	c	s								
4			\$	4	D	T	d	t								
5			%	5	E	U	e	u								
6			&	6	F	V	f	v								
7			'	7	G	W	g	w								
8			(	8	H	X	h	x								
9			)	9	I	Y	i	y								
A			*	:	J	Z	j	z								
B			+	;	K	[	k	{								
C			,	<	L	\	l									
D			-	=	M	]	m	}								
E			.	>	N	^	n	┘				¥				
F			/	?	O	┘	o	■								

When Japanese message is selected in the system mode, code 5CH indicates “¥”.

(2) PC-8

① 203-dpi print head model

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0		P	rl									
1				1	A	Q										
2			"	2	B	R										
3				3	C	S										
4			\$	4	D	T										
5				5	E	U										
6				6	F	V										
7				7	G	W										
8				8	H	X										
9				9	I	Y										
A					J	Z										
B			+		K											
C			<		L											
D			-		M					¥						
E			.	>	N											
F			/		O											

When Japanese message is selected in the system mode, code 5CH indicates “¥”.

② 300-dpi print head model

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	rl	p								
1			!	1	A	Q	a	q								
2			"	2	B	R	b	r								
3			#	3	C	S	c	s								
4			\$	4	D	T	d	t								
5			%	5	E	U	e	u								
6			&	6	F	V	f	v								
7			'	7	G	W	g	w								
8			(	8	H	X	h	x								
9			)	9	I	Y	i	y								
A			*	:	J	Z	j	z								
B			+	;	K	[	k	{								
C			,	<	L	\	l									
D			-	=	M	]	m	}		¥						
E			.	>	N	^	n	┘								
F			/	?	O	┘	o	■								

When Japanese message is selected in the system mode, code 5CH indicates “¥”.

(3) PC-852

① 203-dpi print head model

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0		P	rl									-
1				1	A	Q										
2			"	2	B	R										
3				3	C	S										
4			\$	4	D	T										
5				5	E	U										
6				6	F	V										
7				7	G	W										
8				8	H	X										
9				9	I	Y										
A					J	Z										
B			+		K											
C			<		L											
D			-		M											
E			.	>	N											
F			/		O											

When Japanese message is selected in the system mode, code 5CH indicates “¥”.

② 300-dpi print head model

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	rl	p								-
1			!	1	A	Q	a	q								
2			"	2	B	R	b	r								
3			#	3	C	S	c	s								
4			\$	4	D	T	d	t								
5			%	5	E	U	e	u								
6			&	6	F	V	f	v								
7			'	7	G	W	g	w								
8			(	8	H	X	h	x								
9			)	9	I	Y	i	y								
A			*	:	J	Z	j	z								
B			+	;	K	[	k	{								
C			,	<	L	\	l									
D			-	=	M	]	m	}								
E			.	>	N	^	n	¡								
F			/	?	O	¥	o	■								

When Japanese message is selected in the system mode, code 5CH indicates “¥”.

(4) PC-851, PC-855, PC-1250, PC-1251, PC-1257, Arabic

① 203-dpi print head model

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0		P	rl									
1				1	A	Q										
2			"	2	B	R										
3				3	C	S										
4			\$	4	D	T										
5				5	E	U										
6				6	F	V										
7				7	G	W										
8				8	H	X										
9				9	I	Y										
A					J	Z										
B			+		K											
C			<		L											
D			-		M											
E			.	>	N											
F			/		O											

When Japanese message is selected in the system mode, code 5CH indicates “¥”.

② 300-dpi print head model

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	rl	p								
1			!	1	A	Q	a	q								
2			"	2	B	R	b	r								
3			#	3	C	S	c	s								
4			\$	4	D	T	d	t								
5			%	5	E	U	e	u								
6			&	6	F	V	f	v								
7			'	7	G	W	g	w								
8			(	8	H	X	h	x								
9			)	9	I	Y	i	y								
A			*	:	J	Z	j	z								
B			+	;	K	[	k	{								
C			,	<	L	\	l									
D			-	=	M	]	m	}								
E			.	>	N	^	n	␣								
F			/	?	O	␣	o	■								

When Japanese message is selected in the system mode, code 5CH indicates “¥”.

(5) PC-1252, PC-1254

① 203-dpi print head model

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0		P	rl									-
1				1	A	Q										
2			"	2	B	R										
3				3	C	S										
4			\$	4	D	T										
5				5	E	U					¥					
6				6	F	V										
7				7	G	W										
8				8	H	X			^	~						
9				9	I	Y										
A					J	Z										
B			+		K											
C				<	L											
D			-		M											
E			.	>	N											
F			/		O											

When Japanese message is selected in the system mode, code 5CH indicates “¥”.

② 300-dpi print head model

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	rl	p								-
1			!	1	A	Q	a	q								
2			"	2	B	R	b	r								
3			#	3	C	S	c	s								
4			\$	4	D	T	d	t								
5			%	5	E	U	e	u			¥					
6			&	6	F	V	f	v								
7			'	7	G	W	g	w								
8			(	8	H	X	h	x	^	~						
9			)	9	I	Y	i	y								
A			*	:	J	Z	j	z								
B			+	;	K	[	k	{								
C			,	<	L	\	l									
D			-	=	M	]	m	}								
E			.	>	N	^	n	┘								
F			/	?	O	┘	o	■								

When Japanese message is selected in the system mode, code 5CH indicates “¥”.



(6) PC-1253

① 203-dpi print head model

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0		P	rl									-
1				1	A	Q										
2			"	2	B	R										
3				3	C	S										
4			\$	4	D	T										
5				5	E	U					¥					
6				6	F	V										
7				7	G	W										
8				8	H	X										
9				9	I	Y										
A					J	Z										
B			+		K											
C			<		L											
D			-		M											
E			.	>	N											
F			/		O											

When Japanese message is selected in the system mode, code 5CH indicates “¥”.

② 300-dpi print head model

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	rl	p								-
1			!	1	A	Q	a	q								
2			"	2	B	R	b	r								
3			#	3	C	S	c	s								
4			\$	4	D	T	d	t								
5			%	5	E	U	e	u			¥					
6			&	6	F	V	f	v								
7			'	7	G	W	g	w								
8			(	8	H	X	h	x								
9			)	9	I	Y	i	y								
A			*	:	J	Z	j	z								
B			+	;	K	[	k	{								
C			,	<	L	\	l									
D			-	=	M	]	m	}								
E			.	>	N	^	n	┐								
F			/	?	O	└	o	■								

When Japanese message is selected in the system mode, code 5CH indicates “¥”.

(7) LATIN9

① 203-dpi print head model

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0		P	rl									
1				1	A	Q										
2			"	2	B	R										
3				3	C	S										
4			\$	4	D	T										
5				5	E	U					¥					
6				6	F	V										
7				7	G	W										
8				8	H	X										
9				9	I	Y										
A					J	Z										
B			+		K											
C				<	L											
D			-		M											
E			.	>	N											
F			/		O											

When Japanese message is selected in the system mode, code 5CH indicates “¥”.

② 300-dpi print head model

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	rl	p								
1			!	1	A	Q	a	q								
2			"	2	B	R	b	r								
3			#	3	C	S	c	s								
4			\$	4	D	T	d	t								
5			%	5	E	U	e	u			¥					
6			&	6	F	V	f	v								
7			'	7	G	W	g	w								
8			(	8	H	X	h	x								
9			)	9	I	Y	i	y								
A			*	:	J	Z	j	z								
B			+	;	K	[	k	{								
C			,	<	L	\	l									
D			-	=	M	]	m	}								
E			.	>	N	^	n	┘								
F			/	?	O	┘	o	■								

When Japanese message is selected in the system mode, code 5CH indicates “¥”.

## 12.4 OCR-B (Bit map font type: T)

### (1) PC-850, PC-857

#### ① 203-dpi print head model

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0		P			0							-
1				1	A	Q			1							
2			"	2	B	R			2							
3				3	C	S			3							
4			\$	4	D	T			4							
5				5	E	U			5							
6				6	F	V			6							
7				7	G	W			7							
8				8	H	X			8							
9				9	I	Y			9							
A					J	Z										
B			+		K											
C				<	L											
D			-		M											
E			.	>	N							¥				
F			/		O											

When Japanese message is selected in the system mode, code 5CH indicates “¥”.

The size of the numerals of codes 80h ~ 89h are reduced to 80%.

#### ② 300-dpi print head model

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	`	p	0							-
1			!	1	A	Q	a	q	1							
2			"	2	B	R	b	r	2							
3			#	3	C	S	c	s	3							
4			\$	4	D	T	d	t	4							
5			%	5	E	U	e	u	5							
6			&	6	F	V	f	v	6							
7			'	7	G	W	g	w	7							
8			(	8	H	X	h	x	8							
9			)	9	I	Y	i	y	9							
A			*	:	J	Z	j	z								
B			+	;	K	[	k	{								
C			,	<	L	\	l									
D			-	=	M	]	m	}								
E			.	>	N	^	n	~				¥				
F			/	?	O		o	■								

When Japanese message is selected in the system mode, code 5CH indicates “¥”.

The size of the numerals of codes 80h ~ 89h are reduced to 80%.

(2) PC-8

① 203-dpi print head model

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0		P			0							
1				1	A	Q			1							
2			"	2	B	R			2							
3				3	C	S			3							
4			\$	4	D	T			4							
5				5	E	U			5							
6				6	F	V			6							
7				7	G	W			7							
8				8	H	X			8							
9				9	I	Y			9							
A					J	Z										
B			+		K											
C				<	L											
D			-		M					¥						
E			.	>	N											
F			/		O											

When Japanese message is selected in the system mode, code 5CH indicates “¥”.

The size of the numerals of codes 80h ~ 89h are reduced to 80%.

② 300-dpi print head model

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	`	p	0							
1			!	1	A	Q	a	q	1							
2			"	2	B	R	b	r	2							
3			#	3	C	S	c	s	3							
4			\$	4	D	T	d	t	4							
5			%	5	E	U	e	u	5							
6			&	6	F	V	f	v	6							
7			'	7	G	W	g	w	7							
8			(	8	H	X	h	x	8							
9			)	9	I	Y	i	y	9							
A			*	:	J	Z	j	z								
B			+	;	K	[	k	{								
C			,	<	L	\	l									
D			-	=	M	]	m	}		¥						
E			.	>	N	^	n	~								
F			/	?	O		o	■								

When Japanese message is selected in the system mode, code 5CH indicates “¥”.

The size of the numerals of codes 80h ~ 89h are reduced to 80%.

(3) PC-852

① 203-dpi print head model

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0		P			0							-
1				1	A	Q			1							
2			"	2	B	R			2							
3				3	C	S			3							
4			\$	4	D	T			4							
5				5	E	U			5							
6				6	F	V			6							
7				7	G	W			7							
8				8	H	X			8							
9				9	I	Y			9							
A					J	Z										
B			+		K											
C				<	L											
D			-		M											
E			.	>	N											
F			/		O											

When Japanese message is selected in the system mode, code 5CH indicates “¥”.

The size of the numerals of codes 80h ~ 89h are reduced to 80%.

② 300-dpi print head model

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	`	p	0							-
1			!	1	A	Q	a	q	1							
2			"	2	B	R	b	r	2							
3			#	3	C	S	c	s	3							
4			\$	4	D	T	d	t	4							
5			%	5	E	U	e	u	5							
6			&	6	F	V	f	v	6							
7			'	7	G	W	g	w	7							
8			(	8	H	X	h	x	8							
9			)	9	I	Y	i	y	9							
A			*	:	J	Z	j	z								
B			+	;	K	[	k	{								
C			,	<	L	\	l									
D			-	=	M	]	m	}								
E			.	>	N	^	n	~								
F			/	?	O		o	■								

When Japanese message is selected in the system mode, code 5CH indicates “¥”.

The size of the numerals of codes 80h ~ 89h are reduced to 80%.

(4) PC-851, PC-855, PC-1250, PC-1251, PC-1257, Arabic

① 203-dpi print head model

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0		P			0							
1				1	A	Q			1							
2			"	2	B	R			2							
3				3	C	S			3							
4			\$	4	D	T			4							
5				5	E	U			5							
6				6	F	V			6							
7				7	G	W			7							
8				8	H	X			8							
9				9	I	Y			9							
A					J	Z										
B			+		K											
C				<	L											
D			-		M											
E			.	>	N											
F			/		O											

When Japanese message is selected in the system mode, code 5CH indicates “¥”.

The size of the numerals of codes 80h ~ 89h are reduced to 80%.

② 300-dpi print head model

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	`	p	0							
1			!	1	A	Q	a	q	1							
2			"	2	B	R	b	r	2							
3			#	3	C	S	c	s	3							
4			\$	4	D	T	d	t	4							
5			%	5	E	U	e	u	5							
6			&	6	F	V	f	v	6							
7			'	7	G	W	g	w	7							
8			(	8	H	X	h	x	8							
9			)	9	I	Y	i	y	9							
A			*	:	J	Z	j	z								
B			+	;	K	[	k	{								
C			,	<	L	\	l									
D			-	=	M	]	m	}								
E			.	>	N	^	n	~								
F			/	?	O		o									

When Japanese message is selected in the system mode, code 5CH indicates “¥”.

The size of the numerals of codes 80h ~ 89h are reduced to 80%.

(5) PC-1252, PC-1254, LATIN9

① 203-dpi print head model

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0		P			0							
1				1	A	Q			1							
2			"	2	B	R			2							
3				3	C	S			3							
4			\$	4	D	T			4							
5				5	E	U			5		¥					
6				6	F	V			6							
7				7	G	W			7							
8				8	H	X			8	~						
9				9	I	Y			9							
A					J	Z										
B			+		K											
C				<	L											
D			-		M											
E			.	>	N											
F			/		O											

When Japanese message is selected in the system mode, code 5CH indicates “¥”.

The size of the numerals of codes 80h ~ 89h are reduced to 80%.

② 300-dpi print head model

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	`	p	0							
1			!	1	A	Q	a	q	1							
2			"	2	B	R	b	r	2							
3			#	3	C	S	c	s	3							
4			\$	4	D	T	d	t	4							
5			%	5	E	U	e	u	5		¥					
6			&	6	F	V	f	v	6							
7			'	7	G	W	g	w	7							
8			(	8	H	X	h	x	8	~						
9			)	9	I	Y	i	y	9							
A			*	:	J	Z	j	z								
B			+	;	K	[	k	{								
C			,	<	L	\	l									
D			-	=	M	]	m	}								
E			.	>	N	^	n	~								
F			/	?	O		o	■								

When Japanese message is selected in the system mode, code 5CH indicates “¥”.

The size of the numerals of codes 80h ~ 89h are reduced to 80%.

(6) PC-1253

① 203-dpi print head model

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0		P			0							
1				1	A	Q			1							
2			"	2	B	R			2							
3				3	C	S			3							
4			\$	4	D	T			4							
5				5	E	U			5		¥					
6				6	F	V			6							
7				7	G	W			7							
8				8	H	X			8							
9				9	I	Y			9							
A					J	Z										
B			+		K											
C				<	L											
D			-		M											
E			.	>	N											
F			/		O											

When Japanese message is selected in the system mode, code 5CH indicates “¥”.

The size of the numerals of codes 80h ~ 89h are reduced to 80%.

② 300-dpi print head model

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	`	p	0							
1			!	1	A	Q	a	q	1							
2			"	2	B	R	b	r	2							
3			#	3	C	S	c	s	3							
4			\$	4	D	T	d	t	4							
5			%	5	E	U	e	u	5		¥					
6			&	6	F	V	f	v	6							
7			'	7	G	W	g	w	7							
8			(	8	H	X	h	x	8							
9			)	9	I	Y	i	y	9							
A			*	:	J	Z	j	z								
B			+	;	K	[	k	{								
C			,	<	L	\	l									
D			-	=	M	]	m	}								
E			.	>	N	^	n	~								
F			/	?	O		o									

When Japanese message is selected in the system mode, code 5CH indicates “¥”.

The size of the numerals of codes 80h ~ 89h are reduced to 80%.



## 12.5 TEC OUTLINE FONT 1 (Outline font type: A, B)

### (1) PC-850

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	`	p	Ç	É	á	€				-
1			!	1	A	Q	a	q	ü	æ	í	€			ß	±
2			"	2	B	R	b	r	é	Æ	ó					
3			#	3	C	S	c	s	â	ô	ú					
4			\$	4	D	T	d	t	ä	ö	ñ				õ	
5			%	5	E	U	e	u	à	ò	Ñ					§
6			&	6	F	V	f	v	â	û	ª		ã		µ	÷
7			'	7	G	W	g	w	ç	ù	º					
8			(	8	H	X	h	x	ê	ÿ	¿					°
9			)	9	I	Y	i	y	ë	Ö						
A			*	:	J	Z	j	z	è	Ü	¬					•
B			+	;	K	[	k	{	ï	ø	½					
C			,	<	L	\	l		î	£	¼					
D			—	=	M	]	m	}	ì	Ø	¡	¢				²
E			.	>	N	^	n	~	Ä		«	¥				■
F			/	?	O	_	o	△	Å	f	»		α			

The Euro code (B0H) can be changed in the parameter setting in the system mode.

### (2) PC-8

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	`	p	Ç	É	á	€			α	≡
1			!	1	A	Q	a	q	ü	æ	í	€			β	±
2			"	2	B	R	b	r	é	Æ	ó				Γ	≥
3			#	3	C	S	c	s	â	ô	ú				π	≤
4			\$	4	D	T	d	t	ä	ö	ñ				Σ	∫
5			%	5	E	U	e	u	à	ò	Ñ				σ	∫
6			&	6	F	V	f	v	â	û	ª				µ	÷
7			'	7	G	W	g	w	ç	ù	º				τ	≈
8			(	8	H	X	h	x	ê	ÿ	¿				Φ	°
9			)	9	I	Y	i	y	ë	Ö					Θ	•
A			*	:	J	Z	j	z	è	Ü	¬				Ω	•
B			+	;	K	[	k	{	ï	ø	½				δ	√
C			,	<	L	\	l		î	£	¼				∞	n
D			—	=	M	]	m	}	ì	¥	¡				∅	2
E			.	>	N	^	n	~	Ä	Pt	«				ε	■
F			/	?	O	_	o	△	Å	∫	»				∩	

The Euro code (B0H) can be changed in the parameter setting in the system mode.

(3) PC-852

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	`	p	Ç	É	á	€				-
1			!	1	A	Q	a	q	ü		í	€			ß	
2			"	2	B	R	b	r	é		ó					
3			#	3	C	S	c	s	â	ô	ú					
4			\$	4	D	T	d	t	ä	ö						
5			%	5	E	U	e	u								§
6			&	6	F	V	f	v								÷
7			'	7	G	W	g	w	ç							
8			(	8	H	X	h	x								°
9			)	9	I	Y	i	y	ë	Ö						
A			*	:	J	Z	j	z		Ü	¬					•
B			+	;	K	[	k	{								
C			,	<	L	\	l		î							
D			-	=	M	]	m	}								
E			.	>	N	^	n	~	Ä		«					■
F			/	?	O	_	o	△			»		α			

The Euro code (B0H) can be changed in the parameter setting in the system mode.

(4) PC-857

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	`	p	Ç	É	á	€		°		-
1			!	1	A	Q	a	q	ü	æ	í	€		ª	ß	±
2			"	2	B	R	b	r	é	Æ	ó					
3			#	3	C	S	c	s	â	ô	ú					
4			\$	4	D	T	d	t	ä	ö	ñ				õ	
5			%	5	E	U	e	u	à	ò	Ñ					§
6			&	6	F	V	f	v	å	û			ã		µ	÷
7			'	7	G	W	g	w	ç	ù						
8			(	8	H	X	h	x	ê		¿					°
9			)	9	I	Y	i	y	ë	Ö						
A			*	:	J	Z	j	z	è	Ü	¬					•
B			+	;	K	[	k	{	ï	ø	½					
C			,	<	L	\	l		î	£	¼				ì	
D			-	=	M	]	m	}		Ø	í	¢			ÿ	²
E			.	>	N	^	n	~	Ä		«	¥				■
F			/	?	O	_	o		Å		»		α			

The Euro code (B0H) can be changed in the parameter setting in the system mode.

(5) PC-851

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	`	p	Ç			€				
1			!	1	A	Q	a	q	ü			€				±
2			"	2	B	R	b	r	é							
3			#	3	C	S	c	s	â	ô						
4			\$	4	D	T	d	t	ä	ö						
5			%	5	E	U	e	u	à							§
6			&	6	F	V	f	v		û						
7			'	7	G	W	g	w	ç	ù						
8			(	8	H	X	h	x	ê							°
9			)	9	I	Y	i	y	ë	Ö						
A			*	:	J	Z	j	z	è	Ü						
B			+	;	K	[	k	{	ï		½					
C			,	<	L	\	l		î	£						
D			-	=	M	]	m	}								
E			.	>	N	^	n	~	Ä		«					■
F			/	?	O	_	o	△			»					

The Euro code (B0H) can be changed in the parameter setting in the system mode.

(6) PC-855

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	`	p				€				
1			!	1	A	Q	a	q				€				
2			"	2	B	R	b	r								
3			#	3	C	S	c	s								
4			\$	4	D	T	d	t								
5			%	5	E	U	e	u								
6			&	6	F	V	f	v								
7			'	7	G	W	g	w								
8			(	8	H	X	h	x								
9			)	9	I	Y	i	y								
A			*	:	J	Z	j	z								
B			+	;	K	[	k	{								
C			,	<	L	\	l									
D			-	=	M	]	m	}								§
E			.	>	N	^	n	~			«					■
F			/	?	O	_	o	△			»		α			

The Euro code (B0H) can be changed in the parameter setting in the system mode.

(7) PC-1250

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	`	p				€				
1			!	1	A	Q	a	q				€			á	
2			"	2	B	R	b	r							â	
3			#	3	C	S	c	s							ó	
4			\$	4	D	T	d	t			¤		Ä		ä	ô
5			%	5	E	U	e	u				μ				
6			&	6	F	V	f	v						Ö		ö
7			'	7	G	W	g	w			§	·	Ç		ç	÷
8			(	8	H	X	h	x								
9			)	9	I	Y	i	y					É		é	
A			*	:	J	Z	j	z								ú
B			+	;	K	[	k	{			«	»			ë	
C			,	<	L	\	l				¬			Ü		ü
D			-	=	M	]	m	}							í	
E			.	>	N	^	n	~							î	
F			/	?	O	_	o	△						ß		

The Euro code (B0H) can be changed in the parameter setting in the system mode.

