

TOSHIBA

TOSHIBA Bar Code Printer

B-852-TS22-QQ/QP-R, B852-TS22-CN

External Equipment Interface Specification

First Edition: March 24, 2006
Second 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-852-TS22-R series and B-852-TS22-CN bar code printers.

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 TEC Printer Command Language (TPCL).

The following table shows the system configuration.

Model			B-852-TS22-QQ/QP-R/B-852-TS22-CN
Print head type			300 dpi (11.8 dots/mm)
Memory	Flash ROM		16 MB × 1 = 16 MB
	SDRAM	Whole	16 MB × 1 = 16 MB
		Image buffer of whole SDRAM	2.3 MB (print length of 640 mm)
RS-232C			Option
Centronics			Standard
USB			Standard
100BASE LAN board			Standard
Cutter module			Option
Wireless LAN module			Option
Expansion I/O board			Option
RTC board			Option

3. INTERFACE

3.1 SERIAL INTERFACE

- | | | | |
|------|-------------------------|---|---|
| (1) | Type: | Conforming to RS-232C | |
| (2) | Communication Mode: | Full duplex | |
| (3) | Transmission Speed: | 2400 bps
4800 bps
9600 bps
19200 bps
38400 bps
115200 bps | |
| (4) | Synchronization Method: | Start-stop synchronization | |
| (5) | Start Bit: | 1 bit | |
| (6) | Stop Bit: | 1 bit
2 bits | |
| (7) | Data Length: | 7 bits
8 bits | |
| (8) | Parity: | None
Even
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
European character set 8 bit code
Graphics 8 bit code
JIS 8 code
Shift JIS Kanji code
JIS Kanji code
UTF-8 | |
| (12) | Receive Buffer: | 1 MB | |
| | | * 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 an initialization after a power on is completed, 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 an initialization after a power on is completed, the 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 an initialization after a power on is completed, the 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 an initialization after a power on is completed, the 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 in 200 ms after the DTR signal is turned to “High” (READY). For “READY/BUSY (RTS) protocol”, data should be sent in 200 ms after the RTS signal is turned to “High” (READY).

(14) Input/Output Signals

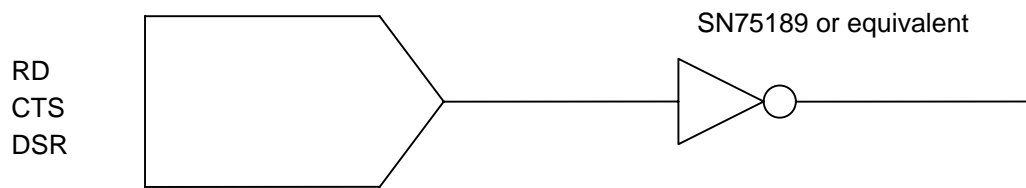


(15) Connector Pin Assignment and Signal Description

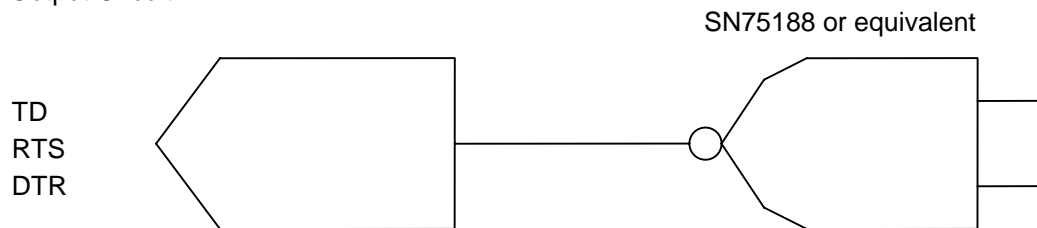
Pin No.	Signal Name	Function	Signal Direction
1	(N. C)		
2	TD	<ul style="list-style-type: none"> Line for data that the printer sends to the host. Logic 1 is Low level, while logic 0 is High level. It is in the Low (Mark) state when no transmission is in progress. 	Printer →
3	RD	<ul style="list-style-type: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

(16) Interface Circuit

● Input Circuit



● Output Circuit



● Signal Levels

Input Voltage H +3 to +15 V
 L -3 to -15 V

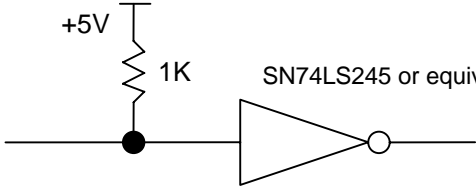
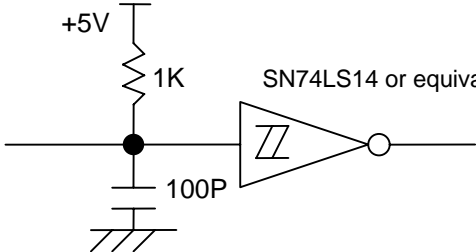
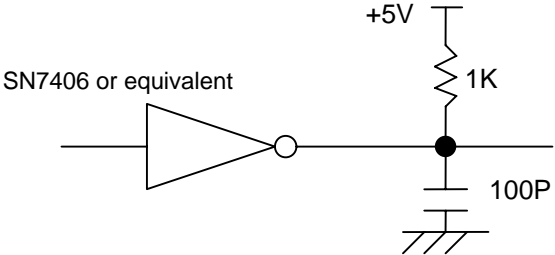
Output Voltage H +6 to +13 V
 L -6 to -13 V

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 to 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
JIS 8 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 to 8		Logic level (Input) "1" = 2 to 5 V "0" = 0 to 0.4 V
	nStrobe/HostClk nInit/nInit/ nAutoFd/HostBusy/ nSelectIn/IEEE1284Active		
Output	Busy/PtrBusy/ nFault/nDataAvail nAck/PtrClk Select/Xflag PError/AckDataReq		Logic level (Input) "1" = 2.4 to 5 V "0" = 0 to 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 to 8 (Printer ← Host)
 - Input data signals for the 1st to 8th bits.
 - Logic 1 is “High” level.
 - Min. data pulse width of 2.5 μ sec.
- ② nStrobe (Printer ← Host)
 - Synchronizing signal for reading the above data.
 - Normally it is at “High” level. The data is read at the rise of the Low level pulse.
 - Minimum data pulse width of 0.5 μ sec.
- ③ Busy (Printer → Host)
 - This signal indicates that the printer is in a Busy state.
 - When an initialization after a power on is completed, 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
 - 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 timing of ACK signal is selectable from the following two types:
 - The signal is normally at “High”, and is output so that the rise of the BUSY signal synchronizes with the about 1- μ sec. Low level end. In this case, the host sets data after the ACK signal turns from LOW level to HIGH level or the BUSY signal rises. (Default)
 - The signal is normally at “High”, and turns to “Low” for about 5 μ sec. after the fall of the BUSY signal. In this case, the host sets data after the ACK signal turns from “Low” to “High”.

⑤ nInit (Printer ← Host)

- Reset request signal from the host.
- It is 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
 - 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
 - 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 end state.
- It is at “High” level when the printer is in a label end or ribbon end state.
- It turns to “Low” level when the label end or ribbon end state is cleared.

⑨ +5 V

- This is not a signal but a +5 V power supply voltage.
- The maximum of 500 mA current 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, and then, the forward channel busy status is transferred.
- 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 an Ack signal 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, causing the printer to have no available data.
 - 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.

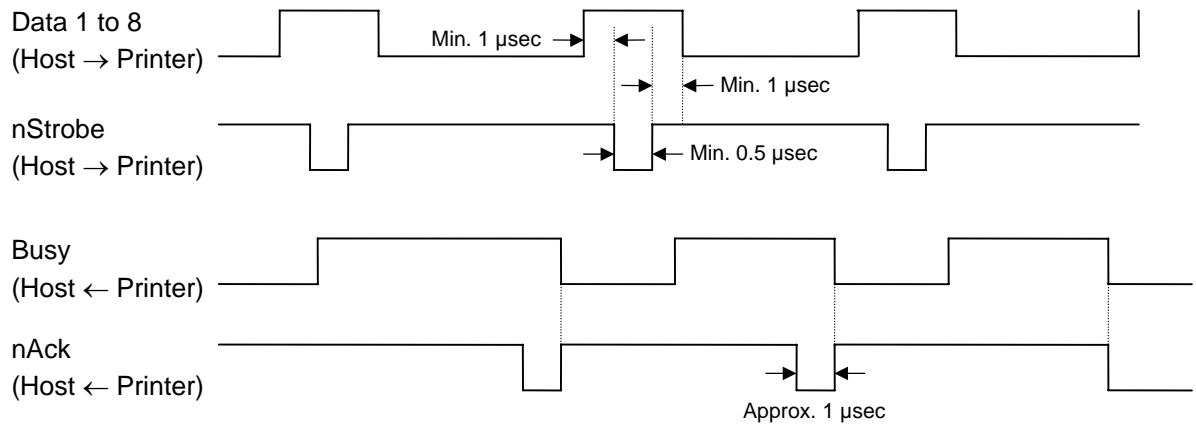
(11) Timing Chart

① When receiving normal data:

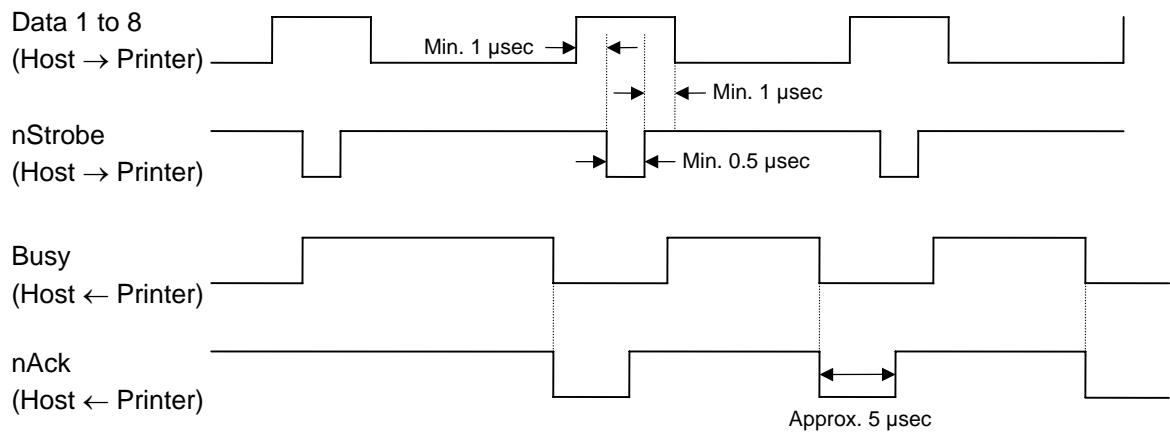
For the Compatibility mode, one of two types of timing for BUSY-ACK can be selected.

a) Timing 1 (Default)

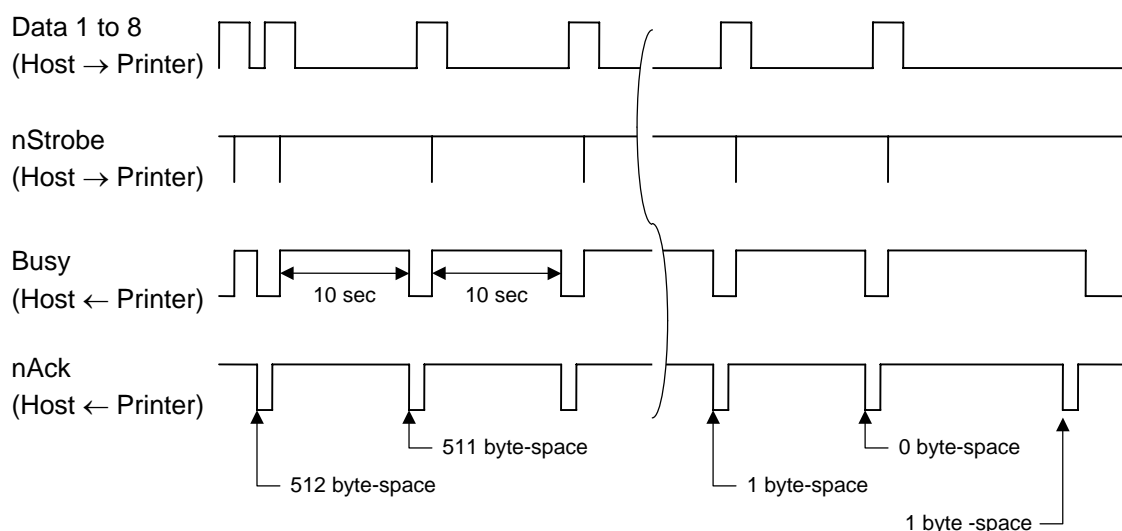
- When the USB board has not been installed:



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 stay 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 for 10 seconds, 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 stay 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-byte status (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 start 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	The number of unprinted labels * Details are described later.
	3XH	
	3XH	
	3XH	
Length	3XH	Total number of bytes of this status block.
	3XH	
Free space of the receive buffer	3XH	Free space of the receive buffer "00000" (0K byte) to "99999" (99999K bytes) However, the maximum value should be 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	Indicates the end of the status block.
LF	0AH	

3.3 USB INTERFACE

- (1) Standard: Conforming to USB Standard Rev. 2.0
- (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).
This status response enables the host to send data so as not to make the receive buffer 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

* For more details of 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-2319).

4.1.1 System mode, which is accessed by holding down the [RESTART] key for 3 seconds or more in the pause state.

- (1) Printer reset
- (2) Various parameters settings
 - Character code selection
 - Selection of character 0
 - RS-232C transmission rate
 - RS-232C data length
 - RS-232C stop bit length
 - RS-232C parity
 - RS-232C flow control
 - Language for LCD messages
 - Auto forward feed standby
 - Control code
 - [FEED] key function
 - Kanji code selection
 - Euro code setting
 - Automatic print head check
 - Centronics ACK/BUSY timing setting
 - Web printer function setting
 - Reset process when the nInit signal is ON
 - Expansion I/O operation mode
 - Plug-and-play operation mode
 - Label end/ribbon error process setting
 - MaxiCode specification setting
- (3) Various parameters settings
 - Feed amount fine adjustment
 - Cut position (or stop position of the strip issue) fine adjustment
 - Reverse feed amount fine adjustment
 - X-coordinate fine adjustment
 - Print tone fine adjustment (Thermal transfer print mode)
 - Print tone fine adjustment (Direct thermal print mode)
 - Ribbon motor drive voltage fine adjustment (Take-up side)
 - Ribbon motor drive voltage fine adjustment (Feed side)
 - Lower reflective sensor manual threshold fine adjustment
 - Transmissive sensor manual threshold fine adjustment
- (4) Dump mode settings
 - Dumping the RS-232C receive buffer
 - Dumping the Centronics receive buffer
 - Dumping the Network interface receive buffer
 - Dumping the BASIC interpreter (Interface to interpreter)
 - Dumping BASIC interpreter (Interpreter to interface)
 - Dumping the USB receive buffer

- (5) BASIC expansion mode
- (6) Automatic calibration mode
 - OFF
 - ON (Transmissive sensor)
 - ON (Lower reflective sensor)
- (7) LAN setting mode
 - OFF
 - ON (LAN and SNMP are both enabled.)
 - ON (LAN is enabled but SNMP is disabled.)
- (8) RTC setting mode
 - RTC low battery check
 - RTC data renewal timing

4.1.2 System mode for service personnel or system administrators, which is accessed by turning the power on while holding down the [FEED] and [PAUSE] keys.

- (1) Self-diagnosis
 - Maintenance counter/various parameters printouts
 - Automatic self-diagnosis
 - Head broken dots check
- (2) Various parameters settings
 - Character code selection
 - Selection of character 0
 - RS-232C communication speed
 - RS-232C data length
 - RS-232C stop bit length
 - RS-232C parity
 - RS-232C flow control
 - Language for LCD messages
 - Auto forward feed standby
 - Control code
 - [FEED] key function
 - Kanji code selection
 - Euro code setting
 - Automatic print head check
 - Centronics ACK/BUSY timing setting
 - Web printer function setting
 - Reset process when the nInit signal is ON
 - Expansion I/O operation mode
 - Plug-and-play operation mode
 - Label end/ribbon error process setting
 - MaxiCode specification setting

- (3) Various parameters settings
 - Feed amount fine adjustment
 - Cut position (or stop position of the strip issue) fine adjustment
 - Reverse feed amount fine adjustment
 - X-coordinate fine adjustment
 - Print tone fine adjustment (Thermal transfer print mode)
 - Print tone fine adjustment (Direct thermal print mode)
 - Ribbon motor drive voltage fine adjustment (Take-up side)
 - Ribbon motor drive voltage fine adjustment (Feed side)
 - Lower 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 (Lower reflective sensor)
- (5) Sensor display/adjustment
 - Thermal head thermistor state display
 - Ambient temperature sensor state display
 - Upper reflective sensor state display/adjustment
 - Lower reflective sensor state display/adjustment
 - Transmissive sensor state display/adjustment
 - Upper reflective sensor adjustment value setting (no paper level)
 - Lower reflective sensor adjustment value setting (no paper level)
 - Transmissive sensor adjustment value setting (no paper level)
- (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 enable/disable setting
 - BASIC file browser
 - BASIC trace setting
 - Extend BASIC mode
- (9) Assembly process check
 - Option check

4.1.3 User system mode, which is accessed by turning the power on while holding down the [FEED] and [RESTART] keys.

- (1) Self-diagnosis
 - Maintenance counter/various parameters printouts
 - Automatic self-diagnosis
 - Head broken dots check
- (2) Various parameters settings
 - Character code selection
 - Selection of character 0
 - RS-232C communication speed
 - RS-232C data length
 - RS-232C stop bit length
 - RS-232C parity
 - RS-232C flow control
 - Language for LCD messages
 - Auto forward feed standby
 - Control code
 - [FEED] key function
 - Kanji code selection
 - Euro code setting
 - Automatic print head check
 - Centronics ACK/BUSY timing setting
 - Web printer function setting
 - Reset process when the nInit signal is ON
 - Expansion I/O operation mode
 - Plug-and-play operation mode
 - Label end/ribbon error process setting
 - MaxiCode specification setting

(3) Various parameters settings

- Feed amount fine adjustment
- Cut position (or stop position of the strip issue) fine adjustment
- Reverse feed amount fine adjustment
- X-coordinate fine adjustment
- Print tone fine adjustment (Thermal transfer print mode)
- Print tone fine adjustment (Direct thermal print mode)
- Ribbon motor drive voltage fine adjustment (Take-up side)
- Ribbon motor drive voltage fine adjustment (Feed side)
- Lower 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 (Lower reflective sensor)

4.1.4 Initial values after RAM clear

① Initial values after a 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

② Initial values after a parameter clear

Parameter	Initial Value
Feed amount fine adjustment (PC)	0 mm
Cut position (or stop position of the strip issue) fine adjustment (PC)	0 mm
Reverse feed amount fine adjustment (PC)	0 mm
Print tone fine adjustment (Thermal transfer print mode) (PC)	0
Print tone 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 stop position of the strip issue) fine adjustment (Key)	0 mm
Reverse feed amount fine adjustment (Key)	0 mm
Print tone fine adjustment (Thermal transfer print mode) (Key)	0
Print tone 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
Lower reflective sensor manual threshold fine adjustment value	1.0 V
Type of character code	PC-850
Character of 0	"0" (without slash mark)
Transmission rate	9600 bps
Data length	8 bits
Stop bit length	1 bit
Parity	NONE

Parameter		Initial Value
Flow control	QP type	XON/XOFF + READY/BUSY (DTR) protocol: (XON is output when the power is on, XOFF is output when the power is off.)
	QQ type	READ/BUSY (DTR) protocol:
Language for LCD messages		English
Auto forward feed standby		ON
Type of control code		Auto
[FEED] key function		FEED (One label is fed.)
Kanji code		TYPE1
Euro code		B0H
Automatic print head check		OFF
Centronics ACK/BUSY timing setting		TYPE 1
Web printer function		OFF
Reset process when the nInit signal is ON		OFF (Reset is not performed.)
Expansion I/O operation mode		TYPE1
Plug-and-play operation mode	QP type	OFF
	QQ type	ON
Label end/ribbon error process setting		Printing is stopped when a label end or ribbon error is detected.
MaxiCode specification setting		TYPE 1 (Compatible with existing version)
Automatic calibration		OFF
LAN enable/disable setting		LAN and SNMP are both enabled.
Status response		ON
Label pitch		76.2 mm
Effective print length		74.2 mm
Effective print width		216.8 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

- The total label distance covered, sensor adjustment values (system mode <5>), IP address setting, socket communication number setting, and data of flash memory are not cleared by a RAM clear.
- For the initial values of the B-852-TS22-CN, refer to those of the QP type. It is supposed to select the QP TYPE when performing a RAM clear on the B-852-TS22-CN.

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-2319).)

- (1) Issuing labels (by external equipment interface commands)
- (2) Paper feed (by the [FEED] key)
- (3) Pause (Temporarily stops issuing labels by the [PAUSE] key)
- (4) Restart (Resumes issuing labels by the [RESTART] key after pausing the label issue 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) Automatic 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. The usual operations cannot be performed.
For details, refer to the Key Operation Specification (EAA-2319).

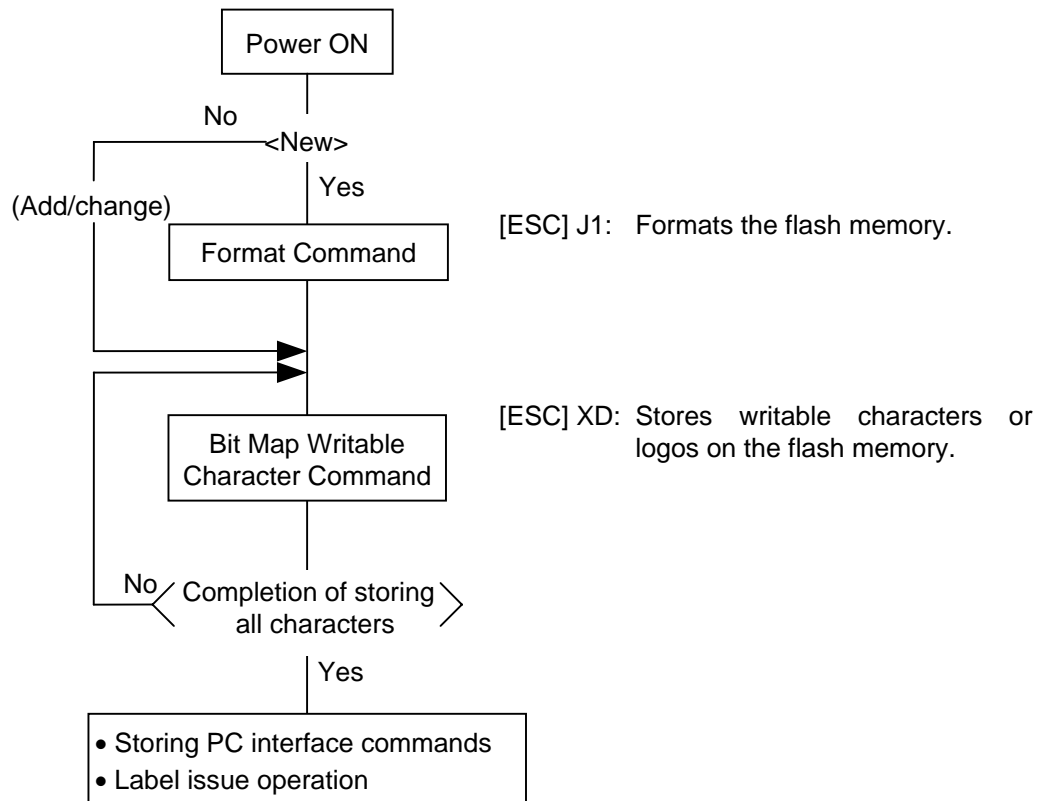
5. TRANSMISSION SEQUENCE

This section describes the outline of the transmission sequence.

5.1 INITIAL SETTING

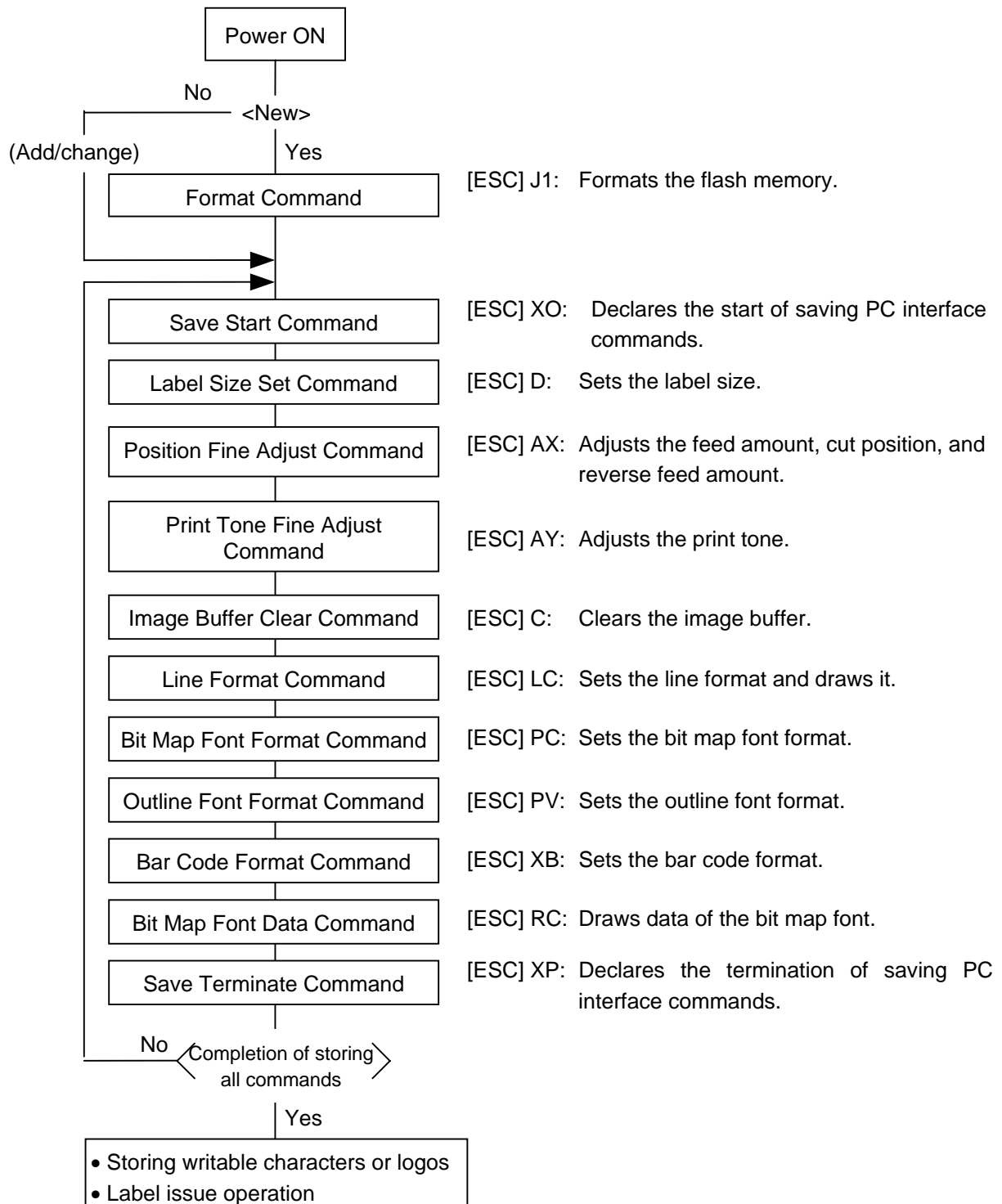
Writable characters, logos, and PC interface commands must be stored before the label issue operation.

(1) Storing writable characters and logos



- NOTES:**
- (1) It is not required to store the PC commands when doing so is unnecessary.
 - (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

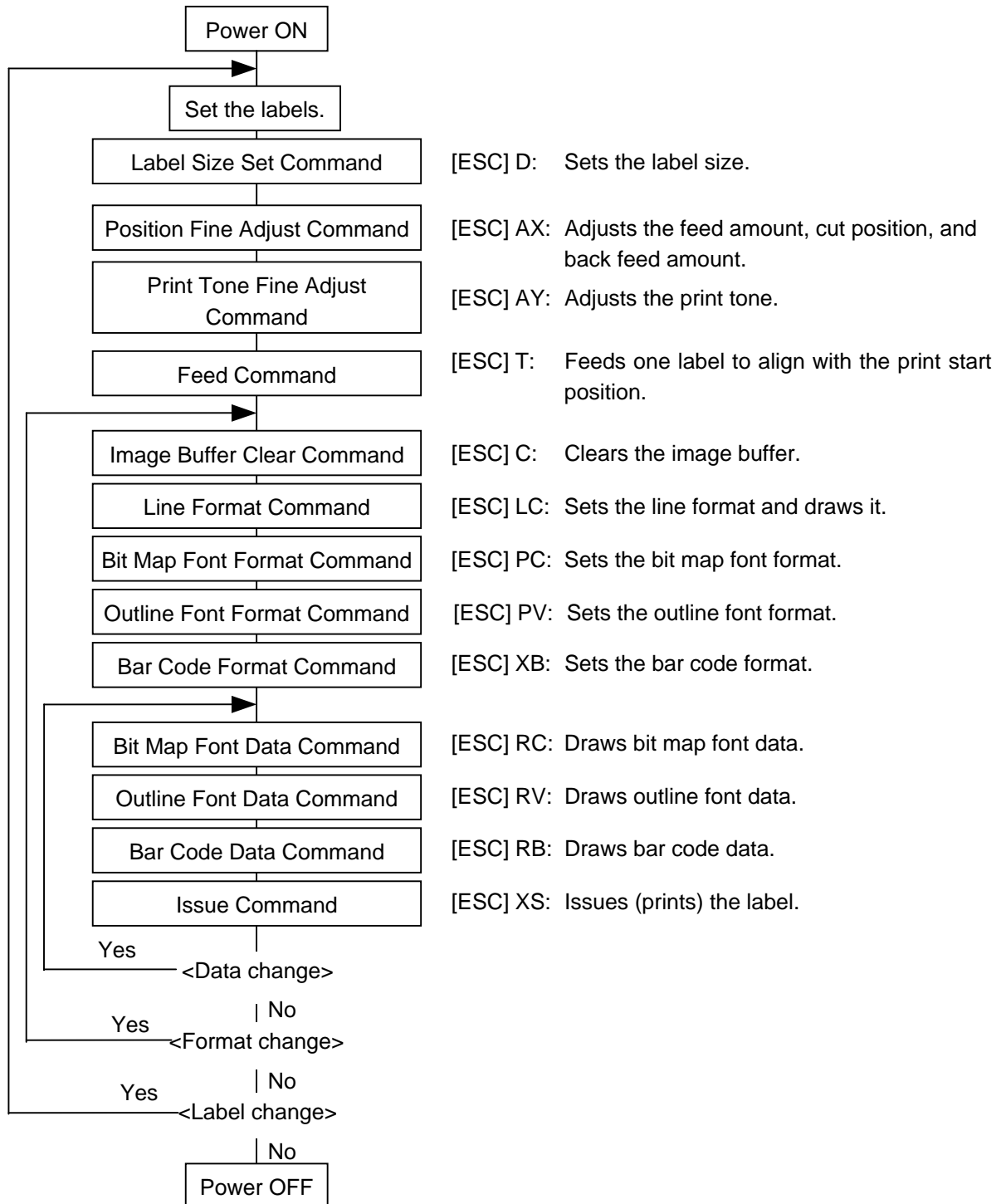


- NOTES:**
- (1) It is not required to store the PC commands when doing so is unnecessary.
 - (2) The memory will be consumed with every such storing if the Format Command is not sent before storing already stored PC interface commands (same number).
 - (3) When the flash memory is used, and another 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.

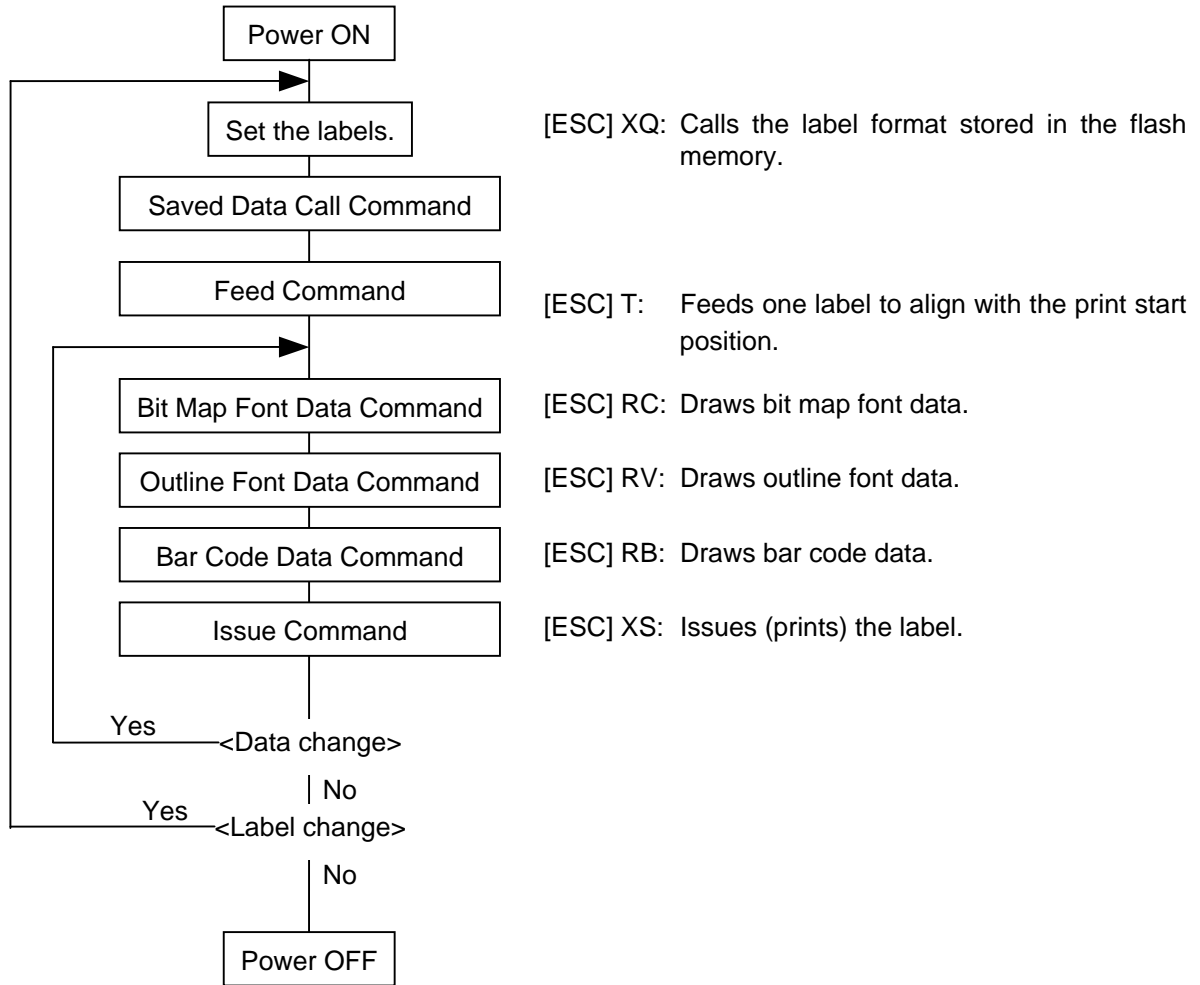
(1) When the Saved Data Call Command is not used:



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 “automatic call at power on” has previously been selected for the Saved Data Call Command, 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 to 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..... 32
(2) Commands related to fine adjustment	
Position Fine Adjust Command	[ESC] AX..... 36
Print Tone Fine Adjust Command	[ESC] AY..... 41
Ribbon Motor Drive Voltage Fine Adjust Command	[ESC] RM..... 42
(3) Commands related to clear	
Image Buffer Clear Command	[ESC] C..... 43
Clear Area Command	[ESC] XR 44
(4) Commands related to drawing format setting	
Line Format Command	[ESC] LC..... 46
Bit Map Font Format Command	[ESC] PC 52
Outline Font Format Command	[ESC] PV..... 67
Bar Code Format Command	[ESC] XB..... 83
(5) Commands related to print data	
Bit Map Font Data Command	[ESC] RC 119
Outline Font Data Command	[ESC] RV 124
Bar Code Data Command	[ESC] RB 127
(6) Commands related to issue and feed	
Issue Command	[ESC] XS..... 141
Feed Command	[ESC] T 152
Eject Command	[ESC] IB..... 157
Forward/Reverse Feed Command	[ESC] U1, [ESC] U2..... 158
(7) Commands related to writable characters	
Storage Area Allocate Command	[ESC] XF..... 160
Flash Memory Format Command	[ESC] J1..... 162
2-byte Writable Character Code Range Command	[ESC] XE..... 163
Bit Map Writable Character Command	[ESC] XD 164
(8) Commands related to graphics	
Graphic Command	[ESC] SG 171
(9) Commands related to PC command saving	
Flash Memory Format Command	[ESC] J1..... 162
Save Start Command	[ESC] XO 178
Save Terminate Command	[ESC] XP..... 179
Saved Data Call Command	[ESC] XQ 180
(10) Commands related to check	
Head Broken Dots Check Command	[ESC] HD 181
(11) Commands related to display	
Message Display Command	[ESC] XJ 182
(12) Commands related to control	
Reset Command	[ESC] WR 184
Reset Command	[ESC] W@ 185
Batch Reset Command	[ESC] Z0 200

(13) Commands related to status	
Status Request Command	[ESC] WS..... 186
Receive Buffer Free Space Request Command	[ESC] WB..... 187
Version Information Acquire Command	[ESC] WV..... 188
(14) Commands related to TCP/IP setting	
IP Address Set Command	[ESC] IP..... 190
Socket Communication Port Set Command	[ESC] IS..... 191
DHCP Function Set Command	[ESC] IH..... 192
(15) Commands related to internal serial interface	
Internal Serial Interface Parameter Set Command	[ESC] IZ..... 193
(16) Commands related to parameter setting	
Parameter Set Command	[ESC] Z2;1 194
Fine Adjustment Value Set Command	[ESC] Z2;2 198
(17) Commands related to Real Time Clock	
Real Time Clock Setting Command	[ESC] JT 202

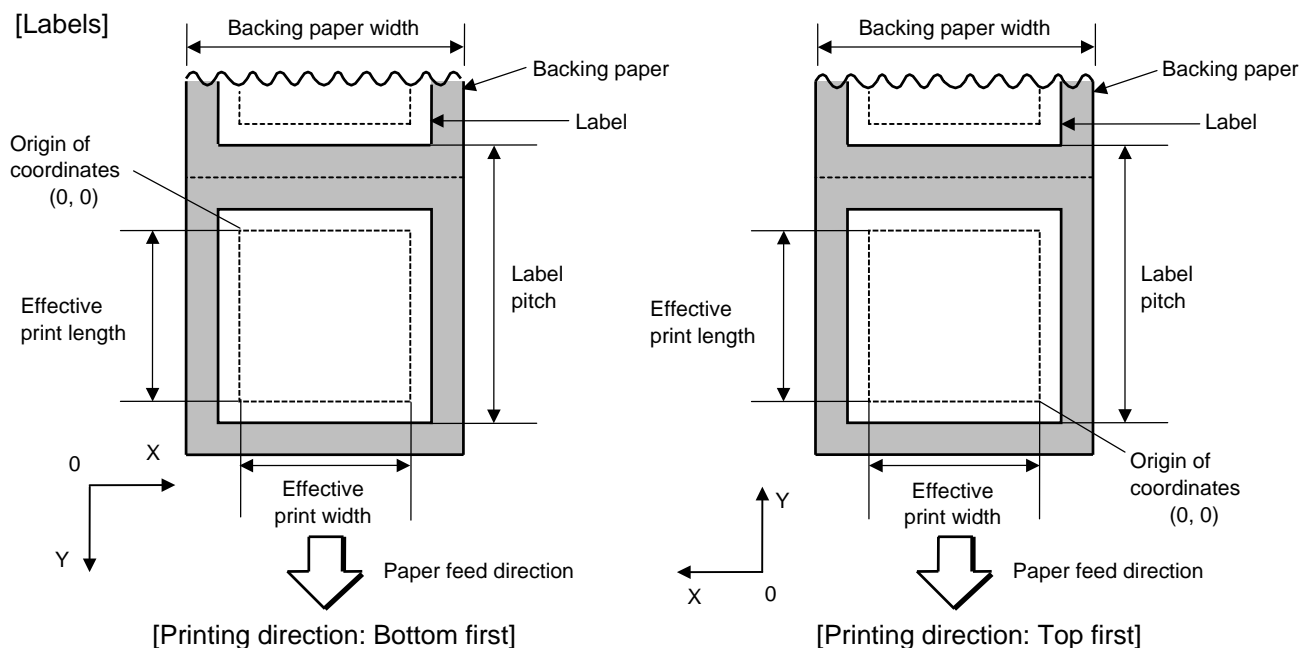
6.3 COMMANDS FOR CREATING APPLICATION

6.3.1 LABEL SIZE SET COMMAND

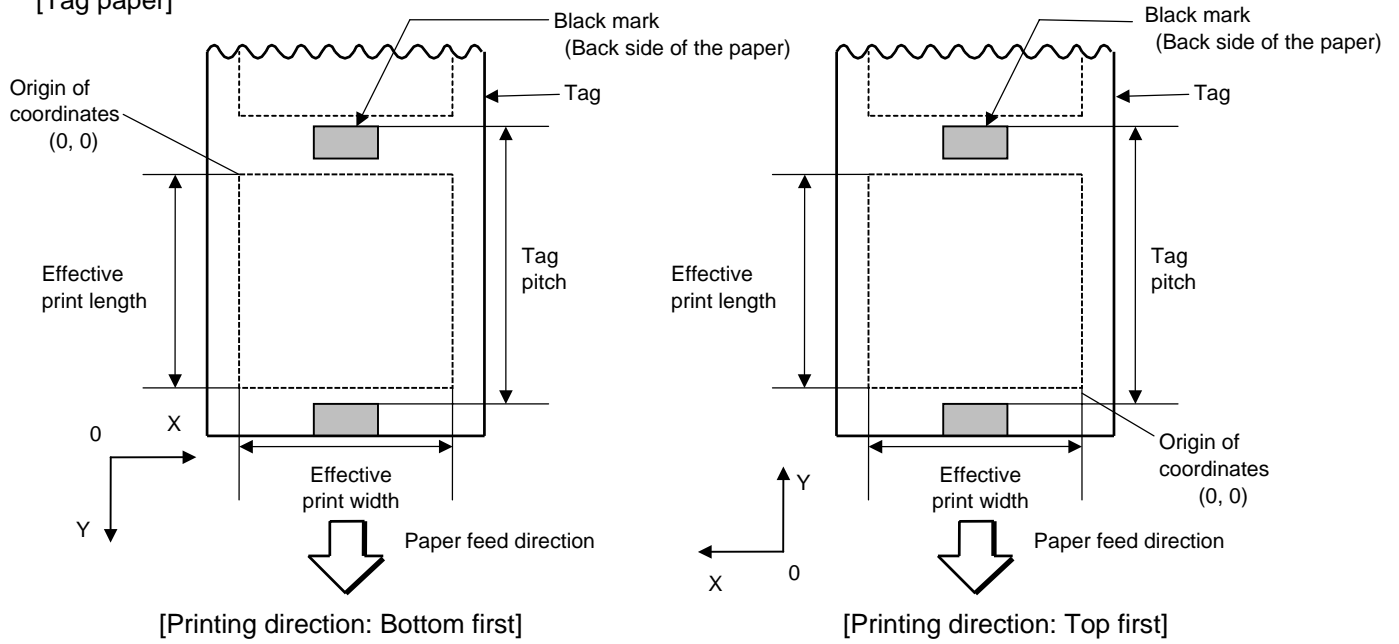
[ESC] D

Function	Sets the size of a label or tag paper.
Format	[ESC] Daaaa, bbbb, cccc [LF] [NUL]
Term	<p>aaaa: Pitch length of the label or tag 4 digits or 5 digits (in 0.1 mm units) 4 digits: 0150 (10.0 mm) to 9990 (999.0 mm) 5 digits: 00150 (10.0 mm) to 09990 (999.0 mm)</p> <p>bbbb: Effective print width Fixed to 4 digits (in 0.1 mm units) 0100 (10.0 mm) to 2168 (216.8 mm)</p> <p>cccc: Effective print length 4 digits or 5 digits (in 0.1 mm units) 4 digits: 0110 (11.0 mm) to 6400 (640.0 mm) 5 digits: 00110 (11.0 mm) to 06400 (640.0 mm)</p>

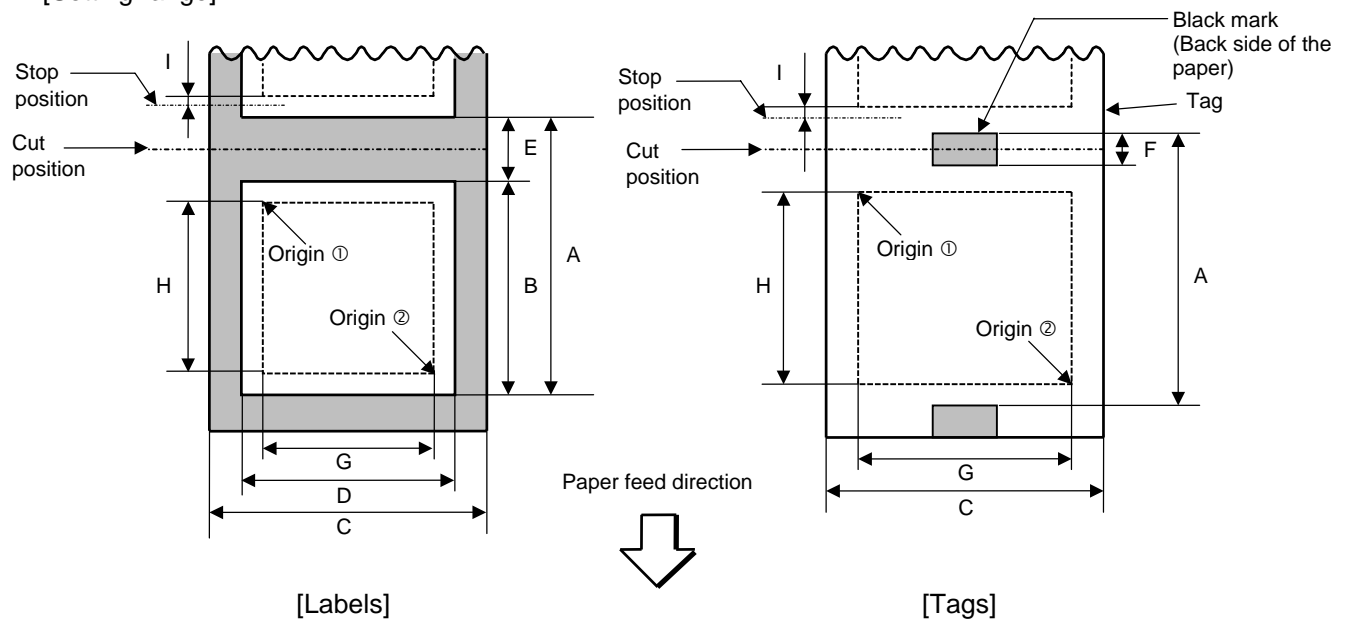
Explanation



[Tag paper]



[Setting range]



[mm]

		Model	B-852-TS22		
		Issue mode	Batch issue	Cut issue	Strip issue for auto labeler
Item					
Thermal head dot density			11.8 dots/mm		
Thermal head width			216.8 mm		
A: Label pitch Tag pitch	Label	Min.	15.0	38.0	25.4
		Max.	999.0		
	Tag	Min.	15.0	25.4	—
		Max.	999.0		—
B: Label length		Min.	13.0	25.0 ^{*1}	23.4
		Max.	997.0	993.0	997.0
C: Backing paper width Tag width		Min.	100.0		
		Max.	242.0	235.0	242.0
D: Label width		Min.	97.0		
		Max.	239.0	232.0	239.0
E: Label-to-label gap		Min.	2.5	6.0	2.5
		Max.	20.0		
F: Black mark length		Min.	2.0		
		Max.	10.0		
G: Effective print width		Min.	10.0		
		Max.	216.8		
H: Effective print length	Label	Min.	11.0	23.0	21.4
		Max.	640.0		
	Tag	Min.	13.0	23.4	23.4
		Max.	640.0		
I: Slow up/down interval	Slow up		1.0		
	Slow down		1.0		
Max. effective print length for on-the-fly issue			320.0		

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

$$\text{Label length B} \geq 35.0 \text{ mm} - \left(\frac{\text{Label-to-label gap}}{2} \right)$$

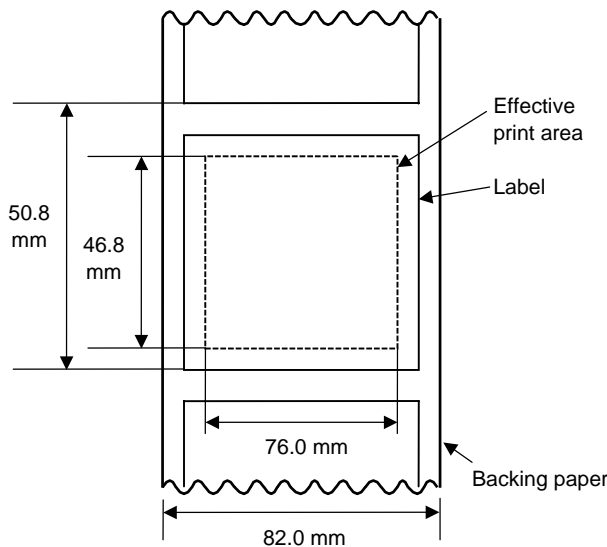
Notes

- (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 stop position in the strip issue mode for auto labeler, 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” printing and to be origin ② in the case of “top first” printing, 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.