(8) PC-1251

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	`	p				€				
1			!	1	A	Q	a	q				€				
2			"	2	B	R	b	r								
3			#	3	C	S	c	s								
4			\$	4	D	T	d	t			¤					
5			%	5	E	U	e	u				μ				
6			&	6	F	V	f	v								
7			'	7	G	W	g	w			§	·				
8			(	8	H	X	h	x								
9			)	9	I	Y	i	y								
A			*	:	J	Z	j	z								
B			+	;	K	[	k	{			«	»				
C			,	<	L	\	l				¬					
D			-	=	M	]	m	}								
E			.	>	N	^	n	~								
F			/	?	O	_	o	△								

The Euro code (B0H) can be changed in the parameter setting in the system mode.

(9) PC-1252

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	`	p				€			à	
1			!	1	A	Q	a	q			ı	€		Ñ	á	ñ
2			"	2	B	R	b	r			ç	²			â	ò
3			#	3	C	S	c	s	f		£				ã	ó
4			\$	4	D	T	d	t			¤		Ä		ä	ô
5			%	5	E	U	e	u			¥	μ	Å		å	õ
6			&	6	F	V	f	v					Æ	Ö	æ	ö
7			'	7	G	W	g	w			§	·	Ç		ç	÷
8			(	8	H	X	h	x	^	~				Ø	è	ø
9			)	9	I	Y	i	y							é	ù
A			*	:	J	Z	j	z			ª				ê	ú
B			+	;	K	[	k	{			«	»			ë	û
C			,	<	L	\	l				¬	¼		Ü	ì	ü
D			–	=	M	]	m	}				½			í	
E			.	>	N	^	n	~							î	
F			/	?	O	_	o	△				¿		ß	ï	ÿ

The Euro code (B0H) can be changed in the parameter setting in the system mode.

(10) PC-1253

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	`	p				€				
1			!	1	A	Q	a	q				€				
2			"	2	B	R	b	r				²				
3			#	3	C	S	c	s	f		£					
4			\$	4	D	T	d	t			¤					
5			%	5	E	U	e	u			¥	μ				
6			&	6	F	V	f	v								
7			'	7	G	W	g	w			§	·				
8			(	8	H	X	h	x								
9			)	9	I	Y	i	y								
A			*	:	J	Z	j	z			ª					
B			+	;	K	[	k	{			«	»				
C			,	<	L	\	l				¬					
D			–	=	M	]	m	}				½				
E			.	>	N	^	n	~								
F			/	?	O	_	o	△								

The Euro code (B0H) can be changed in the parameter setting in the system mode.

## (11) PC-1254

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	`	p				€			à	
1			!	1	A	Q	a	q			ı	€		Ñ	á	ñ
2			"	2	B	R	b	r			ç	²			â	ò
3			#	3	C	S	c	s	f		£				ã	ó
4			\$	4	D	T	d	t			¤		Ä		ä	ô
5			%	5	E	U	e	u			¥	μ	Å		å	õ
6			&	6	F	V	f	v					Æ	Ö	æ	ö
7			'	7	G	W	g	w			§	·	Ç		ç	÷
8			(	8	H	X	h	x	^	~				Ø	è	ø
9			)	9	I	Y	i	y					É		é	ù
A			*	:	J	Z	j	z			ª	º			ê	ú
B			+	;	K	[	k	{			«	»			ë	û
C			,	<	L	\	l				¬	¼		Ü	ì	ü
D			-	=	M	]	m	}				½			í	
E			.	>	N	^	n	~							î	
F			/	?	O	_	o	△				¿		ß	ï	ÿ

The Euro code (B0H) can be changed in the parameter setting in the system mode.

## (12) PC-1257

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	`	p				€				
1			!	1	A	Q	a	q				€				
2			"	2	B	R	b	r			ç	²				
3			#	3	C	S	c	s			£					ó
4			\$	4	D	T	d	t			¤		Ä		ä	
5			%	5	E	U	e	u				μ	Å		å	õ
6			&	6	F	V	f	v						Ö		ö
7			'	7	G	W	g	w			§	·				÷
8			(	8	H	X	h	x			Ø	ø				
9			)	9	I	Y	i	y					É		é	
A			*	:	J	Z	j	z								
B			+	;	K	[	k	{			«	»				
C			,	<	L	\	l				¬	¼		Ü		ü
D			-	=	M	]	m	}				½				
E			.	>	N	^	n	~								
F			/	?	O	_	o	△			Æ	æ		ß		

The Euro code (B0H) can be changed in the parameter setting in the system mode.

(13) LATIN9

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	`	p				€			à	
1			!	1	A	Q	a	q			ı	€		Ñ	á	ñ
2			"	2	B	R	b	r			ç	²			â	ò
3			#	3	C	S	c	s			£				ã	ó
4			\$	4	D	T	d	t			¤		Ä		ä	ô
5			%	5	E	U	e	u			¥	µ	Å		å	õ
6			&	6	F	V	f	v					Æ	Ö	æ	ö
7			'	7	G	W	g	w			§	·	Ç		ç	÷
8			(	8	H	X	h	x						Ø	è	ø
9			)	9	I	Y	i	y					É		é	ù
A			*	:	J	Z	j	z			ª	º			ê	ú
B			+	;	K	[	k	{			«	»			ë	û
C			,	<	L	\	l				¬			Ü	ì	ü
D			–	=	M	]	m	}							í	
E			.	>	N	^	n	~							î	
F			/	?	O	_	o					¿		ß	ÿ	

The Euro code (B0H) can be changed in the parameter setting in the system mode.

(14) Arabic

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	`	p				€				
1			!	1	A	Q	a	q				€				
2			"	2	B	R	b	r								
3			#	3	C	S	c	s								
4			\$	4	D	T	d	t								
5			%	5	E	U	e	u								
6			&	6	F	V	f	v								
7			'	7	G	W	g	w								
8			(	8	H	X	h	x								
9			)	9	I	Y	i	y								
A			*	:	J	Z	j	z								
B			+	;	K	[	k	{								
C			,	<	L	\	l									
D			–	=	M	]	m	}								
E			.	>	N	^	n	~								
F			/	?	O	_	o	△								

The Euro code (B0H) can be changed in the parameter setting in the system mode.

## 12.6 PRICE FONT 1, 2, 3 (Outline font type: E, F, G)

(1) All types of character codes

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	円											-
1				1												
2				2												
3				3												
4			\$	4												
5			%	5												
6				6												
7				7												
8				8												
9				9												
A																
B																
C			,		¥											
D			—													
E			.					~								
F			/													



## 12.7 TEC OUTLINE FONT 2, 3, GOTHIC725 BLACK (Outline font type: H, I, J)

### (1) PC-850

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	`	p	Ç	É	á	€		ð	Ó	-
1			!	1	A	Q	a	q	ü	æ	í			Ð	ß	±
2			"	2	B	R	b	r	é	Æ	ó			Ê	Ô	=
3			#	3	C	S	c	s	â	ô	ú			Ë	Ö	¾
4			\$	4	D	T	d	t	ä	ö	ñ			È	õ	¶
5			%	5	E	U	e	u	à	ò	Ñ	Á		Ì	Õ	§
6			&	6	F	V	f	v	â	û	ª	Â	ã	Í	µ	÷
7			'	7	G	W	g	w	ç	ù	º	À	Ã	Î	þ	¸
8			(	8	H	X	h	x	ê	ÿ	¿	©		Ï	ð	°
9			)	9	I	Y	i	y	ë	Ö	®			Ú	´	
A			*	:	J	Z	j	z	è	Ü	¬			Û	•	
B			+	;	K	[	k	{	ï	ø	½			Ü	¹	
C			,	<	L	\	l		î	£	¼			Ý	³	
D			-	=	M	]	m	}	ì	Ø	¡	¢		Ý	²	
E			.	>	N	^	n	~	Ä	×	«	¥		ì	■	
F			/	?	O	_	o		Å	f	»		α		'	

When Japanese message is selected in the system mode, code 5CH indicates “¥”.

The Euro code (B0H) can be changed in the parameter setting in the system mode.

### (2) PC-8

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	`	p	Ç	É	á	€				
1			!	1	A	Q	a	q	ü	æ	í					±
2			"	2	B	R	b	r	é	Æ	ó					
3			#	3	C	S	c	s	â	ô	ú					
4			\$	4	D	T	d	t	ä	ö	ñ					
5			%	5	E	U	e	u	à	ò	Ñ					
6			&	6	F	V	f	v	â	û	ª				µ	÷
7			'	7	G	W	g	w	ç	ù	º					
8			(	8	H	X	h	x	ê	ÿ	¿					°
9			)	9	I	Y	i	y	ë	Ö						
A			*	:	J	Z	j	z	è	Ü	¬					•
B			+	;	K	[	k	{	ï	ø	½					
C			,	<	L	\	l		î	£	¼					
D			-	=	M	]	m	}	ì	¥	¡					²
E			.	>	N	^	n	~	Ä		«					■
F			/	?	O	_	o		Å	f	»					

When Japanese message is selected in the system mode, code 5CH indicates “¥”.

The Euro code (B0H) can be changed in the parameter setting in the system mode.

(3) PC-852

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	`	p	Ç	É	á	€		đ	Ó	-
1			!	1	A	Q	a	q	ü	Í	í			Đ	ß	”
2			”	2	B	R	b	r	é	Í	ó			Ď	Ô	
3			#	3	C	S	c	s	â	ô	ú			Ě	Ň	˘
4			\$	4	D	T	d	t	ä	ö	À			ď	ň	˘
5			%	5	E	U	e	u	û	Ĺ	ą	Á		Ň	ň	§
6			&	6	F	V	f	v	ć	Ĳ	Ž	Â	Ă	Í	Š	÷
7			'	7	G	W	g	w	ç	Ś	ž	Ě	ă	Î	ș	˘
8			(	8	H	X	h	x	ț	ś	Ț	Ș		ě	Ř	°
9			)	9	I	Y	i	y	ë	Ö	ę				Ú	”
A			*	:	J	Z	j	z	Ő	Ü	ı				ı	•
B			+	;	K	[	k	{	ő	Ű	ž				Ű	ű
C			,	<	L	\	l		î	ț	Č				ý	Ř
D			-	=	M	]	m	}	Ž	ț	s	Ž		Ț	Ý	ř
E			.	>	N	^	n	~	Ä	x	«	ž		Ű	t	■
F			/	?	O	_	o		Ć	ć	»		α			

When Japanese message is selected in the system mode, code 5CH indicates “¥”.

The Euro code (B0H) can be changed in the parameter setting in the system mode.

(4) PC-857

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	`	p	Ç	É	á	€		°	Ó	-
1			!	1	A	Q	a	q	ü	æ	í			ª	ß	±
2			”	2	B	R	b	r	é	Æ	ó			Ê	Ô	
3			#	3	C	S	c	s	â	ô	ú			Ě	Ò	¾
4			\$	4	D	T	d	t	ä	ö	ñ			È	õ	¶
5			%	5	E	U	e	u	à	ò	Ñ	Á			Õ	§
6			&	6	F	V	f	v	â	û	Ğ	Â	ă	Í	μ	÷
7			'	7	G	W	g	w	ç	ù	ğ	À	Ă	Î		˘
8			(	8	H	X	h	x	ê	ï	ı	©		İ	x	°
9			)	9	I	Y	i	y	ë	Ö	®				Ú	”
A			*	:	J	Z	j	z	è	Ü	ı				Û	•
B			+	;	K	[	k	{	ï	ø	½				Ù	¹
C			,	<	L	\	l		î	£	¼				ì	³
D			-	=	M	]	m	}	¹	Ø	ı	¢		ı	ý	²
E			.	>	N	^	n	~	Ä	Ş	«	¥		ì		■
F			/	?	O	_	o		Å	ş	»		α			

When Japanese message is selected in the system mode, code 5CH indicates “¥”.

The Euro code (B0H) can be changed in the parameter setting in the system mode.

## (5) PC-851

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	`	p	Ç			€				
1			!	1	A	Q	a	q	ü							±
2			"	2	B	R	b	r	é							
3			#	3	C	S	c	s	â	ô						
4			\$	4	D	T	d	t	ä	ö						
5			%	5	E	U	e	u	à							§
6			&	6	F	V	f	v	û							
7			'	7	G	W	g	w	ç	ù						»
8			(	8	H	X	h	x	ê							°
9			)	9	I	Y	i	y	ë	Ö						™
A			*	:	J	Z	j	z	è	Ü						
B			+	;	K	[	k	{	ï	½						
C			,	<	L	\	l		î	£						
D			-	=	M	]	m	}								
E			.	>	N	^	n	~	Ä		«					■
F			/	?	O	_	o				»					

When Japanese message is selected in the system mode, code 5CH indicates "¥".

The Euro code (B0H) can be changed in the parameter setting in the system mode.

## (6) PC-855

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	`	p				€				
1			!	1	A	Q	a	q								
2			"	2	B	R	b	r								
3			#	3	C	S	c	s								
4			\$	4	D	T	d	t								
5			%	5	E	U	e	u								
6			&	6	F	V	f	v								
7			'	7	G	W	g	w								
8			(	8	H	X	h	x								
9			)	9	I	Y	i	y								
A			*	:	J	Z	j	z								
B			+	;	K	[	k	{								
C			,	<	L	\	l									
D			-	=	M	]	m	}								§
E			.	>	N	^	n	~			«					■
F			/	?	O	_	o				»		α			

When Japanese message is selected in the system mode, code 5CH indicates "¥".

The Euro code (B0H) can be changed in the parameter setting in the system mode.

## (7) PC-1250

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	`	p				€	Ř	Đ	ř	ď
1			!	1	A	Q	a	q			ˇ	±	Á	N	á	n
2			"	2	B	R	b	r			ˇ	ı		Ň	â	ň
3			#	3	C	S	c	s			Ł	ł		Ó		ó
4			\$	4	D	T	d	t			¤	´	Ä	Ö	ä	ö
5			%	5	E	U	e	u			À	μ	Í	Ő	í	ő
6			&	6	F	V	f	v			ı	¶	Č	Ö	č	ö
7			'	7	G	W	g	w			§	·	Ç	×	ç	÷
8			(	8	H	X	h	x			¨	˙	Č	Ř	č	ř
9			)	9	I	Y	i	y				ˆ	É	Ů	é	ů
A			*	:	J	Z	j	z	Š	š	Ş	ş	Ę	Ú	ę	ú
B			+	;	K	[	k	{	Ś	ś	«	»	Ě	Ů	ě	ů
C			,	<	L	\	l		Ť	ť	¬	Ł	Ě	Ü	ł	ü
D			-	=	M	]	m	}			-	˝	Í	Ý	í	ý
E			.	>	N	^	n	~	Ž	ž	®	İ	Î	T	î	t
F			/	?	O	_	o	ž	Ž	ž		ž	Đ	ß		

When Japanese message is selected in the system mode, code 5CH indicates “¥”.

The Euro code (B0H) can be changed in the parameter setting in the system mode.

## (8) PC-1251

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	`	p				€				
1			!	1	A	Q	a	q				±				
2			"	2	B	R	b	r								
3			#	3	C	S	c	s								
4			\$	4	D	T	d	t			¤					
5			%	5	E	U	e	u				μ				
6			&	6	F	V	f	v			ı	¶				
7			'	7	G	W	g	w			§	·				
8			(	8	H	X	h	x								
9			)	9	I	Y	i	y								
A			*	:	J	Z	j	z								
B			+	;	K	[	k	{			«	»				
C			,	<	L	\	l				¬					
D			-	=	M	]	m	}			-					
E			.	>	N	^	n	~			®					
F			/	?	O	_	o									

When Japanese message is selected in the system mode, code 5CH indicates “¥”.

The Euro code (B0H) can be changed in the parameter setting in the system mode.

## (9) PC-1252

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	`	p				€		Đ	à	ð
1			!	1	A	Q	a	q			ı	±	Á	Ñ	á	ñ
2			"	2	B	R	b	r				<sup>2</sup>		Ò	â	ò
3			#	3	C	S	c	s	<i>f</i>		£	<sup>3</sup>		Ó		ó
4			\$	4	D	T	d	t			¤	'	Ä	Ö	ä	ö
5			%	5	E	U	e	u				μ	Å	Õ	å	õ
6			&	6	F	V	f	v			ı	¶	Æ	Ö	æ	ö
7			'	7	G	W	g	w			§		Ç	×	ç	÷
8			(	8	H	X	h	x	^	~	¨	˙	È	Ø	è	ø
9			)	9	I	Y	i	y				<sup>1</sup>	É	Ù	é	ù
A			*	:	J	Z	j	z	Š	š	ª	º	Ê	Ú	ê	ú
B			+	;	K	[	k	{			«	»	Ë	Û	ë	û
C			,	<	L	\	l				¬	¼	Ì	Ü	ì	ü
D			–	=	M	]	m	}			-	½	Í	Ý	í	ý
E			.	>	N	^	n	~	Ž	ž	®		Î		î	
F			/	?	O	_	o					¿	Ï	ß	ï	ÿ

When Japanese message is selected in the system mode, code 5CH indicates “¥”.

The Euro code (B0H) can be changed in the parameter setting in the system mode.

## (10) PC-1253

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	`	p				€				
1			!	1	A	Q	a	q				±				
2			"	2	B	R	b	r				<sup>2</sup>				
3			#	3	C	S	c	s	<i>f</i>		£	<sup>3</sup>				
4			\$	4	D	T	d	t			¤					
5			%	5	E	U	e	u				μ				
6			&	6	F	V	f	v			ı	¶				
7			'	7	G	W	g	w			§	·				
8			(	8	H	X	h	x			¨					
9			)	9	I	Y	i	y								
A			*	:	J	Z	j	z			ª					
B			+	;	K	[	k	{			«	»				
C			,	<	L	\	l				¬					
D			–	=	M	]	m	}			-	½				
E			.	>	N	^	n	~			®					
F			/	?	O	_	o									

When Japanese message is selected in the system mode, code 5CH indicates “¥”.

The Euro code (B0H) can be changed in the parameter setting in the system mode.

## (11) PC-1254

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	`	p				€			à	
1			!	1	A	Q	a	q			ı	±	Á	Ñ	á	ñ
2			"	2	B	R	b	r				<sup>2</sup>		Ò	â	ò
3			#	3	C	S	c	s	f		£	<sup>3</sup>		Ó		ó
4			\$	4	D	T	d	t			¤	'	Ä	Ö	ä	ö
5			%	5	E	U	e	u				μ	Å	Õ	å	õ
6			&	6	F	V	f	v			ı	¶	Æ	Ö	æ	ö
7			'	7	G	W	g	w			§	·	Ç	×	ç	÷
8			(	8	H	X	h	x	^	~	¨	˙	È	Ø	è	ø
9			)	9	I	Y	i	y				<sup>1</sup>	É	Ù	é	ù
A			*	:	J	Z	j	z	Š	š	ª	º	Ê	Ú	ê	ú
B			+	;	K	[	k	{			«	»	Ë	Û	ë	û
C			,	<	L	\	l				¬	¼	Ì	Ü	ì	ü
D			-	=	M	]	m	}			-	½	Í		í	<sup>1</sup>
E			.	>	N	^	n	~			®		Î	Ş	î	ş
F			/	?	O	_	o				-	¿	Ï	ß	ï	ÿ

When Japanese message is selected in the system mode, code 5CH indicates “¥”.

The Euro code (B0H) can be changed in the parameter setting in the system mode.

## (12) PC-1257

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	`	p				€	À	Š	ą	š
1			!	1	A	Q	a	q				±		Ń		ń
2			"	2	B	R	b	r				<sup>2</sup>				
3			#	3	C	S	c	s			£	<sup>3</sup>	Ć	Ó	ć	ó
4			\$	4	D	T	d	t			¤	'	Ä		ä	
5			%	5	E	U	e	u				μ	Å	Õ	å	õ
6			&	6	F	V	f	v			ı	¶	E	Ö	e	ö
7			'	7	G	W	g	w			§	·		×		÷
8			(	8	H	X	h	x			Ø	ø	Č		č	
9			)	9	I	Y	i	y				<sup>1</sup>	É	Ł	é	ł
A			*	:	J	Z	j	z					Ž	S	ž	ś
B			+	;	K	[	k	{			«	»				
C			,	<	L	\	l				¬	¼		Ü		ü
D			-	=	M	]	m	}	¨	-	-	½		Ž		ž
E			.	>	N	^	n	~	˙	,	®			Z		z
F			/	?	O	_	o		˚		Æ	æ		ß		

When Japanese message is selected in the system mode, code 5CH indicates “¥”.

The Euro code (B0H) can be changed in the parameter setting in the system mode.

## (13) LATIN9

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	`	p				€		Đ	à	ñ
1			!	1	A	Q	a	q			ı	±	Á	Ñ	á	ò
2			”	2	B	R	b	r				<sup>2</sup>		Ò	â	ó
3			#	3	C	S	c	s			£	<sup>3</sup>		Ó		ô
4			\$	4	D	T	d	t			ð	Ž	Ä	Ö	ä	õ
5			%	5	E	U	e	u				μ	Å	Õ	å	ö
6			&	6	F	V	f	v			Š	<sup>3</sup> / <sub>4</sub>	Æ	Ö	æ	÷
7			'	7	G	W	g	w			§		Ç	×	ç	ø
8			(	8	H	X	h	x			š	ž	È	Ø	è	ù
9			)	9	I	Y	i	y				<sup>1</sup>	É	Ù	é	ú
A			*	:	J	Z	j	z			ª	º	Ê	Ú	ê	û
B			+	;	K	[	k	{			«	»	Ë	Û	ë	ü
C			,	<	L	\	l				¬		Ì	Ü	ì	ý
D			–	=	M	]	m	}			-		Í	Ý	í	
E			.	>	N	^	n	~			®		Î		î	ÿ
F			/	?	O	_	o					¿	İ	ß	ï	

When Japanese message is selected in the system mode, code 5CH indicates “¥”.

The Euro code (B0H) can be changed in the parameter setting in the system mode.

## (14) Arabic

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	`	p				€				
1			!	1	A	Q	a	q								
2			”	2	B	R	b	r								
3			#	3	C	S	c	s								
4			\$	4	D	T	d	t								
5			%	5	E	U	e	u								
6			&	6	F	V	f	v								
7			'	7	G	W	g	w								
8			(	8	H	X	h	x								
9			)	9	I	Y	i	y								
A			*	:	J	Z	j	z								
B			+	;	K	[	k	{								
C			,	<	L	\	l									
D			–	=	M	]	m	}								
E			.	>	N	^	n	~								
F			/	?	O	_	o									

When Japanese message is selected in the system mode, code 5CH indicates “¥”.

The Euro code (B0H) can be changed in the parameter setting in the system mode.

## 12.8 TrueType FONT

### (1) PC-850

	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0		0	@	P	`	p	Ç	É	á	⌘	⌞	ø	Ó	-
1	!	1	A	Q	a	q	ü	æ	í	⌘	⌞	Ð	ß	±
2	"	2	B	R	b	r	é	Æ	ó	⌘	⌞	Ê	Ô	=
3	#	3	C	S	c	s	â	ô	ú		⌞	Ë	Ò	¼
4	\$	4	D	T	d	t	ä	ö	ñ	⌞	⌞	È	õ	¶
5	%	5	E	U	e	u	à	ò	Ñ	Á	⌞	ı	Õ	§
6	&	6	F	V	f	v	â	û	ª	Â	ã	Í	μ	÷
7	'	7	G	W	g	w	ç	ù	º	À	Ã	Î	þ	,
8	(	8	H	X	h	x	ê	ÿ	¿	©	⌞	İ	Þ	°
9	)	9	I	Y	i	y	ë	Ö	®	⌞	⌞	⌞	Ú	ˆ
A	*	:	J	Z	j	z	è	Ü	¬	⌞	⌞	⌞	Û	·
B	+	;	K	[	k	{	ï	ø	½	⌞	⌞	⌘	Ü	¹
C	,	<	L	\	l		î	£	¼	⌞	⌞	⌘	Ý	³
D	-	=	M	]	m	}	ì	Ø	ı	⌞	⌞	⌞	Ÿ	²
E	.	>	N	^	n	~	Ä	×	«	¥	⌞	⌞	ı	■
F	/	?	O	_	o	△	Å	f	»	⌞	⌞	⌘	'	

### (2) PC-8

	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0		0	@	P	`	p	Ç	É	á	⌘	⌞	⌞	α	≡
1	!	1	A	Q	a	q	ü	æ	í	⌘	⌞	⌞	β	±
2	"	2	B	R	b	r	é	Æ	ó	⌘	⌞	⌞	Γ	≥
3	#	3	C	S	c	s	â	ô	ú		⌞	⌞	π	≤
4	\$	4	D	T	d	t	ä	ö	ñ	⌞	⌞	⌞	Σ	∫
5	%	5	E	U	e	u	à	ò	Ñ	⌞	⌞	⌞	σ	∫
6	&	6	F	V	f	v	â	û	ª	⌞	⌞	⌞	μ	÷
7	'	7	G	W	g	w	ç	ù	º	⌞	⌞	⌞	τ	≈
8	(	8	H	X	h	x	ê	ÿ	¿	⌞	⌞	⌞	Φ	°
9	)	9	I	Y	i	y	ë	Ö	⌞	⌞	⌞	⌞	Θ	·
A	*	:	J	Z	j	z	è	Ü	¬	⌞	⌞	⌞	Ω	·
B	+	;	K	[	k	{	ï	ı	½	⌞	⌞	⌘	δ	√
C	,	<	L	\	l		î	£	¼	⌞	⌞	⌘	∞	ⁿ
D	-	=	M	]	m	}	ì	¥	ı	⌞	⌞	⌘	φ	²
E	.	>	N	^	n	~	Ä	Pt	«	⌞	⌞	⌘	€	■
F	/	?	O	_	o	△	Å	f	»	⌞	⌞	⌘	∩	



## (3) PC-852

	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0		0	@	P	`	p	Ç	É	á	⋮	Ł	đ	Ó	-
1	!	1	A	Q	a	q	ü	Í	í	⌘	±	Đ	β	~
2	"	2	B	R	b	r	é	Í	ó	⌘	±	Đ	Ô	.
3	#	3	C	S	c	s	â	ô	ú		└	Ë	Ń	˘
4	\$	4	D	T	d	t	ä	ö	À	└	—	đ	ń	˘
5	%	5	E	U	e	u	û	L	á	+	Ń	ň	§	
6	&	6	F	V	f	v	é	ŕ	Ž	Â	Ă	Í	Š	÷
7	'	7	G	W	g	w	ç	Š	ž	Ě	ǎ	Î	š	,
8	(	8	H	X	h	x	ł	ś	Ę	Ş	Ł	ě	Ř	°
9	)	9	I	Y	i	y	ë	Ö	ę	≡	≡	└	Ú	˘
A	*	:	J	Z	j	z	Ő	Ü			≡	└	ř	˘
B	+	;	K	[	k	{	ó	Ť	ž	≡	≡	■	Ů	ú
C	,	<	L	\	l		í	ť	Č	≡	≡	■	ý	Ř
D	-	=	M	]	m	}	Ž	Ľ	ş	Ž	=	Ť	Ý	ř
E	.	>	N	^	n	˘	Ä	×	«	z	≡	Ů	ı	■
F	/	?	O	_	o	△	Ć	č	»	└	□	■	'	

## (4) PC-857

	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0		0	@	P	`	p	Ç	É	á	⋮	Ł	°	Ó	-
1	!	1	A	Q	a	q	ü	æ	í	⌘	±	ª	β	±
2	"	2	B	R	b	r	é	Æ	ó	⌘	±	Ê	Ô	
3	#	3	C	S	c	s	â	ô	ú		└	Ë	Ò	¼
4	\$	4	D	T	d	t	ä	ö	ñ	└	—	È	ø	¶
5	%	5	E	U	e	u	à	ò	Ñ	Á	+		Õ	§
6	&	6	F	V	f	v	â	û	Ğ	Â	ă	Í	μ	÷
7	'	7	G	W	g	w	ç	ù	ğ	À	Ă	Î		,
8	(	8	H	X	h	x	ê	İ	ı	©	Ł	İ	×	°
9	)	9	I	Y	i	y	ë	Ö	®	≡	≡	└	Ú	˘
A	*	:	J	Z	j	z	è	Ü	¬		≡	└	Ů	˘
B	+	;	K	[	k	{	ï	ø	½	≡	≡	■	Ù	¹
C	,	<	L	\	l		î	£	¼	≡	≡	■	ı	³
D	-	=	M	]	m	}	ı	Ø	ı	c	=	ı	ÿ	²
E	.	>	N	^	n	˘	Ä	Ş	«	¥	≡	İ	-	■
F	/	?	O	_	o	△	Å	ş	»	└	□	■	'	

## (5) PC-851

	2	3	4	5	6	7	8	9	A	B	C	D	E	F	
0		0	@	P	`	p	Ç	ı	İ	ı	⋮	⊥	T	ζ	-
1	!	1	A	Q	a	q	ü		ı	ı	⋮	⊥	Y	η	±
2	"	2	B	R	b	r	é	Ó	ó	ı	⋮	⊥	Φ	θ	υ
3	#	3	C	S	c	s	â	ô	ú			⊥	X	ι	φ
4	\$	4	D	T	d	t	ä	ö	Ä	⊥	—	Ψ	κ	χ	
5	%	5	E	U	e	u	à	Y	B	K	+	Ω	λ	§	
6	&	6	F	V	f	v	À	ù	Γ	Λ	Π	α	μ	ψ	
7	'	7	G	W	g	w	ç	ù	Δ	M	P	β	ν	,	
8	(	8	H	X	h	x	ê	Ω	E	N	⊥	γ	ξ	°	
9	)	9	I	Y	i	y	ë	Ö	Z	⊥	⊥	⊥	o	ˆ	
A	*	:	J	Z	j	z	è	Ü	H		⊥	⊥	π	ω	
B	+	;	K	[	k	{	ï	á	½	⊥	⊥	■	ρ	ü	
C	,	<	L	\	l		î	£	Θ	⊥	⊥	■	σ	ü	
D	-	=	M	]	m	}	É	é	I	Ξ	=	δ	ς	ώ	
E	.	>	N	^	n	~	Ä	ñ	«	O	⊥	ε	τ	■	
F	/	?	O	_	o	△	‘	ı	»	⊥	Σ	■			

## (6) PC-855

	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0		0	@	P	`	p	ђ	љ	a	⋮	⊥	л	Я	-
1	!	1	A	Q	a	q	Ђ	Љ	A	⋮	⊥	Л	Р	ы
2	"	2	B	R	b	r	ѓ	њ	б	⋮	⊥	М	Р	Ы
3	#	3	C	S	c	s	Ѓ	Њ	Б		⊥	М	с	з
4	\$	4	D	T	d	t	ѐ	ћ	ц	⊥	—	н	С	З
5	%	5	E	U	e	u	Ё	Ѳ	Ц	х	⊥	Н	т	ш
6	&	6	F	V	f	v	ѐ	ќ	д	X	к	о	Т	Ш
7	'	7	G	W	g	w	Є	Ќ	Д	и	К	О	у	э
8	(	8	H	X	h	x	ѕ	ѣ	е	И	⊥	п	У	Э
9	)	9	I	Y	i	y	Š	Ў	Е	⊥	⊥	⊥	ж	ш
A	*	:	J	Z	j	z	і	ц	ф		⊥	⊥	Ж	Ш
B	+	;	K	[	k	{	І	Ц	Ф	⊥	⊥	⊥	в	ч
C	,	<	L	\	l		ї	ю	г	⊥	⊥	⊥	В	Ч
D	-	=	M	]	m	}	Ї	Ю	Г	ђ	=	П	Ь	§
E	.	>	N	^	n	~	ј	ъ	«	Й	⊥	я	Ь	■
F	/	?	O	_	o	△	Ј	Ђ	»	⊥	⊥	⊥	N₂	

## (7) PC-1250

	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0		0	@	P	`	p	€		°	Ř	Đ	ř	đ	
1	!	1	A	Q	a	q		‘	˘	±	Á	Ñ	á	ñ
2	"	2	B	R	b	r	,	'	˘	˘	Â	Ň	â	ň
3	#	3	C	S	c	s		“	Ł	ł	Ǻ	Ó	ǻ	ó
4	\$	4	D	T	d	t	„	”	□	˘	Ä	Ô	ä	ô
5	%	5	E	U	e	u	...	•	Å	μ	Í	Õ	í	õ
6	&	6	F	V	f	v	†	-		¶	Ć	Ö	ć	ö
7	'	7	G	W	g	w	‡	—	§	·	Ç	×	ç	÷
8	(	8	H	X	h	x			˘	˘	Č	Ř	č	ř
9	)	9	I	Y	i	y	‰	™	©	ª	É	Ú	é	ú
A	*	:	J	Z	j	z	Š	š	Ş	ş	Ê	Ú	ê	ú
B	+	;	K	[	k	{	<	>	«	»	Ë	Û	ë	ü
C	,	<	L	\	l		Ś	ś	¬	˘	Ě	Ü	ě	ü
D	-	=	M	]	m	}	Ť	ť	-	˘	Í	Ý	í	ý
E	.	>	N	^	n	~	Ž	ž	®	˘	Î	Ţ	î	ţ
F	/	?	O	_	o	☒	Ž	ž	Ž	ž	Ď	ß	d'	˘

## (8) PC-1251

	2	3	4	5	6	7	8	9	A	B	C	D	E	F	
0		0	@	P	`	p	Ђ	ђ		°	А	Р	а	р	
1	!	1	A	Q	a	q	Ѓ	‘	Ў	±	Б	С	б	с	
2	"	2	B	R	b	r	,	'	ђ	˘	І	В	Т	в	т
3	#	3	C	S	c	s	ѓ	“	Ј	і	Г	У	г	у	
4	\$	4	D	T	d	t	„	”	□	˘	Г	Д	Ф	д	ф
5	%	5	E	U	e	u	...	•	Г	μ	Е	Х	е	х	
6	&	6	F	V	f	v	†	-		¶	Ж	Ц	ж	ц	
7	'	7	G	W	g	w	‡	—	§	·	З	Ч	з	ч	
8	(	8	H	X	h	x	€		Ё	ё	И	Ш	и	ш	
9	)	9	I	Y	i	y	‰	™	©	№	Й	Щ	й	щ	
A	*	:	J	Z	j	z	Љ	љ	Є	с	К	Ъ	к	ъ	
B	+	;	K	[	k	{	<	>	«	»	Л	Ы	л	ы	
C	,	<	L	\	l		Њ	њ	¬	˘	М	Ь	м	ь	
D	-	=	M	]	m	}	Ќ	ќ	-	˘	Н	Э	н	э	
E	.	>	N	^	n	~	Ћ	ћ	®	˘	О	Ю	о	ю	
F	/	?	O	_	o	☒	Ц	у	Ї	ї	П	Я	п	я	

## (9) PC-1252

	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0		0	@	P	`	p	€			°	À	Ð	à	ð
1	!	1	A	Q	a	q		‘	ı	±	Á	Ñ	á	ñ
2	"	2	B	R	b	r	,	’	¢	²	Â	Ò	â	ò
3	#	3	C	S	c	s	f	“	£	³	Ã	Ó	ã	ó
4	\$	4	D	T	d	t	„	”	¤	´	Ä	Ô	ä	ô
5	%	5	E	U	e	u	...	•	¥	μ	Å	Ö	å	ö
6	&	6	F	V	f	v	†	-		¶	Æ	Ö	æ	ö
7	'	7	G	W	g	w	‡	—	§	·	Ç	×	ç	÷
8	(	8	H	X	h	x	^	~	”	.	È	Ø	è	ø
9	)	9	I	Y	i	y	‰	™	©	¹	É	Ù	é	ù
A	*	:	J	Z	j	z	Š	š	ª	º	Ê	Ú	ê	ú
B	+	;	K	[	k	{	‹	›	«	»	Ë	Û	ë	û
C	,	<	L	\	l		Œ	œ	¬	¼	Ì	Ü	ì	ü
D	-	=	M	]	m	}			-	½	Í	Ý	í	ý
E	.	>	N	^	n	~	Ž	ž	®	¾	Î	Þ	î	þ
F	/	?	O	_	o	☒		ÿ	ˉ	¿	Ï	ß	ï	ÿ

## (10) PC-1253

	2	3	4	5	6	7	8	9	A	B	C	D	E	F	
0		0	@	P	`	p	€			°	ı	Π	ϖ	π	
1	!	1	A	Q	a	q		‘	ˆ	±	Α	Ρ	α	ρ	
2	"	2	B	R	b	r	,	’	Α	²	Β		β	ς	
3	#	3	C	S	c	s	f	“	£	³	Γ	Σ	γ	σ	
4	\$	4	D	T	d	t	„	”	¤	´	Δ	Τ	δ	τ	
5	%	5	E	U	e	u	...	•	¥	μ	Ε	Υ	ε	υ	
6	&	6	F	V	f	v	†	-		¶	Ζ	Φ	ζ	φ	
7	'	7	G	W	g	w	‡	—	§	·	Η	Χ	η	χ	
8	(	8	H	X	h	x			”	´	Θ	Ψ	θ	ψ	
9	)	9	I	Y	i	y	‰	™	©	¹	Η	Ι	Ω	ι	ω
A	*	:	J	Z	j	z			ª	º	Ι	Κ	İ	κ	ı
B	+	;	K	[	k	{	‹	›	«	»	Λ	Υ	λ	ϖ	
C	,	<	L	\	l				¬	¼	Ο	Μ	ά	μ	ό
D	-	=	M	]	m	}			-	½	Ν	έ	ν	ύ	
E	.	>	N	^	n	~			®	¾	Υ	Ξ	ή	ξ	ώ
F	/	?	O	_	o	☒			—	Ω	Ο	ί	ο		

## (11) PC-1254

	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0		0	@	P	`	p	€		°	À	Ğ	à	ğ	
1	!	1	A	Q	a	q		·	ı	±	Á	Ñ	á	ñ
2	"	2	B	R	b	r	,	'	ç	²	Â	Ò	â	ò
3	#	3	C	S	c	s	f	“	£	³	Ã	Ó	ã	ó
4	\$	4	D	T	d	t	„	”	¤	´	Ä	Ô	ä	ô
5	%	5	E	U	e	u	...	•	¥	μ	Å	Ö	å	ö
6	&	6	F	V	f	v	†	-		¶	Æ	Ö	æ	ö
7	'	7	G	W	g	w	‡	—	§	·	Ç	×	ç	÷
8	(	8	H	X	h	x	^	~	¨	.	È	Ø	è	ø
9	)	9	I	Y	i	y	‰	™	©	¹	É	Ù	é	ù
A	*	:	J	Z	j	z	Š	š	ª	º	Ê	Ú	ê	ú
B	+	;	K	[	k	{	‹	›	«	»	Ë	Û	ë	û
C	,	<	L	\	l		Œ	œ	¬	¼	Ì	Ü	ì	ü
D	-	=	M	]	m	}			-	½	Í	İ	í	ı
E	.	>	N	^	n	~			®	¾	Î	Ş	î	ş
F	/	?	O	_	o	☒		ÿ	¯	¿	Ï	ß	ï	ÿ

## (12) PC-1257

	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0		0	@	P	`	p	€		°	Ą	Ś	ą	ś	
1	!	1	A	Q	a	q		‘		±	Į	Ń	į	ń
2	"	2	B	R	b	r	,	'	ç	²	Ā	Ņ	ā	ņ
3	#	3	C	S	c	s		“	£	³	Ć	Ó	ć	ó
4	\$	4	D	T	d	t	„	”	¤	´	Ä	Ö	ä	ö
5	%	5	E	U	e	u	...	•		μ	Å	Ö	å	ö
6	&	6	F	V	f	v	†	-		¶	Ę	Ö	ę	ö
7	'	7	G	W	g	w	‡	—	§	·	Ě	×	ě	÷
8	(	8	H	X	h	x			Ø	ø	Č	U	č	u
9	)	9	I	Y	i	y	‰	™	©	¹	É	Ł	é	ł
A	*	:	J	Z	j	z			Ř	ř	Ž	Š	ž	š
B	+	;	K	[	k	{	‹	›	«	»	Ê	Ū	ê	ū
C	,	<	L	\	l				¬	¼	Ġ	Ü	ġ	ü
D	-	=	M	]	m	}	¨	¯	-	½	Ķ	Ž	ķ	ž
E	.	>	N	^	n	~	˘	˙	®	¾	Ī	Ž	ī	ž
F	/	?	O	_	o	☒	,		Æ	æ	Ł	ß	ł	·

## (13) LATIN9

	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0		0	@	P	`	p				°	À	Đ	à	đ
1	!	1	A	Q	a	q			ı	±	Á	Ñ	á	ñ
2	"	2	B	R	b	r			¢	²	Â	Ò	â	ò
3	#	3	C	S	c	s			£	³	Ã	Ó	ã	ó
4	\$	4	D	T	d	t			€	Ž	Ä	Ô	ä	ô
5	%	5	E	U	e	u			¥	μ	Å	Ö	å	ö
6	&	6	F	V	f	v			Š	¶	Æ	Ö	æ	ö
7	'	7	G	W	g	w			§	·	Ç	×	ç	÷
8	(	8	H	X	h	x			š	ž	È	Ø	è	ø
9	)	9	I	Y	i	y			©	¹	É	Ù	é	ù
A	*	:	J	Z	j	z			ª	º	Ê	Ú	ê	ú
B	+	;	K	[	k	{			«	»	Ë	Û	ë	û
C	,	<	L	\	l				¬	œ	Ì	Ü	ì	ü
D	-	=	M	]	m	}			-	æ	Í	Ý	í	ý
E	.	>	N	^	n	~			®	Ÿ	Î	Þ	î	þ
F	/	?	O	_	o	⌘			—	¿	Ï	ß	ï	ÿ

## (14) Arabic

	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0		،	‘	ت	\	ع				ى	ؤ	.	ء	
1	أ	-	=	ث	]	ع			ل	ى	لا	ء	ء	
2	أ	.	‘	ث	,	ع			ل	ء	لا	ء	ء	
3	أ	/	؟	ح	-	غ			م	ث	لا	ء	ء	
4		‘	—	ح	ز	ع			م	ئ	لا	ء	ء	
5	!	‘	ا	س	ج	غ			ن	0	لا	ء		
6	"	٢	ا	س	ح	غ			هـ	1	لا	ء	الله	
7	«	٣	أ	س	ح	ف			+	2	لا	ء	ن	
8	»	٤	أ	س	ح	ف			«	3	لا	ء		
9	%	٥	آ	ص	خ	ف			٥	4	ء	ء		
A	×	٦	آ	ص	خ	ف			و	5	ء	ء		
B	÷	٧	إ	ض	خ	ف			پ	6	ء	ء		
C	(	٨	إ	ض	د	ق			ي	7	ء	ء		
D	)	٩	ب	ط	ذ	ك			ي	8	ء	ء		
E	*	:	ب	ط	ر	ك			٥	9	ء	ء		
F	+	؛	ت	ل	ع				ئ		ء	ء		

## 13. BAR CODE TABLE

### (1) WPC (JAN, EAN, UPC)

ITF, MSI, UCC/EAN128, Industrial 2 of 5

GS1 DataBar Omnidirectional/GS1 DataBar Truncated

GS1 DataBar Stacked

GS1 DataBar Stacked Omnidirectional

GS1 DataBar Limited

	2	3	4	5	6	7
0		0				
1		1				
2		2				
3		3				
4		4				
5		5				
6		6				
7		7				
8		8				
9		9				
A						
B						
C						
D						
E						
F						

### (2) CODE39 (Standard)

	2	3	4	5	6	7
0	SP	0		P		
1		1	A	Q		
2		2	B	R		
3		3	C	S		
4	\$	4	D	T		
5	%	5	E	U		
6		6	F	V		
7		7	G	W		
8		8	H	X		
9		9	I	Y		
A	.		J	Z		
B	+		K			
C			L			
D	–		M			
E	•		N			
F	/		O			

### (3) CODE39 (Full ASCII)

[Transfer code]

	2	3	4	5	6	7
0	SP	0	@	P	`	p
1	!	1	A	Q	a	q
2	"	2	B	R	b	r
3	#	3	C	S	c	s
4	\$	4	D	T	d	t
5	%	5	E	U	e	u
6	&	6	F	V	f	v
7	'	7	G	W	g	w
8	(	8	H	X	h	x
9	)	9	I	Y	i	y
A	*	:	J	Z	j	z
B	+	;	K	[	k	{
C	,	<	L	\	l	
D	–	=	M	]	m	}
E	.	>	N	^	n	~
F	/	?	O	_	o	△

[Drawing code]