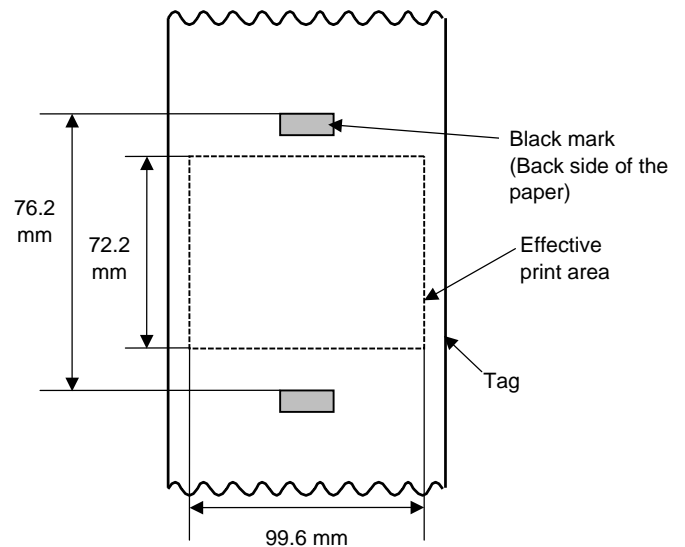
Examples

(1) Labels



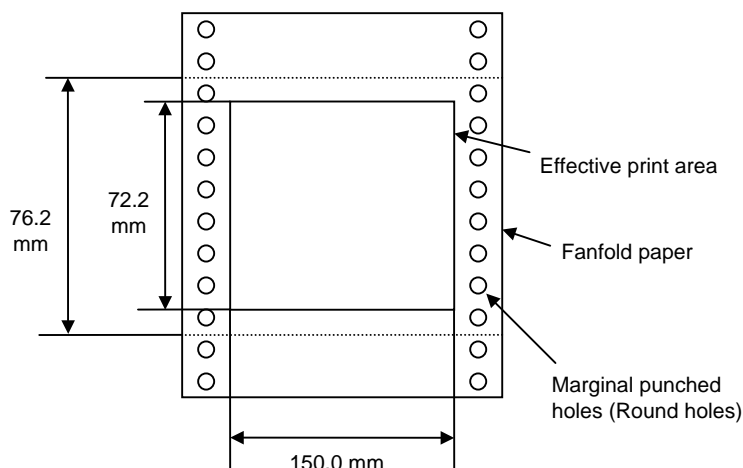
[ESC] D0508, 0760, 0468 [LF] [NUL]
[ESC] T20C40 [LF] [NUL]

(2) Tags



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

(3) Fanfold paper



[ESC] D0762, 1500, 0722 [LF] [NUL]
[ESC] T60C40 [LF] [NUL]

6.3.2 POSITION FINE ADJUST COMMAND

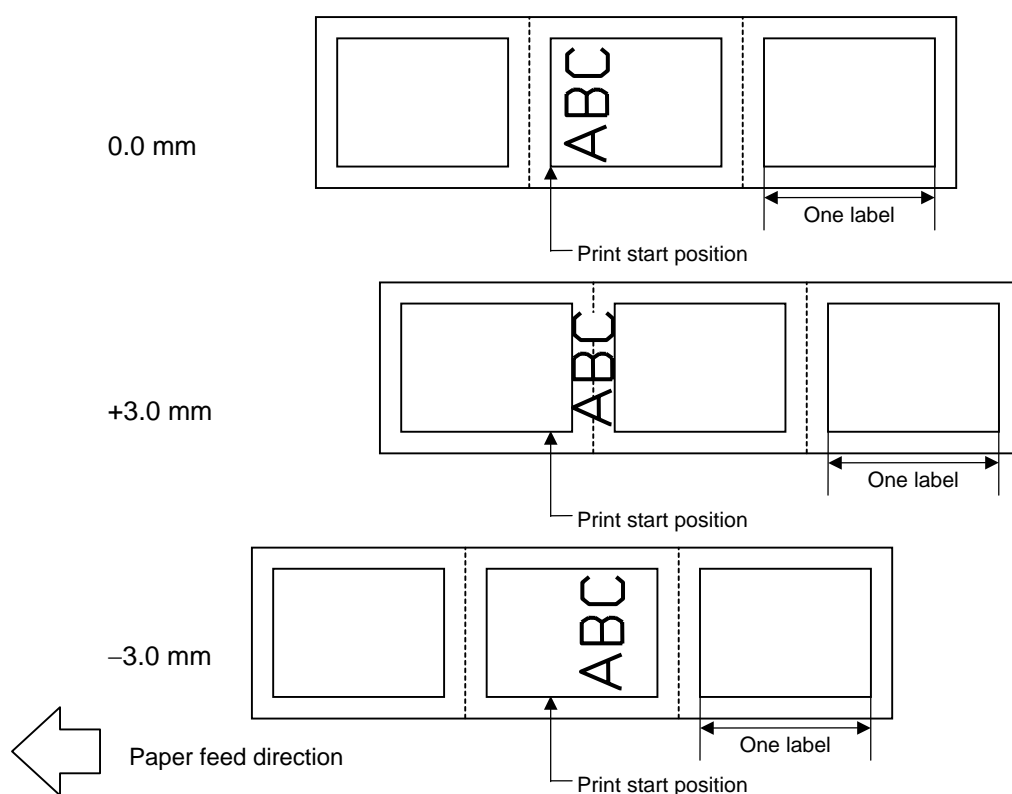
[ESC] AX

Function	<ul style="list-style-type: none">① Adjusts the feed amount so that the label stops at the position in front of or behind the automatically set print start position.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 stop position of the strip issue so that the label stops at the position in front of or behind the automatically set stop position.③ Adjusts the reverse feed amount to the home position after a cut, or adjusts the reverse feed amount to the home position from a stop position of the strip issue.
Format	[ESC] AX; abbb, cddd, eff [LF] [NUL]
Term	<p>a: Indicates the direction of the print start position fine adjustment +: Forward -: Backward</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 stop position of the strip issue) fine adjustment +: Forward -: Backward</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>

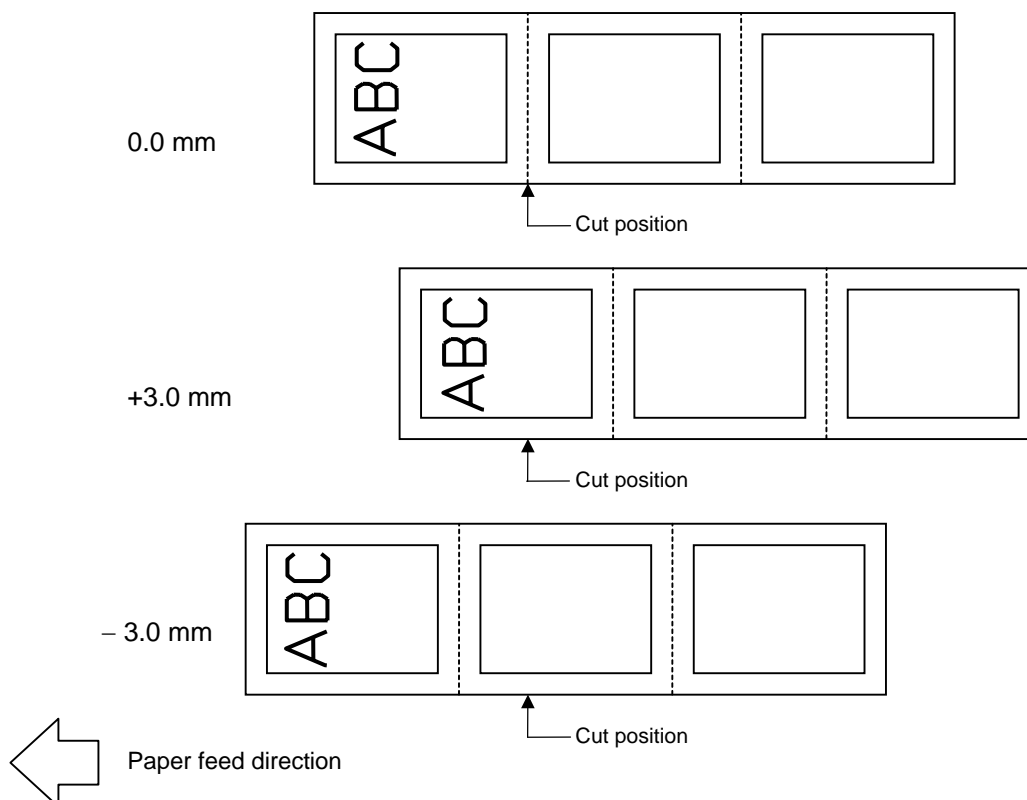
Explanation

[Print Start Position Fine Adjustment]

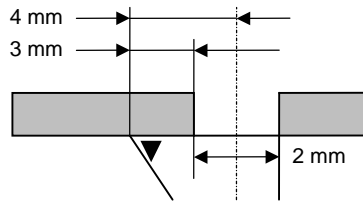
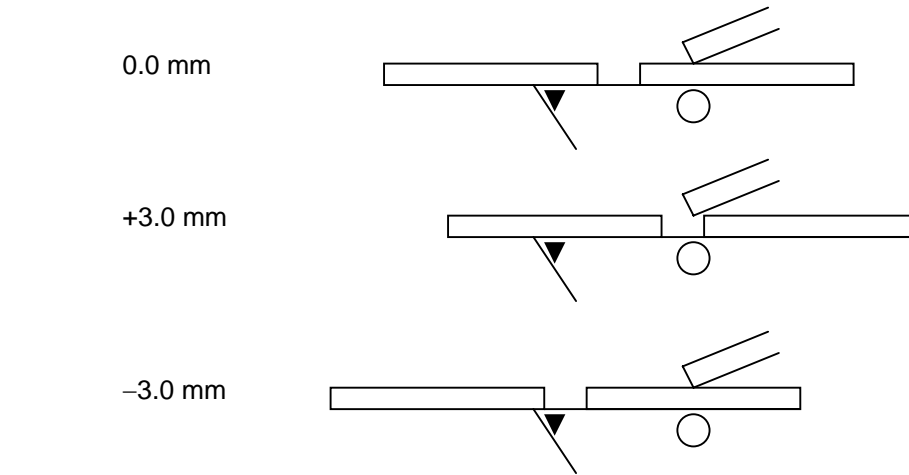
(To fine adjust the print start position so that it shifts backward or forward)



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



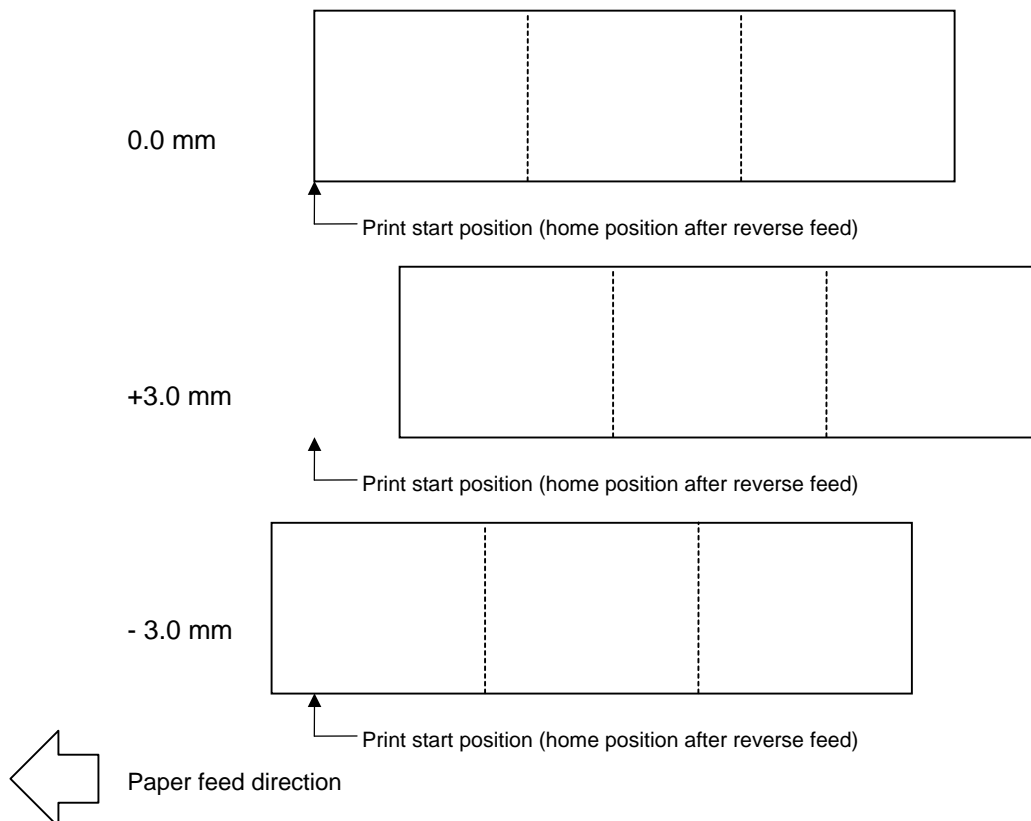
[Stop Position Fine Adjustment for the strip issue]



- In strip issue mode for auto labeler, 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 stop position fine adjustment function for the strip issue.
- 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 stop position fine adjust function for the strip issue.

[Reverse Feed Amount Fine Adjustment]

(To fine 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 stop position of the strip issue) 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..... ± 50.0 mm

Cut position (or stop position of the strip issue) fine adjustment ± 50.0 mm

Reverse feed amount fine adjustment ± 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.

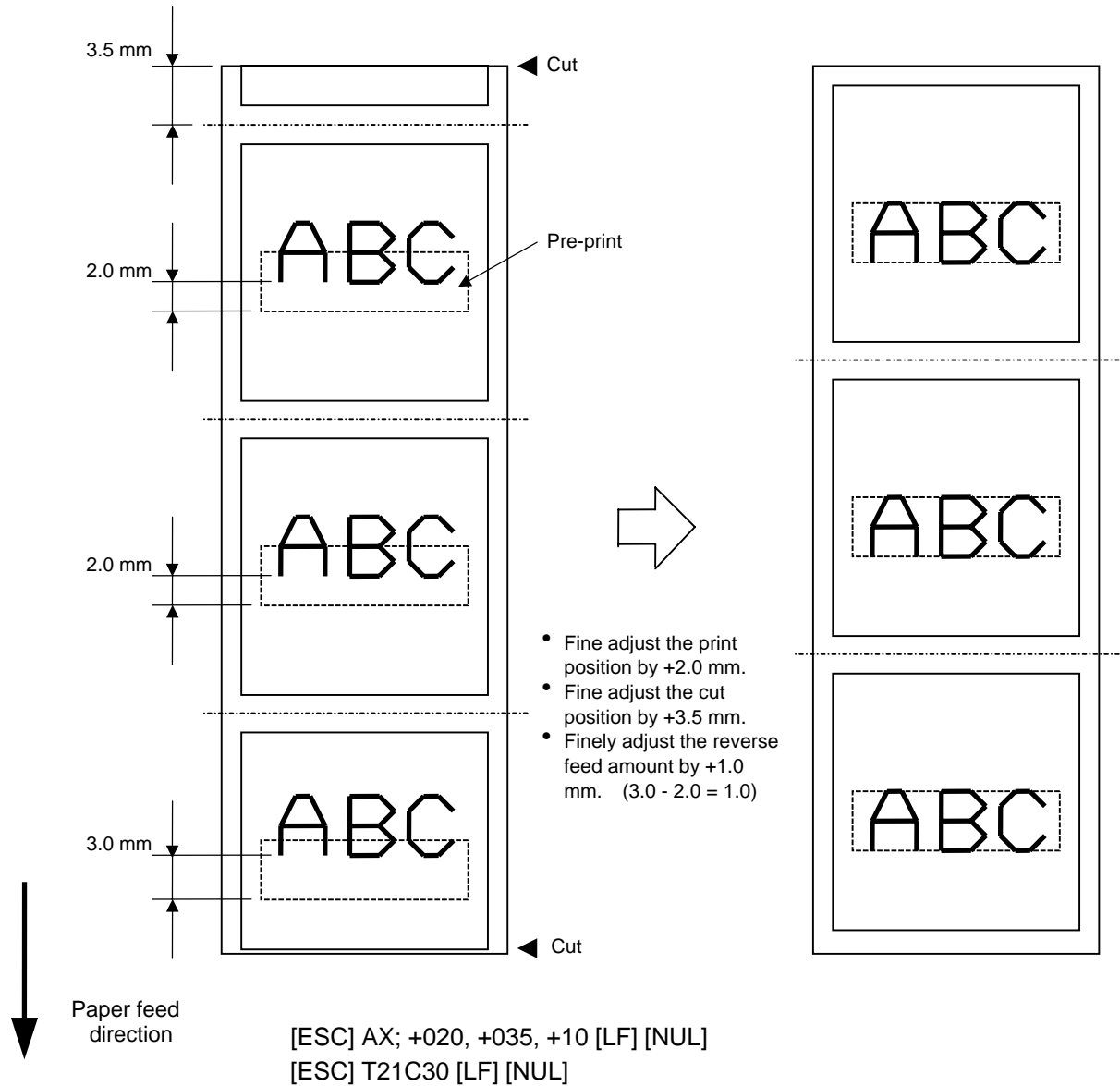
(For example, if the reverse feed amount fine adjustment value is not properly set, the print position differs between the labels to be cut and those not to be cut. If the label is excessively fed backward, it will not be fed correctly during printing.

In the strip issue mode for auto labeler, 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.

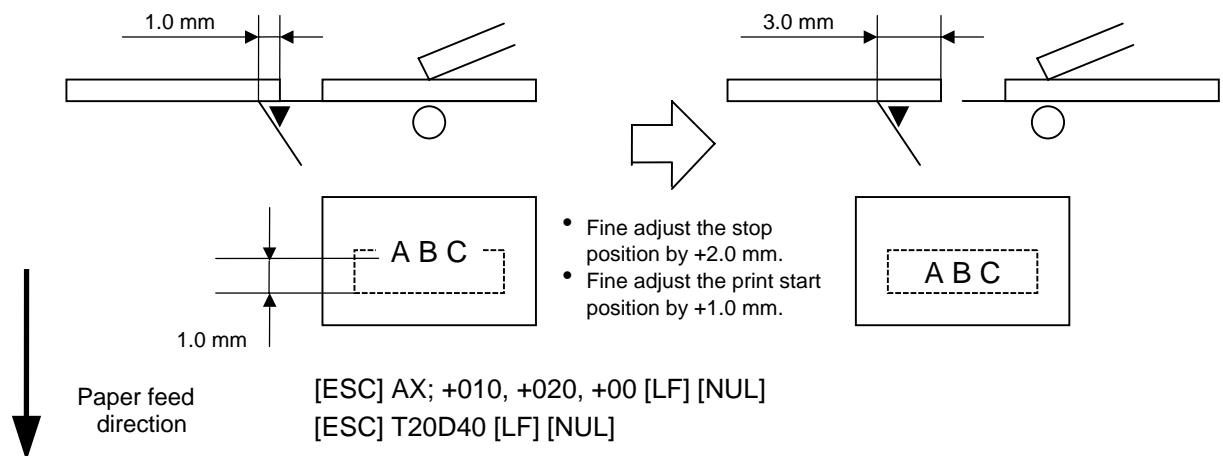
- (5) The cut position (or the stop position of the strip issue) fine adjustment and the reverse feed amount fine adjustment are effective only when the printer is in cut issue mode or strip issue mode for auto labeler.
- (6) Labels may not return to the home position depending on the print conditions, even if the same amount of reverse feed is performed. When the media sensor is used and if the label pitch (or tag pitch) is almost the same size as the distance between the print head and the media sensor, a label/tag may not be returned to the home position by a reverse feed after a cut issue, a strip issue mode for auto labeler, 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 mode for auto labeler



6.3.3 PRINT TONE FINE ADJUST COMMAND

[ESC] AY

Function	Adjusts the print tone which was automatically set.
Format	[ESC] AY; abb, c [LF] [NUL]
Term	<p>a: Indicates whether to increase or decrease the print tone. +: Increase (darker) –: Decrease (lighter)</p> <p>bb: Print tone fine adjustment value 00 to 10 (in units of 1 step)</p> <p>c: Indicates the print mode (thermal transfer or direct thermal) 0: Thermal transfer 1: Direct thermal</p>
Explanation	<p>(1) The print tone fine adjustment is performed by adjusting the length of time to apply voltage to the thermal head.</p> <p>(2) If the print tone 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: Thermal transfer: ±10 Thermal direct: +6/–10 at print speed of 4 ips ±10 at print speed of 2 ips</p> <p>(3) The fine adjustment values in thermal transfer print mode and direct thermal print mode can be set independently.</p> <p>(4) The Print Tone Fine Adjust Command is stored in memory (retained even if the power is turned off).</p> <p>(5) The factory default of the fine adjustment value is 00, for both the fine adjust command and the system mode fine adjustment.</p>
Examples	<p>To set the print tone to “–2” for the thermal transfer mode. [ESC] AY; -02, 0 [LF] [NUL]</p> <p>To set the print tone to “+3” for the direct thermal mode. [ESC] AY; +03, 1 [LF] [NUL]</p>

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 +: Positive (The voltage is increased.) -: Negative (The voltage is lowered.)</p> <p>bb: Fine adjustment value for the ribbon take-up motor Positive direction: 00 to 06 (in units of 1 step) Negative direction: 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.) +: Positive (The voltage is increased.)</p> <p>dd: Fine adjustment value for the ribbon feed motor Positive direction: 00 to 10 (in units of 1 step) Negative direction: 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>
-------------	---

Take-up side		Feed side	
Min.	Max.	Min.	Max.
-15 (-75%)	+6 (+30%)	-15 (-75%)	+10 (+50%)

- (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>
---------	---

6.3.5 IMAGE BUFFER CLEAR COMMAND

[ESC] C

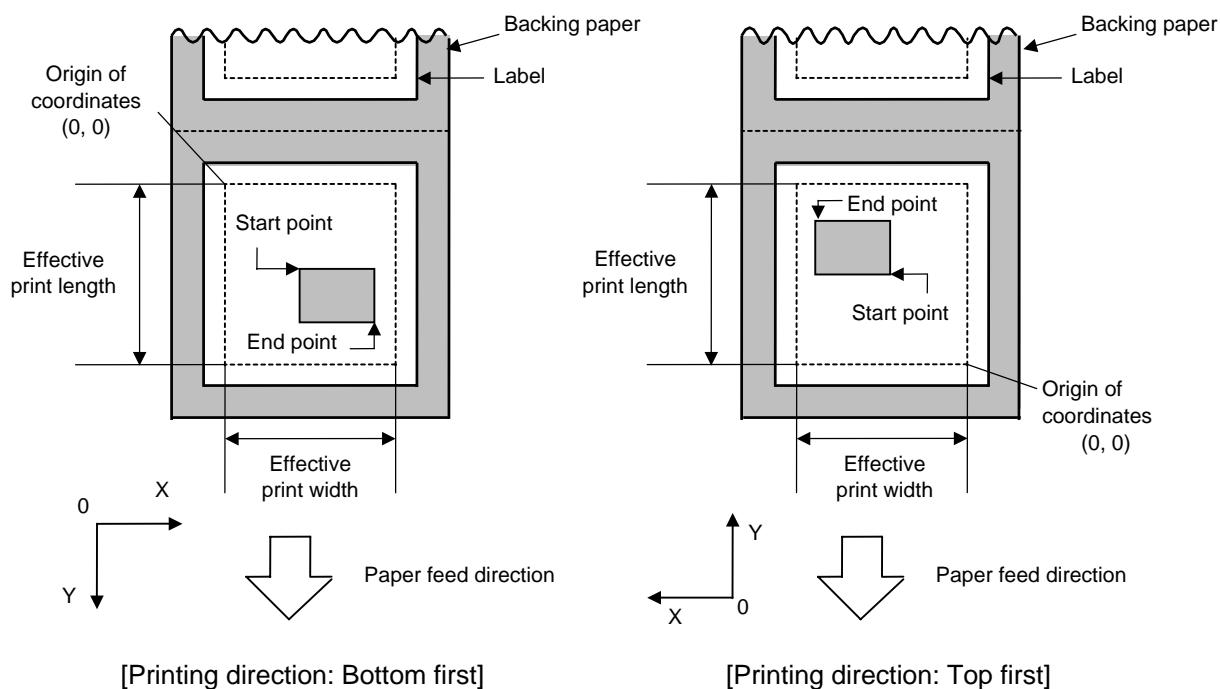
Function	Clears the image buffer for drawing characters, lines, bar codes, and graphics.
Format	[ESC] C [LF] [NUL]
Explanation	<ol style="list-style-type: none">(1) After changing the label size, the image buffer needs to be cleared.(2) The increment/decrement designation (described later) is effective until the Image Buffer Clear Command is transmitted.(3) The link field designation (described later) is effective until the Image Buffer Clear Command is transmitted.
Examples	[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]

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 to 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 to 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. (After the area is reversed, dot skipping will not be performed for the black area.) C: Reverses the white/black dot pattern in the designated area. (After the area is reversed, dot skipping is performed for the black area.)</p>

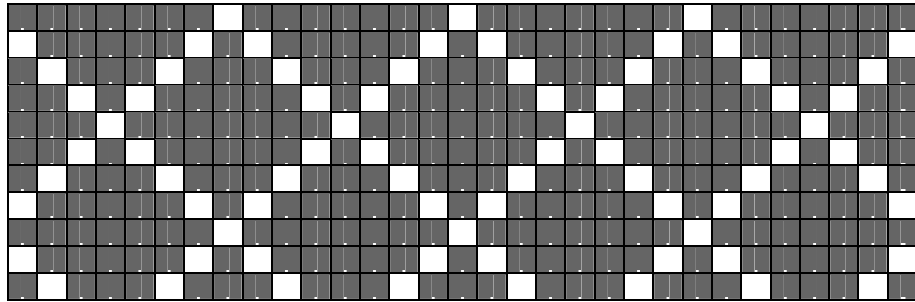
Explanation



Notes

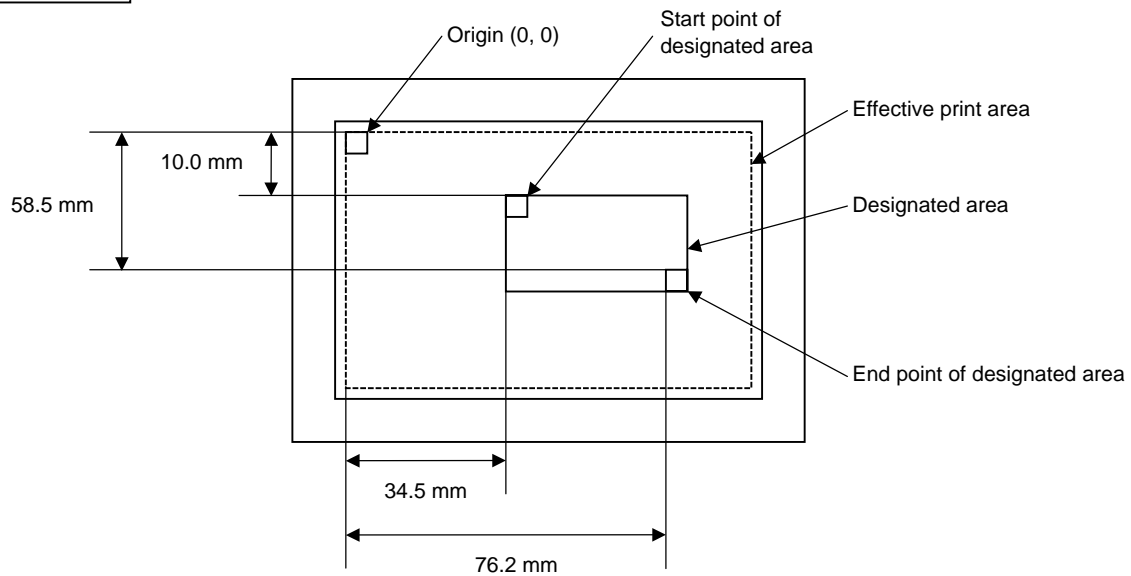
- (1) Print result will be the same even if the start and end point coordinates are reversed.
- (2) Print result will be the same even if the start point is set to the upper right and the end point is set to the lower left, respectively.

- (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).
- (4) When the dot skipping is applied, black area will be printed as follows:



[Effective print area]		[mm]			
Item		Model	B-852-TS22		
		Issue mode	Batch issue	Cut issue	Strip issue for auto labeler
Effective print width		Min.	10.0		
		Max.	216.8		
Effective print length	Label	Min.	11.0	23.0	21.4
		Max.	640.0		
	Tag	Min.	13.0	23.4	23.4
		Max.	640.0		

Example



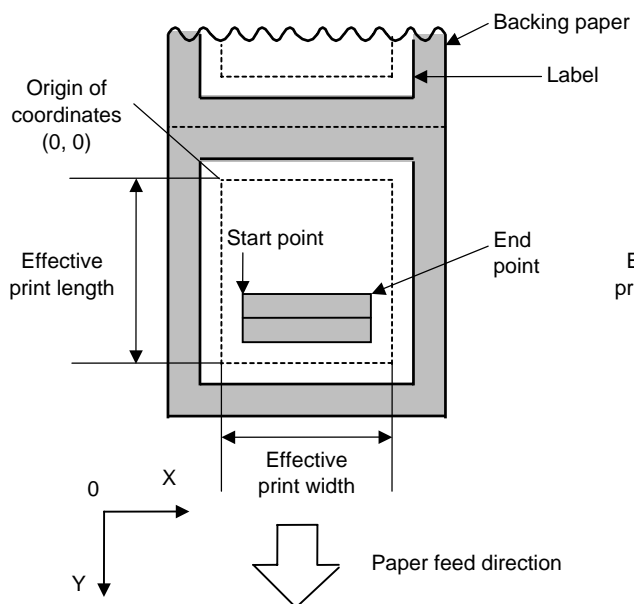
```
[ESC] XR; 0345, 0100, 0762, 0585, A [LF] [NUL]
[ESC] RC000; ABC [LF] [NUL]
[ESC] RC001; DEF [LF] [NUL]
[ESC] XS; I, 0001, 0002C4000 [LF] [NUL]
```

6.3.7 LINE FORMAT COMMAND

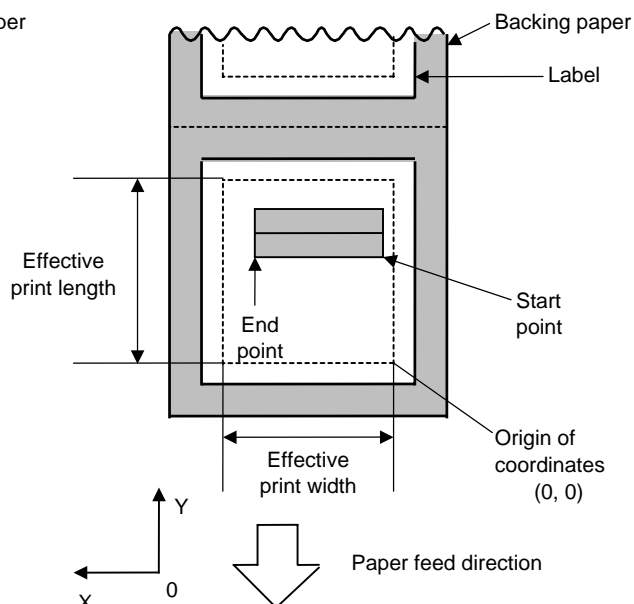
[ESC] LC

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 to 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 to 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: Dot skipped line (Horizontal, vertical) 3: Dot skipped rectangle</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. When omitted, rectangle corners are not rounded.) Fixed to 3 digits (in 0.1 mm units)</p>

Explanation



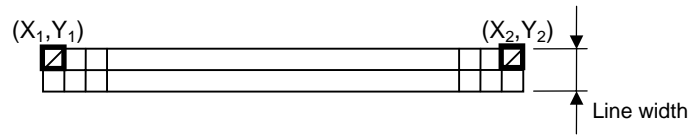
[Printing direction: Bottom first]



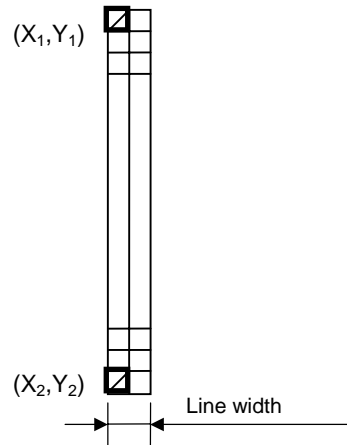
[Printing direction: Top first]

[Line]

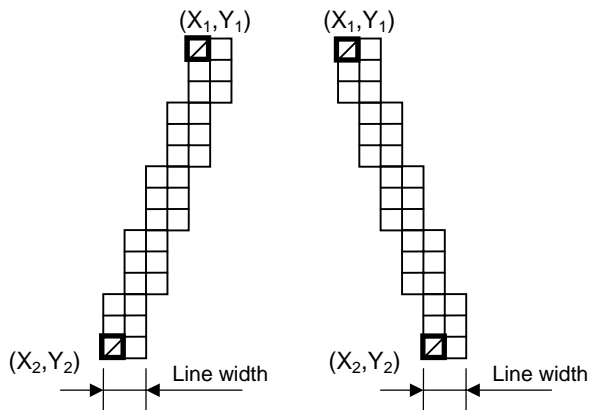
(1) Horizontal line (In the case of $|Y_2 - Y_1| = 0$)



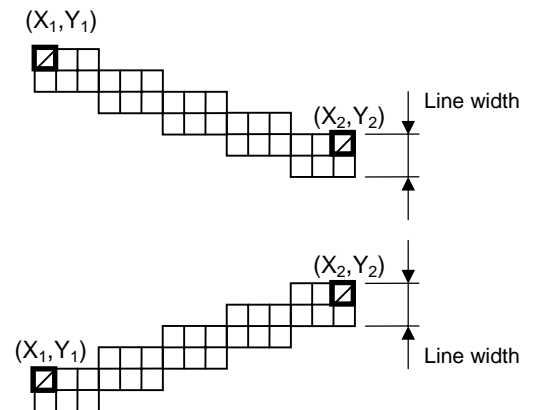
(2) Vertical line (In the case of $|X_2 - X_1| = 0$)



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

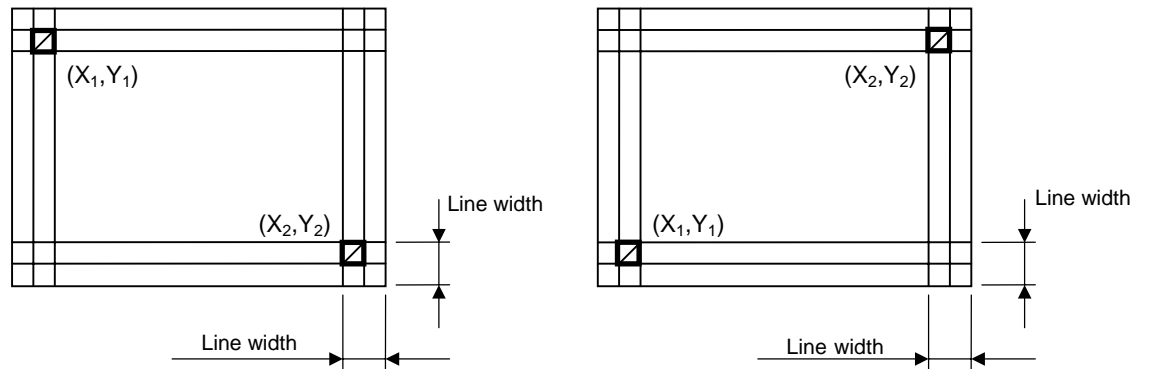


(4) Slant line B ($|X_2 - X_1| > |Y_2 - Y_1|$)

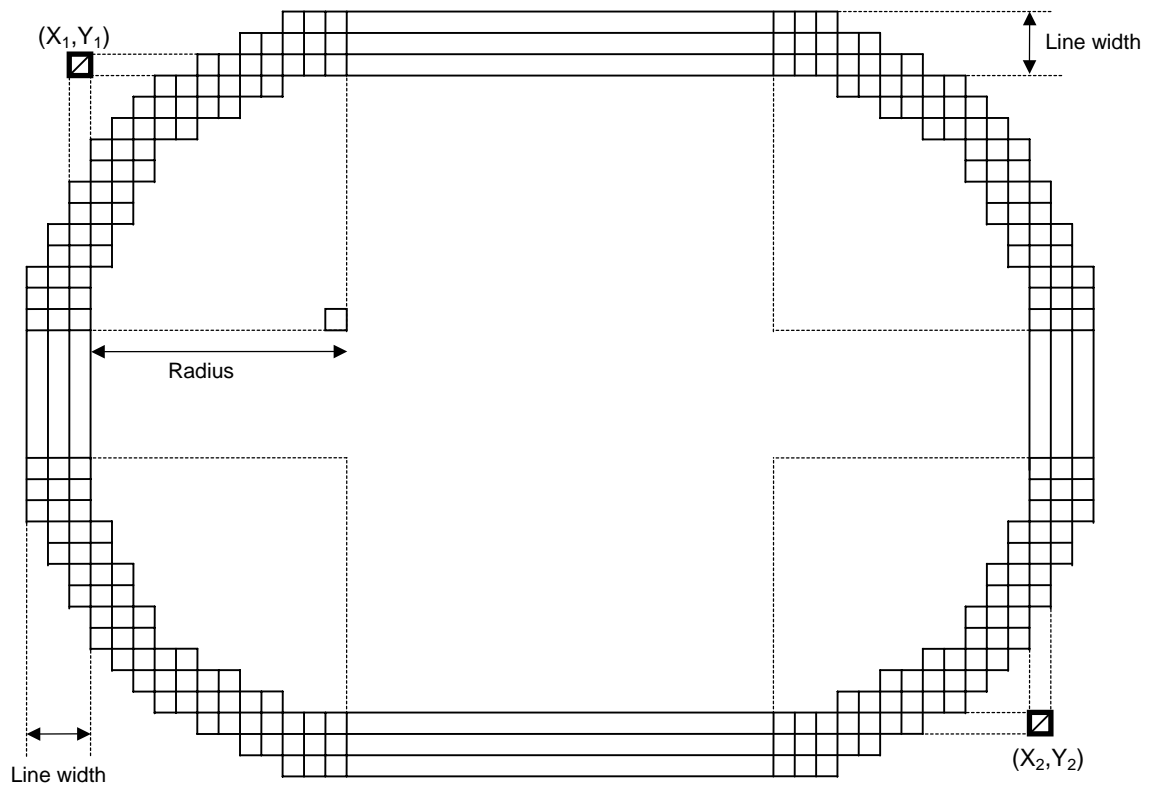


[Rectangle]

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

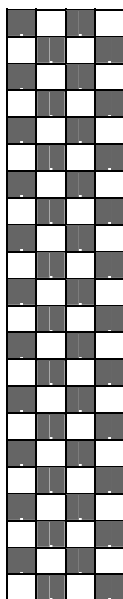


- (2) Radius of rounded corners \neq 000



[Dot skipped line]

Vertical line

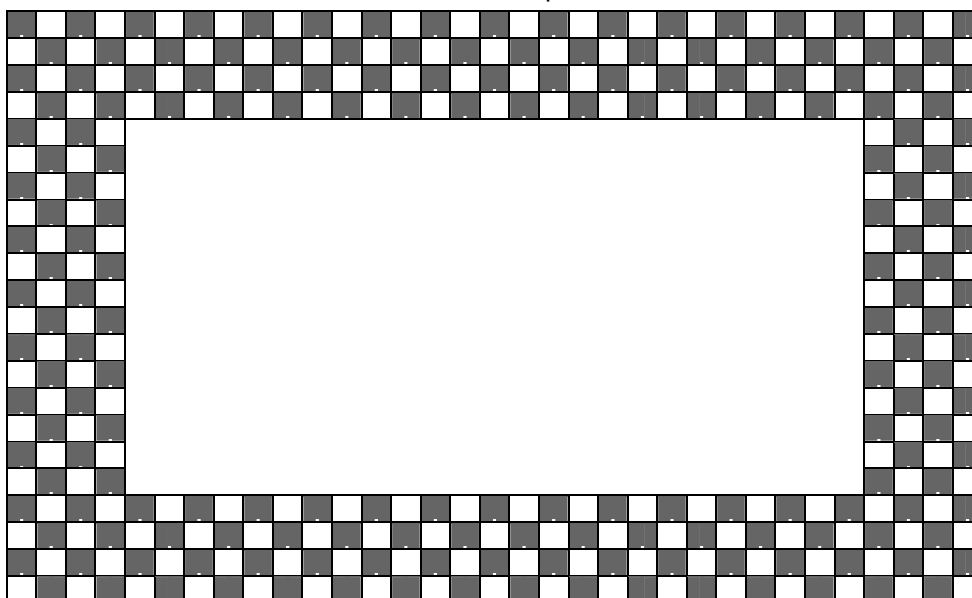


Horizontal line



[Dot skipped rectangle]

Radius of rounded corners = 000, or when the parameter is omitted.



Notes

- (1) When a line is designated, 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 (dot skipped rectangle). 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 rectangle is drawn.
- (5) Dot skipping is not applied to slant lines or circles.
- (6) On the following condition, a circle is supposed to be drawn:

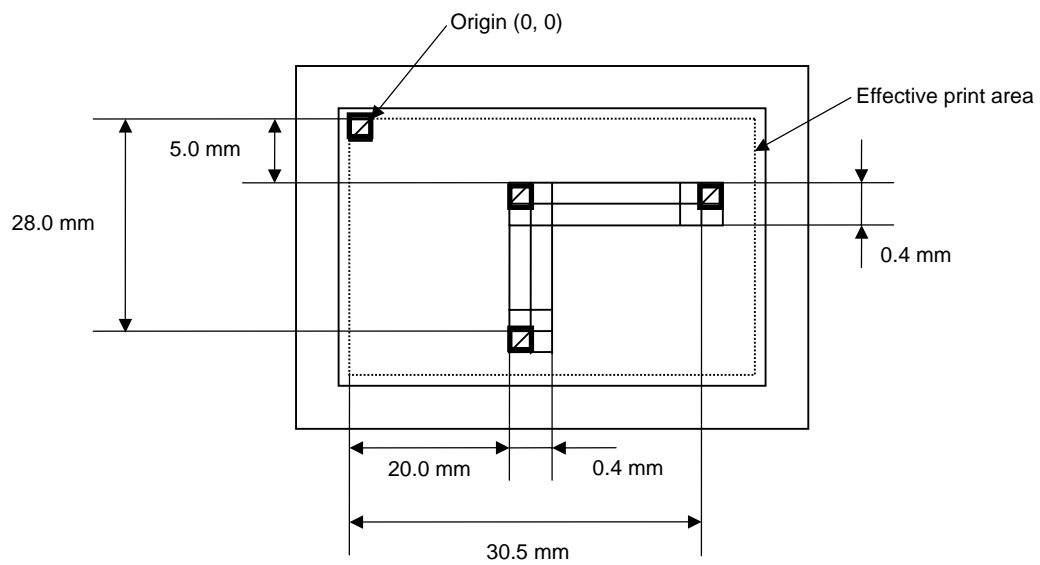
$$\frac{|X_2 - X_1|}{2} = \frac{|Y_2 - Y_1|}{2} \leq [\text{Radius of rounded corners}]$$

[Effective print area]

[mm]

Item		Model	B-852-TS22		
		Issue mode	Batch issue	Cut issue	Strip issue for auto labeler
Effective print width		Min.	10.0		
		Max.	216.8		
Effective print length	Label	Min.	11.0	23.0	21.4
		Max.	640.0		
	Tag	Min.	13.0		
		Max.	640.0		

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	<p>① [ESC] PCaaa; bbbb, cccc, d, e, ff (, gh), ii, j (, Jkkl) (, Mm) (, noooooooooo) (, Zpp) (, Pq) (=rrr-----rrr) [LF] [NUL]</p> <p>② [ESC] PCaaa; bbbb, cccc, d, e, ff (, gh), ii, j (, Jkkl) (, Mm) (, noooooooooo) (, Zpp) (, Pq) (; ss₁, ss₂, ss₃, -----, ss₂₀) [LF] [NUL]</p>																																																	
Term	<p>aaa: Character string number 000 to 199 (two-digit number, 00 to 99, are also acceptable.)</p> <p>bbbb: X-coordinate of the print origin of character string Fixed to 4 digits (in 0.1 mm units)</p> <p>cccc: Y-coordinate of the print origin of character string 4 digits or 5 digits (in 0.1 mm units)</p> <p>d: Character horizontal magnification 1 to 9 (integral multiplication)</p> <p>* Two-digit designation enables the magnifications in 0.5 units (05 to 95: 0.5 to 9.5 magnifications). The magnification can be designated in 0.1 units between 0.5 to 1. (06 to 09: 0.6 to 0.9 magnifications).</p> <div style="margin-left: 40px;"> <p>dd</p> <div style="display: inline-block; vertical-align: middle;"> <div style="display: inline-block; width: 10px; height: 10px; border: 1px solid black; margin-right: 5px;"></div> <div style="display: inline-block; width: 10px; height: 10px; border: 1px solid black; margin-right: 5px;"></div> </div> <div style="display: inline-block; vertical-align: middle;"> <p>Designation in 0.5 magnification units : 0 or 5 (5 to 9, up to 1 magnification)</p> <p>Integral multiplication : 0 to 9</p> </div> </div> <p>e: Character vertical magnification 1 to 9 (integral multiplication)</p> <p>* Two-digit designation enables the magnifications in 0.5 units (05 to 95: 0.5 to 9.5 magnifications). The magnification can be designated in 0.1 units between 0.5 to 1. (06 to 09: 0.6 to 0.9 magnifications).</p> <div style="margin-left: 40px;"> <p>ee</p> <div style="display: inline-block; vertical-align: middle;"> <div style="display: inline-block; width: 10px; height: 10px; border: 1px solid black; margin-right: 5px;"></div> <div style="display: inline-block; width: 10px; height: 10px; border: 1px solid black; margin-right: 5px;"></div> </div> <div style="display: inline-block; vertical-align: middle;"> <p>Designation in 0.5 magnification units : 0 or 5 (5 to 9, up to 1 magnification)</p> <p>Integral multiplication : 0 to 9</p> </div> </div> <p>ff: Type of font</p> <table style="margin-left: 40px; border: none;"> <tr><td>A:</td><td>Times Roman (Medium)</td><td>8 point</td></tr> <tr><td>B:</td><td>Times Roman (Medium)</td><td>10 point</td></tr> <tr><td>C:</td><td>Times Roman (Bold)</td><td>10 point</td></tr> <tr><td>D:</td><td>Times Roman (Bold)</td><td>12 point</td></tr> <tr><td>E:</td><td>Times Roman (Bold)</td><td>14 point</td></tr> <tr><td>F:</td><td>Times Roman (Italic)</td><td>12 point</td></tr> <tr><td>G:</td><td>Helvetica (Medium)</td><td>6 point</td></tr> <tr><td>H:</td><td>Helvetica (Medium)</td><td>10 point</td></tr> <tr><td>I:</td><td>Helvetica (Medium)</td><td>12 point</td></tr> <tr><td>J:</td><td>Helvetica (Bold)</td><td>12 point</td></tr> <tr><td>K:</td><td>Helvetica (Bold)</td><td>14 point</td></tr> <tr><td>L:</td><td>Helvetica (Italic)</td><td>12 point</td></tr> <tr><td>M:</td><td>Presentation (Bold)</td><td>18 point</td></tr> <tr><td>N:</td><td>Letter Gothic (Medium)</td><td>9.5 point</td></tr> <tr><td>O:</td><td>Prestige Elite (Medium)</td><td>7 point</td></tr> <tr><td>P:</td><td>Prestige Elite (Bold)</td><td>10 point</td></tr> </table>		A:	Times Roman (Medium)	8 point	B:	Times Roman (Medium)	10 point	C:	Times Roman (Bold)	10 point	D:	Times Roman (Bold)	12 point	E:	Times Roman (Bold)	14 point	F:	Times Roman (Italic)	12 point	G:	Helvetica (Medium)	6 point	H:	Helvetica (Medium)	10 point	I:	Helvetica (Medium)	12 point	J:	Helvetica (Bold)	12 point	K:	Helvetica (Bold)	14 point	L:	Helvetica (Italic)	12 point	M:	Presentation (Bold)	18 point	N:	Letter Gothic (Medium)	9.5 point	O:	Prestige Elite (Medium)	7 point	P:	Prestige Elite (Bold)	10 point
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B:	Times Roman (Medium)	10 point																																																
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N:	Letter Gothic (Medium)	9.5 point																																																
O:	Prestige Elite (Medium)	7 point																																																
P:	Prestige Elite (Bold)	10 point																																																

- Q: Courier (Medium) 10 point
R: Courier (Bold) 12 point
S: OCR-A 12 point
T: OCR-B 12 point
U (a): Kanji (16×16 dot Square Gothic) or writable character 41 (16x16 dots)
V (a): Kanji (24×24 dot Square Gothic) or writable character 42 (24x24 dots)
W (a): Kanji (32×32 dot Square Gothic) or writable character 43 (32x32 dots)
X (a): Kanji (48×48 dot Square Gothic) or writable character 44 (48x48 dots)
a: Reserved
to
p: Reserved
q: Gothic 725 Black
v: Kanji (24x24 dot Mincho)
w: Kanji (32x32 dot Mincho)
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. When 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. When omitted, space is adjusted according to the designated font.)
g: Designates whether to widen or narrow the character-to-character space.
+: Widen
-: Narrow
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) |
| 01: | Reserved | |
| 12: | Reserved | |
| 23: | Reserved | |
| 30: | Reserved | |

j: Character attribution

- B: Black character
- W (aabb): Reverse character (Black area is not shaded.)
 - 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)
- R (aabb): Reverse character (Black area is shaded.)
 - 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)

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

Jkkl: Bold character designation
 (Omissible. When 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. When 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 check digit only)

nooooooooo: Increment and decrement
 (Omissible. When omitted, incrementing/decrementing is not performed.)
 n: Designates whether to increment or decrement.
 +: Increment
 -: Decrement
 ooooooooo: 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 2168 (in units of 0.1 mm)
 5aaaabbbcc: Automatic line feed
 aaaa: Character string area of X direction
 0050 to 2168 (in units of 0.1 mm)
 bbb: Line feed spacing
 010 to 500 (in units of 1 mm)
 cc: Number of lines
 01 to 99

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

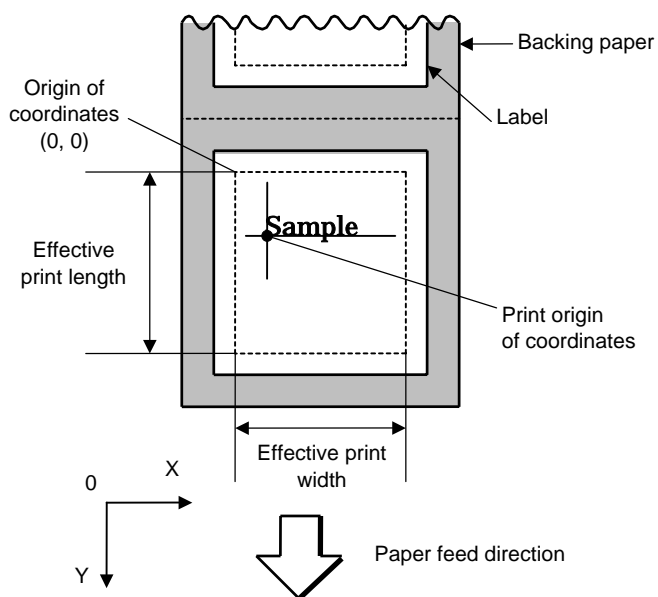
ss₁, ss₂, ss₃, -----, ss₂₀: Link field No. (Omissible)
 01 to 99 (1 to 99 can be also used.)
 Up to 20 fields can be designated using commas.