	2	3	4	5	6	7
0	SP	0	%V	P	%W	+P
1	/A	1	A	Q	+A	+Q
2	/B	2	B	R	+B	+R
3	/C	3	C	S	+C	+S
4	/D	4	D	T	+D	+T
5	/E	5	E	U	+E	+U
6	/F	6	F	V	+F	+V
7	/G	7	G	W	+G	+W
8	/H	8	H	X	+H	+X
9	/I	9	I	Y	+I	+Y
A	/J	/Z	J	Z	+J	+Z
B	/K	%F	K	%K	+K	%P
C	/L	%G	L	%L	+L	%Q
D	–	%H	M	%M	+M	%R
E	.	%I	N	%N	+N	%S
F	/O	%J	O	%O	+O	%T



(4) NW-7

	2	3	4	5	6	7
0	SP	0				
1		1	A		a	
2		2	B		b	
3		3	C		c	
4	\$	4	D		d	t
5		5			e	
6		6				
7		7				
8		8				
9		9				
A	*	:				
B	+					
C						
D	—					
E	•				n	
F	/					

(5) CODE93

[Transfer code]

	2	3	4	5	6	7
0	SP	0	@	P	`	p
1	!	1	A	Q	a	q
2	"	2	B	R	b	r
3	#	3	C	S	c	s
4	\$	4	D	T	d	t
5	%	5	E	U	e	u
6	&	6	F	V	f	v
7	'	7	G	W	g	w
8	(	8	H	X	h	x
9	)	9	I	Y	i	y
A	*	:	J	Z	j	z
B	+	;	K	[	k	{
C	,	<	L	\	l	
D	—	=	M	]	m	}
E	.	>	N	^	n	~
F	/	?	O	_	o	△



[Drawing code]

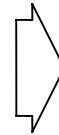
	2	3	4	5	6	7
0	SP	0	%V	P	%W	+P
1	/A	1	A	Q	+A	+Q
2	/B	2	B	R	+B	+R
3	/C	3	C	S	+C	+S
4	/D	4	D	T	+D	+T
5	/E	5	E	U	+E	+U
6	/F	6	F	V	+F	+V
7	/G	7	G	W	+G	+W
8	/H	8	H	X	+H	+X
9	/I	9	I	Y	+I	+Y
A	/J	/Z	J	Z	+J	+Z
B	+	%F	K	%K	+K	%P
C	/L	%G	L	%L	+L	%Q
D	—	%H	M	%M	+M	%R
E	.	%I	N	%N	+N	%S
F	/	%J	O	%O	+O	%T



(6) CODE128

[Transfer code]

	–	–	2	3	4	5	6	7
0	NUL	DLE	SP	0	@	P	`	p
1	SOH	DC1	!	1	A	Q	a	q
2	STX	DC2	"	2	B	R	b	r
3	ETX	DC3	#	3	C	S	c	s
4	EOT	DC4	\$	4	D	T	d	t
5	ENQ	NAK	%	5	E	U	e	u
6	ACK	SYN	&	6	F	V	f	v
7	BEL	ETB	'	7	G	W	g	w
8	BS	CAN	(	8	H	X	h	x
9	HT	EM	)	9	I	Y	i	y
A	LF	SUB	*	:	J	Z	j	z
B	VT	ESC	+	;	K	[	k	{
C	FF	FS	,	<	L	\	l	
D	CR	GS	–	=	M	]	m	}
E	SO	RS	.	>	N	^	n	~
F	SI	US	/	?	O		o	△



[Drawing code]  
Value Code Table

① How to transmit control code data:

NUL (00H) → >@ (3EH, 40H)  
 SOH (01H) → >A (3EH, 41H)  
 STX (02H) → >B (3EH, 42H)  
 to  
 GS (1DH) → >] (3EH, 5DH)  
 RS (1EH) → >^ (3EH, 5EH)  
 US (1FH) → >\_ (3EH, 5FH)

② How to transmit special codes:

Value  
 30 (Character >) → >0  
 95 → >1  
 96 → >2  
 97 → >3  
 98 → >4  
 99 → >5  
 100 → >6  
 101 → >7  
 102 → >8

③ Designation of start code:

START (CODE A) → >7  
 START (CODE B) → >6  
 START (CODE C) → >5

Value Code Table

VALUE	CODE A	CODE B	CODE C
0	SP	SP	00
1	!	!	01
2	"	"	02
3	#	#	03
4	\$	\$	04
5	%	%	05
6	&	&	06
7	'	'	07
8	(	(	08
9	)	)	09
10	*	*	10
11	+	+	11
12	,	,	12
13	—	—	13
14	.	.	14
15	/	/	15
16	0	0	16
17	1	1	17
18	2	2	18
19	3	3	19
20	4	4	20
21	5	5	21
22	6	6	22
23	7	7	23
24	8	8	24
25	9	9	25
26	:	:	26
27	;	;	27
28	<	<	28
29	=	=	29
30	>	>	30
31	?	?	31
32	@	@	32
33	A	A	33
34	B	B	34
35	C	C	35

VALUE	CODE A	CODE B	CODE C
36	D	D	36
37	E	E	37
38	F	F	38
39	G	G	39
40	H	H	40
41	I	I	41
42	J	J	42
43	K	K	43
44	L	L	44
45	M	M	45
46	N	N	46
47	O	O	47
48	P	P	48
49	Q	Q	49
50	R	R	50
51	S	S	51
52	T	T	52
53	U	U	53
54	V	V	54
55	W	W	55
56	X	X	56
57	Y	Y	57
58	Z	Z	58
59	[	[	59
60	\	\	60
61	]	]	61
62	^	^	62
63	—	—	63
64	NUL	`	64
65	SOH	a	65
66	STX	b	66
67	ETX	c	67
68	EOT	d	68
69	ENQ	e	69
70	ACK	f	70
71	BEL	g	71

VALUE	CODE A	CODE B	CODE C
72	BS	h	72
73	HT	i	73
74	LF	j	74
75	VT	k	75
76	FF	l	76
77	CR	m	77
78	SO	n	78
79	SI	o	79
80	DLE	p	80
81	DC1	q	81
82	DC2	r	82
83	DC3	s	83
84	DC4	t	84
85	NAK	u	85
86	SYN	v	86
87	ETB	w	87
88	CAN	x	88
89	EM	y	89
90	SUB	z	90
91	ESC	{	91
92	FS		92
93	GS	}	93
94	RS	~	94
95	US	DEL	95
96	FNC3	FNC3	96
97	FNC2	FNC2	97
98	SHIFT	SHIFT	98
99	CODE C	CODE C	99
100	CODE B	FNC4	CODE B
101	FNC4	CODE A	CODE A
102	FNC1	FNC1	FNC1

103	START CODE A
104	START CODE B
105	START CODE C

(7) Data Matrix

The code to be used is designated using the format ID.

Format ID	Code	Details
1	Numerics	0 to 9 space
2	Letters	A to Z space
3	Alphanumerics, symbols	0 to 9 A to Z space . , - /
4	Alphanumerics	0 to 9 A to Z space
5	ASCII (7-bit)	00H to 7FH
6	ISO (8-bit)	00H to FFH (Kanji)

[Transfer Code]

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0	NUL	DLE	SP	0	@	P	`	p								
1	SOH	DC1	!	1	A	Q	a	q								
2	STX	DC2	"	2	B	R	b	r								
3	ETX	DC3	#	3	C	S	c	s								
4	EOT	DC4	\$	4	D	T	d	t								
5	ENQ	NAK	%	5	E	U	e	u								
6	ACK	SYN	&	6	F	V	f	v								
7	BEL	ETB	'	7	G	W	g	w								
8	BS	CAN	(	8	H	X	h	x								
9	HT	EM	)	9	I	Y	i	y								
A	LF	SUB	*	:	J	Z	j	z								
B	VT	ESC	+	;	K	[	k	{								
C	FF	FS	,	<	L	\	l									
D	CR	GS	-	=	M	]	m	}								
E	SO	RS	.	>	N	^	n	~								
F	SI	US	/	?	O	_	o	△								

① How to send control code data:

NUL (00H) → >@ (3EH, 40H)  
 SOH (01H) → >A (3EH, 41H)  
 STX (02H) → >B (3EH, 42H)  
 to  
 GS (1DH) → >] (3EH, 5DH)  
 RS (1EH) → >^ (3EH, 5EH)  
 US (1FH) → >\_ (3EH, 5FH)

② How to send a special code:

> (3EH) → >0 (3EH, 30H)

③ How to send a Kanji code:

Shift JIS

JIS hexadecimal

(For details, refer to the section for the Bar Code Data Command.)

## (8) PDF417

The following modes are automatically selected according to the code used.

Mode	Code	Details
EXC mode	Alphanumerics, symbol	0 to 9 A to Z a to z space ! " # \$ % & ' ( ) * + , - . / : ; < = > ? @ [ \ ] ^ _ ` {   } ~ CR HT
Binary/ASCII Plus mode	Binary International Character Set	00H to FFH (Kanji)
Numeric Compaction mode	Numerics	0 to 9

[Transfer Code]

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0	NUL	DLE	SP	0	@	P	`	p								
1	SOH	DC1	!	1	A	Q	a	q								
2	STX	DC2	"	2	B	R	b	r								
3	ETX	DC3	#	3	C	S	c	s								
4	EOT	DC4	\$	4	D	T	d	t								
5	ENQ	NAK	%	5	E	U	e	u								
6	ACK	SYN	&	6	F	V	f	v								
7	BEL	ETB	'	7	G	W	g	w								
8	BS	CAN	(	8	H	X	h	x								
9	HT	EM	)	9	I	Y	i	y								
A	LF	SUB	*	:	J	Z	j	z								
B	VT	ESC	+	;	K	[	k	{								
C	FF	FS	,	<	L	\	l									
D	CR	GS	-	=	M	]	m	}								
E	SO	RS	.	>	N	^	n	~								
F	SI	US	/	?	O	_	o	△								

① How to send control code data:

NUL (00H) → >@ (3EH, 40H)  
 SOH (01H) → >A (3EH, 41H)  
 STX (02H) → >B (3EH, 42H)  
 to  
 GS (1DH) → >] (3EH, 5DH)  
 RS (1EH) → >^ (3EH, 5EH)  
 US (1FH) → >\_ (3EH, 5FH)

② How to send a special code:

> (3EH) → >0 (3EH, 30H)

③ How to send a Kanji code:

Shift JIS

JIS hexadecimal

(For details, refer to the section for the Bar Code Data Command.)

(9) MicroPDF417

The following modes are automatically selected according to the code used.

Mode	Details
Upper case letters, space	A to Z, space
Binary International Character Set	00H to FFH (Kanji)
Numerics	0 to 9

[Transfer Code]

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0	NUL	DLE	SP	0	@	P	`	p								
1	SOH	DC1	!	1	A	Q	a	q								
2	STX	DC2	"	2	B	R	b	r								
3	ETX	DC3	#	3	C	S	c	s								
4	EOT	DC4	\$	4	D	T	d	t								
5	ENQ	NAK	%	5	E	U	e	u								
6	ACK	SYN	&	6	F	V	f	v								
7	BEL	ETB	'	7	G	W	g	w								
8	BS	CAN	(	8	H	X	h	x								
9	HT	EM	)	9	I	Y	i	y								
A	LF	SUB	*	:	J	Z	j	z								
B	VT	ESC	+	;	K	[	k	{								
C	FF	FS	,	<	L	\	l									
D	CR	GS	-	=	M	]	m	}								
E	SO	RS	.	>	N	^	n	~								
F	SI	US	/	?	O	_	o	△								

① How to send control code data:

NUL (00H) → >@ (3EH, 40H)  
 SOH (01H) → >A (3EH, 41H)  
 STX (02H) → >B (3EH, 42H)  
 to  
 GS (1DH) → >] (3EH, 5DH)  
 RS (1EH) → >^ (3EH, 5EH)  
 US (1FH) → >\_ (3EH, 5FH)

② How to send a special code:

> (3EH) → >0 (3EH, 30H)

③ How to send a Kanji code:

Shift JIS

JIS hexadecimal

(For details, refer to the section for the Bar Code Data Command.)

(10) QR code

When manual mode is selected in the Format Command

- Numeric mode, alphanumeric and symbol mode, Kanji mode

Mode selection	Data to be printed
----------------	--------------------

- Binary mode

Mode selection	No. of data strings (4 digits)	Data to be printed
----------------	-----------------------------------	--------------------

- Mixed mode

Data	“,” (comma)	Data	“,” (comma)	Data
------	-------------	------	-------------	------

The QR code can handle all codes including alphanumerics, symbols, and Kanji. However, since the data compression rate varies according to codes, the code to be used should be designated by selecting the mode.

Mode	Code	Details
N	Numerals	0 to 9
A	Alphanumerics, symbols	A to Z 0 to 9 space \$ % * + - . / :
B	Binary (8-bit)	00H to FFH
K	Kanji	Shift JIS, JIS hexadecimal

If mixed mode is selected, up to 200 modes can be selected in a QR code.

When the automatic mode is selected in the Format Command for a QR code:

Data to be printed
--------------------

[Transfer code for QR code]

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0	NUL	DLE	SP	0	@	P	`	p								
1	SOH	DC1	!	1	A	Q	a	q								
2	STX	DC2	"	2	B	R	b	r								
3	ETX	DC3	#	3	C	S	c	s								
4	EOT	DC4	\$	4	D	T	d	t								
5	ENQ	NAK	%	5	E	U	e	u								
6	ACK	SYN	&	6	F	V	f	v								
7	BEL	ETB	'	7	G	W	g	w								
8	BS	CAN	(	8	H	X	h	x								
9	HT	EM	)	9	I	Y	i	y								
A	LF	SUB	*	:	J	Z	j	z								
B	VT	ESC	+	;	K	[	k	{								
C	FF	FS	,	<	L	\	l									
D	CR	GS	-	=	M	]	m	}								
E	SO	RS	•	>	N	^	n	~								
F	SI	US	/	?	O	_	o	DEL								

\* The shaded parts are Japanese. They are omitted here.

① How to send control code data:

NUL (00H) → >@ (3EH, 40H)

SOH (01H) → >A (3EH, 41H)

STX (02H) → >B (3EH, 42H)

to

GS (1DH) → >] (3EH, 5DH)

RS (1EH) → >^ (3EH, 5EH)

US (1FH) → >\_ (3EH, 5FH)

② How to send a special code:

> (3EH) → >0 (3EH, 30H)

③ How to send a Kanji code:

Shift JIS

JIS hexadecimal

(For details, refer to the section for the Bar Code Data Command.)

Examples of data designation for QR code

① Alphanumeric mode: ABC123

A A B C 1 2 3  
 ↑  
 Data to be printed  
 —  
 Designation of mode

② Binary mode: 01H, 03H, 05H

B 0 0 0 6 > A > C > E  
 ↑  
 Data to be printed  
 —  
 No. of data strings  
 —  
 Designation of mode

③ Mixed mode

Numeric mode : 123456

Kanji mode : Kanji data

Binary mode : aアiイuウeエoオ

Alphanumeric and symbol mode : ABC

N 1 2 3 4 5 6, K Kanji data, B 0 0 1 0 aアiイuウeエoオ, A A B C  
 ↑ ↑ ↑ ↑ ↑  
 Data to be printed Data to be printed No. of data strings Data to be printed Data to be printed  
 —  
 Designation of mode

④ Automatic mode

When the same data as ③ above is designated in automatic mode:

1 2 3 4 5 6 Kanji data aアiイuウeエoオA B C  
 Data to be printed

(11) Postal code

Customer bar code

	2	3	4	5	6	7
0		0		P		
1		1	A	Q		
2		2	B	R		
3		3	C	S		
4		4	D	T		
5		5	E	U		
6		6	F	V		
7		7	G	W		
8		8	H	X		
9		9	I	Y		
A			J	Z		
B			K			
C			L			
D	-		M			
E			N			
F			O			

POSTNET

	2	3	4	5	6	7
0		0				
1		1				
2		2				
3		3				
4		4				
5		5				
6		6				
7		7				
8		8				
9		9				
A						
B						
C						
D						
E						
F						

RM4SCC

	2	3	4	5	6	7
0		0		P		
1		1	A	Q		
2		2	B	R		
3		3	C	S		
4		4	D	T		
5		5	E	U		
6		6	F	V		
7		7	G	W		
8	(	8	H	X		
9	)	9	I	Y		
A			J	Z		
B			K			
C			L			
D			M			
E			N			
F			O			

KIX CODE

	2	3	4	5	6	7
0		0		P		p
1		1	A	Q	a	q
2		2	B	R	b	r
3		3	C	S	c	s
4		4	D	T	d	t
5		5	E	U	e	u
6		6	F	V	f	v
7		7	G	W	g	w
8		8	H	X	h	x
9		9	I	Y	i	y
A			J	Z	j	z
B			K		k	
C			L		l	
D			M		m	
E			N		n	
F			O		o	

\* “(” or “)” can be designated only as a start/stop code.

These should not be entered in data.

If these are entered between data, no bar code is drawn.



## (12) MaxiCode

Symbol Character Value		Code Set A		Code Set B		Code Set C		Code Set D		Code Set E	
Decimal	Binary	Character	Decimal	Character	Decimal	Character	Decimal	Character	Decimal	Character	Decimal
0	000000	CR	13	,	96	À	192	à	224	NUL	0
1	000001	A	65	a	97	Á	193	á	225	SOH	1
2	000010	B	66	b	98	Â	194	â	226	STX	2
3	000011	C	67	c	99	Ã	195	ã	227	ETX	3
4	000100	D	68	d	100	Ä	196	ä	228	EOT	4
5	000101	E	69	e	101	Å	197	å	229	ENQ	5
6	000110	F	70	f	102	Æ	198	æ	230	ACK	6
7	000111	G	71	g	103	Ç	199	ç	231	BEL	7
8	001000	H	72	h	104	È	200	è	232	BS	8
9	001001	I	73	i	105	É	201	é	233	HT	9
10	001010	J	74	j	106	Ê	202	ê	234	LF	10
11	001011	K	75	k	107	Ë	203	ë	235	VT	11
12	001100	L	76	l	108	Ì	204	ì	236	FF	12
13	001101	M	77	m	109	Í	205	í	237	CR	13
14	001110	N	78	n	110	Î	206	î	238	SO	14
15	001111	O	79	o	111	Ï	207	ï	239	SI	15
16	010000	P	80	p	112	Ð	208	ð	240	DLE	16
17	010001	Q	81	q	113	Ñ	209	ñ	241	DC1	17
18	010010	R	82	r	114	Ò	210	ò	242	DC2	18
19	010011	S	83	s	115	Ó	211	ó	243	DC3	19
20	010100	T	84	t	116	Ô	212	ô	244	DC4	20
21	010101	U	85	u	117	Õ	213	õ	245	NAK	21
22	010110	V	86	v	118	Ö	214	ö	246	SYN	22
23	010111	W	87	w	119	×	215	÷	247	ETB	23
24	011000	X	88	x	120	Ø	216	ø	248	CAN	24
25	011001	Y	89	y	121	Ù	217	ù	249	EM	25
26	011010	Z	90	z	122	Ú	218	ú	250	SUB	26
27	011011	[EC]		[EC]		[EC]		[EC]		[EC]	
28	011100	FS	28	FS	28	FS	28	FS	28	[Pad]	
29	011101	GS	29	GS	29	GS	29	GS	29	[Pad]	
30	011110	RS	30	RS	30	RS	30	RS	30	ESC	27
31	011111	[NS]		[NS]		[NS]		[NS]		[NS]	
32	100000	Space	32	(	123	Û	219	û	251	FS	28
33	100001	[Pad]		[Pad]		Ü	220	ü	252	GS	29
34	100010	"	34	)	125	Ý	221	ý	253	RS	30
35	100011	#	35	~	126	Þ	222	þ	254	US	31
36	100100	\$	36	DEL	127	ß	223	ÿ	255	{C159}	159
37	100101	%	37	;	59	à	170	ï	161	NBSP	160
38	100110	&	38	<	60	ı	172	ı	168	¢	162
39	100111	'	39	=	61	±	177	«	171	£	163
40	101000	(	40	>	62	²	178	—	175	¤	164
41	101001	)	41	?	63	³	179	°	176	¥	165
42	101010	"	42	[	91		181	'	180		166
43	101011	+	43	\	92	´	185	•	183	§	167
44	101100	,	44	]	93	°	186		184	©	169
45	101101	-	45	^	94	¼	188	»	187	SHY	173
46	101110	.	46	_	95	½	189	¿	191	®	174
47	101111	/	47	Space	32	¾	190	{C138}	138	¶	182
48	110000	0	48	,	44	{C128}	128	{C139}	139	{C149}	149
49	110001	1	49	.	46	{C129}	129	{C140}	140	{C150}	150
50	110010	2	50	/	47	{C130}	130	{C141}	141	{C151}	151
51	110011	3	51	:	58	{C131}	131	{C142}	142	{C152}	152
52	110100	4	52	@	64	{C132}	132	{C143}	143	{C153}	153
53	110101	5	53	!	33	{C133}	133	{C144}	144	{C154}	154
54	110110	6	54		124	{C134}	134	{C145}	145	{C155}	155
55	110111	7	55	[Pad]		{C135}	135	{C146}	146	{C156}	156
56	111000	8	56	[2 Shift A]		{C136}	136	{C147}	147	{C157}	157
57	111001	9	57	[3 Shift A]		{C137}	137	{C148}	148	{C158}	158
58	111010	:	58	[Pad]		[Latch A]		[Latch A]		[Latch A]	
59	111011	[Shift B]		[Shift A]		Space	32	Space	32	Space	32
60	111100	[Shift C]		[Shift C]		[Lock In C]		[Shift C]		[Shift C]	
61	111101	[Shift D]		[Shift D]		[Shift D]		[Lock In D]		[Shift D]	
62	111110	[Shift E]		[Shift E]		[Shift E]		[Shift E]		[Lock In E]	
63	111111	[Latch B]		[Latch A]		[Latch B]		[Latch B]		[Latch B]	

① How to send control code data:

SOH (01H) → >A (3EH, 41H)  
 STX (02H) → >B (3EH, 42H)  
 to  
 GS (1DH) → >] (3EH, 5DH)  
 RS (1EH) → >^ (3EH, 5EH)  
 US (1FH) → >\_ (3EH, 5FH)

② How to send a special code:

> (3EH) → >0 (3EH, 30H)

③ How to send a Kanji code:

Shift JIS

JIS hexadecimal

(For details, refer to the section for the Bar Code Data Command.)

**NOTE:** "NUL" code in the table cannot be used, however, it can be designated.  
 If it is designated, data following "NUL" code is not printed.

When the MaxiCode specification setting is set to "TYPE2: Special specification" in the system mode:


[Transfer code for MaxiCode]

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0	NUL	DLE	SP	0	@	P	`	p								
1	SOH	DC1	!	1	A	Q	a	q								
2	STX	DC2	"	2	B	R	b	r								
3	ETX	DC3	#	3	C	S	c	s								
4	EOT	DC4	\$	4	D	T	d	t								
5	ENQ	NAK	%	5	E	U	e	u								
6	ACK	SYN	&	6	F	V	f	v								
7	BEL	ETB	'	7	G	W	g	w								
8	BS	CAN	(	8	H	X	h	x								
9	HT	EM	)	9	I	Y	i	y								
A	LF (Note1)	SUB	*	:	J	Z	j	z								
B	VT	ESC	+	;	K	[	k	{								
C	FF	FS	,	<	L	\	l									
D	CR	GS	-	=	M	]	m	}								
E	SO	RS	•	>	N	^	n	~								
F	SI	US	/	?	O	_	o	DEL								(Note2)

The all codes (00H to FFH) can be used. In the following cases, however, the codes will become special codes. For the transfer method, refer to the following.

(Note 1) In case of LF (0AH) data:

LF (0AH) →  J (FFH, 4AH)

(Note 2) In case of  (FFH) data:

 (FFH) -   (FFH, FFH)

ESC (1BH) and NUL (00H) can be used as they are.

(13) CP code

[Transfer Code]

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0	NUL	DLE	SP	0	@	P	`	p								
1	SOH	DC1	!	1	A	Q	a	q								
2	STX	DC2	"	2	B	R	b	r								
3	ETX	DC3	#	3	C	S	c	s								
4	EOT	DC4	\$	4	D	T	d	t								
5	ENQ	NAK	%	5	E	U	e	u								
6	ACK	SYN	&	6	F	V	f	v								
7	BEL	ETB	'	7	G	W	g	w								
8	BS	CAN	(	8	H	X	h	x								
9	HT	EM	)	9	I	Y	i	y								
A	LF	SUB	*	:	J	Z	j	z								
B	VT	ESC	+	;	K	[	k	{								
C	FF	FS	,	<	L	\	l									
D	CR	GS	-	=	M	]	m	}								
E	SO	RS	.	>	N	^	n	~								
F	SI	US	/	?	O	_	o	△								

① How to send control code data:

NUL (00H) → >@ (3EH, 40H)  
 SOH (01H) → >A (3EH, 41H)  
 STX (02H) → >B (3EH, 42H)  
 to  
 GS (1DH) → >] (3EH, 5DH)  
 RS (1EH) → >^ (3EH, 5EH)  
 US (1FH) → >\_ (3EH, 5FH)

② How to send a special code:

> (3EH) → >0 (3EH, 30H)

③ How to send a Kanji code:

Shift JIS

JIS hexadecimal

(For details, refer to the section for the Bar Code Data Command.)

(14) GS1 DataBar Expanded

[Transfer Code]

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0			SP	0		P		p								
1			!	1	A	Q	a	q								
2			"	2	B	R	b	r								
3			FNC1	3	C	S	c	s								
4				4	D	T	d	t								
5			%	5	E	U	e	u								
6			&	6	F	V	f	v								
7			'	7	G	W	g	w								
8			(	8	H	X	h	x								
9			)	9	I	Y	i	y								
A			*	:	J	Z	j	z								
B			+	;	K		k									
C			,	<	L		l									
D			–	=	M		m									
E			.	>	N		n									
F			/	?	O		o									

(15) RFID

[Transfer Code]

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0	NUL	DLE	SP	0	@	P	`	p								
1	SOH	DC1	!	1	A	Q	a	q								
2	STX	DC2	"	2	B	R	b	r								
3	ETX	DC3	#	3	C	S	c	s								
4	EOT	DC4	\$	4	D	T	d	t								
5	ENQ	NAK	%	5	E	U	e	u								
6	ACK	SYN	&	6	F	V	f	v								
7	BEL	ETB	'	7	G	W	g	w								
8	BS	CAN	(	8	H	X	h	x								
9	HT	EM	)	9	I	Y	i	y								
A	LF	SUB	*	:	J	Z	j	z								
B	VT	ESC	+	;	K	[	k	{								
C	FF	FS	,	<	L	\	l									
D	CR	GS	-	=	M	]	m	}								
E	SO	RS	.	>	N	^	n	~								
F	SI	US	/	?	O	_	o	DEL								

The all codes (00H to FFH) can be used.

① How to send control code data:

NUL (00H) → >@ (3EH, 40H)  
SOH (01H) → >A (3EH, 41H)  
STX (02H) → >B (3EH, 42H)  
to  
GS (1DH) → >] (3EH, 5DH)  
RS (1EH) → >^ (3EH, 5EH)  
US (1FH) → >\_ (3EH, 5FH)

② How to send a special code:

> (3EH) → >0 (3EH, 30H)

## 14. DRAWING OF BAR CODE DATA

- : Field to be incremented/decremented  
(The absence of a solid line invalidates incrementing/decrementing.)
- : Field subject to printing numerals under bars.

Type of Bar Code: JAN8, EAN8

(1) No affix

No. of Input Digits		
8 digits	Input Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D<sub>1</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D<sub>2</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D<sub>3</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D<sub>4</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D<sub>5</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D<sub>6</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D<sub>7</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D<sub>8</sub></div> </div> <div style="margin-left: 150px;"> <div style="border-top: 1px dashed black; width: 100px; height: 1px;"></div> <div style="border-top: 1px solid black; width: 100px; height: 1px;"></div> </div>
	Drawing Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D<sub>1</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D<sub>2</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D<sub>3</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D<sub>4</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D<sub>5</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D<sub>6</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D<sub>7</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D<sub>8</sub></div> </div> <div style="margin-left: 150px;"> <div style="border-top: 1px dashed black; width: 100px; height: 1px;"></div> <div style="border-top: 1px solid black; width: 100px; height: 1px;"></div> </div>
Other than 8 digits		Not to be drawn

(2) Modulus 10 check

No. of Input Digits		
8 digits	Input Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D<sub>1</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D<sub>2</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D<sub>3</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D<sub>4</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D<sub>5</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D<sub>6</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D<sub>7</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D<sub>8</sub></div> </div> <div style="margin-left: 150px;"> <div style="border-top: 1px dashed black; width: 100px; height: 1px;"></div> <div style="border-top: 1px solid black; width: 100px; height: 1px;"></div> </div>
	Drawing Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D<sub>1</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D<sub>2</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D<sub>3</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D<sub>4</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D<sub>5</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D<sub>6</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D<sub>7</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D<sub>8</sub></div> </div> <div style="margin-left: 150px;"> <div style="border-top: 1px dashed black; width: 100px; height: 1px;"></div> <div style="border-top: 1px solid black; width: 100px; height: 1px;"></div> </div>
Other than 8 digits		Not to be drawn

(3) Auto affix of modulus 10

No. of Input Digits		
7 digits	Input Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D<sub>1</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D<sub>2</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D<sub>3</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D<sub>4</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D<sub>5</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D<sub>6</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D<sub>7</sub></div> </div>
	Drawing Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D<sub>1</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D<sub>2</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D<sub>3</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D<sub>4</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D<sub>5</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D<sub>6</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D<sub>7</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">C/D</div> </div> <div style="margin-left: 150px;"> <div style="border-top: 1px dashed black; width: 100px; height: 1px;"></div> <div style="border-top: 1px solid black; width: 100px; height: 1px;"></div> </div>
Other than 7 digits		Not to be drawn

Type of Bar Code: JAN13, EAN13

(1) No affix

No. of Input Digits		
13 digits	Input Data	
	Drawing Data	
Other than 13 digits		Not to be drawn

(2) Modulus 10 check

No. of Input Digits		
13 digits	Input Data	
	Drawing Data	
Other than 13 digits		Not to be drawn

(3) Auto affix of modulus 10

No. of Input Digits		
12 digits	Input Data	
	Drawing Data	
Other than 12 digits		Not to be drawn

(4) Auto affix of modulus 10 + Price C/D 4 digits

No. of Input Digits		
11 digits	Input Data	
	Drawing Data	
Other than 11 digits		Not to be drawn

(5) Auto affix of modulus 10 + Price C/D 5 digits

No. of Input Digits		
11 digits	Input Data	
	Drawing Data	
Other than 11 digits		Not to be drawn

Type of Bar Code: UPC-A

(1) No affix

No. of Input Digits														
12 digits	Input Data	<table><tr><td>D<sub>1</sub></td><td>D<sub>2</sub></td><td>D<sub>3</sub></td><td>D<sub>4</sub></td><td>D<sub>5</sub></td><td>D<sub>6</sub></td><td>D<sub>7</sub></td><td>D<sub>8</sub></td><td>D<sub>9</sub></td><td>D<sub>10</sub></td><td>D<sub>11</sub></td><td>D<sub>12</sub></td></tr></table> <p>To be checked as modulus 10 C/D</p>	D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>	D <sub>5</sub>	D <sub>6</sub>	D <sub>7</sub>	D <sub>8</sub>	D <sub>9</sub>	D <sub>10</sub>	D <sub>11</sub>	D <sub>12</sub>
	D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>	D <sub>5</sub>	D <sub>6</sub>	D <sub>7</sub>	D <sub>8</sub>	D <sub>9</sub>	D <sub>10</sub>	D <sub>11</sub>	D <sub>12</sub>		
Drawing Data	<table><tr><td>D<sub>1</sub></td><td>D<sub>2</sub></td><td>D<sub>3</sub></td><td>D<sub>4</sub></td><td>D<sub>5</sub></td><td>D<sub>6</sub></td><td>D<sub>7</sub></td><td>D<sub>8</sub></td><td>D<sub>9</sub></td><td>D<sub>10</sub></td><td>D<sub>11</sub></td><td>D<sub>12</sub></td></tr></table>	D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>	D <sub>5</sub>	D <sub>6</sub>	D <sub>7</sub>	D <sub>8</sub>	D <sub>9</sub>	D <sub>10</sub>	D <sub>11</sub>	D <sub>12</sub>	
D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>	D <sub>5</sub>	D <sub>6</sub>	D <sub>7</sub>	D <sub>8</sub>	D <sub>9</sub>	D <sub>10</sub>	D <sub>11</sub>	D <sub>12</sub>			
Other than 12 digits		Not to be drawn												

(2) Modulus 10 check

No. of Input Digits														
12 digits	Input Data	<table><tr><td>D<sub>1</sub></td><td>D<sub>2</sub></td><td>D<sub>3</sub></td><td>D<sub>4</sub></td><td>D<sub>5</sub></td><td>D<sub>6</sub></td><td>D<sub>7</sub></td><td>D<sub>8</sub></td><td>D<sub>9</sub></td><td>D<sub>10</sub></td><td>D<sub>11</sub></td><td>D<sub>12</sub></td></tr></table> <p>To be checked as modulus 10 C/D</p>	D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>	D <sub>5</sub>	D <sub>6</sub>	D <sub>7</sub>	D <sub>8</sub>	D <sub>9</sub>	D <sub>10</sub>	D <sub>11</sub>	D <sub>12</sub>
	D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>	D <sub>5</sub>	D <sub>6</sub>	D <sub>7</sub>	D <sub>8</sub>	D <sub>9</sub>	D <sub>10</sub>	D <sub>11</sub>	D <sub>12</sub>		
Drawing Data	<table><tr><td>D<sub>1</sub></td><td>D<sub>2</sub></td><td>D<sub>3</sub></td><td>D<sub>4</sub></td><td>D<sub>5</sub></td><td>D<sub>6</sub></td><td>D<sub>7</sub></td><td>D<sub>8</sub></td><td>D<sub>9</sub></td><td>D<sub>10</sub></td><td>D<sub>11</sub></td><td>D<sub>12</sub></td></tr></table>	D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>	D <sub>5</sub>	D <sub>6</sub>	D <sub>7</sub>	D <sub>8</sub>	D <sub>9</sub>	D <sub>10</sub>	D <sub>11</sub>	D <sub>12</sub>	
D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>	D <sub>5</sub>	D <sub>6</sub>	D <sub>7</sub>	D <sub>8</sub>	D <sub>9</sub>	D <sub>10</sub>	D <sub>11</sub>	D <sub>12</sub>			
Other than 12 digits		Not to be drawn												

(3) Auto affix of modulus 10

No. of Input Digits													
11 digits	Input Data	<table><tr><td>D<sub>1</sub></td><td>D<sub>2</sub></td><td>D<sub>3</sub></td><td>D<sub>4</sub></td><td>D<sub>5</sub></td><td>D<sub>6</sub></td><td>D<sub>7</sub></td><td>D<sub>8</sub></td><td>D<sub>9</sub></td><td>D<sub>10</sub></td><td>D<sub>11</sub></td></tr></table>	D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>	D <sub>5</sub>	D <sub>6</sub>	D <sub>7</sub>	D <sub>8</sub>	D <sub>9</sub>	D <sub>10</sub>	D <sub>11</sub>
	D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>	D <sub>5</sub>	D <sub>6</sub>	D <sub>7</sub>	D <sub>8</sub>	D <sub>9</sub>	D <sub>10</sub>	D <sub>11</sub>		
Drawing Data	<table><tr><td>D<sub>1</sub></td><td>D<sub>2</sub></td><td>D<sub>3</sub></td><td>D<sub>4</sub></td><td>D<sub>5</sub></td><td>D<sub>6</sub></td><td>D<sub>7</sub></td><td>D<sub>8</sub></td><td>D<sub>9</sub></td><td>D<sub>10</sub></td><td>D<sub>11</sub></td><td>C/D</td></tr></table> <div><div></div><div></div></div> <div>Affix a modulus 10 C/D.</div>	D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>	D <sub>5</sub>	D <sub>6</sub>	D <sub>7</sub>	D <sub>8</sub>	D <sub>9</sub>	D <sub>10</sub>	D <sub>11</sub>	C/D
D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>	D <sub>5</sub>	D <sub>6</sub>	D <sub>7</sub>	D <sub>8</sub>	D <sub>9</sub>	D <sub>10</sub>	D <sub>11</sub>	C/D		
Other than 11 digits		Not to be drawn											

(4) Auto affix of modulus 10 + Price C/D 4 digits

No. of Input Digits													
10 digits	Input Data	<table><tr><td>D<sub>1</sub></td><td>D<sub>2</sub></td><td>D<sub>3</sub></td><td>D<sub>4</sub></td><td>D<sub>5</sub></td><td>D<sub>6</sub></td><td>D<sub>7</sub></td><td>D<sub>8</sub></td><td>D<sub>9</sub></td><td>D<sub>10</sub></td></tr></table>	D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>	D <sub>5</sub>	D <sub>6</sub>	D <sub>7</sub>	D <sub>8</sub>	D <sub>9</sub>	D <sub>10</sub>	
	D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>	D <sub>5</sub>	D <sub>6</sub>	D <sub>7</sub>	D <sub>8</sub>	D <sub>9</sub>	D <sub>10</sub>			
Drawing Data	<table><tr><td>D<sub>1</sub></td><td>D<sub>2</sub></td><td>D<sub>3</sub></td><td>D<sub>4</sub></td><td>D<sub>5</sub></td><td>D<sub>6</sub></td><td>P/CD</td><td>D<sub>7</sub></td><td>D<sub>8</sub></td><td>D<sub>9</sub></td><td>D<sub>10</sub></td><td>C/D</td></tr></table> <div><div>Affix price C/D 4 digits.</div><div>Affix a modulus 10 C/D.</div></div>	D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>	D <sub>5</sub>	D <sub>6</sub>	P/CD	D <sub>7</sub>	D <sub>8</sub>	D <sub>9</sub>	D <sub>10</sub>	C/D
D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>	D <sub>5</sub>	D <sub>6</sub>	P/CD	D <sub>7</sub>	D <sub>8</sub>	D <sub>9</sub>	D <sub>10</sub>	C/D		
Other than 10 digits		Not to be drawn											

(5) Auto affix of modulus 10 + Price C/D 5 digits

No. of Input Digits													
10 digits	Input Data	<table><tr><td>D<sub>1</sub></td><td>D<sub>2</sub></td><td>D<sub>3</sub></td><td>D<sub>4</sub></td><td>D<sub>5</sub></td><td>D<sub>6</sub></td><td>D<sub>7</sub></td><td>D<sub>8</sub></td><td>D<sub>9</sub></td><td>D<sub>10</sub></td></tr></table>	D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>	D <sub>5</sub>	D <sub>6</sub>	D <sub>7</sub>	D <sub>8</sub>	D <sub>9</sub>	D <sub>10</sub>	
	D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>	D <sub>5</sub>	D <sub>6</sub>	D <sub>7</sub>	D <sub>8</sub>	D <sub>9</sub>	D <sub>10</sub>			
Drawing Data	<table><tr><td>D<sub>1</sub></td><td>D<sub>2</sub></td><td>D<sub>3</sub></td><td>D<sub>4</sub></td><td>D<sub>5</sub></td><td>P/CD</td><td>D<sub>6</sub></td><td>D<sub>7</sub></td><td>D<sub>8</sub></td><td>D<sub>9</sub></td><td>D<sub>10</sub></td><td>C/D</td></tr></table> <div><div></div><div>Affix price C/D 5 digits.</div><div>Affix a modulus 10 C/D.</div></div>	D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>	D <sub>5</sub>	P/CD	D <sub>6</sub>	D <sub>7</sub>	D <sub>8</sub>	D <sub>9</sub>	D <sub>10</sub>	C/D
D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>	D <sub>5</sub>	P/CD	D <sub>6</sub>	D <sub>7</sub>	D <sub>8</sub>	D <sub>9</sub>	D <sub>10</sub>	C/D		
Other than 10 digits		Not to be drawn											



Type of Bar Code: UPC-E

(1) No affix

No. of Input Digits		
7 digits	Input Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>1</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>2</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>3</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>4</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>5</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>6</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>7</sub></div> </div> <div style="margin-left: 150px;"> └─ To be checked as modulus 10 C/D </div>
	Drawing Data	<div style="display: flex; align-items: center;"> 0 <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>1</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>2</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>3</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>4</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>5</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>6</sub></div> D<sub>7</sub> </div>
Other than 7 digits		Not to be drawn

(2) Modulus 10 check

No. of Input Digits		
7 digits	Input Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>1</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>2</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>3</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>4</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>5</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>6</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>7</sub></div> </div> <div style="margin-left: 150px;"> └─ To be checked as modulus 10 C/D </div>
	Drawing Data	<div style="display: flex; align-items: center;"> 0 <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>1</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>2</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>3</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>4</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>5</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>6</sub></div> D<sub>7</sub> </div>
Other than 7 digits		Not to be drawn

(3) Auto affix of modulus 10

No. of Input Digits		
6 digits	Input Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>1</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>2</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>3</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>4</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>5</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>6</sub></div> </div> <div style="margin-left: 20px;">Calculate and reflect modulus 10 in the bar code.</div>
	Drawing Data	<div style="display: flex; align-items: center;"> 0 <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>1</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>2</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>3</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>4</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>5</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>6</sub></div> C/D </div>
Other than 6 digits		Not to be drawn

Type of Bar Code: JAN8 + 2 digits, EAN8 + 2 digits

(1) No affix

No. of Input Digits		
10 digits	Input Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>1</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>2</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>3</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>4</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>5</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>6</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>7</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>8</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>9</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>10</sub></div> </div> <div style="margin-left: 300px;"> └─ To be checked as modulus 10 C/D </div>
	Drawing Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>1</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>2</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>3</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>4</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>5</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>6</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>7</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>8</sub></div> <div style="margin: 0 10px;">┌─</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>9</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>10</sub></div> </div>
Other than 10 digits		Not to be drawn

(2) Modulus 10 check

No. of Input Digits		
10 digits	Input Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>1</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>2</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>3</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>4</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>5</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>6</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>7</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>8</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>9</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>10</sub></div> </div> <div style="margin-left: 300px;"> └─ To be checked as modulus 10 C/D </div>
	Drawing Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>1</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>2</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>3</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>4</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>5</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>6</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>7</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>8</sub></div> <div style="margin: 0 10px;">┌─</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>9</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>10</sub></div> </div>
Other than 10 digits		Not to be drawn

(3) Auto affix of modulus 10

No. of Input Digits		
9 digits	Input Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>1</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>2</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>3</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>4</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>5</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>6</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>7</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>8</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>9</sub></div> </div>
	Drawing Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>1</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>2</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>3</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>4</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>5</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>6</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>7</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">C/D</div> <div style="margin: 0 10px;">┌─</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>8</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>9</sub></div> </div> <div style="margin-left: 150px;"> └─ Affix a modulus 10 C/D. </div>
Other than 9 digits		Not to be drawn

Type of Bar Code: JAN8 + 5 digits, EAN8 + 5 digits

(1) No affix

No. of Input Digits		
13 digits	Input Data	<div style="display: flex; justify-content: space-between; border: 1px solid black; padding: 2px;"> <span>D<sub>1</sub></span><span>D<sub>2</sub></span><span>D<sub>3</sub></span><span>D<sub>4</sub></span><span>D<sub>5</sub></span><span>D<sub>6</sub></span><span>D<sub>7</sub></span><span>D<sub>8</sub></span><span>D<sub>9</sub></span><span>D<sub>10</sub></span><span>D<sub>11</sub></span><span>D<sub>12</sub></span><span>D<sub>13</sub></span> </div> <div style="text-align: right; margin-top: -10px;">└─ To be checked as modulus 10 C/D</div>
	Drawing Data	<div style="display: flex; justify-content: space-between; border: 1px solid black; padding: 2px;"> <span>D<sub>1</sub></span><span>D<sub>2</sub></span><span>D<sub>3</sub></span><span>D<sub>4</sub></span><span>D<sub>5</sub></span><span>D<sub>6</sub></span><span>D<sub>7</sub></span><span>D<sub>8</sub></span> <span>D<sub>9</sub></span><span>D<sub>10</sub></span><span>D<sub>11</sub></span><span>D<sub>12</sub></span><span>D<sub>13</sub></span> </div>
Other than 13 digits		Not to be drawn