Explanation

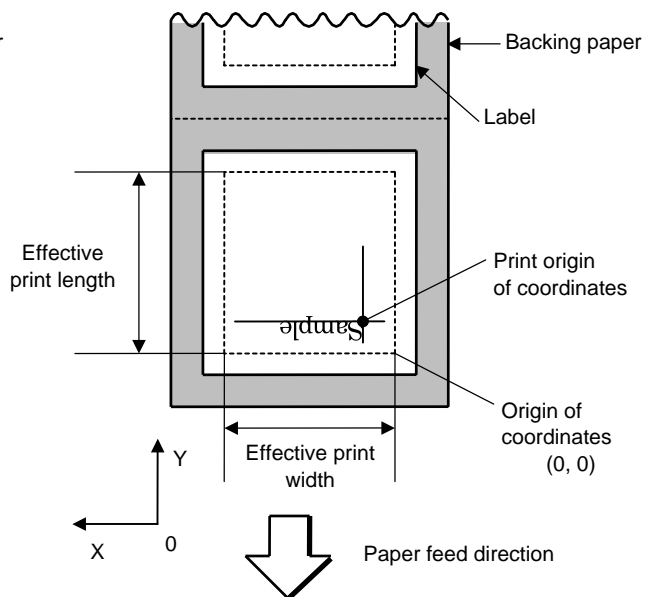
(1) Character string number

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]

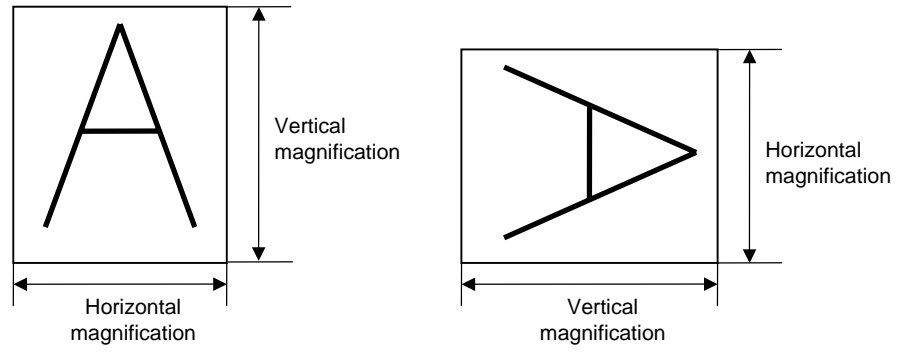
The print origin of coordinates must be set so that the characters are drawn within the effective print area set by the Label Size Set Command ([ESC] D).

[Effective print area]

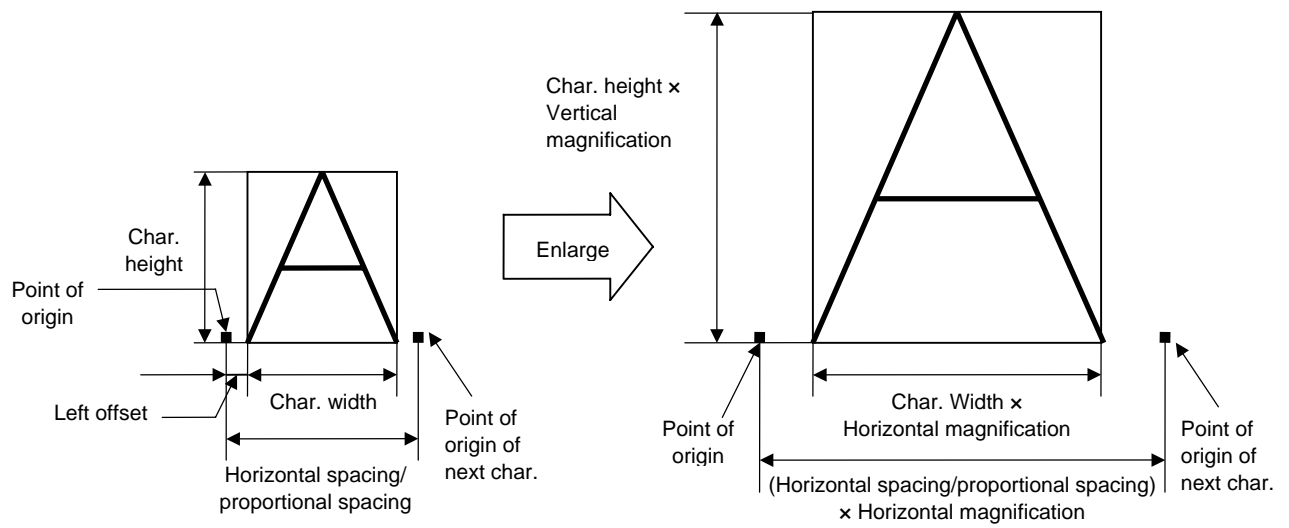
[mm]

Item		Model	B-852-TS22		
		Issue mode	Batch issue	Cut issue	Strip issue for auto labeler
Effective print width		Min.	10.0		
		Max.	216.8		
Effective print length	Label	Min.	11.0	23.0	21.4
		Max.	640.0		
	Tag	Min.	13.0	23.4	23.4
		Max.	640.0		

(3) Horizontal magnification and vertical magnification



[Relationship between drawing coordinates and magnification]



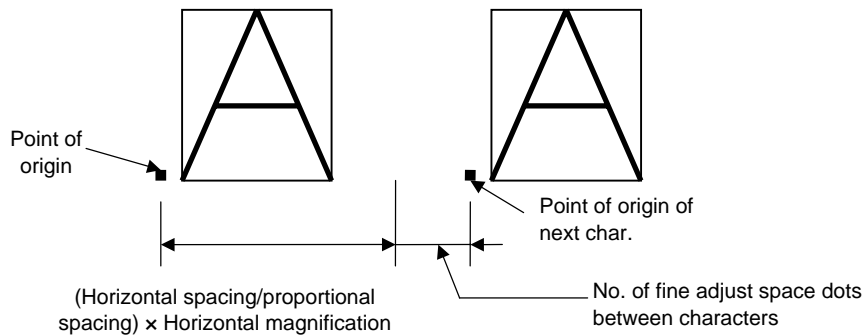
(4) Type of font

A: Times Roman:	!"#\$%&'()*+,-./0123456789:;<=>?@ABCDEFGHIJKLMabcdefghijklmÅîØÆàìÆ
B: Times Roman	!"#\$%&'()*+,-./0123456789:;<=>?@ABCDEFGHIJKLMabcdefghijklmÅîØÆàìÆ
C: Times Roman	!"#\$%&'()*+,-./0123456789:;<=>?@ABCDEFGHIJKLMabcdefghijklmÅîØÆàìÆ
D: Times Roman	!"#\$%&'()*+,-./0123456789:;<=>?@ABCDEFGHIJKLMabcdefghijklmÅîØÆàìÆ
E: Times Roman	!"#\$%&'()*+,-./0123456789@ABCDEFGHIJKLMabcdefghijklmÅîØÆàìÆ
F: Times Roman	!"#\$%&'()*+,-./0123456789@ABCDEFGHIJKLMabcdefghijklmÅîØÆàìÆ
G: Helvetica	!"#\$%&'()*+,-./0123456789:;<=>?@ABCDEFGHIJKLMNopqrstuvwxyzÅîØÆàìÆ
H: Helvetica	!"#\$%&'()*+,-./0123456789:;<=>?@ABCDEFGHIJKLMNopqrstuvwxyzÅîØÆàìÆ
I: Helvetica	!"#\$%&'()*+,-./0123456789@ABCDEFGHIJKLMNopqrstuvwxyzÅîØÆàìÆ
J: Helvetica	!"#\$%&'()*+,-./0123456789@ABCDEFGHIJKLMNopqrstuvwxyzÅîØÆàìÆ
K: Helvetica	!"#\$%&0123456789@ABCDEFGHIJKLMNopqrstuvwxyzÅîØÆàìÆ
L: Helvetica	!"#\$%&'()*+,-./0123456789@ABCDEFGHIJKLMNopqrstuvwxyzÅîØÆàìÆ
M: Presentation	!"#\$%&0123456789@ABCDEFGHIJKLMNopqrstuvwxyzÅîØÆàìÆ
N: Letter Gothic	!"#\$%&'()*+,-./0123456789:;<=>?@ABCDEFGHIJKLMNopqrstuvwxyzÅîØÆàìÆ
O: Prestige Elite	!"#\$%&'()*+,-./0123456789:;<=>?@ABCDEFGHIJKLMNopqrstuvwxyzÅîØÆàìÆ
P: Prestige Elite	!"#\$%&'()*+,-./0123456789:;<=>?@ABCDEFGHIJKLMNopqrstuvwxyzÅîØÆàìÆ
Q: Courier	!"#\$%&'()*+,-./0123456789:;<=>?@ABCDEFGHIJKLMNopqrstuvwxyzÅîØÆàìÆ
R: Courier	!"#\$%&'()*+,-./0123456789@ABCDEFGHIJKLMNopqrstuvwxyzÅîØÆàìÆ
S: OCR-A	!"#\$%&'()*+,-./0123456789:;<=>?@ABCDEFGHIJKLMNopqrstuvwxyzÅîØÆàìÆ
T: OCR-B	!"#\$%&'()*+,-./0123456789:;<=>?@ABCDEFGHIJKLMNopqrstuvwxyzÅîØÆàìÆ
q: Gothic 725 Black	!"#\$%&'()*+,-./0123456789:;<=>?@ABCDEFGHIJKLMNopqrstuvwxyzÅîØÆàìÆ
U: Kanji (16x16)	: あいう亜啞娃阿哀愛ABC123456789:;<=>?@ABCDEFGHIJKLMNopqrstuvwxyzÅîØÆàìÆ
V: Kanji (24x24)	: あいう亜啞娃阿哀愛ABC123456789:;<=>?@ABCDEFGHIJKLMNopqrstuvwxyzÅîØÆàìÆ
W: Kanji (32x32)	: あいう亜啞娃阿哀愛ABC123456789:;<=>?@ABCDEFGHIJKLMNopqrstuvwxyzÅîØÆàìÆ
X: Kanji (48x48)	: あいう亜啞娃阿哀愛ABC123456789:;<=>?@ABCDEFGHIJKLMNopqrstuvwxyzÅîØÆàìÆ
v: Kanji (24x24)	: あいう亜啞娃阿哀愛ABC123456789:;<=>?@ABCDEFGHIJKLMNopqrstuvwxyzÅîØÆàìÆ
w: Kanji (32x32)	: あいう亜啞娃阿哀愛ABC123456789:;<=>?@ABCDEFGHIJKLMNopqrstuvwxyzÅîØÆàìÆ

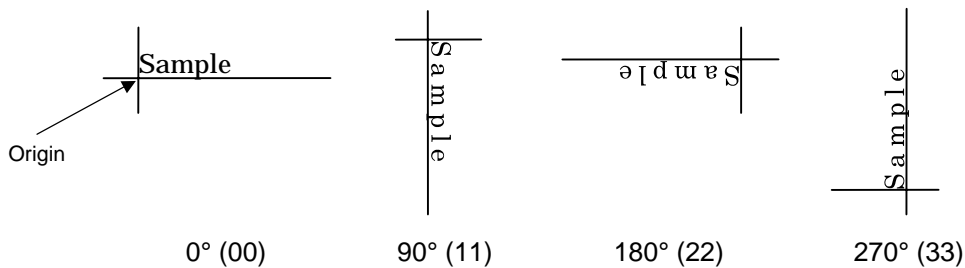
NOTE: To print U, V, W, X, v, or w, the Kanji character generator is required.

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

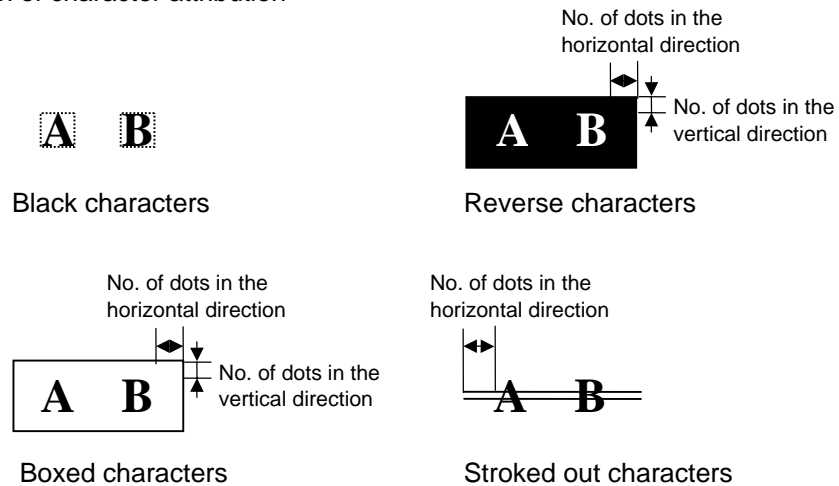
If no character-to-character space is specified or the number of space dots between characters is 0, drawing will take place according to the horizontal spacing/proportional spacing determined for each character. When character-to-character space is specified, drawing will take place according to the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



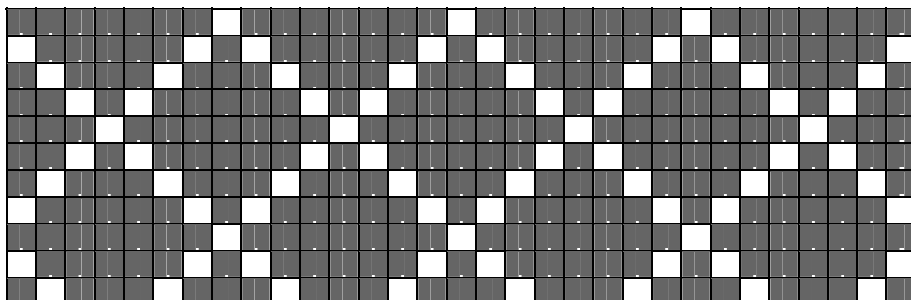
(6) Rotational angles of a character and character string



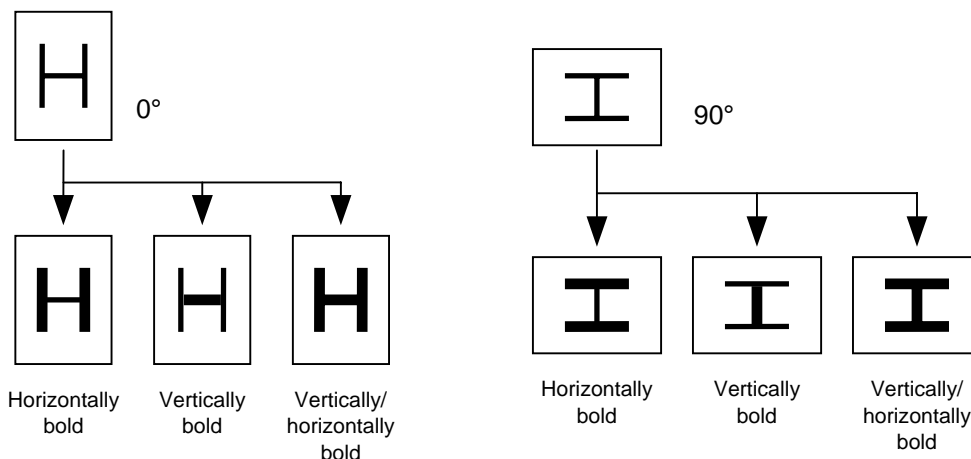
(7) Selection of character attribution



Print result of "Reverse character (Black area is shaded.)" is as follows.



(8) Bold character designation



(9) Check digit to be attached

When Modulus 10 or Modulus 43 is selected, the check digit of a data string is calculated and attached to the data string 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 string is calculated and only the check digit is drawn. When the data includes any data other than numerals, drawing is not performed. For the font types 51 to 55, 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 exclusively for Deutsche Bundespost Postdienst.

(10) Increment/decrement

Printing is performed while the data is incremented or decremented every time a label is issued. When the data string exceeds the maximum number of digits (40), the data string will not be drawn. When the font type is 51 to 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.

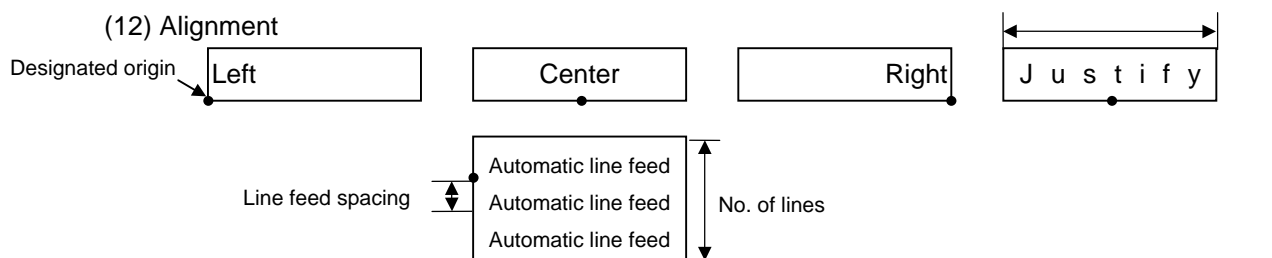
Example of increment/decrement calculation

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	0	00	A12	123	0123	0123

Zero(s) in a data string 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 string, the data string will be drawn without performing zero suppression. Where the data string exceeds the maximum number of digits (40), the data string will not be drawn. For the font type 51 to 55, zero suppression is not designated. (Even if it is designated, it is ignored, and the printer operates as if there was no designation.)



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

The value of the character-to-character space is gradually narrowed. When characters are not placed on one line even if the value is set to 0, character-to-character space will be returned to the former value, and then the horizontal magnification for a character is reduced by 0.5 times.

If characters are still not placed on one line, the value of the character-to-character space and the horizontal magnification are gradually reduced alternately. When characters are not placed on one line even if the character magnification is set to 0.5 times and the character-to-character space is set to 0, that 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. 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.

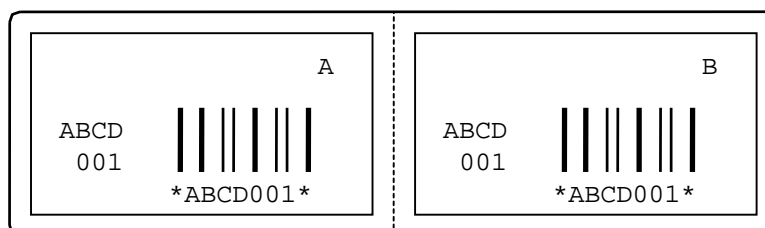
[ESC] PC04;	; 02 [LF] [NUL]	: Link field No. 2 is designated.
[ESC] PC05;	; 03 [LF] [NUL]	: Link field No. 3 is designated.
[ESC] PC06;	; 04 [LF] [NUL]	: Link field No. 4 is designated.
[ESC] XB02;	; 03, 04 [LF] [NUL]	: Link fields No. 3 and No. 4 are designated.

Designating link field No.

[Data Command]

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

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



- (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.

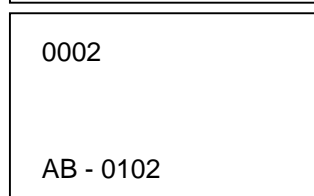
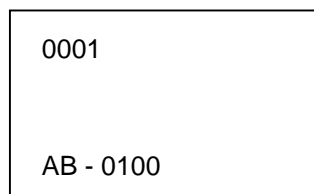
For example, the zero(s) is replaced with a space(s) as a result of zero suppression, but the modulus 10 designated to be attached cannot be calculated.

Increment/decrement > zero suppression > attachment of check digit

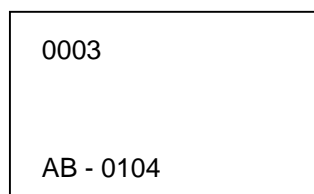
- (2) Up to 32 fields for which incrementing/decrementing has been designated can be drawn. If the total of bit map font, outline font or bar code increment/decrement fields exceeds 32, drawing will take place without incrementing/decrementing any excessive field. The field to be incremented or decremented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

[Example]

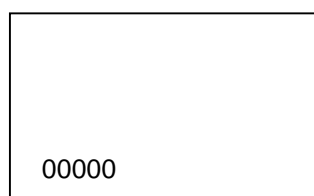
- 1) Format Command (Increment character string No. 001 (+1))
- 2) Format Command (No incrementing for character string No. 002)
- 3) Format Command (Increment character string No. 003 (+2))
- 4) Image Buffer Clear Command
- 5) Data Command (Character string No. 001 "0001")
- 6) Data Command (Character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



- 9) Issue Command (1 label)



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



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

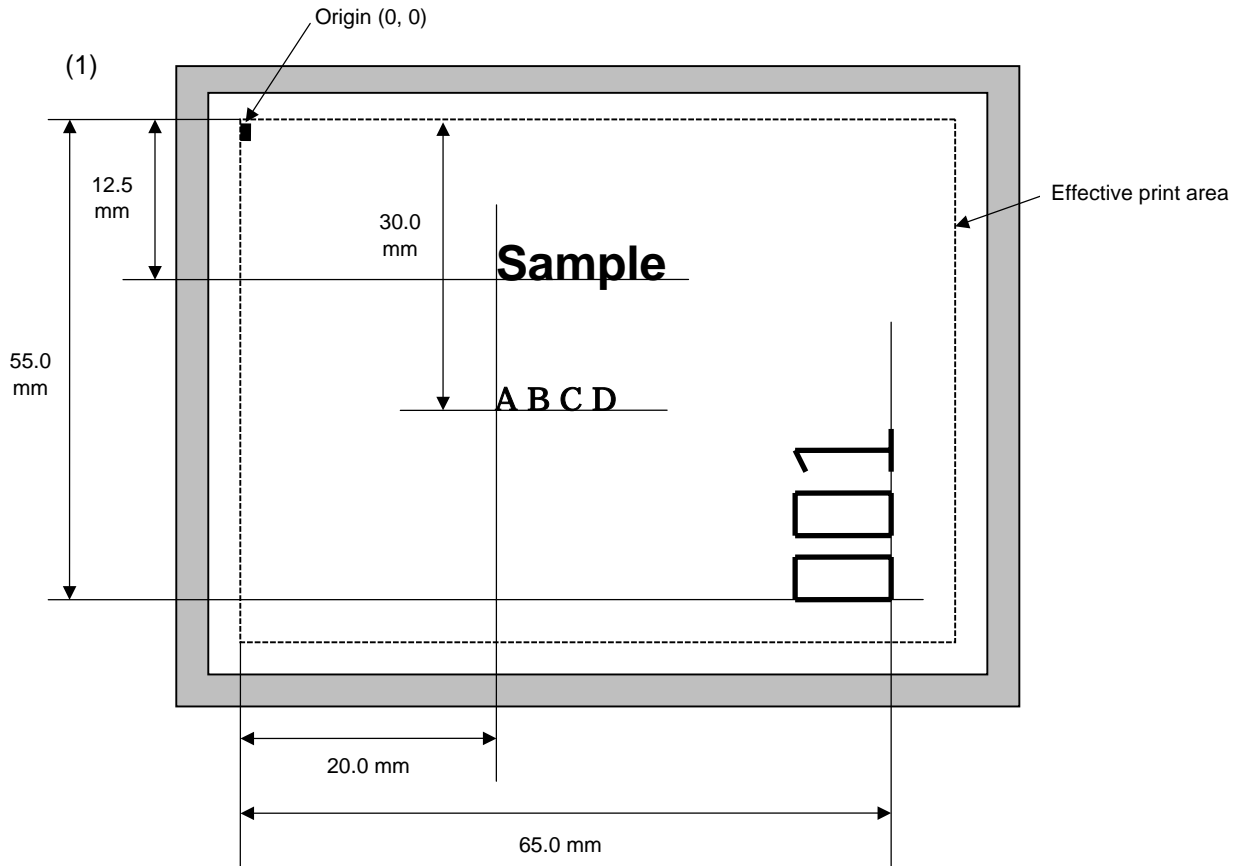
```
[ESC] P  C001; 0100, 0150, 1, 1, A, 00, B [LF]
          C002; 0350, 0180, 1, 1, A, 00, B [LF]
          C005; 0200, 0300, 25, 2, C, +05, 00, B, +0000000001 [LF]
          V01; 0500, 0400, 0100, 0100, A, 00, B [LF] [NUL]
```

- (4) In case that the drawing data is changed 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 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 after reformatting data using the same character string No. without designating the link field.
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.