(2) Modulus 10 check

No. of Input Digits		
13 digits	Input Data	<div style="display: flex; justify-content: space-between; border: 1px solid black; padding: 2px;"> <span>D<sub>1</sub></span><span>D<sub>2</sub></span><span>D<sub>3</sub></span><span>D<sub>4</sub></span><span>D<sub>5</sub></span><span>D<sub>6</sub></span><span>D<sub>7</sub></span><span>D<sub>8</sub></span><span>D<sub>9</sub></span><span>D<sub>10</sub></span><span>D<sub>11</sub></span><span>D<sub>12</sub></span><span>D<sub>13</sub></span> </div> <div style="text-align: right; margin-top: -10px;">└─ To be checked as modulus 10 C/D</div>
	Drawing Data	<div style="display: flex; justify-content: space-between; border: 1px solid black; padding: 2px;"> <span>D<sub>1</sub></span><span>D<sub>2</sub></span><span>D<sub>3</sub></span><span>D<sub>4</sub></span><span>D<sub>5</sub></span><span>D<sub>6</sub></span><span>D<sub>7</sub></span><span>D<sub>8</sub></span> <span>D<sub>9</sub></span><span>D<sub>10</sub></span><span>D<sub>11</sub></span><span>D<sub>12</sub></span><span>D<sub>13</sub></span> </div>
Other than 13 digits		Not to be drawn

(3) Auto affix of modulus 10

No. of Input Digits		
12 digits	Input Data	<div style="display: flex; justify-content: space-between; border: 1px solid black; padding: 2px;"> <span>D<sub>1</sub></span><span>D<sub>2</sub></span><span>D<sub>3</sub></span><span>D<sub>4</sub></span><span>D<sub>5</sub></span><span>D<sub>6</sub></span><span>D<sub>7</sub></span><span>D<sub>8</sub></span><span>D<sub>9</sub></span><span>D<sub>10</sub></span><span>D<sub>11</sub></span><span>D<sub>12</sub></span> </div>
	Drawing Data	<div style="display: flex; justify-content: space-between; border: 1px solid black; padding: 2px;"> <span>D<sub>1</sub></span><span>D<sub>2</sub></span><span>D<sub>3</sub></span><span>D<sub>4</sub></span><span>D<sub>5</sub></span><span>D<sub>6</sub></span><span>D<sub>7</sub></span><span>C/D</span> <span>D<sub>8</sub></span><span>D<sub>9</sub></span><span>D<sub>10</sub></span><span>D<sub>11</sub></span><span>D<sub>12</sub></span> </div> <div style="text-align: right; margin-top: -10px;">└─ Affix a modulus 10 C/D.</div>
Other than 12 digits		Not to be drawn

Type of Bar Code: JAN13 + 2 digits, EAN13 + 2 digits

(1) No affix

No. of Input Digits		
15 digits	Input Data	D <sub>1</sub> D <sub>2</sub> D <sub>3</sub> D <sub>4</sub> D <sub>5</sub> D <sub>6</sub> D <sub>7</sub> D <sub>8</sub> D <sub>9</sub> D <sub>10</sub> D <sub>11</sub> D <sub>12</sub> D <sub>13</sub> D <sub>14</sub> D <sub>15</sub>
	Drawing Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>2</sub> D<sub>3</sub> D<sub>4</sub> D<sub>5</sub> D<sub>6</sub> D<sub>7</sub> D<sub>8</sub> D<sub>9</sub> D<sub>10</sub> D<sub>11</sub> D<sub>12</sub> D<sub>13</sub></div> <div style="margin-left: 20px; border: 1px solid black; padding: 2px;">D<sub>14</sub> D<sub>15</sub></div> </div>
Other than 15 digits		Not to be drawn

(2) Modulus 10 check

No. of Input Digits		
15 digits	Input Data	D <sub>1</sub> D <sub>2</sub> D <sub>3</sub> D <sub>4</sub> D <sub>5</sub> D <sub>6</sub> D <sub>7</sub> D <sub>8</sub> D <sub>9</sub> D <sub>10</sub> D <sub>11</sub> D <sub>12</sub> D <sub>13</sub> D <sub>14</sub> D <sub>15</sub>
	Drawing Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>2</sub> D<sub>3</sub> D<sub>4</sub> D<sub>5</sub> D<sub>6</sub> D<sub>7</sub> D<sub>8</sub> D<sub>9</sub> D<sub>10</sub> D<sub>11</sub> D<sub>12</sub> D<sub>13</sub></div> <div style="margin-left: 20px; border: 1px solid black; padding: 2px;">D<sub>14</sub> D<sub>15</sub></div> </div>
Other than 15 digits		Not to be drawn

(3) Auto affix of modulus 10

No. of Input Digits		
14 digits	Input Data	D <sub>1</sub> D <sub>2</sub> D <sub>3</sub> D <sub>4</sub> D <sub>5</sub> D <sub>6</sub> D <sub>7</sub> D <sub>8</sub> D <sub>9</sub> D <sub>10</sub> D <sub>11</sub> D <sub>12</sub> D <sub>13</sub> D <sub>14</sub>
	Drawing Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>2</sub> D<sub>3</sub> D<sub>4</sub> D<sub>5</sub> D<sub>6</sub> D<sub>7</sub> D<sub>8</sub> D<sub>9</sub> D<sub>10</sub> D<sub>11</sub> D<sub>12</sub> C/D</div> <div style="margin-left: 20px; border: 1px solid black; padding: 2px;">D<sub>13</sub> D<sub>14</sub></div> </div> <p style="text-align: right; margin-top: 10px;">Affix a modulus 10 C/D.</p>
Other than 14 digits		Not to be drawn

(4) Auto affix of modulus 10 + Price C/D 4 digits

No. of Input Digits		
13 digits	Input Data	D <sub>1</sub> D <sub>2</sub> D <sub>3</sub> D <sub>4</sub> D <sub>5</sub> D <sub>6</sub> D <sub>7</sub> D <sub>8</sub> D <sub>9</sub> D <sub>10</sub> D <sub>11</sub> D <sub>12</sub> D <sub>13</sub>
	Drawing Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>2</sub> D<sub>3</sub> D<sub>4</sub> D<sub>5</sub> D<sub>6</sub> D<sub>7</sub> P/CD D<sub>8</sub> D<sub>9</sub> D<sub>10</sub> D<sub>11</sub> C/D</div> <div style="margin-left: 20px; border: 1px solid black; padding: 2px;">D<sub>12</sub> D<sub>13</sub></div> </div> <p style="text-align: right; margin-top: 10px;">Affix price C/D 4 digits.</p> <p style="text-align: right; margin-top: 10px;">Affix a modulus 10 C/D.</p>
Other than 13 digits		Not to be drawn

(5) Auto affix of modulus 10 + Price C/D 5 digits

No. of Input Digits		
13 digits	Input Data	D <sub>1</sub> D <sub>2</sub> D <sub>3</sub> D <sub>4</sub> D <sub>5</sub> D <sub>6</sub> D <sub>7</sub> D <sub>8</sub> D <sub>9</sub> D <sub>10</sub> D <sub>11</sub> D <sub>12</sub> D <sub>13</sub>
	Drawing Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>2</sub> D<sub>3</sub> D<sub>4</sub> D<sub>5</sub> D<sub>6</sub> P/CD D<sub>7</sub> D<sub>8</sub> D<sub>9</sub> D<sub>10</sub> D<sub>11</sub> C/D</div> <div style="margin-left: 20px; border: 1px solid black; padding: 2px;">D<sub>12</sub> D<sub>13</sub></div> </div> <p style="text-align: right; margin-top: 10px;">Affix price C/D 5 digits.</p> <p style="text-align: right; margin-top: 10px;">Affix a modulus 10 C/D.</p>
Other than 13 digits		Not to be drawn

Type of Bar Code: JAN13 + 5 digits, EAN13 + 5 digits

(1) No affix

No. of Input Digits		
18 digits	Input Data	D <sub>1</sub> D <sub>2</sub> D <sub>3</sub> D <sub>4</sub> D <sub>5</sub> D <sub>6</sub> D <sub>7</sub> D <sub>8</sub> D <sub>9</sub> D <sub>10</sub> D <sub>11</sub> D <sub>12</sub> D <sub>13</sub> D <sub>14</sub> D <sub>15</sub> D <sub>16</sub> D <sub>17</sub> D <sub>18</sub>
	Drawing Data	<div style="display: flex; justify-content: space-between;"> <div style="border: 1px solid black; padding: 2px;">D<sub>2</sub> D<sub>3</sub> D<sub>4</sub> D<sub>5</sub> D<sub>6</sub> D<sub>7</sub> D<sub>8</sub> D<sub>9</sub> D<sub>10</sub> D<sub>11</sub> D<sub>12</sub> D<sub>13</sub></div> <div style="border: 1px solid black; padding: 2px;">D<sub>14</sub> D<sub>15</sub> D<sub>16</sub> D<sub>17</sub> D<sub>18</sub></div> </div>
Other than 18 digits		Not to be drawn

(2) Modulus 10 check

No. of Input Digits		
18 digits	Input Data	D <sub>1</sub> D <sub>2</sub> D <sub>3</sub> D <sub>4</sub> D <sub>5</sub> D <sub>6</sub> D <sub>7</sub> D <sub>8</sub> D <sub>9</sub> D <sub>10</sub> D <sub>11</sub> D <sub>12</sub> D <sub>13</sub> D <sub>14</sub> D <sub>15</sub> D <sub>16</sub> D <sub>17</sub> D <sub>18</sub>
	Drawing Data	<div style="display: flex; justify-content: space-between;"> <div style="border: 1px solid black; padding: 2px;">D<sub>2</sub> D<sub>3</sub> D<sub>4</sub> D<sub>5</sub> D<sub>6</sub> D<sub>7</sub> D<sub>8</sub> D<sub>9</sub> D<sub>10</sub> D<sub>11</sub> D<sub>12</sub> D<sub>13</sub></div> <div style="border: 1px solid black; padding: 2px;">D<sub>14</sub> D<sub>15</sub> D<sub>16</sub> D<sub>17</sub> D<sub>18</sub></div> </div>
Other than 18 digits		Not to be drawn

(3) Auto affix of modulus 10

No. of Input Digits		
17 digits	Input Data	D <sub>1</sub> D <sub>2</sub> D <sub>3</sub> D <sub>4</sub> D <sub>5</sub> D <sub>6</sub> D <sub>7</sub> D <sub>8</sub> D <sub>9</sub> D <sub>10</sub> D <sub>11</sub> D <sub>12</sub> D <sub>13</sub> D <sub>14</sub> D <sub>15</sub> D <sub>16</sub> D <sub>17</sub>
	Drawing Data	<div style="display: flex; justify-content: space-between;"> <div style="border: 1px solid black; padding: 2px;">D<sub>2</sub> D<sub>3</sub> D<sub>4</sub> D<sub>5</sub> D<sub>6</sub> D<sub>7</sub> D<sub>8</sub> D<sub>9</sub> D<sub>10</sub> D<sub>11</sub> D<sub>12</sub> C/D</div> <div style="border: 1px solid black; padding: 2px;">D<sub>13</sub> D<sub>14</sub> D<sub>15</sub> D<sub>16</sub> D<sub>17</sub></div> </div>
Other than 17 digits		Not to be drawn

(4) Auto affix of modulus 10 + Price C/D 4 digits

No. of Input Digits		
16 digits	Input Data	D <sub>1</sub> D <sub>2</sub> D <sub>3</sub> D <sub>4</sub> D <sub>5</sub> D <sub>6</sub> D <sub>7</sub> D <sub>8</sub> D <sub>9</sub> D <sub>10</sub> D <sub>11</sub> D <sub>12</sub> D <sub>13</sub> D <sub>14</sub> D <sub>15</sub> D <sub>16</sub>
	Drawing Data	<div style="display: flex; justify-content: space-between;"> <div style="border: 1px solid black; padding: 2px;">D<sub>2</sub> D<sub>3</sub> D<sub>4</sub> D<sub>5</sub> D<sub>6</sub> D<sub>7</sub> P/CD D<sub>8</sub> D<sub>9</sub> D<sub>10</sub> D<sub>11</sub> C/D</div> <div style="border: 1px solid black; padding: 2px;">D<sub>12</sub> D<sub>13</sub> D<sub>14</sub> D<sub>15</sub> D<sub>16</sub></div> </div>
Other than 16 digits		Not to be drawn

(5) Auto affix of modulus 10 + Price C/D 5 digits

No. of Input Digits		
16 digits	Input Data	D <sub>1</sub> D <sub>2</sub> D <sub>3</sub> D <sub>4</sub> D <sub>5</sub> D <sub>6</sub> D <sub>7</sub> D <sub>8</sub> D <sub>9</sub> D <sub>10</sub> D <sub>11</sub> D <sub>12</sub> D <sub>13</sub> D <sub>14</sub> D <sub>15</sub> D <sub>16</sub>
	Drawing Data	<div style="display: flex; justify-content: space-between;"> <div style="border: 1px solid black; padding: 2px;">D<sub>2</sub> D<sub>3</sub> D<sub>4</sub> D<sub>5</sub> D<sub>6</sub> P/CD D<sub>7</sub> D<sub>8</sub> D<sub>9</sub> D<sub>10</sub> D<sub>11</sub> C/D</div> <div style="border: 1px solid black; padding: 2px;">D<sub>12</sub> D<sub>13</sub> D<sub>14</sub> D<sub>15</sub> D<sub>16</sub></div> </div>
Other than 16 digits		Not to be drawn

Type of Bar Code: UPC-A + 2 digits

(1) No affix

No. of Input Digits		
14 digits	Input Data	<div style="display: flex; justify-content: space-between; border: 1px solid black; padding: 2px;"> <span>D<sub>1</sub></span><span>D<sub>2</sub></span><span>D<sub>3</sub></span><span>D<sub>4</sub></span><span>D<sub>5</sub></span><span>D<sub>6</sub></span><span>D<sub>7</sub></span><span>D<sub>8</sub></span><span>D<sub>9</sub></span><span>D<sub>10</sub></span><span>D<sub>11</sub></span><span>D<sub>12</sub></span><span>D<sub>13</sub></span><span>D<sub>14</sub></span> </div> <div style="text-align: center; margin-top: 5px;">To be checked as modulus 10 C/D</div>
	Drawing Data	<div style="display: flex; justify-content: space-between; border: 1px solid black; padding: 2px;"> <span>D<sub>1</sub></span><span>D<sub>2</sub></span><span>D<sub>3</sub></span><span>D<sub>4</sub></span><span>D<sub>5</sub></span><span>D<sub>6</sub></span><span>D<sub>7</sub></span><span>D<sub>8</sub></span><span>D<sub>9</sub></span><span>D<sub>10</sub></span><span>D<sub>11</sub></span><span>D<sub>12</sub></span> <span style="margin-left: 20px;"><span>D<sub>13</sub></span><span>D<sub>14</sub></span></span> </div>
Other than 14 digits		Not to be drawn

(2) Modulus 10 check

No. of Input Digits		
14 digits	Input Data	<div style="display: flex; justify-content: space-between; border: 1px solid black; padding: 2px;"> <span>D<sub>1</sub></span><span>D<sub>2</sub></span><span>D<sub>3</sub></span><span>D<sub>4</sub></span><span>D<sub>5</sub></span><span>D<sub>6</sub></span><span>D<sub>7</sub></span><span>D<sub>8</sub></span><span>D<sub>9</sub></span><span>D<sub>10</sub></span><span>D<sub>11</sub></span><span>D<sub>12</sub></span><span>D<sub>13</sub></span><span>D<sub>14</sub></span> </div> <div style="text-align: center; margin-top: 5px;">To be checked as modulus 10 C/D</div>
	Drawing Data	<div style="display: flex; justify-content: space-between; border: 1px solid black; padding: 2px;"> <span>D<sub>1</sub></span><span>D<sub>2</sub></span><span>D<sub>3</sub></span><span>D<sub>4</sub></span><span>D<sub>5</sub></span><span>D<sub>6</sub></span><span>D<sub>7</sub></span><span>D<sub>8</sub></span><span>D<sub>9</sub></span><span>D<sub>10</sub></span><span>D<sub>11</sub></span><span>D<sub>12</sub></span> <span style="margin-left: 20px;"><span>D<sub>13</sub></span><span>D<sub>14</sub></span></span> </div>
Other than 14 digits		Not to be drawn

(3) Auto affix of modulus 10

No. of Input Digits		
13 digits	Input Data	<div style="display: flex; justify-content: space-between; border: 1px solid black; padding: 2px;"> <span>D<sub>1</sub></span><span>D<sub>2</sub></span><span>D<sub>3</sub></span><span>D<sub>4</sub></span><span>D<sub>5</sub></span><span>D<sub>6</sub></span><span>D<sub>7</sub></span><span>D<sub>8</sub></span><span>D<sub>9</sub></span><span>D<sub>10</sub></span><span>D<sub>11</sub></span><span>D<sub>12</sub></span><span>D<sub>13</sub></span> </div>
	Drawing Data	<div style="display: flex; justify-content: space-between; border: 1px solid black; padding: 2px;"> <span>D<sub>1</sub></span><span>D<sub>2</sub></span><span>D<sub>3</sub></span><span>D<sub>4</sub></span><span>D<sub>5</sub></span><span>D<sub>6</sub></span><span>D<sub>7</sub></span><span>D<sub>8</sub></span><span>D<sub>9</sub></span><span>D<sub>10</sub></span><span>D<sub>11</sub></span><span>C/D</span> <span style="margin-left: 20px;"><span>D<sub>12</sub></span><span>D<sub>13</sub></span></span> </div> <div style="text-align: right; margin-top: 5px;">Affix a modulus 10 C/D.</div>
Other than 13 digits		Not to be drawn

(4) Auto affix of modulus 10 + Price C/D 4 digits

No. of Input Digits		
12 digits	Input Data	<div style="display: flex; justify-content: space-between; border: 1px solid black; padding: 2px;"> <span>D<sub>1</sub></span><span>D<sub>2</sub></span><span>D<sub>3</sub></span><span>D<sub>4</sub></span><span>D<sub>5</sub></span><span>D<sub>6</sub></span><span>D<sub>7</sub></span><span>D<sub>8</sub></span><span>D<sub>9</sub></span><span>D<sub>10</sub></span><span>D<sub>11</sub></span><span>D<sub>12</sub></span> </div>
	Drawing Data	<div style="display: flex; justify-content: space-between; border: 1px solid black; padding: 2px;"> <span>D<sub>1</sub></span><span>D<sub>2</sub></span><span>D<sub>3</sub></span><span>D<sub>4</sub></span><span>D<sub>5</sub></span><span>D<sub>6</sub></span><span>P/CD</span><span>D<sub>7</sub></span><span>D<sub>8</sub></span><span>D<sub>9</sub></span><span>D<sub>10</sub></span><span>C/D</span> <span style="margin-left: 20px;"><span>D<sub>11</sub></span><span>D<sub>12</sub></span></span> </div> <div style="text-align: right; margin-top: 5px;">Affix price C/D 4 digits.</div> <div style="text-align: right; margin-top: 5px;">Affix a modulus 10 C/D.</div>
Other than 12 digits		Not to be drawn

(5) Auto affix of modulus 10 + Price C/D 5 digits

No. of Input Digits		
12 digits	Input Data	<div style="display: flex; justify-content: space-between; border: 1px solid black; padding: 2px;"> <span>D<sub>1</sub></span><span>D<sub>2</sub></span><span>D<sub>3</sub></span><span>D<sub>4</sub></span><span>D<sub>5</sub></span><span>D<sub>6</sub></span><span>D<sub>7</sub></span><span>D<sub>8</sub></span><span>D<sub>9</sub></span><span>D<sub>10</sub></span><span>D<sub>11</sub></span><span>D<sub>12</sub></span> </div>
	Drawing Data	<div style="display: flex; justify-content: space-between; border: 1px solid black; padding: 2px;"> <span>D<sub>1</sub></span><span>D<sub>2</sub></span><span>D<sub>3</sub></span><span>D<sub>4</sub></span><span>D<sub>5</sub></span><span>P/CD</span><span>D<sub>6</sub></span><span>D<sub>7</sub></span><span>D<sub>8</sub></span><span>D<sub>9</sub></span><span>D<sub>10</sub></span><span>C/D</span> <span style="margin-left: 20px;"><span>D<sub>11</sub></span><span>D<sub>12</sub></span></span> </div> <div style="text-align: right; margin-top: 5px;">Affix price C/D 5 digits.</div> <div style="text-align: right; margin-top: 5px;">Affix a modulus 10 C/D.</div>
Other than 12 digits		Not to be drawn

Type of Bar Code: UPC-A + 5 digits

(1) No affix

No. of Input Digits		
17 digits	Input Data	<div style="display: flex; justify-content: space-between; border: 1px solid black; padding: 2px;"> <span>D<sub>1</sub></span><span>D<sub>2</sub></span><span>D<sub>3</sub></span><span>D<sub>4</sub></span><span>D<sub>5</sub></span><span>D<sub>6</sub></span><span>D<sub>7</sub></span><span>D<sub>8</sub></span><span>D<sub>9</sub></span><span>D<sub>10</sub></span><span>D<sub>11</sub></span><span>D<sub>12</sub></span><span>D<sub>13</sub></span><span>D<sub>14</sub></span><span>D<sub>15</sub></span><span>D<sub>16</sub></span><span>D<sub>17</sub></span> </div> <div style="text-align: center; margin-top: 5px;">To be checked as modulus 10 C/D</div>
	Drawing Data	<div style="display: flex; justify-content: space-between; border: 1px solid black; padding: 2px;"> <span>D<sub>1</sub></span><span>D<sub>2</sub></span><span>D<sub>3</sub></span><span>D<sub>4</sub></span><span>D<sub>5</sub></span><span>D<sub>6</sub></span><span>D<sub>7</sub></span><span>D<sub>8</sub></span><span>D<sub>9</sub></span><span>D<sub>10</sub></span><span>D<sub>11</sub></span><span>D<sub>12</sub></span> <span style="margin-left: 20px;"><span>D<sub>13</sub></span><span>D<sub>14</sub></span><span>D<sub>15</sub></span><span>D<sub>16</sub></span><span>D<sub>17</sub></span></span></div>
Other than 17 digits		Not to be drawn

(2) Modulus 10 check

No. of Input Digits		
17 digits	Input Data	<div style="display: flex; justify-content: space-between; border: 1px solid black; padding: 2px;"> <span>D<sub>1</sub></span><span>D<sub>2</sub></span><span>D<sub>3</sub></span><span>D<sub>4</sub></span><span>D<sub>5</sub></span><span>D<sub>6</sub></span><span>D<sub>7</sub></span><span>D<sub>8</sub></span><span>D<sub>9</sub></span><span>D<sub>10</sub></span><span>D<sub>11</sub></span><span>D<sub>12</sub></span><span>D<sub>13</sub></span><span>D<sub>14</sub></span><span>D<sub>15</sub></span><span>D<sub>16</sub></span><span>D<sub>17</sub></span> </div> <div style="text-align: center; margin-top: 5px;">To be checked as modulus 10 C/D</div>
	Drawing Data	<div style="display: flex; justify-content: space-between; border: 1px solid black; padding: 2px;"> <span>D<sub>1</sub></span><span>D<sub>2</sub></span><span>D<sub>3</sub></span><span>D<sub>4</sub></span><span>D<sub>5</sub></span><span>D<sub>6</sub></span><span>D<sub>7</sub></span><span>D<sub>8</sub></span><span>D<sub>9</sub></span><span>D<sub>10</sub></span><span>D<sub>11</sub></span><span>D<sub>12</sub></span> <span style="margin-left: 20px;"><span>D<sub>13</sub></span><span>D<sub>14</sub></span><span>D<sub>15</sub></span><span>D<sub>16</sub></span><span>D<sub>17</sub></span></span></div>
Other than 17 digits		Not to be drawn

(3) Auto affix of modulus 10

No. of Input Digits		
16 digits	Input Data	<div style="display: flex; justify-content: space-between; border: 1px solid black; padding: 2px;"> <span>D<sub>1</sub></span><span>D<sub>2</sub></span><span>D<sub>3</sub></span><span>D<sub>4</sub></span><span>D<sub>5</sub></span><span>D<sub>6</sub></span><span>D<sub>7</sub></span><span>D<sub>8</sub></span><span>D<sub>9</sub></span><span>D<sub>10</sub></span><span>D<sub>11</sub></span><span>D<sub>12</sub></span><span>D<sub>13</sub></span><span>D<sub>14</sub></span><span>D<sub>15</sub></span><span>D<sub>16</sub></span> </div>
	Drawing Data	<div style="display: flex; justify-content: space-between; border: 1px solid black; padding: 2px;"> <span>D<sub>1</sub></span><span>D<sub>2</sub></span><span>D<sub>3</sub></span><span>D<sub>4</sub></span><span>D<sub>5</sub></span><span>D<sub>6</sub></span><span>D<sub>7</sub></span><span>D<sub>8</sub></span><span>D<sub>9</sub></span><span>D<sub>10</sub></span><span>D<sub>11</sub></span><span>C/D</span> <span style="margin-left: 20px;"><span>D<sub>12</sub></span><span>D<sub>13</sub></span><span>D<sub>14</sub></span><span>D<sub>15</sub></span><span>D<sub>16</sub></span></span></div> <div style="text-align: right; margin-top: 5px;">Affix a modulus 10 C/D.</div>
Other than 16 digits		Not to be drawn

(4) Auto affix of modulus 10 + Price C/D 4 digits

No. of Input Digits		
15 digits	Input Data	<div style="display: flex; justify-content: space-between; border: 1px solid black; padding: 2px;"> <span>D<sub>1</sub></span><span>D<sub>2</sub></span><span>D<sub>3</sub></span><span>D<sub>4</sub></span><span>D<sub>5</sub></span><span>D<sub>6</sub></span><span>D<sub>7</sub></span><span>D<sub>8</sub></span><span>D<sub>9</sub></span><span>D<sub>10</sub></span><span>D<sub>11</sub></span><span>D<sub>12</sub></span><span>D<sub>13</sub></span><span>D<sub>14</sub></span><span>D<sub>15</sub></span> </div>
	Drawing Data	<div style="display: flex; justify-content: space-between; border: 1px solid black; padding: 2px;"> <span>D<sub>1</sub></span><span>D<sub>2</sub></span><span>D<sub>3</sub></span><span>D<sub>4</sub></span><span>D<sub>5</sub></span><span>D<sub>6</sub></span><span>P/CD</span><span>D<sub>7</sub></span><span>D<sub>8</sub></span><span>D<sub>9</sub></span><span>D<sub>10</sub></span><span>C/D</span> <span style="margin-left: 20px;"><span>D<sub>11</sub></span><span>D<sub>12</sub></span><span>D<sub>13</sub></span><span>D<sub>14</sub></span><span>D<sub>15</sub></span></span></div> <div style="text-align: right; margin-top: 5px;">Affix price C/D 4 digits.</div> <div style="text-align: right; margin-top: 5px;">Affix a modulus 10 C/D.</div>
Other than 15 digits		Not to be drawn

(5) Auto affix of modulus 10 + Price C/D 5 digits

No. of Input Digits		
15 digits	Input Data	<div style="display: flex; justify-content: space-between; border: 1px solid black; padding: 2px;"> <span>D<sub>1</sub></span><span>D<sub>2</sub></span><span>D<sub>3</sub></span><span>D<sub>4</sub></span><span>D<sub>5</sub></span><span>D<sub>6</sub></span><span>D<sub>7</sub></span><span>D<sub>8</sub></span><span>D<sub>9</sub></span><span>D<sub>10</sub></span><span>D<sub>11</sub></span><span>D<sub>12</sub></span><span>D<sub>13</sub></span><span>D<sub>14</sub></span><span>D<sub>15</sub></span> </div>
	Drawing Data	<div style="display: flex; justify-content: space-between; border: 1px solid black; padding: 2px;"> <span>D<sub>1</sub></span><span>D<sub>2</sub></span><span>D<sub>3</sub></span><span>D<sub>4</sub></span><span>D<sub>5</sub></span><span>P/CD</span><span>D<sub>6</sub></span><span>D<sub>7</sub></span><span>D<sub>8</sub></span><span>D<sub>9</sub></span><span>D<sub>10</sub></span><span>C/D</span> <span style="margin-left: 20px;"><span>D<sub>11</sub></span><span>D<sub>12</sub></span><span>D<sub>13</sub></span><span>D<sub>14</sub></span><span>D<sub>15</sub></span></span></div> <div style="text-align: right; margin-top: 5px;">Affix price C/D 5 digits.</div> <div style="text-align: right; margin-top: 5px;">Affix a modulus 10 C/D.</div>
Other than 15 digits		Not to be drawn

Type of Bar Code: UPC-E + 2 digits

(1) No affix

No. of Input Digits		
9 digits	Input Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>1</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>2</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>3</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>4</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>5</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>6</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>7</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>8</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>9</sub></div> </div> <div style="margin-left: 150px;">└─ To be checked as modulus 10 C/D</div>
	Drawing Data	<div style="display: flex; align-items: center;"> 0 <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>1</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>2</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>3</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>4</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>5</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>6</sub></div> <div style="margin: 0 5px;">D<sub>7</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>8</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>9</sub></div> </div>
Other than 9 digits		Not to be drawn

(2) Modulus 10 check

No. of Input Digits		
9 digits	Input Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>1</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>2</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>3</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>4</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>5</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>6</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>7</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>8</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>9</sub></div> </div> <div style="margin-left: 150px;">└─ To be checked as modulus 10 C/D</div>
	Drawing Data	<div style="display: flex; align-items: center;"> 0 <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>1</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>2</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>3</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>4</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>5</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>6</sub></div> <div style="margin: 0 5px;">D<sub>7</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>8</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>9</sub></div> </div>
Other than 9 digits		Not to be drawn

(3) Auto affix of modulus 10

No. of Input Digits		
8 digits	Input Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>1</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>2</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>3</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>4</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>5</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>6</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>7</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>8</sub></div> </div> <div style="margin-left: 20px;">Calculate and reflect modulus 10 C/D in the bar code.</div>
	Drawing Data	<div style="display: flex; align-items: center;"> 0 <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>1</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>2</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>3</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>4</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>5</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>6</sub></div> <div style="margin: 0 5px;">C/D</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>7</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>8</sub></div> </div>
Other than 8 digits		Not to be drawn



Type of Bar Code: UPC-E + 5 digits

(1) No affix

No. of Input Digits		
12 digits	Input Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>1</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>2</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>3</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>4</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>5</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>6</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>7</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>8</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>9</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>10</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>11</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>12</sub></div> </div> <div style="margin-left: 150px;"> └─ To be checked as modulus 10 C/D </div>
	Drawing Data	<div style="display: flex; align-items: center;"> 0 <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>1</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>2</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>3</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>4</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>5</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>6</sub></div> <div style="margin: 0 5px;">D<sub>7</sub></div> <div style="margin-left: 20px;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>8</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>9</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>10</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>11</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>12</sub></div> </div> </div>
Other than 12 digits		Not to be drawn

(2) Modulus 10 check

No. of Input Digits		
12 digits	Input Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>1</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>2</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>3</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>4</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>5</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>6</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>7</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>8</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>9</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>10</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>11</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>12</sub></div> </div> <div style="margin-left: 150px;"> └─ To be checked as modulus 10 C/D </div>
	Drawing Data	<div style="display: flex; align-items: center;"> 0 <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>1</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>2</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>3</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>4</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>5</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>6</sub></div> <div style="margin: 0 5px;">D<sub>7</sub></div> <div style="margin-left: 20px;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>8</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>9</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>10</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>11</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>12</sub></div> </div> </div>
Other than 12 digits		Not to be drawn

(3) Auto affix of modulus 10

No. of Input Digits		
11 digits	Input Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>1</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>2</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>3</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>4</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>5</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>6</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>7</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>8</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>9</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>10</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>11</sub></div> </div> <div style="margin-left: 10px;">Calculate and reflect modulus 10 C/D in the bar code.</div>
	Drawing Data	<div style="display: flex; align-items: center;"> 0 <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>1</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>2</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>3</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>4</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>5</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>6</sub></div> <div style="margin: 0 5px;">C/D</div> <div style="margin-left: 20px;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>7</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>8</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>9</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>10</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>11</sub></div> </div> </div>
Other than 11 digits		Not to be drawn

Type of Bar Code: MSI

(1) No affix

No. of Input Digits		
Max. 15 digits	Input Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>1</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>2</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>3</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>4</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>5</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>6</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>7</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>8</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>9</sub></div> </div>
	Drawing Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>1</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>2</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>3</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>4</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>5</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>6</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>7</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>8</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>9</sub></div> </div>
16 digits or more		Not to be drawn

(2) IBM modulus 10 check

No. of Input Digits		
Min. 2 digits Max. 15 digits (including C/D)	Input Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>1</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>2</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>3</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>4</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>5</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>6</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>7</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>8</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>9</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>10</sub></div> </div>
	Drawing Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>1</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>2</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>3</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>4</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>5</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>6</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>7</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>8</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>9</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>10</sub></div> </div>
1 digit 16 digits or more		Not to be drawn

(3) Auto affix of IBM modulus 10

No. of Input Digits		
Max. 14 digits	Input Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>1</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>2</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>3</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>4</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>5</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>6</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>7</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>8</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>9</sub></div> </div>
	Drawing Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>1</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>2</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>3</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>4</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>5</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>6</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>7</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>8</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>9</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">C/D</div> </div>
15 digits or more		Not to be drawn

(4) IBM modulus 10 + Auto affix of IBM modulus 10

No. of Input Digits		
Max. 13 digits	Input Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>1</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>2</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>3</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>4</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>5</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>6</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>7</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>8</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>9</sub></div> </div>
	Drawing Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>1</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>2</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>3</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>4</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>5</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>6</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>7</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>8</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>9</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">C/D<sub>1</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">C/D<sub>2</sub></div> </div>
14 digits or more		Not to be drawn

(5) IBM modulus 11 + Auto affix of IBM modulus 10

No. of Input Digits		
Max. 13 digits	Input Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>1</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>2</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>3</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>4</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>5</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>6</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>7</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>8</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>9</sub></div> </div>
	Drawing Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>1</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>2</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>3</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>4</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>5</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>6</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>7</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>8</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>9</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">C/D<sub>1</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">C/D<sub>2</sub></div> </div>
14 digits or more		Not to be drawn

Type of Bar Code: Interleaved 2 of 5

(1) No affix

No. of Input Digits		
Max. 126 digits	Input Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>1</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>2</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>3</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>4</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>5</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>6</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>7</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>8</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>9</sub></div> </div>
	Drawing Data	<div style="display: flex; align-items: center;"> <div style="margin-right: 10px;">0</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>1</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>2</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>3</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>4</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>5</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>6</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>7</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>8</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>9</sub></div> </div>
127 digits or more		Not to be drawn

(2) Modulus 10 check

No. of Input Digits		
Min. 2 digits Max. 126 digits (including C/D)	Input Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>1</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>2</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>3</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>4</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>5</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>6</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>7</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>8</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>9</sub></div> </div>
	Drawing Data	<div style="display: flex; align-items: center;"> <div style="margin-right: 10px;">0</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>1</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>2</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>3</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>4</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>5</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>6</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>7</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>8</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>9</sub></div> </div>
1 digit 127 digits or more		Not to be drawn

(3) Auto affix of modulus 10

No. of Input Digits		
Max. 125 digits	Input Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>1</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>2</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>3</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>4</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>5</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>6</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>7</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>8</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>9</sub></div> </div>
	Drawing Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>1</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>2</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>3</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>4</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>5</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>6</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>7</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>8</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>9</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">C/D</div> </div>
126 digits or more		Not to be drawn

(4) Auto affix of DBP modulus 10

No. of Input Digits		
Max. 125 digits	Input Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>1</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>2</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>3</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>4</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>5</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>6</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>7</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>8</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>9</sub></div> </div>
	Drawing Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>1</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>2</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>3</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>4</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>5</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>6</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>7</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>8</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>9</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">C/D</div> </div>
126 digits or more		Not to be drawn

Type of Bar Code: Industrial 2 of 5

(1) No affix

No. of Input Digits		
Max. 126 digits	Input Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>1</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>2</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>3</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>4</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>5</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>6</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>7</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>8</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>9</sub></div> </div>
	Drawing Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>1</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>2</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>3</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>4</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>5</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>6</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>7</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>8</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>9</sub></div> </div>
127 digits or more		Not to be drawn

(2) Modulus check character check

No. of Input Digits		
Min. 2 digits Max. 126 digits (including C/D)	Input Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>1</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>2</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>3</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>4</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>5</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>6</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>7</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>8</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>9</sub></div> </div>
	Drawing Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>1</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>2</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>3</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>4</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>5</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>6</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>7</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>8</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>9</sub></div> </div>
1 digit 127 digits or more		Not to be drawn

(3) Auto affix of modulus check character

No. of Input Digits		
Max. 125 digits	Input Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>1</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>2</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>3</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>4</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>5</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>6</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>7</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>8</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>9</sub></div> </div>
	Drawing Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>1</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>2</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>3</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>4</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>5</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>6</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>7</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>8</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D<sub>9</sub></div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">C/D</div> </div>
126 digits or more		Not to be drawn

Type of Bar Code: CODE39 (Standard)

(1) No affix

No. of Input Digits													
Max. 123 digits	Input Data	<table><tr><td>St</td><td>D<sub>1</sub></td><td>D<sub>2</sub></td><td>D<sub>3</sub></td><td>D<sub>4</sub></td><td>D<sub>5</sub></td><td>D<sub>6</sub></td><td>D<sub>7</sub></td><td>D<sub>8</sub></td><td>D<sub>9</sub></td><td>Sp</td></tr></table> <p>Start code</p> <p>Stop code</p> <p>Not recognized as a check digit.</p>	St	D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>	D <sub>5</sub>	D <sub>6</sub>	D <sub>7</sub>	D <sub>8</sub>	D <sub>9</sub>	Sp
	St	D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>	D <sub>5</sub>	D <sub>6</sub>	D <sub>7</sub>	D <sub>8</sub>	D <sub>9</sub>	Sp		
Drawing Data	<table><tr><td>St</td><td>D<sub>1</sub></td><td>D<sub>2</sub></td><td>D<sub>3</sub></td><td>D<sub>4</sub></td><td>D<sub>5</sub></td><td>D<sub>6</sub></td><td>D<sub>7</sub></td><td>D<sub>8</sub></td><td>D<sub>9</sub></td><td>Sp</td></tr></table> <p></p>	St	D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>	D <sub>5</sub>	D <sub>6</sub>	D <sub>7</sub>	D <sub>8</sub>	D <sub>9</sub>	Sp	
St	D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>	D <sub>5</sub>	D <sub>6</sub>	D <sub>7</sub>	D <sub>8</sub>	D <sub>9</sub>	Sp			
124 digits or more		Not to be drawn											

(2) Modulus 43 check

No. of Input Digits													
Min. 2 digits Max. 123 digits (including C/D)	Input Data	<table><tr><td>St</td><td>D<sub>1</sub></td><td>D<sub>2</sub></td><td>D<sub>3</sub></td><td>D<sub>4</sub></td><td>D<sub>5</sub></td><td>D<sub>6</sub></td><td>D<sub>7</sub></td><td>D<sub>8</sub></td><td>D<sub>9</sub></td><td>Sp</td></tr></table> <div><div>Start code</div><div>Stop code</div><div>To be checked as modulus 43 C/D</div></div>	St	D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>	D <sub>5</sub>	D <sub>6</sub>	D <sub>7</sub>	D <sub>8</sub>	D <sub>9</sub>	Sp
	St	D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>	D <sub>5</sub>	D <sub>6</sub>	D <sub>7</sub>	D <sub>8</sub>	D <sub>9</sub>	Sp		
Drawing Data	<table><tr><td>St</td><td>D<sub>1</sub></td><td>D<sub>2</sub></td><td>D<sub>3</sub></td><td>D<sub>4</sub></td><td>D<sub>5</sub></td><td>D<sub>6</sub></td><td>D<sub>7</sub></td><td>D<sub>8</sub></td><td>D<sub>9</sub></td><td>Sp</td></tr></table> <div></div>	St	D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>	D <sub>5</sub>	D <sub>6</sub>	D <sub>7</sub>	D <sub>8</sub>	D <sub>9</sub>	Sp	
St	D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>	D <sub>5</sub>	D <sub>6</sub>	D <sub>7</sub>	D <sub>8</sub>	D <sub>9</sub>	Sp			
1 digit 124 digits or more		Not to be drawn											

(3) Auto affix of modulus 43

No. of Input Digits													
Max. 122 digits	Input Data	<table><tr><td>St</td><td>D<sub>1</sub></td><td>D<sub>2</sub></td><td>D<sub>3</sub></td><td>D<sub>4</sub></td><td>D<sub>5</sub></td><td>D<sub>6</sub></td><td>D<sub>7</sub></td><td>D<sub>8</sub></td><td>D<sub>9</sub></td><td>Sp</td></tr></table> <p>Start code</p> <p>Stop code</p>	St	D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>	D <sub>5</sub>	D <sub>6</sub>	D <sub>7</sub>	D <sub>8</sub>	D <sub>9</sub>	Sp
	St	D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>	D <sub>5</sub>	D <sub>6</sub>	D <sub>7</sub>	D <sub>8</sub>	D <sub>9</sub>	Sp		
Drawing Data	<table><tr><td>St</td><td>D<sub>1</sub></td><td>D<sub>2</sub></td><td>D<sub>3</sub></td><td>D<sub>4</sub></td><td>D<sub>5</sub></td><td>D<sub>6</sub></td><td>D<sub>7</sub></td><td>D<sub>8</sub></td><td>D<sub>9</sub></td><td>C/D</td><td>Sp</td></tr></table> <p>Affix a modulus 43 C/D.</p>	St	D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>	D <sub>5</sub>	D <sub>6</sub>	D <sub>7</sub>	D <sub>8</sub>	D <sub>9</sub>	C/D	Sp
St	D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>	D <sub>5</sub>	D <sub>6</sub>	D <sub>7</sub>	D <sub>8</sub>	D <sub>9</sub>	C/D	Sp		
123 digits or more		Not to be drawn											

Type of Bar Code: CODE39 (Full ASCII)

(1) No affix

No. of Input Digits													
Max. 60 digits	Input Data	<table><tr><td>St</td><td>D<sub>1</sub></td><td>D<sub>2</sub></td><td>D<sub>3</sub></td><td>D<sub>4</sub></td><td>D<sub>5</sub></td><td>D<sub>6</sub></td><td>D<sub>7</sub></td><td>D<sub>8</sub></td><td>D<sub>9</sub></td><td>Sp</td></tr></table> <p>Start code</p> <p>Stop code</p> <p>Not recognized as a check digit.</p>	St	D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>	D <sub>5</sub>	D <sub>6</sub>	D <sub>7</sub>	D <sub>8</sub>	D <sub>9</sub>	Sp
	St	D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>	D <sub>5</sub>	D <sub>6</sub>	D <sub>7</sub>	D <sub>8</sub>	D <sub>9</sub>	Sp		
Drawing Data	<table><tr><td>St</td><td>D<sub>1</sub></td><td>D<sub>2</sub></td><td>D<sub>3</sub></td><td>D<sub>4</sub></td><td>D<sub>5</sub></td><td>D<sub>6</sub></td><td>D<sub>7</sub></td><td>D<sub>8</sub></td><td>D<sub>9</sub></td><td>Sp</td></tr></table> <p></p>	St	D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>	D <sub>5</sub>	D <sub>6</sub>	D <sub>7</sub>	D <sub>8</sub>	D <sub>9</sub>	Sp	
St	D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>	D <sub>5</sub>	D <sub>6</sub>	D <sub>7</sub>	D <sub>8</sub>	D <sub>9</sub>	Sp			
61 digits or more		Not to be drawn											

(2) Modulus 43 check

No. of Input Digits													
Min. 2 digits Max. 60 digits (including C/D)	Input Data	<table><tr><td>St</td><td>D<sub>1</sub></td><td>D<sub>2</sub></td><td>D<sub>3</sub></td><td>D<sub>4</sub></td><td>D<sub>5</sub></td><td>D<sub>6</sub></td><td>D<sub>7</sub></td><td>D<sub>8</sub></td><td>D<sub>9</sub></td><td>Sp</td></tr></table> <div><div>Start code</div><div>Stop code</div><div>To be checked as modulus 43 C/D</div></div>	St	D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>	D <sub>5</sub>	D <sub>6</sub>	D <sub>7</sub>	D <sub>8</sub>	D <sub>9</sub>	Sp
	St	D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>	D <sub>5</sub>	D <sub>6</sub>	D <sub>7</sub>	D <sub>8</sub>	D <sub>9</sub>	Sp		
Drawing Data	<table><tr><td>St</td><td>D<sub>1</sub></td><td>D<sub>2</sub></td><td>D<sub>3</sub></td><td>D<sub>4</sub></td><td>D<sub>5</sub></td><td>D<sub>6</sub></td><td>D<sub>7</sub></td><td>D<sub>8</sub></td><td>D<sub>9</sub></td><td>Sp</td></tr></table> <div></div>	St	D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>	D <sub>5</sub>	D <sub>6</sub>	D <sub>7</sub>	D <sub>8</sub>	D <sub>9</sub>	Sp	
St	D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>	D <sub>5</sub>	D <sub>6</sub>	D <sub>7</sub>	D <sub>8</sub>	D <sub>9</sub>	Sp			
1 digit 61 digits or more		Not to be drawn											

(3) Auto affix of modulus 43

No. of Input Digits													
Max. 60 digits	Input Data	<table><tr><td>St</td><td>D<sub>1</sub></td><td>D<sub>2</sub></td><td>D<sub>3</sub></td><td>D<sub>4</sub></td><td>D<sub>5</sub></td><td>D<sub>6</sub></td><td>D<sub>7</sub></td><td>D<sub>8</sub></td><td>D<sub>9</sub></td><td>Sp</td></tr></table> <div><div>Start code</div><div>Stop code</div></div>	St	D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>	D <sub>5</sub>	D <sub>6</sub>	D <sub>7</sub>	D <sub>8</sub>	D <sub>9</sub>	Sp
	St	D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>	D <sub>5</sub>	D <sub>6</sub>	D <sub>7</sub>	D <sub>8</sub>	D <sub>9</sub>	Sp		
Drawing Data	<table><tr><td>St</td><td>D<sub>1</sub></td><td>D<sub>2</sub></td><td>D<sub>3</sub></td><td>D<sub>4</sub></td><td>D<sub>5</sub></td><td>D<sub>6</sub></td><td>D<sub>7</sub></td><td>D<sub>8</sub></td><td>D<sub>9</sub></td><td>C/D</td><td>Sp</td></tr></table> <div><div></div><div>Affix a modulus 43 C/D.</div></div>	St	D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>	D <sub>5</sub>	D <sub>6</sub>	D <sub>7</sub>	D <sub>8</sub>	D <sub>9</sub>	C/D	Sp
St	D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>	D <sub>5</sub>	D <sub>6</sub>	D <sub>7</sub>	D <sub>8</sub>	D <sub>9</sub>	C/D	Sp		
61 digits or more		Not to be drawn											

**NOTE:** Numerals under bars are not characters corresponding to the bars but the characters of the codes received are drawn.