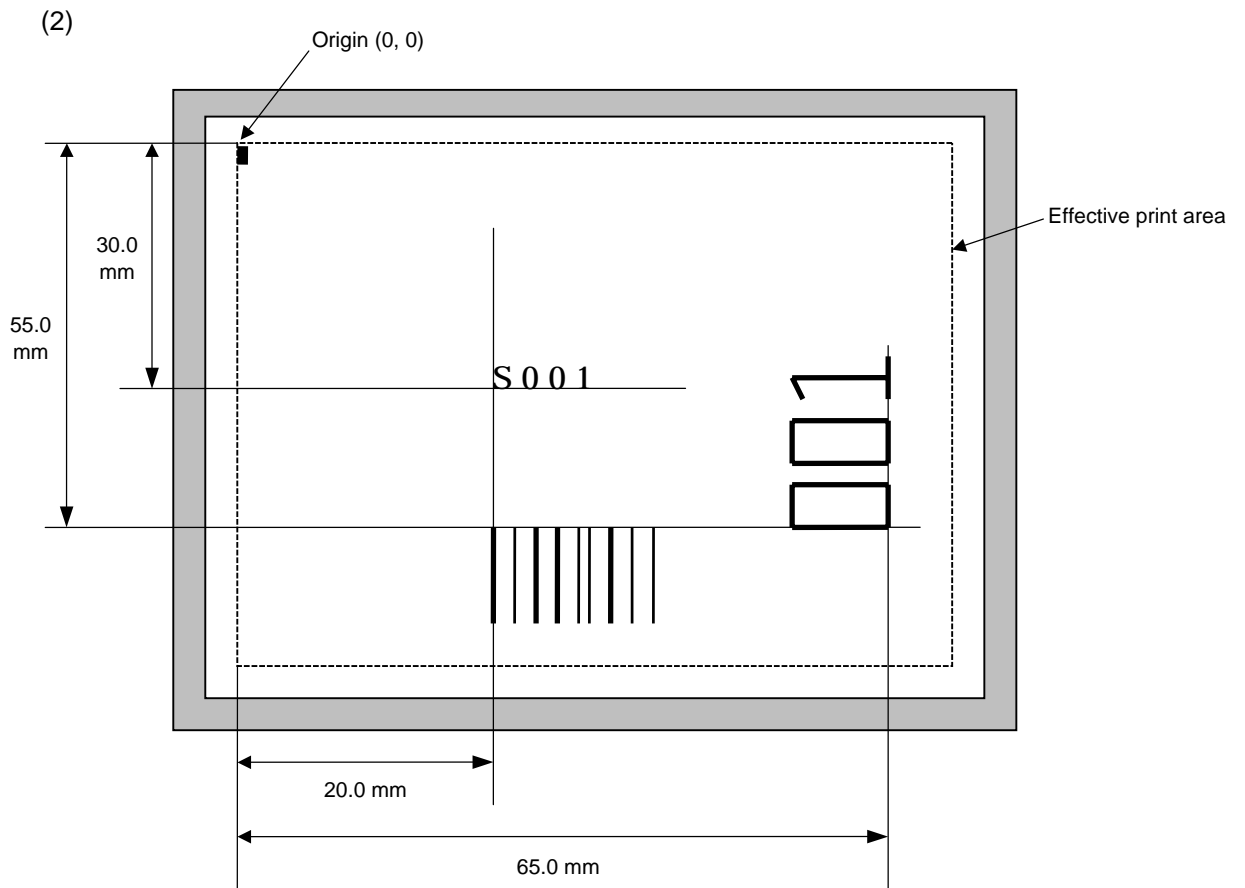
Refer to

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, +00000000001 [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) (; qq₁, qq₂, qq₃, -----, qq₂₀) [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 to 4 digits (in 0.1 mm units)</p> <p>cccc: Y-coordinate of the print origin of character string 4 digits 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 widen or narrow the character-to-character space. +: Widen -: Narrow</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 (Black area is not shaded.)
 - 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)
- R(aabb): Reverse character (Black area is shaded.)
 - 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)

* 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 2168 (in 0.1 mm units)

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

qq₁, qq₂, qq₃, -----, qq₂₀: 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 to 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> <ul style="list-style-type: none"> 01: BalloonPEExtBol (File name: Ballp_eb.ttf) 02: BlacklightD (File name: Blkl_tg.ttf) 03: BrushScrD (File name: Brush_rg.ttf) 04: CG Times (File name: Tec_cgt.ttf) 05: CG Times Bold (File name: Tec_cgtb.ttf) 06: CG Times Italic (File name: Tec_cgti.ttf) 07: Clarendon Condensed Bold (File name: Tec_clcd.ttf) 08: FlashPBol (File name: Flash_bd.ttf) 09: Garamond Kursiv Halbfett (File name: Tec_gmkh.ttf) 10: GoudyHeaP (File name: Gdyhp_rg.ttf) 11: GilliesGotDBol (File name: Gilli_bd.ttf) 12: GilliesGotLig (File name: Gilli_lt.ttf) 13: NimbusSanNovTUltLigCon (File name: Nsnct_ul.ttf) 14: Ryahd (File name: ryahd.ttf) 15: Ryahd Bold (File name: ryahdbd.ttf) 16: CG Triumvirate (File name: Trium.ttf) 17: CG Triumvirate Condensed Bold (File name: Triumcb.ttf) 18: Univers Medium (File name: Tec_uni.ttf) 19: Univers Bold (File name: Tec_unib.ttf) 20: Univers Medium Italic (File name: Tec_unii.ttf) 21: add_on TrueTypeFont 1 22: add_on TrueTypeFont 2 23: add_on TrueTypeFont 3 24: add_on TrueTypeFont 4 25: add_on TrueTypeFont 5 26: (Reserved) 27: (Reserved) 28: (Reserved) 29: (Reserved) 30: (Reserved)
------	---

(*1) The font types 21 to 30 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
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 widen or narrow the character-to-character space.
+: Widen
-: Narrow
iii: No. of space dots between characters
000 to 512 (in units of dots)

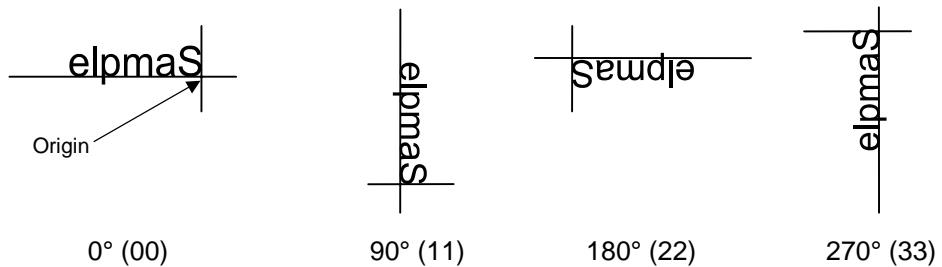
jj: Rotational angles of a character and character string
00: 0° (char.) 0° (char.-string)
11: 90° (char.) 90° (char.-string)
22: 180° (char.) 180° (char.-string)
33: 270° (char.) 270° (char.-string)

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 need to be installed in the flash ROM on the CPU board.
For the TrueType font installation procedure and details, refer to the TrueType Font Specification (TAA-1416).

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

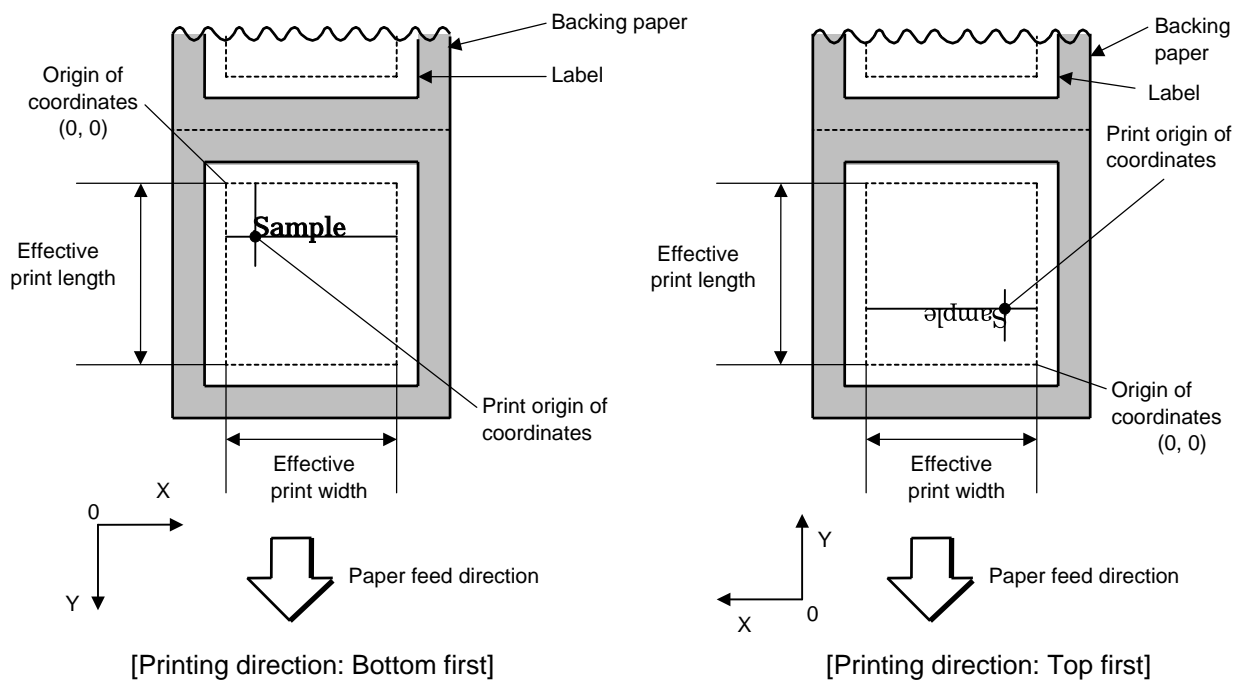


Explanation

(1) Character string number

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

(2) Print origin of coordinates



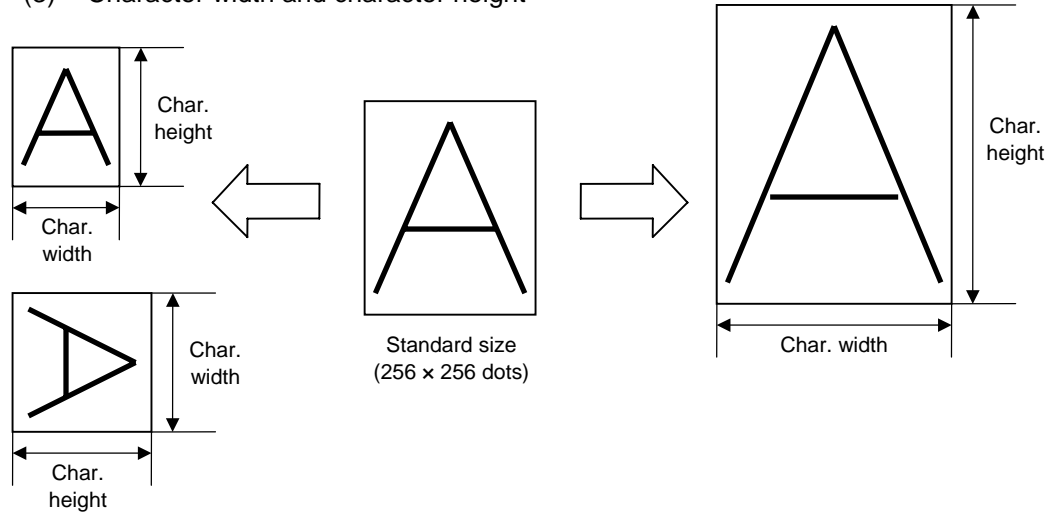
- The print origin of coordinates must be set so the character drawing result will be within the effective print area set by the Label Size Set Command ([ESC] D).

[Effective print area]

[mm]

Item		Model	B-852-TS22		
		Issue mode	Batch issue	Cut issue	Strip issue for auto labeler
Effective print width		Min.	10.0		
		Max.	216.8		
Effective print length	Label	Min.	11.0	23.0	21.4
		Max.	640.0		
	Tag	Min.	13.0	23.4	23.4
		Max.	640.0		

(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)

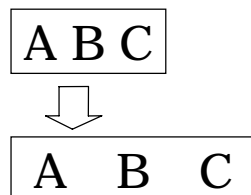
!"#\$%&'()*+,-./
0123456789:;<=>?
@ABCDEFGHIJKLMNO
`abcdefghijklmnopqrstuvwxyz
ÇüéâäàåçêëèìîïÄÅ
ÉæÆôöòûùÿÖÜø£Ø×f

J: GOTHIC725 Black

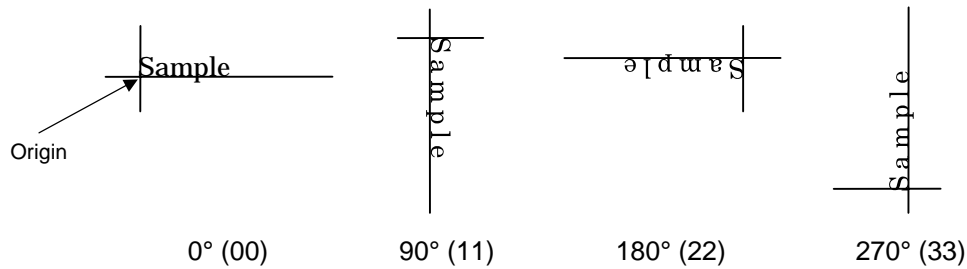
!"#\$%&'()*+,-./
0123456789:;<=>?
@ABCDEFGHIJKLMNO
`abcdefghijklmnopqrstuvwxyz
ÇüéâäàåçêëèìîïÄÅ
ÉæÆôöòûùÿÖÜø£Ø×f

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

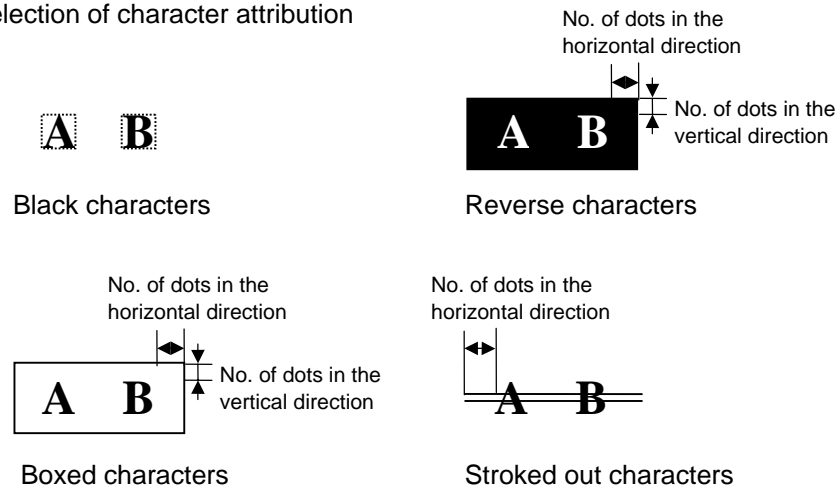
If no character-to-character space is specified or the number of space dots between characters is 0, drawing will take place according to the horizontal spacing/proportional spacing determined for each character. If character-to-character space is specified, drawing will take place according to the value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



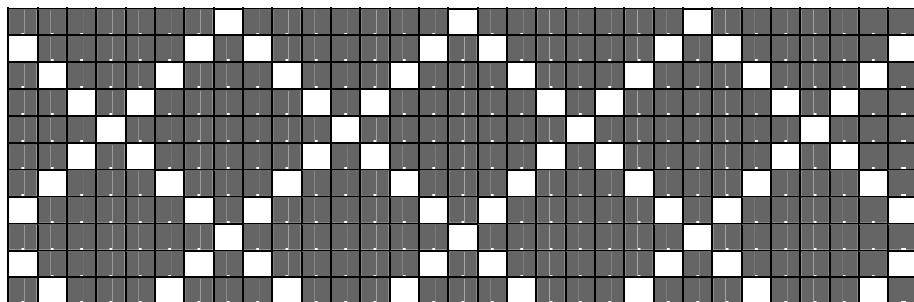
(6) Rotational angles of a character and character string



(7) Selection of character attribution



Print result of "Reverse character (Black area is shaded.)" is as follows.



(8) Check digit to be attached

When Modulus 10 or Modulus 43 is selected, the check digit of a data string is calculated and attached to the data string 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 string 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 exclusively 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 string exceeds the maximum number of digits (40), the data string 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

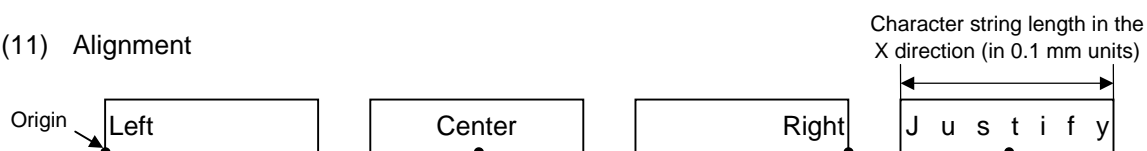
Initial value	00000	A0A0A	7A8/9	A2A0A
INC/DEC	+1	+1	+3	-3
1st label	00000	A0A0A	7A8/9	A2A0A
2nd label	00001	A0A1A	7A9/2	A1A7A
3rd label	00002	A0A2A	7A9/5	A1A4A
4th label	00003	A0A3A	7A9/8	A1A1A
5th label	00004	A0A4A	8A0/1	A0A8A

(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 string 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 string, the data string will be drawn without performing zero suppression. Where the data string exceeds the maximum number of digits (40), the data string 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. For the font type of 26, 27, 28, 29, or 30, the maximum number of digits 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.

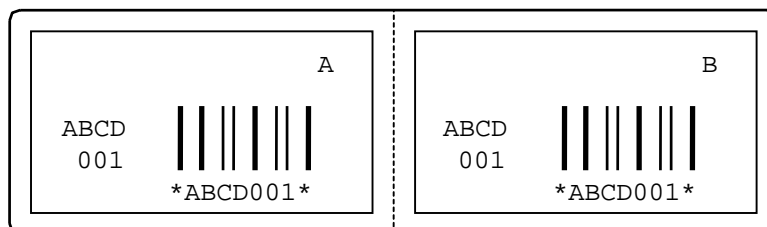
[ESC] PV04; ; 02 [LF] [NUL] : Link field No. 2 is designated.
[ESC] PV05; ; 03 [LF] [NUL] : Link field No. 3 is designated.
[ESC] PV06; ; 04 [LF] [NUL] : Link field No. 4 is designated.
[ESC] XB02; ; 03, 04 [LF] [NUL] : Link fields No. 3 and No. 4 are designated.

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



- (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, a 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]

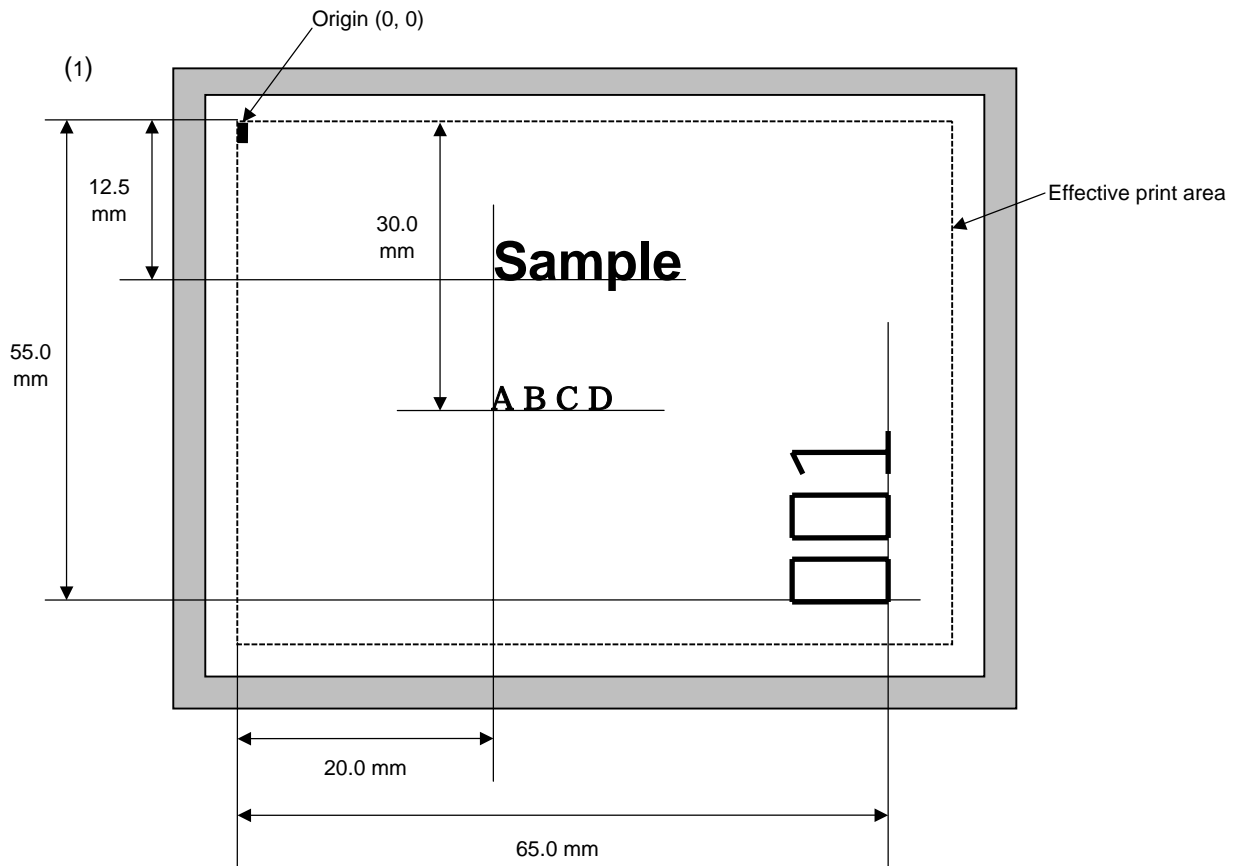
V01; 0500, 0400, 0100, 0100, A, 00, B [LF] [NUL]

- (4) In case that the drawing data is changed 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 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 each other as a result of 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.

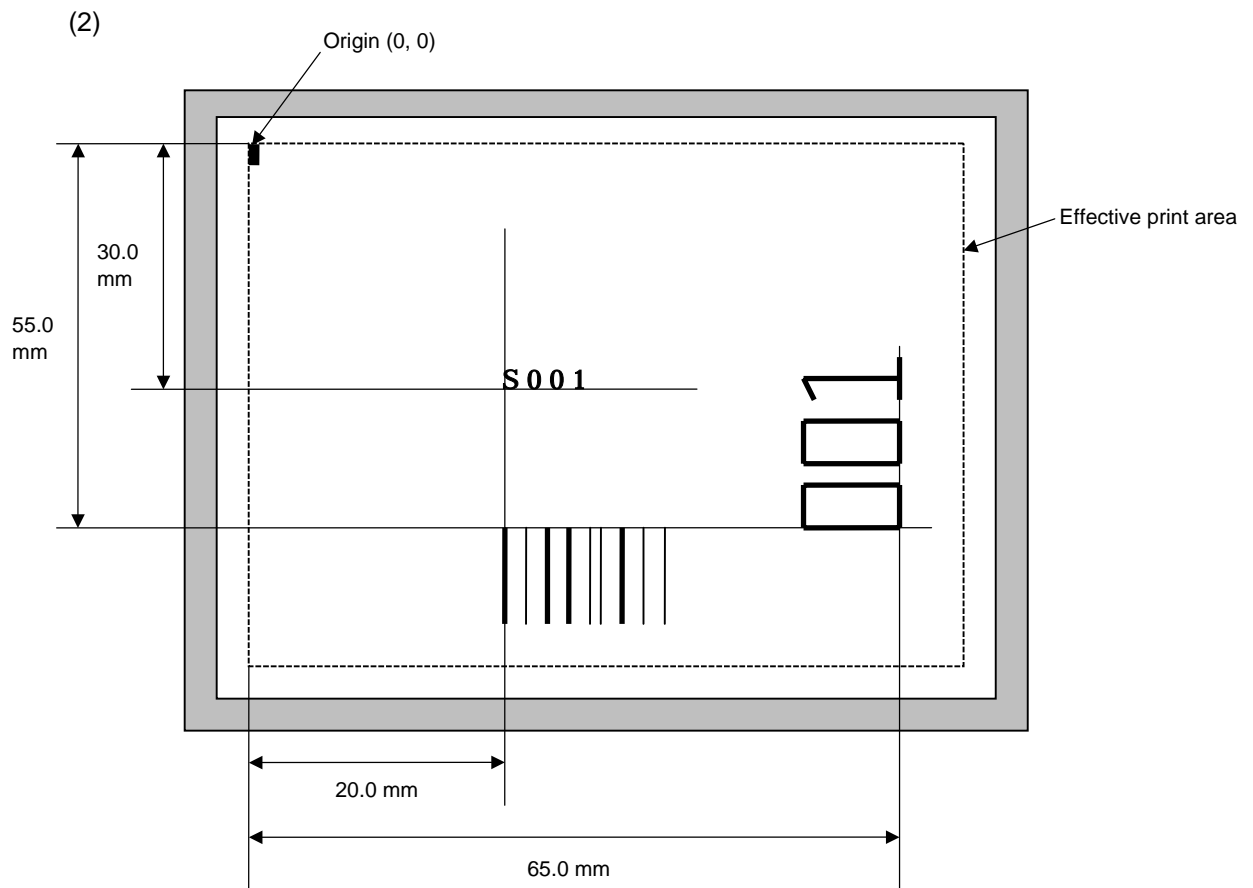
Refer to

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, +00000000001 [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 (, mnnnnnnnnnn, ooo, p, qq) (= sss ----- sss) [LF] [NUL]</p> <p>② [ESC] XBaa; bbbb, cccc, d, e, ff, k, IIII (, mnnnnnnnnnn, ooo, p, qq) (; tt₁, tt₂, tt₃, -----, tt₂₀) [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 to 4 digits (in 0.1 mm units)</p> <p>cccc: Y-coordinate of the print origin of bar code 4 digits 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	Specific check digit
POSTNET	Specific check digit
RM4SCC	Specific 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: Not printed.
 - 1: Printed.

- 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.
- tt₁, tt₂, tt₃, -----, tt₂₀: 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 bar code type is Customer bar code, POSTNET, RM4SCC, or KIX CODE.

⊙ 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) (; tt₁, tt₂, tt₃, -----, tt₂₀) [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 to 4 digits (in 0.1 mm units)</p> <p>cccc: Y-coordinate of the print origin of bar code 4 digits 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>
------	--

- 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: Not printed.
1: Printed.
- 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.
- tt₁, tt₂, tt₃, -----, tt₂₀: 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 (, ijxxxxxxxx, kk) (= sss ----- sss) [LF] [NUL]</p> <p>② [ESC] XBaa; bbbb, cccc, d, e, ff, g, hhhh (, ijxxxxxxxx, kk) (; tt₁, tt₂, tt₃, -----, tt₂₀) [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 to 4 digits (in 0.1 mm units)</p> <p>cccc: Y-coordinate of the print origin of bar code 4 digits 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>ijxxxxxxxx: Increment/decrement (Omissible. When omitted, incrementing/decrementing is not performed.) i: Indicates whether to increment or decrement +: Increment -: Decrement</p> <p>xxxxxxxx: 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>tt₁, tt₂, tt₃, -----, tt₂₀: 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) (; pp₁, pp₂, pp₃, -----, pp₂₀) [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 to 4 digits (in 0.1 mm units)</p> <p>cccc: Y-coordinate of the print origin of bar code 4 digits 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>
------	--

* 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.

pp₁, pp₂, pp₃, -----, pp₂₀: 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 (; kk₁, kk₂, kk₃, -----, kk₂₀) [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 to 4 digits (in 0.1 mm units)</p> <p>cccc: Y-coordinate of the print origin of bar code 4 digits 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. 2000 digits</p> <p>kk₁, kk₂, kk₃, -----, kk₂₀: 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 (; kk₁, kk₂, kk₃, -----, kk₂₀) [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 to 4 digits (in 0.1 mm units)</p> <p>cccc: Y-coordinate of the print origin of bar code 4 digits 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>kk₁, kk₂, kk₃, -----, kk₂₀: 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) (; oo₁, oo₂, oo₃ ----- oo₂₀) [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 to 4 digits (in 0.1 mm units)</p> <p>cccc: Y-coordinate of the print origin of bar code 4 digits 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>oo₁ --- oo₂₀: 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 to 4 digits (in 0.1 mm units)</p> <p>cccc: Y-coordinate of the print origin of bar code 4 digits 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"> 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 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 (*) <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 both 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) (; ll₁, ll₂, ll₃, --- ll₂₀) [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 to 4 digits (in 0.1 mm units)</p> <p>cccc: Y-coordinate of the print origin of bar code 4 digits 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

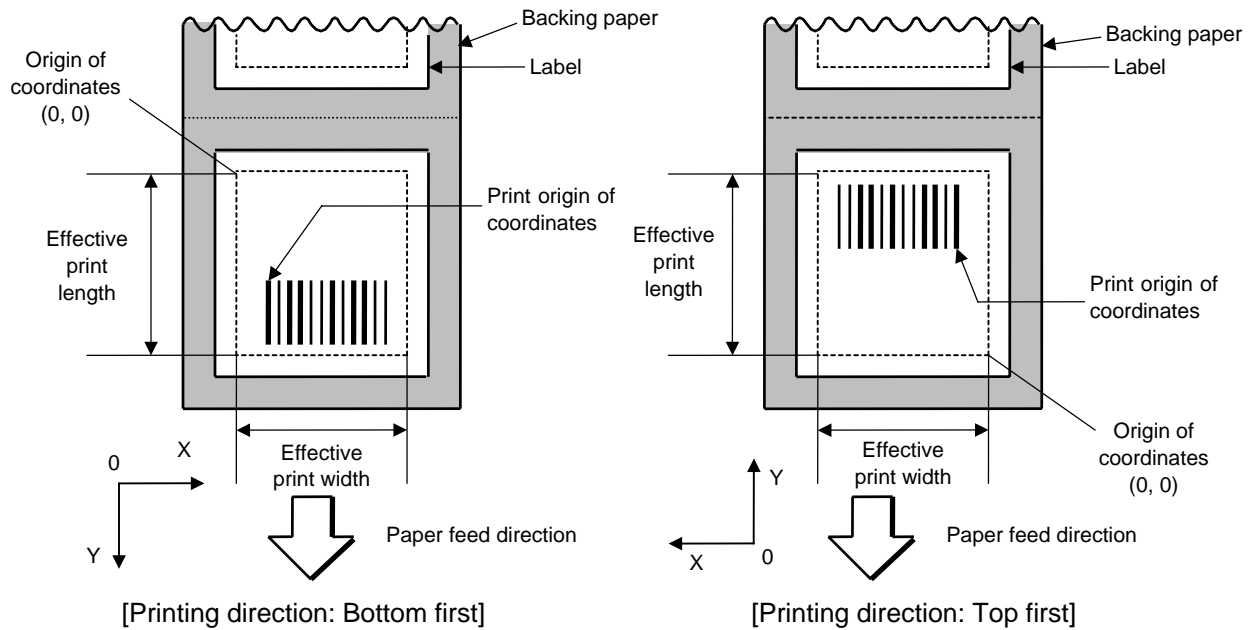
ll₁, ll₂, ll₃, --- ll₂₀: Link field No. (Omissible)
01 to 99 (1 to 99 can also be used.)
Up to 20 digits can be designated using commas.

Explanation

(1) Bar code number

When drawing bar codes 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]

Item		Model	B-852-TS22		
		Issue mode	Batch issue	Cut issue	Strip issue for auto labeler
Effective print width		Min.	10.0		
		Max.	216.8		
Effective print length	Label	Min.	11.0	23.0	21.4
		Max.	640.0		
	Tag	Min.	13.0	23.4	23.4
		Max.	640.0		

(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



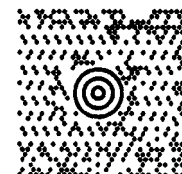
X: MicroPDF417



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 string 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 the 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 results in the check digit check.
- ⑥ DBP Modulus 10 is Modulus 10 exclusively for Deutsche Bundespost Postdienst.

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

Designate the width of a bar, a space, and a character-to-character space 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 only if a 1-module width is designated.

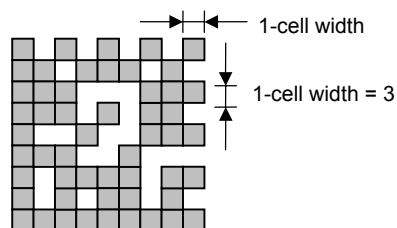
[Example of setting]

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

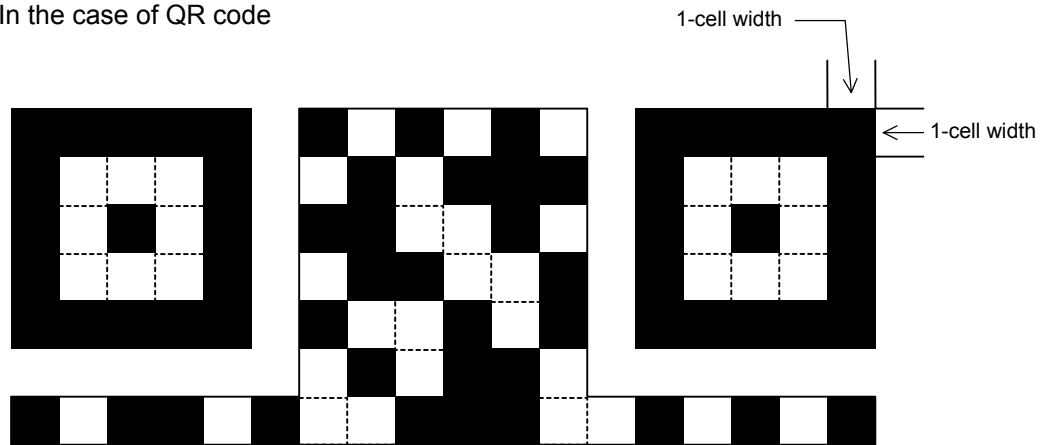
When NW7 is used, transmission of the space character results in a space equals to 'a narrow space ×12 dots'. In this case, the space is max. 255 dots.

In the case of Data Matrix or CP code



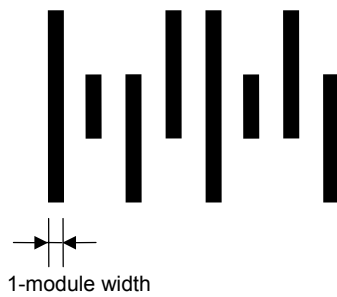
When 1-cell width is set to 00 for the Data Matrix or CP code, a two-dimensional code is not drawn. However, the bar code printed on the previous label is cleared.

In the case of QR code

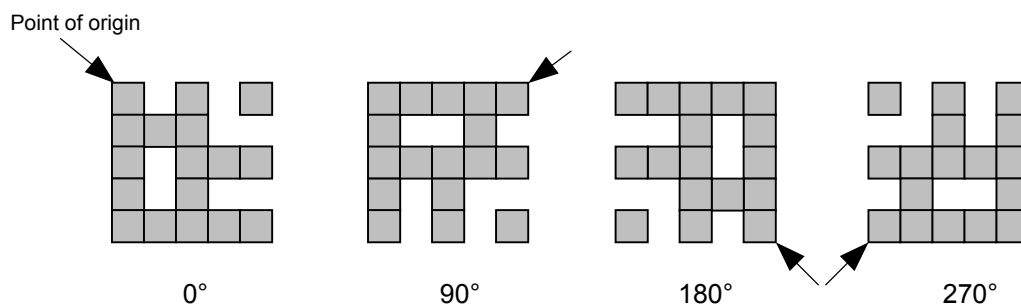
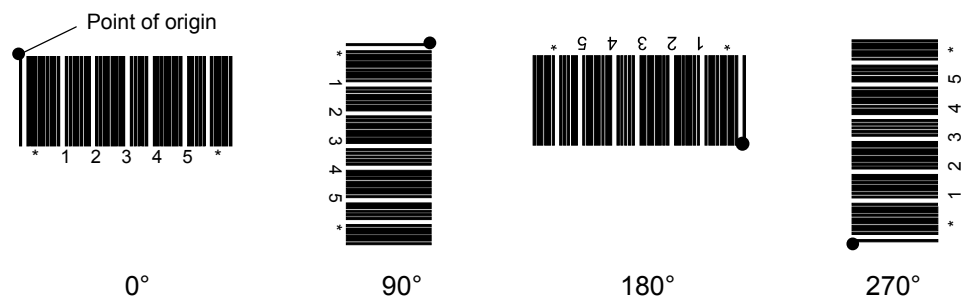


When the 1-cell width is set to 0, a two-dimensional code is not drawn. However, the bar code printed on the previous label is cleared.

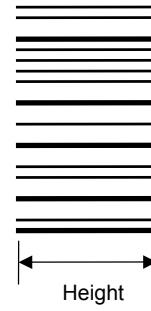
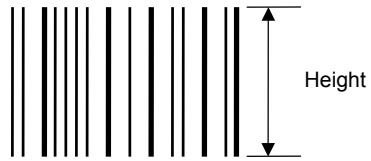
In the case of a customer code



(6) Rotational angle of bar code



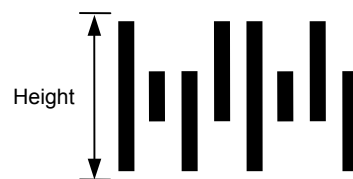
(7) Bar code height



[PDF417, MicroPDF417]



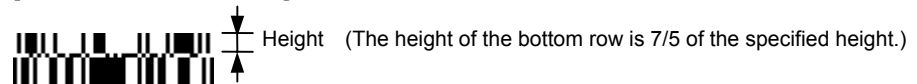
[Postal code]



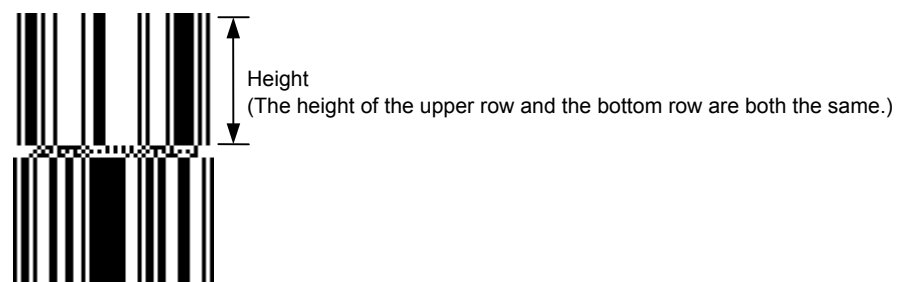
[GS1 DataBar Omnidirectional/GS1 DataBar Truncated]



[GS1 DataBar Stacked]



[GS1 DataBar Stacked Omnidirectional]



[GS1 DataBar Limited]



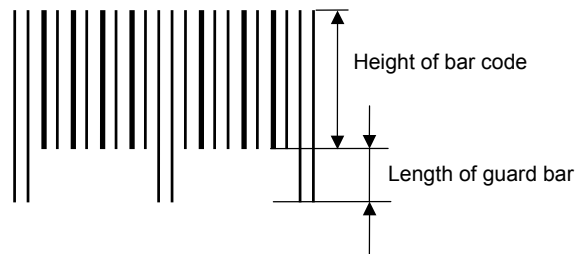
[GS1 DataBar Expanded]



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

Printing numerals under bars is determined according to the parameter for print/non print of numerals under bars. The data of the numerals under bars to be printed depends on the type of bar code. The font type is OCR-B. These numerals are enlarged or reduced only in the horizontal direction 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 this parameter is designated, whether the start code and the stop code are attached to the print data to be sent is not checked.
- When this parameter is omitted in the case of CODE39 and NW7, a start/stop code will be attached. The code to be attached 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 string exceeds the maximum number of digits (40), the data string 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

A zero(s) in a data string 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 string, the data string will be drawn without performing zero suppression. Where the data string exceeds the maximum number of digits (40), the data string will not be drawn.

When the print data including start/stop codes are sent, each of the start code and stop code is also counted as a digit. 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.

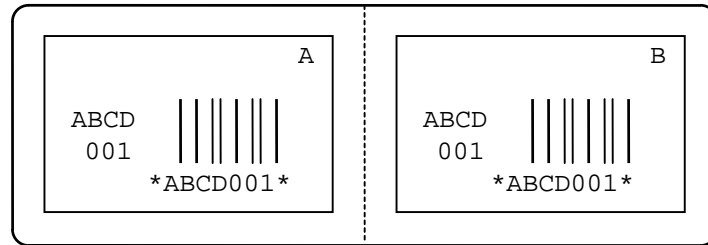
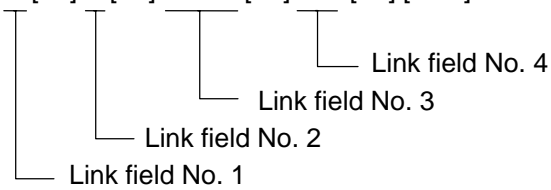
[Format Command]

[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 accept all codes including alphanumerics, symbols and Kanji. Since data compression rate varies depending on codes, a code to be used is designated using the format ID.

Format ID	Code	Details
1	Numbers	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 and 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 following page.

④ Connection setting

The connection setting is used when the data cannot be expressed with only one two-dimensional code. In short, data is comprised of more than one two-dimensional code. When three two-dimensional codes are used to make up data, for example, information indicating 1/3, 2/3, or 3/3 is inserted into each two-dimensional code. When plural two-dimension codes are printed on the same label, ID numbers enables properly connecting divided codes.

To be more precise, when there are two kinds of two-dimensional data in the same label; They are both comprised of 1/2 and 2/2. To avoid mixing them each other, ID number will help.

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 style="text-align: center;"><div>Low</div><div>↑</div><div>↓</div><div>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

② No. of columns (rows)

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 print space.

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

If the number of columns is 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 a symbol 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 setting these values, see the table. Note that the max. number of digits for the set parameter (gg) varies according to the character type. If the number of digits exceeds the max. number of digits for the set parameter (gg), a code is not printed. The number of columns (data strings) is variable in a range from 1 to 4.

The max. number of lines is 44 though it depends on the number of columns.

(17) Explanation for QR code

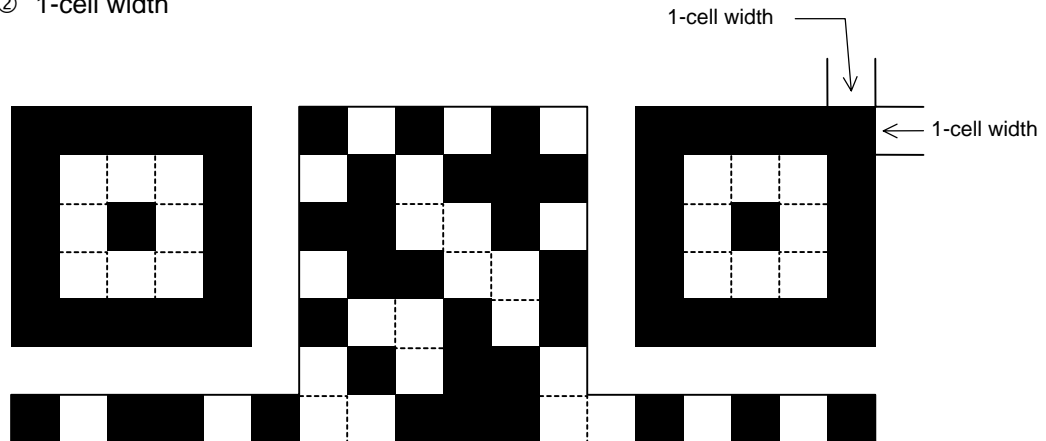
① Error correction level

The QR code contains functions to detect and correct an error. If a part 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 style="text-align: center;"><div>Low</div><div>↑</div><div>↓</div><div>High</div></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 cope with 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 maximum 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 becomes.

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 (8 bits) 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

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.

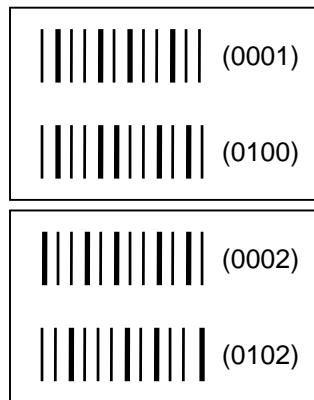
[For example, the zero(s) is replaced with a space(s) as a result of zero suppression, but]
[the modulus 10 designated to be attached cannot be calculated.]

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)



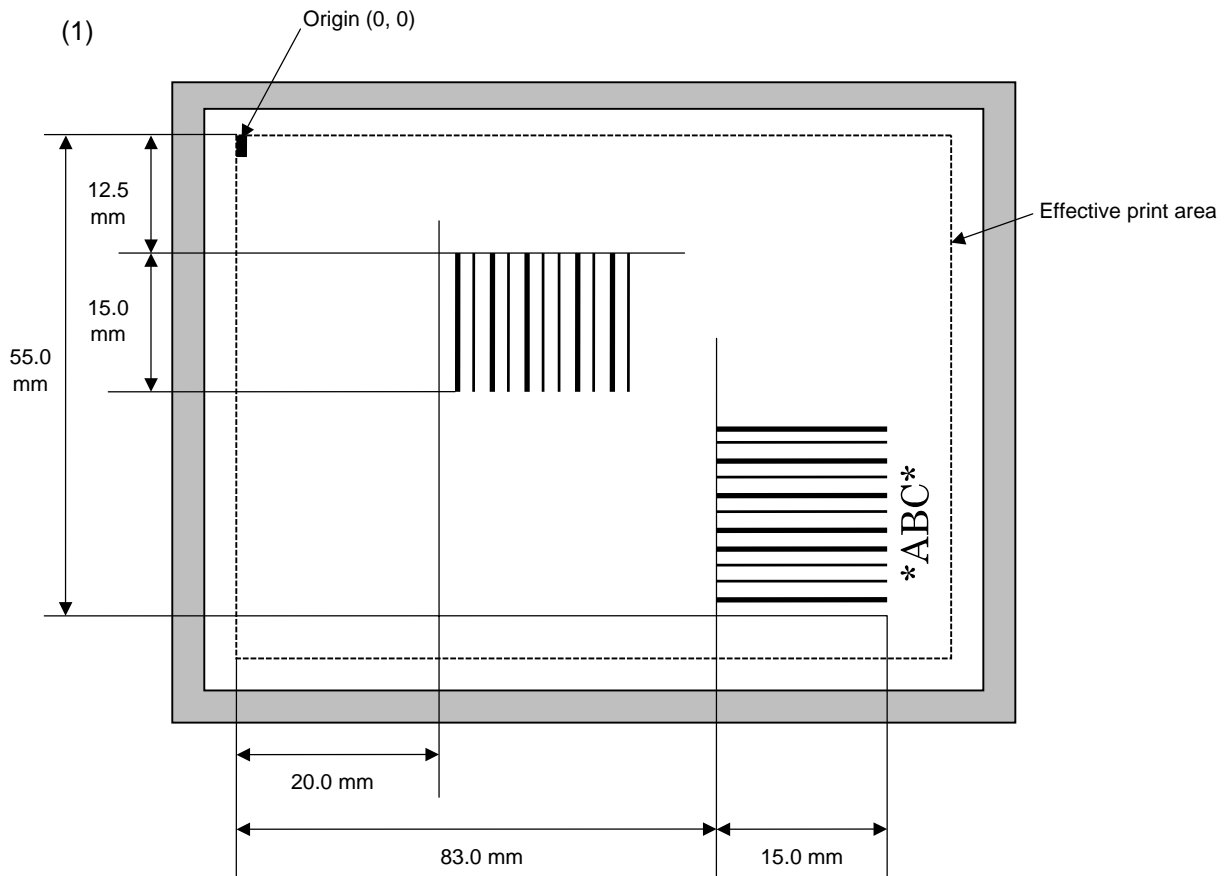
- (3) More than one Bar Code Format Command can be connected when transmitted.

[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



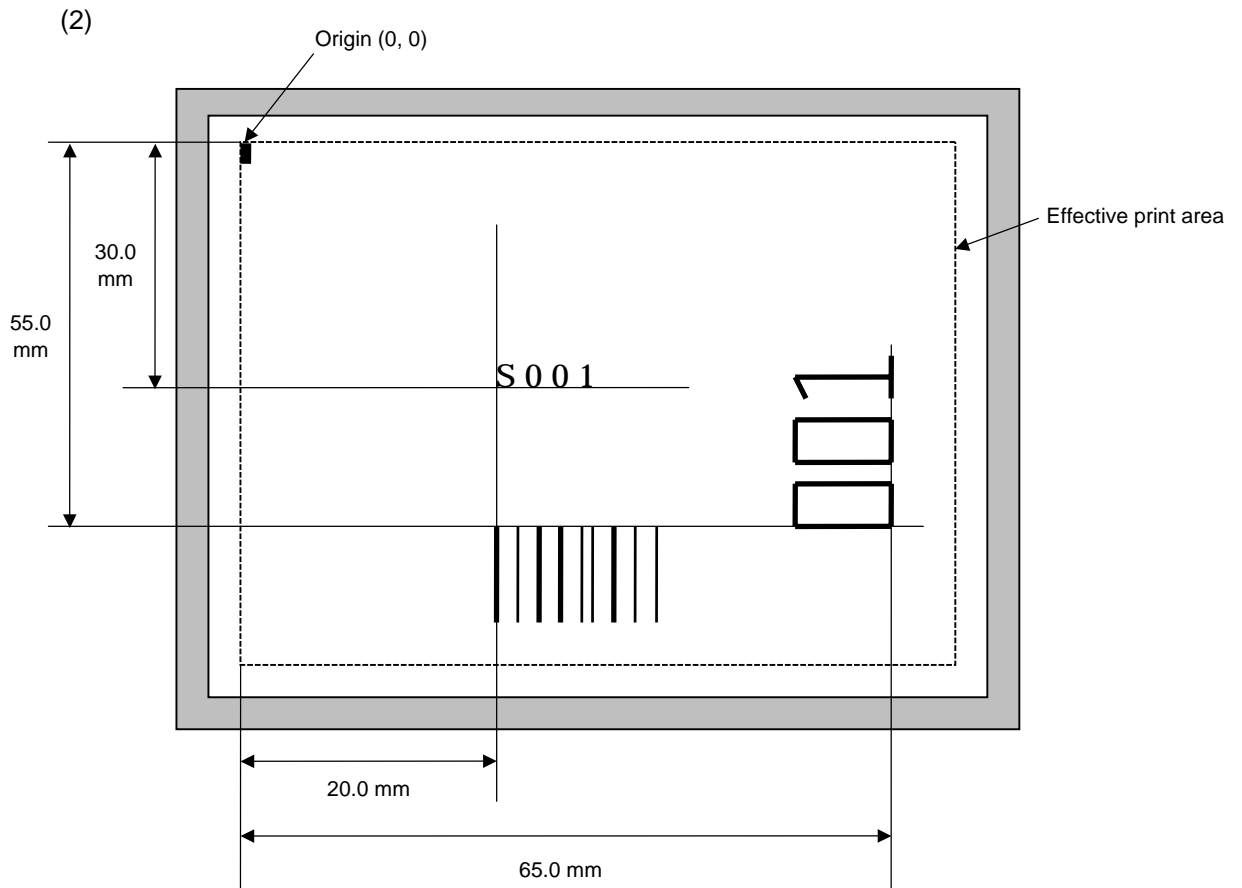
[ESC] C [LF] [NUL]

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

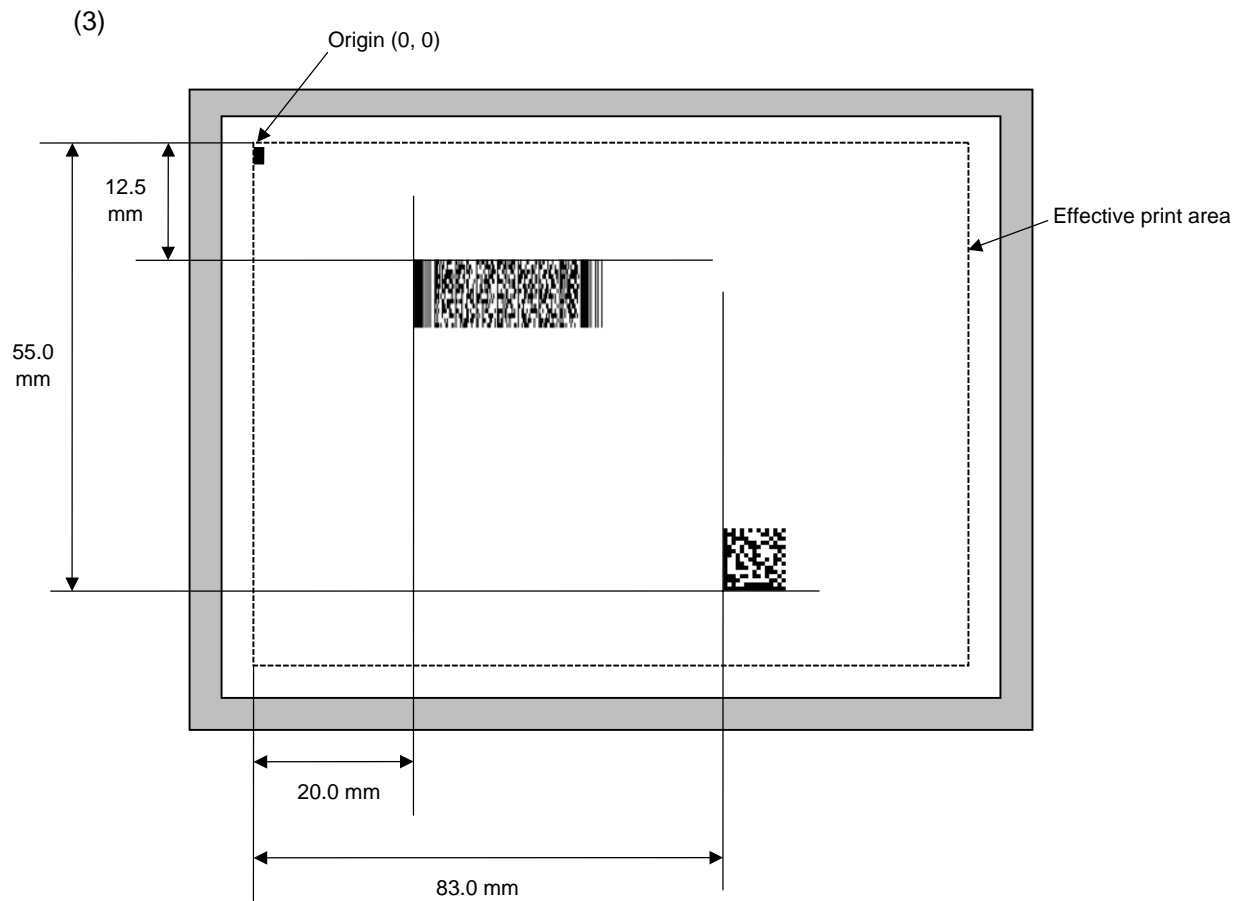
[ESC] XB02; 0830, 0550, 3, 1, 02, 04, 07, 08, 04, 3, 0150, +0000000000, 1, 00, N [LF] [NUL]

[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 51 to 55.) 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</p> <p>xxx ----- xxx: Data string of link field No. 99</p>
Explanation	<p>(1) Link field data string</p> <ul style="list-style-type: none"> • 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 255 digits of data strings can be linked. However, when the font type is 51 to 55, up to 127 digits can be linked. 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: <ul style="list-style-type: none"> 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.)