Type of Bar Code: NW7

(1) No affix

C/D check

Auto affix

No. of Input Digits													
Max. 125 digits	Input Data	<table><tr><td>St</td><td>D<sub>1</sub></td><td>D<sub>2</sub></td><td>D<sub>3</sub></td><td>D<sub>4</sub></td><td>D<sub>5</sub></td><td>D<sub>6</sub></td><td>D<sub>7</sub></td><td>D<sub>8</sub></td><td>D<sub>9</sub></td><td>Sp</td></tr></table> <div><div>Start code</div><div>Stop code</div></div>	St	D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>	D <sub>5</sub>	D <sub>6</sub>	D <sub>7</sub>	D <sub>8</sub>	D <sub>9</sub>	Sp
	St	D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>	D <sub>5</sub>	D <sub>6</sub>	D <sub>7</sub>	D <sub>8</sub>	D <sub>9</sub>	Sp		
Drawing Data	<table><tr><td>St</td><td>D<sub>1</sub></td><td>D<sub>2</sub></td><td>D<sub>3</sub></td><td>D<sub>4</sub></td><td>D<sub>5</sub></td><td>D<sub>6</sub></td><td>D<sub>7</sub></td><td>D<sub>8</sub></td><td>D<sub>9</sub></td><td>Sp</td></tr></table> <div></div>	St	D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>	D <sub>5</sub>	D <sub>6</sub>	D <sub>7</sub>	D <sub>8</sub>	D <sub>9</sub>	Sp	
St	D <sub>1</sub>	D <sub>2</sub>	D <sub>3</sub>	D <sub>4</sub>	D <sub>5</sub>	D <sub>6</sub>	D <sub>7</sub>	D <sub>8</sub>	D <sub>9</sub>	Sp			
126 digits or more		Not to be drawn											

Type of Bar Code: No auto selection of CODE128 (Character ">" to be also counted as a digit)

(1) No affix

PSEUDO103 check

Auto affix of PSEUDO103

No. of Input Digits		
Min. 3 digits Max. 125 digits (including start code)	Input Data	St D <sub>1</sub> D <sub>2</sub> D <sub>3</sub> D <sub>4</sub> D <sub>5</sub> D <sub>6</sub> D <sub>7</sub> D <sub>8</sub> D <sub>9</sub> D <sub>10</sub> D <sub>11</sub>
	Drawing Data	<div> <div>St D<sub>1</sub> D<sub>2</sub> D<sub>3</sub> D<sub>4</sub> D<sub>5</sub> D<sub>6</sub> D<sub>7</sub> D<sub>8</sub> D<sub>9</sub> D<sub>10</sub> D<sub>11</sub> C/D Sp</div> <div> <div></div> <div>Affix PSEUDO103 C/D.</div> </div> </div>
2 digits or less 126 digits or more		Not to be drawn

**NOTE:** The following characters are not drawn as numerals under bars.

NUL (00H) to US (1FH), FNC1, FNC2, FNC3, SHIFT, CODE A, CODE B, CODE C

Type of Bar Code: Auto selection of CODE128

(1) No affix

C/D check

Auto affix of C/D

No. of Input Digits		
Max. 60 digits	Input Data	D <sub>1</sub> D <sub>2</sub> D <sub>3</sub> D <sub>4</sub> D <sub>5</sub> D <sub>6</sub> D <sub>7</sub> D <sub>8</sub> D <sub>9</sub> D <sub>10</sub> D <sub>11</sub>
	Drawing Data	<div> <div>St D<sub>1</sub> D<sub>2</sub> D<sub>3</sub> D<sub>4</sub> AD D<sub>5</sub> D<sub>6</sub> D<sub>7</sub> AD D<sub>8</sub> D<sub>9</sub> D<sub>10</sub> D<sub>11</sub> C/D Sp</div> <div> <div>Start code</div> <div>Selection code</div> <div>Affix PSEUDO103 C/D.</div> <div>Stop code</div> </div> </div>
61 digits or more		Not to be drawn

**NOTE:** The following characters are not drawn as numerals under bars.

NUL (00H) to US (1FH), FNC1, FNC2, FNC3, SHIFT, CODE A, CODE B, CODE C

Type of Bar Code: CODE93

- (1) No affix  
C/D check  
Auto affix of C/D

No. of Input Digits		
Max. 60 digits	Input Data	D <sub>1</sub> D <sub>2</sub> D <sub>3</sub> D <sub>4</sub> D <sub>5</sub> D <sub>6</sub> D <sub>7</sub> D <sub>8</sub> D <sub>9</sub>
	Drawing Data	<div> <div>St</div> <div>D<sub>1</sub></div> <div>D<sub>2</sub></div> <div>D<sub>3</sub></div> <div>D<sub>4</sub></div> <div>D<sub>5</sub></div> <div>D<sub>6</sub></div> <div>D<sub>7</sub></div> <div>D<sub>8</sub></div> <div>D<sub>9</sub></div> <div>C/D<sub>1</sub></div> <div>C/D<sub>2</sub></div> <div>Sp</div> </div> <div> <div>Start code</div> <div>Stop code</div> <div>Affix a modulus 47 "K" C/D.</div> <div>Affix a modulus 47 "C" C/D.</div> </div>
61 digits or more		Not to be drawn

**NOTE:** Numerals under bars are not characters corresponding to the bars but the characters of the codes received are drawn.

Type of Bar Code: UCC/EAN128

- (1) No affix  
C/D check  
Auto affix of C/D

No. of Input Digits		
19 digits	Input Data	D <sub>1</sub> D <sub>2</sub> D <sub>3</sub> D <sub>4</sub> D <sub>5</sub> D <sub>6</sub> --- D <sub>14</sub> D <sub>15</sub> D <sub>16</sub> D <sub>17</sub> D <sub>18</sub> D <sub>19</sub>
	Drawing Data	<div> <div>St</div> <div>FNC1</div> <div>D<sub>1</sub></div> <div>D<sub>2</sub></div> <div>D<sub>3</sub></div> <div>D<sub>4</sub></div> <div>D<sub>5</sub></div> <div>D<sub>6</sub></div> <div>---</div> <div>D<sub>14</sub></div> <div>D<sub>15</sub></div> <div>D<sub>16</sub></div> <div>D<sub>17</sub></div> <div>D<sub>18</sub></div> <div>D<sub>19</sub></div> <div>C/D<sub>1</sub></div> <div>C/D<sub>2</sub></div> <div>Sp</div> </div> <div> <div>Start code</div> <div>Affix a modulus 10 C/D.</div> <div>Affix a modulus 11 C/D.</div> <div>Stop code</div> </div>
Other than 19 digits		Not to be drawn



Type of Bar Code: POSTNET

(1) Auto affix of dedicated C/D

No. of Input Digits		
5 digits	Input Data	D <sub>1</sub> D <sub>2</sub> D <sub>3</sub> D <sub>4</sub> D <sub>5</sub>
	Drawing Data	<div> <div>St</div> <div>D<sub>1</sub></div> <div>D<sub>2</sub></div> <div>D<sub>3</sub></div> <div>D<sub>4</sub></div> <div>D<sub>5</sub></div> <div>C/D</div> <div>Sp</div> </div> <div> <div>Start code</div> <div>Stop code</div> <div>Dedicated check digit</div> </div>
9 digits	Input Data	D <sub>1</sub> D <sub>2</sub> D <sub>3</sub> D <sub>4</sub> D <sub>5</sub> D <sub>6</sub> D <sub>7</sub> D <sub>8</sub> D <sub>9</sub>
	Drawing Data	<div> <div>St</div> <div>D<sub>1</sub></div> <div>D<sub>2</sub></div> <div>D<sub>3</sub></div> <div>D<sub>4</sub></div> <div>D<sub>5</sub></div> <div>D<sub>6</sub></div> <div>D<sub>7</sub></div> <div>D<sub>8</sub></div> <div>D<sub>9</sub></div> <div>C/D</div> <div>Sp</div> </div> <div> <div>Start code</div> <div>Stop code</div> <div>Dedicated check digit</div> </div>
11 digits	Input Data	D <sub>1</sub> D <sub>2</sub> D <sub>3</sub> D <sub>4</sub> D <sub>5</sub> D <sub>6</sub> D <sub>7</sub> D <sub>8</sub> D <sub>9</sub> D <sub>10</sub> D <sub>11</sub>
	Drawing Data	<div> <div>St</div> <div>D<sub>1</sub></div> <div>D<sub>2</sub></div> <div>D<sub>3</sub></div> <div>D<sub>4</sub></div> <div>D<sub>5</sub></div> <div>C/D</div> <div>Sp</div> <div>Fr</div> <div>D<sub>6</sub></div> <div>D<sub>7</sub></div> <div>D<sub>8</sub></div> <div>D<sub>9</sub></div> <div>D<sub>10</sub></div> <div>D<sub>11</sub></div> <div>C/D</div> <div>Fr</div> </div> <div> <div>Start code</div> <div>Frame</div> <div>Stop code</div> <div>Dedicated check digit</div> </div>
Other than 5, 9, and 11 digits		Not to be drawn

Type of Bar Code: RM4SCC

(1) Auto affix of dedicated C/D

No. of Input Digits		
12 digits	Input Data	(St) D <sub>1</sub> D <sub>2</sub> D <sub>3</sub> D <sub>4</sub> D <sub>5</sub> D <sub>6</sub> D <sub>7</sub> D <sub>8</sub> D <sub>9</sub> D <sub>10</sub> D <sub>11</sub> D <sub>12</sub> (Sp)
	Drawing Data	<div> <div>St</div> <div>D<sub>1</sub></div> <div>D<sub>2</sub></div> <div>D<sub>3</sub></div> <div>D<sub>4</sub></div> <div>D<sub>5</sub></div> <div>D<sub>6</sub></div> <div>D<sub>7</sub></div> <div>D<sub>8</sub></div> <div>D<sub>9</sub></div> <div>D<sub>10</sub></div> <div>D<sub>11</sub></div> <div>D<sub>12</sub></div> <div>C/D</div> <div>Sp</div> </div> <div> <div>Start code</div> <div>Stop code</div> <div>Dedicated check digit</div> </div>
13 digits or more		Not to be drawn

Type of Bar Code: KIX CODE

(1) No affix

No. of Input Digits		
18 digits	Input Data	D <sub>1</sub> D <sub>2</sub> D <sub>3</sub> D <sub>4</sub> D <sub>5</sub> D <sub>6</sub> D <sub>7</sub> D <sub>8</sub> D <sub>9</sub> D <sub>10</sub> D <sub>11</sub> D <sub>12</sub> D <sub>13</sub> D <sub>14</sub> D <sub>15</sub> D <sub>16</sub> D <sub>17</sub> D <sub>18</sub>
	Drawing Data	D <sub>1</sub> D <sub>2</sub> D <sub>3</sub> D <sub>4</sub> D <sub>5</sub> D <sub>6</sub> D <sub>7</sub> D <sub>8</sub> D <sub>9</sub> D <sub>10</sub> D <sub>11</sub> D <sub>12</sub> D <sub>13</sub> D <sub>14</sub> D <sub>15</sub> D <sub>16</sub> D <sub>17</sub> D <sub>18</sub>
19 digits or more		Not to be drawn

Type of Bar Code: Customer bar code

(1) Auto affix of dedicated C/D

No. of Input Digits		
20 digits	Input Data	D <sub>1</sub> D <sub>2</sub> D <sub>3</sub> D <sub>4</sub> D <sub>5</sub> D <sub>6</sub> D <sub>7</sub> D <sub>8</sub> D <sub>9</sub> D <sub>10</sub> D <sub>11</sub> D <sub>12</sub> D <sub>13</sub> D <sub>14</sub> D <sub>15</sub> D <sub>16</sub> D <sub>17</sub> D <sub>18</sub> D <sub>19</sub> D <sub>20</sub>
	Drawing Data	<div> <div>St</div> <div>D<sub>1</sub> D<sub>2</sub> D<sub>3</sub> D<sub>4</sub> D<sub>5</sub> D<sub>6</sub> D<sub>7</sub> D<sub>8</sub> D<sub>9</sub> D<sub>10</sub> D<sub>11</sub> D<sub>12</sub> D<sub>13</sub> D<sub>14</sub> D<sub>15</sub> D<sub>16</sub> D<sub>17</sub> D<sub>18</sub> D<sub>19</sub> D<sub>20</sub> C/D Sp</div> <div> <div>Start code</div> <div>Dedicated check digit</div> <div>Stop code</div> </div> </div>
21 digits or more		Data of up to 20 digits is drawn. Data of 21 digits or more is discarded.

Type of Bar Code: Highest priority customer bar code

(1) Auto affix of dedicated C/D

No. of Input Digits		
19 digits	Input Data	D <sub>1</sub> D <sub>2</sub> D <sub>3</sub> D <sub>4</sub> D <sub>5</sub> D <sub>6</sub> D <sub>7</sub> D <sub>8</sub> D <sub>9</sub> D <sub>10</sub> D <sub>11</sub> D <sub>12</sub> D <sub>13</sub> D <sub>14</sub> D <sub>15</sub> D <sub>16</sub> D <sub>17</sub> D <sub>18</sub> D <sub>19</sub>
	Drawing Data	<div> <div>St</div> <div>D<sub>1</sub> D<sub>2</sub> D<sub>3</sub> D<sub>4</sub> D<sub>5</sub> D<sub>6</sub> D<sub>7</sub> D<sub>8</sub> D<sub>9</sub> D<sub>10</sub> D<sub>11</sub> D<sub>12</sub> D<sub>13</sub> D<sub>14</sub> D<sub>15</sub> D<sub>16</sub> D<sub>17</sub> D<sub>18</sub> D<sub>19</sub> CC7 C/D Sp</div> <div> <div>Start code</div> <div>CC7</div> <div>Dedicated check digit</div> <div>Stop code</div> </div> </div>
20 digits or more		Data of up to 19 digits is drawn. Data of 20 digits or more is discarded.

Type of Bar Code: GS1 DataBar Omnidirectional/GS1 DataBar Truncated, GS1 DataBar Stacked, GS1 DataBar Stacked Omnidirectional, GS1 DataBar Limited

(1) Auto affix of dedicated C/D

No. of Input Digits		
13 digits	Input Data	D <sub>1</sub> D <sub>2</sub> D <sub>3</sub> D <sub>4</sub> D <sub>5</sub> D <sub>6</sub> D <sub>7</sub> D <sub>8</sub> D <sub>9</sub> D <sub>10</sub> D <sub>11</sub> D <sub>12</sub> D <sub>13</sub>
	Drawing Data	<div> <div>D<sub>1</sub> D<sub>2</sub> D<sub>3</sub> D<sub>4</sub> D<sub>5</sub> D<sub>6</sub> D<sub>7</sub> D<sub>8</sub> D<sub>9</sub> D<sub>10</sub> D<sub>11</sub> D<sub>12</sub> D<sub>13</sub> C/D</div> <div>Dedicated check digit</div> </div>
14 digits or more		Not to be drawn

Type of Bar Code: GS1 DataBar Expanded

(1) Auto affix of dedicated C/D

No. of Input Digits		
70 digits	Input Data	D <sub>1</sub> D <sub>2</sub> D <sub>3</sub> D <sub>4</sub> D <sub>5</sub> D <sub>6</sub> D <sub>7</sub> D <sub>8</sub> D <sub>9</sub> D <sub>10</sub> D <sub>11</sub> D <sub>12</sub> D <sub>13</sub>
	Drawing Data	<div> <div>D<sub>1</sub> D<sub>2</sub> D<sub>3</sub> D<sub>4</sub> D<sub>5</sub> D<sub>6</sub> D<sub>7</sub> D<sub>8</sub> D<sub>9</sub> D<sub>10</sub> D<sub>11</sub> D<sub>12</sub> D<sub>13</sub> C/D</div> <div>Dedicated check digit</div> </div>
71 digits or more		Not to be drawn <b>NOTE:</b> Some data cannot be drawn even if the number of input digits is less than 70.

## 15. AUTOMATIC ADDITION OF START/STOP CODES

Type of Bar Code	Designation of Start/Stop Codes	Input Data	Drawing Data	
CODE 39	Omit (No designation)	12345ABC	Standard	*12345ABC*
			Full ASCII	*12345ABC*
		*12345ABC	Standard	*12345ABC*
			Full ASCII	*12345ABC*
		12345ABC*	Standard	*12345ABC*
			Full ASCII	*12345ABC*
		*12345ABC*	Standard	*12345ABC*
			Full ASCII	*12345ABC*
		12345*ABC	Standard	*12345*ABC*
			Full ASCII	*12345/JABC*
		**12345ABC	Standard	**12345ABC*
			Full ASCII	*/J12345ABC*
		*12345ABC**	Standard	*12345ABC**
			Full ASCII	*12345ABC/J*
		*12345*ABC*	Standard	*12345*ABC*
			Full ASCII	*12345/JABC*
	Add start code	12345ABC	Standard	*12345ABC
			Full ASCII	*12345ABC
		*12345ABC	Standard	**12345ABC
			Full ASCII	*/J12345ABC
		12345ABC*	Standard	*12345ABC*
			Full ASCII	*12345ABC*
		*12345ABC*	Standard	**12345ABC*
			Full ASCII	*/J12345ABC*
		12345*ABC	Standard	*12345*ABC
			Full ASCII	*12345/JABC
		**12345ABC	Standard	***12345ABC
			Full ASCII	*/J/J12345ABC
		*12345ABC**	Standard	**12345ABC**
			Full ASCII	*/J12345ABC/J*
		*12345*ABC*	Standard	**12345*ABC*
			Full ASCII	*/J12345/JABC*
	Add stop code	12345ABC	Standard	12345ABC*
			Full ASCII	12345ABC*
		*12345ABC	Standard	*12345ABC*
			Full ASCII	*12345ABC*
		12345ABC*	Standard	12345ABC**
			Full ASCII	12345ABC/J*
		*12345ABC*	Standard	*12345ABC**
			Full ASCII	*12345ABC/J*
		12345*ABC	Standard	12345*ABC*
			Full ASCII	12345/JABC*
		**12345ABC	Standard	**12345ABC*
			Full ASCII	*/J12345ABC*
		*12345ABC**	Standard	*12345ABC***
			Full ASCII	*12345ABC/J/J*
		*12345*ABC*	Standard	*12345*ABC**
			Full ASCII	*12345/JABC/J*

Type of Bar Code	Designation of Start/Stop Codes	Input Data	Drawing Data	
CODE 39	Start/stop code not added	12345ABC	Standard	12345ABC
			Full ASCII	12345ABC
		*12345ABC	Standard	*12345ABC
			Full ASCII	*12345ABC
		12345ABC*	Standard	12345ABC*
			Full ASCII	12345ABC*
		*12345ABC*	Standard	*12345ABC*
			Full ASCII	*12345ABC*
		12345*ABC	Standard	12345*ABC
			Full ASCII	12345/JABC
		**12345ABC	Standard	**12345ABC
			Full ASCII	*/J12345ABC
		*12345ABC**	Standard	*12345ABC**
			Full ASCII	*12345ABC/J*
		*12345*ABC*	Standard	*12345*ABC*
			Full ASCII	*12345/JABC*

Type of Bar Code	Designation of Start/Stop Codes	Input Data	Drawing Data
NW7	Omit (No designation)	12345678	a12345678a
		a12345678	a12345678
		12345678c	12345678c
		b12345678d	b12345678d
		12345a678	a12345a678a
		ab12345678	ab12345678
		a12345678bc	a12345678bc
		d12345b678c	d12345b678c
	Add start code	12345678	a12345678
		a12345678	aa12345678
		12345678c	a12345678c
		b12345678d	ab12345678d
		12345a678	a12345a678
		ab12345678	aab12345678
		a12345678bc	aa12345678bc
		d12345b678c	ad12345b678c
	Add stop code	12345678	12345678a
		a12345678	a12345678a
		12345678c	12345678ca
		b12345678d	b12345678da
		12345a678	12345a678a
		ab12345678	ab12345678a
		a12345678bc	a12345678bca
		d12345b678c	d12345b678ca
	Start/stop code not added	12345678	12345678
		a12345678	a12345678
		12345678c	12345678c
		b12345678d	b12345678d
		12345a678	12345a678
		ab12345678	ab12345678
		a12345678bc	a12345678bc
		d12345b678c	d12345b678c