(2) Kanji code selection

When the font type is U, V, W, X, v, or w, Japanese Kanji is used.

Character code of Shift JIS, JIS hexadecimal, JIS 8, or the mixture of these codes can be used.

The character code is automatically selected in the manner described below.

① Shift JIS or JIS8

Code of 20h to 7Fh or A0h to DFh are considered as half-size characters (alphanumeric). Others are considered as SHIFT JIS code.

A: Kanji (東京)

[93h] [8Ch] [8Bh] [9Eh]
東 京

B: Kanji + Half-size character (東 ABC 京 abc)

[93h] [8Ch] [41h] [42h] [43h] [8Bh] [9Eh] [61h] [62h] [63h]
東 A B C 京 a b c

C: Half-size character [123 アイウ]

[31h] [32h] [33h] [B1h] [B2h] [B3h]
1 2 3 ア イ ウ

② JIS hexadecimal

- Data between [ESC]K and [ESC]H are considered as JIS hexadecimal code. Data before [ESC]K or data between [ESC]H and [ESC]K are considered as half-size characters (alphanumeric).

A: Kanji (東京)

[1Bh] [4Bh] [45h] [6Ch] [35h] [7Eh] [1Bh] [48h]
[ESC] K 東 京 [ESC] H

B: Kanji + Half-size character (東 ABC 京 abc)

[1Bh] [4Bh] [45h] [6Ch] [1Bh] [48h] [41h] [42h] [43h] [1Bh] [4Bh] [35h] [7Eh]
[ESC] K 東 [ESC] H A B C [ESC] K 京
[1Bh] [48h] [61h] [62h] [63h]
[ESC] H a b c

- Data between [FS]& and [FS]. are considered as JIS hexadecimal code. Data before [FS]& or data between [FS]. and [FS]& are considered as half-size characters (alphanumeric).

A: Kanji (東京)

[1Ch] [26h] [45h] [6Ch] [35h] [7Eh] [1Ch] [2Eh]
[FS] & 東 京 [FS] .

B: Kanji + Half-size character (東 ABC 京 abc)

[1Ch] [26h] [45h] [6Ch] [1Ch] [2Eh] [41h] [42h] [43h] [1Ch] [26h] [35h] [7Eh]
[FS] & 東 [FS] . A B C [FS] & 京
[1Ch] [2Eh] [61h] [62h] [63h]
[FS] . a b c

- Data between [ESC]\$@ and [ESC](J are considered as JIS hexadecimal code. Data before [ESC]\$@ or data between [ESC](J and [ESC]\$@ are considered as half-size characters (alphanumeric).

A: Kanji (東京)

[1Bh] [24h] [40h] [45h] [6Ch] [35h] [7Eh] [1Bh] [28h] [4Ah]

[ESC] \$ @ 東 京 [ESC] (J

B: Kanji + Half-size character (東 ABC 京 abc)

[1Bh] [24h] [40h] [45h] [6Ch] [1Bh] [28h] [4Ah] [41h] [42h] [43h]

[ESC] \$ @ 東 [ESC] (J A B C

[1Bh] [24h] [40h] [35h] [7Eh] [1Bh] [28h] [4Ah] [61h] [62h] [63h]

[ESC] \$ @ 京 [ESC] (J a b c

(3) To mix Kanji and writable characters on the same field

- The character code should be specified in the manner described below.

① Shift JIS or JIS8

Code of 20h to 7Fh or A0h to DFh are considered as half-size characters (alphanumeric). Others are considered as SHIFT JIS code. Code of F040H to F07EH and F080H to F0FCH are considered as writable characters.

A: Kanji + Writable character (東京 (writable character code F040h))

[93h] [8Ch] [8Bh] [9Eh] [F0h] [40h]

東 京 (Writable character)

B: Kanji + Half-size character + Writable character

(東 ABC 京 abc (writable character code F05Ah))

[93h] [8Ch] [41h] [42h] [43h] [8Bh] [9Eh] [61h] [62h] [63h] [F0h] [5Ah]

東 A B C 京 a b c (Writable character)

C: Half-size character + Writable character

(123 アイ (Writable character code F05Ah))

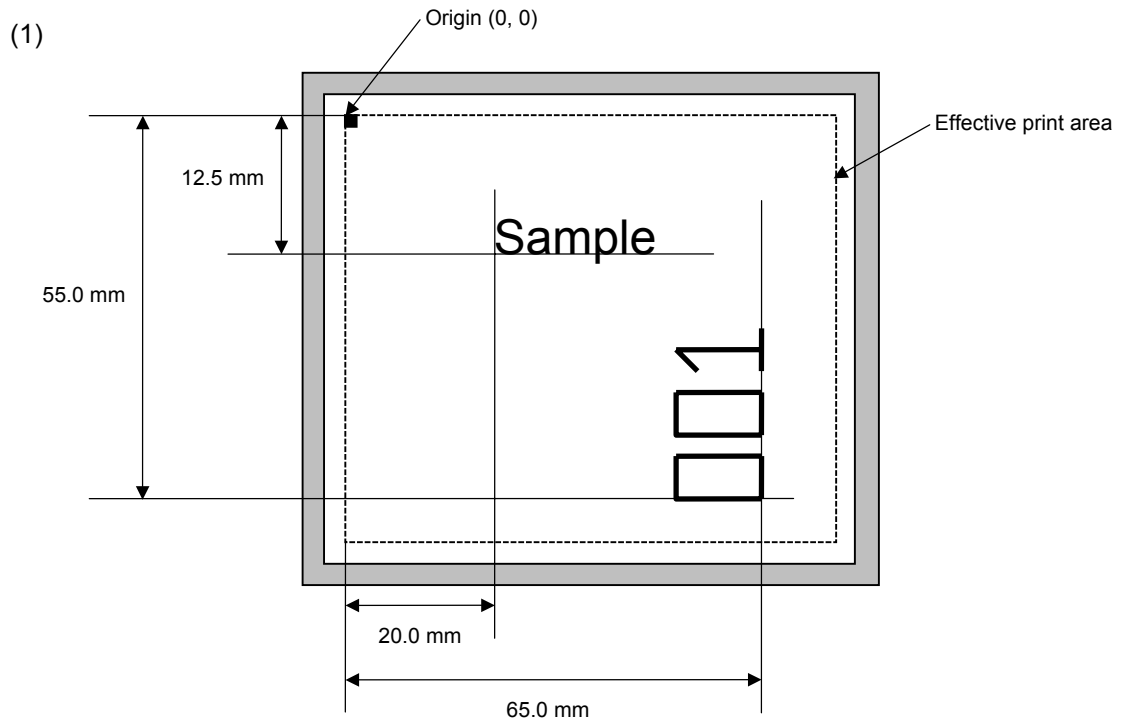
[31h] [32h] [33h] [B1h] [B2h] [B3h] [F0h] [FCh]

1 2 3 ア イ ウ (Writable character)

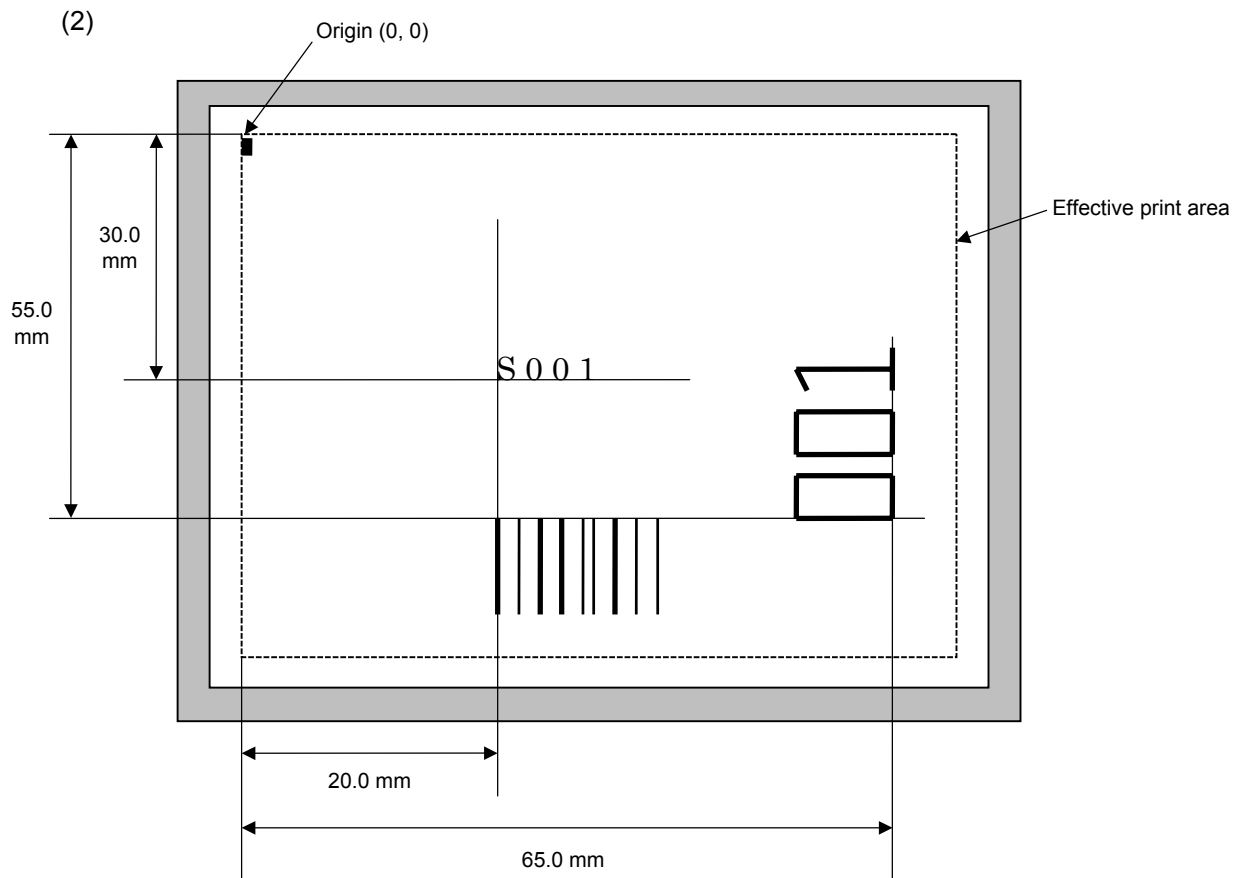
Refer to

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]
```

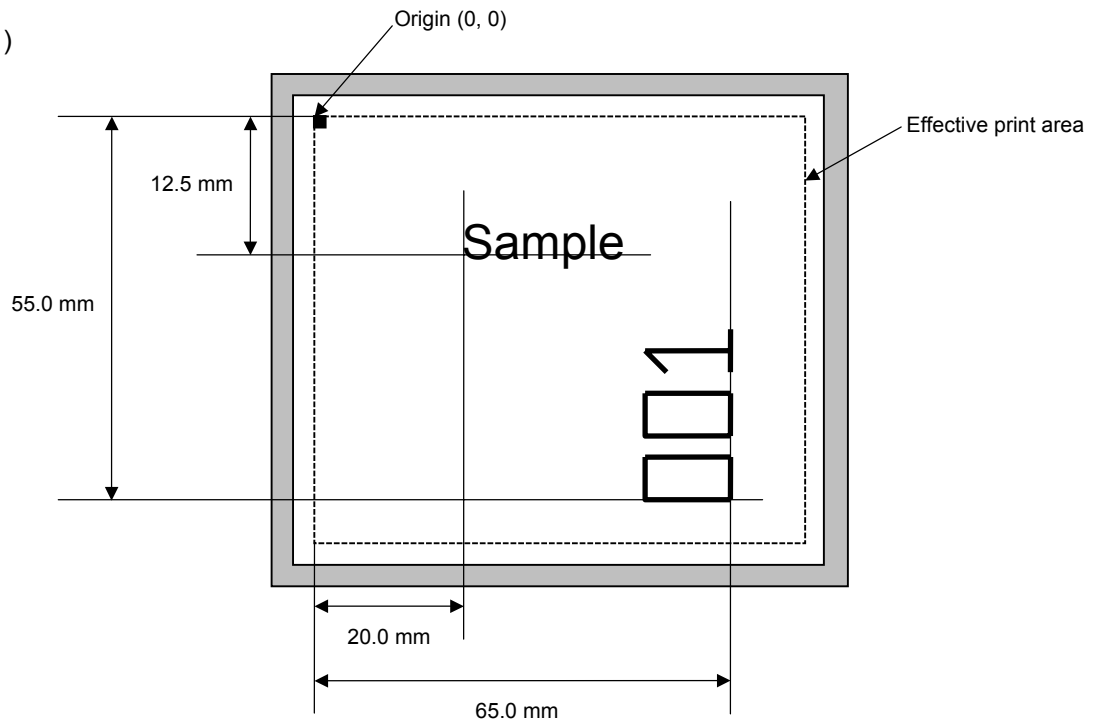
6.3.12 OUTLINE FONT DATA COMMAND

[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</p> <p>xxx ----- xxx: Data string of link field No. 99</p>
Explanation	<p>(1) Link field data string</p> <ul style="list-style-type: none"> • 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 255 digits of data strings can be linked. Data exceeding the max. number of digits 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: <ul style="list-style-type: none"> 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.)
Refer to	Outline Font Format Command ([ESC] PV)

Examples

(1)



[ESC] C [LF] [NUL]

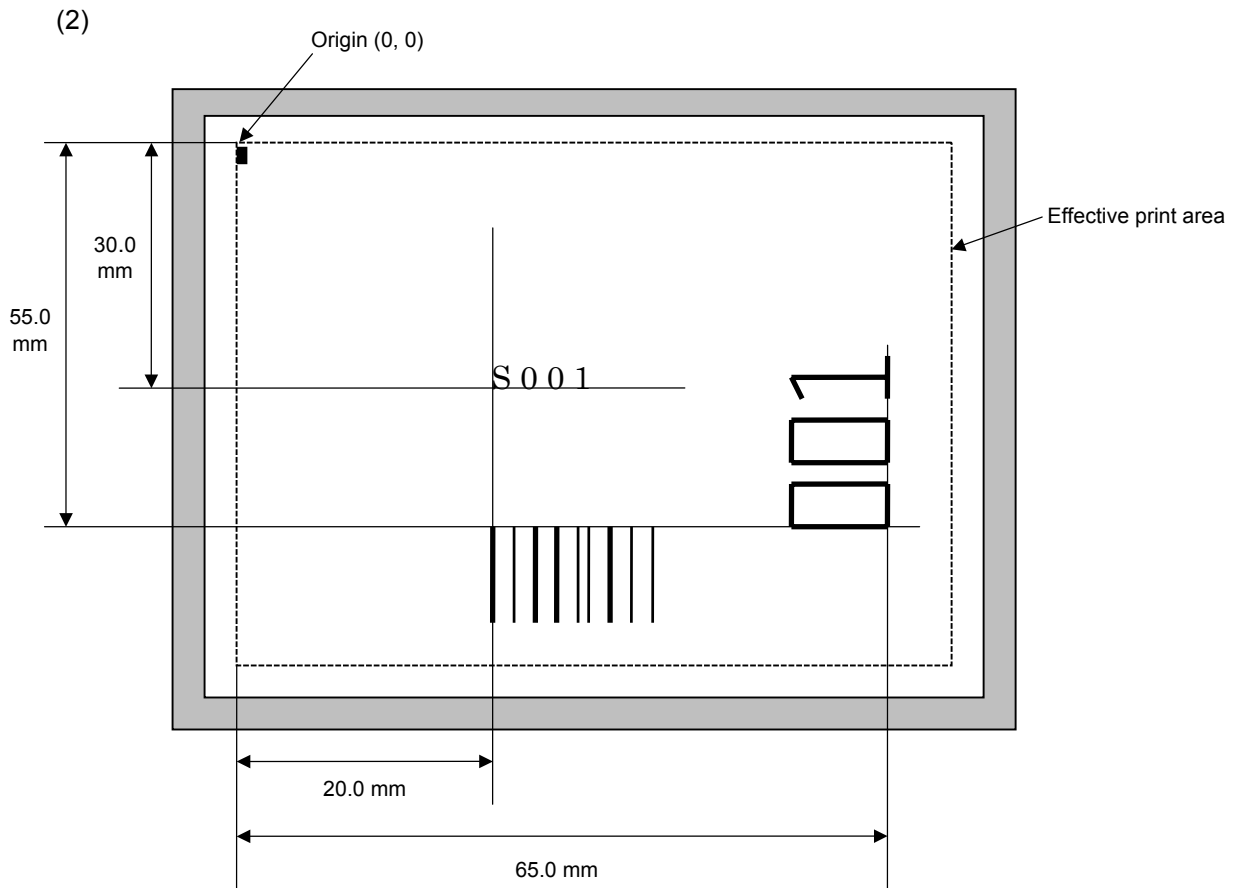
[ESC] PV01; 0200, 0125, 0100, 0100, B, 00, B [LF] [NUL]

[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 [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 sting 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 string of CODE128 (without auto code selection), the bar code will not be drawn.</p> <p>In the 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 is not proper for 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 actual 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	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

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 of each mode is as follows.

When letters and numbers are mixed in data in EXC mode, for example, the maximum value becomes smaller than the value provided 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 following error correction code words 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), or (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.
- Character code is automatically selected in the following manner.

① Shift JIS or JIS8

Code of 20h to 7Fh or A0h to DFh are considered as half-size characters (alphanumeric). Other codes are considered as SHIFT JIS code.

A: Kanji (東京)

[93h] [8Ch] [8Bh] [9Eh]
東 京

B: Kanji + Half-size character (東 ABC 京 abc)

[93h] [8Ch] [41h] [42h] [43h] [8Bh] [9Eh] [61h] [62h] [63h]
東 A B C 京 a b c

C: Half-size character [123 アイ]

[31h] [32h] [33h] [B1h] [B2h] [B3h]
1 2 3 ア イ ウ

② JIS hexadecimal

- Data between [ESC]K and [ESC]H are considered as JIS hexadecimal code. Data before [ESC]K or data between [ESC]H and [ESC]K are considered as half-size characters (alphanumeric).

A: Kanji (東京)

[1Bh] [4Bh] [45h] [6Ch] [35h] [7Eh] [1Bh] [48h]
[ESC] K 東 京 [ESC] H

B: Kanji + Half-size character (東 ABC 京 abc)

[1Bh] [4Bh] [45h] [6Ch] [1Bh] [48h] [41h] [42h] [43h] [1Bh] [4Bh] [35h] [7Eh]
[ESC] K 東 [ESC] H A B C [ESC] K 京
[1Bh] [48h] [61h] [62h] [63h]
[ESC] H a b c

- Data between [FS]& and [FS]. are considered as JIS hexadecimal code. Data before [FS]& or data between [FS]. and [FS]& are considered as half-size characters (alphanumeric).

A: Kanji (東京)

[1Ch] [26h] [45h] [6Ch] [35h] [7Eh] [1Ch] [2Eh]
[FS] & 東 京 [FS] .

B: Kanji + Half-size character (東 ABC 京 abc)

[1Ch] [26h] [45h] [6Ch] [1Ch] [2Eh] [41h] [42h] [43h] [1Ch] [26h] [35h] [7Eh]
[FS] & 東 [FS] . A B C [FS] & 京
[1Ch] [2Eh] [61h] [62h] [63h]
[FS] . a b c

- Data between [ESC]\$@ and [ESC](J are considered as JIS hexadecimal code. Data before [ESC]\$@ or data between [ESC](J and [ESC]\$@ are considered as half-size characters (alphanumeric).

A: Kanji (東京)

[1Bh] [24h] [40h] [45h] [6Ch] [35h] [7Eh] [1Bh] [28h] [4Ah]
[ESC] \$ @ 東 京 [ESC] (J

B: Kanji + Half-size character (東 ABC 京 abc)

[1Bh] [24h] [40h] [45h] [6Ch] [1Bh] [28h] [4Ah] [41h] [42h] [43h]
[ESC] \$ @ 東 [ESC] (J A B C
[1Bh] [24h] [40h] [35h] [7Eh] [1Bh] [28h] [4Ah] [61h] [62h] [63h]
[ESC] \$ @ 京 [ESC] (J a b c

③ Others

- “[FS]+ data other than &” are discarded.
- “[ESC]+ data other than K or &” are discarded.
- “[ESC]\$+ data other than @” are discarded.

(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.
- The maximum number of data strings after linkage is 2000 digits in the case of Data Matrix or PDF417. For other bar code types, the max. number of data strings is 126 digits. (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
↑
No. of data strings
Data to be printed
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 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 data above (③) 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

(12) MaxiCode data

For mode 2 or 3:

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

For mode 4 or 6:

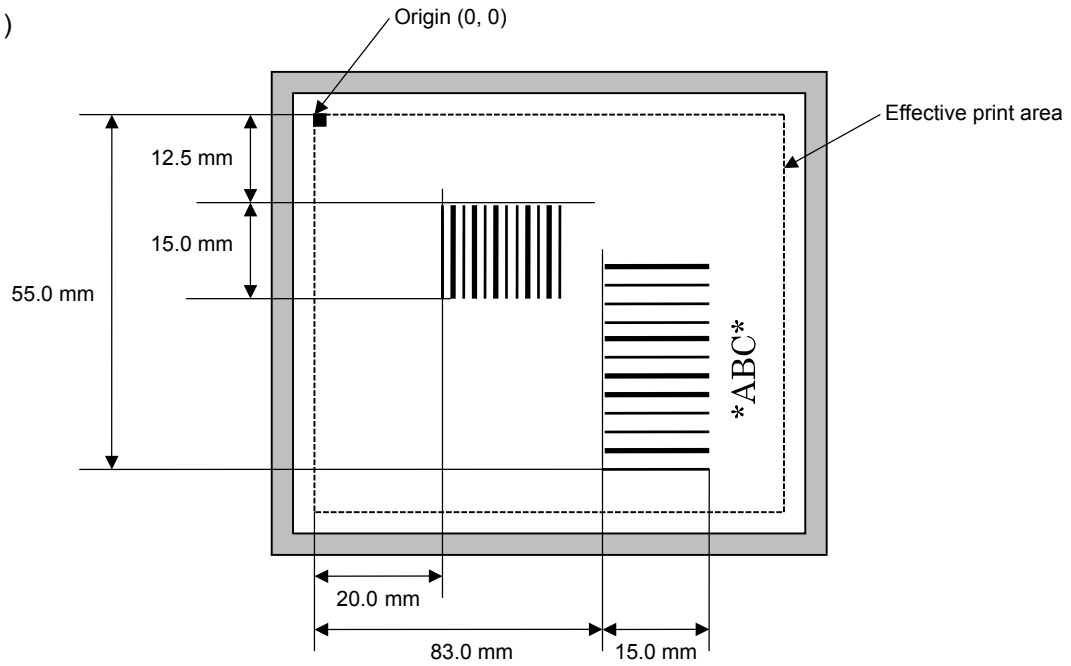
[ESC] RBaa; ffffffffgggg --- gggg [LF] [NUL]

- | | | | |
|---|---|--------------------------------|---|
| ① | bbbbbbb: | Postal code | Fixed to 9 digits |
| • | Mode 2: | | |
| | b ₁ b ₂ b ₃ b ₄ b ₅ : | Zip code | Fixed to 5 digits (Numeral) |
| | b ₆ b ₇ b ₈ b ₉ : | Zip code extension | Fixed to 4 digits (Numeral) |
| • | Mode 3: | | |
| | b ₁ b ₂ b ₃ b ₄ b ₅ b ₆ : | Zip code | Fixed to 6 digits (Character of code set A) |
| | b ₇ b ₈ b ₉ : | Vacant | Fixed to 3 digits (20H) |
| ② | ccc: | Class of service | Fixed to 3 digits (Numeral) |
| ③ | ddd: | Country code | Fixed to 3 digits (Numeral) |
| 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 numeral 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. When mode 2 or 3 is selected and if the message data string is less than 84 digits, the printer adds one digit of CR (000000) at the end of the data and fills the remaining digits with FSs (011100) until the data becomes 84 digits. When message data exceeding 84 digits is received, the excess data will be discarded before drawing a MaxiCode.
 3. When mode 4 or 6 is selected and if the message data is less than 93 digits (9 digits + 84 digits), the printer adds one digit of CR (000000) at the end of the data and fills the remaining digits with FSs (011100) until the data becomes 93 digits. 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, the country code for Mode 2 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, the country code for Mode 3 must be other than 840. Otherwise, a MaxiCode will not be drawn.

Examples

(1)



[ESC] C [LF] [NUL]

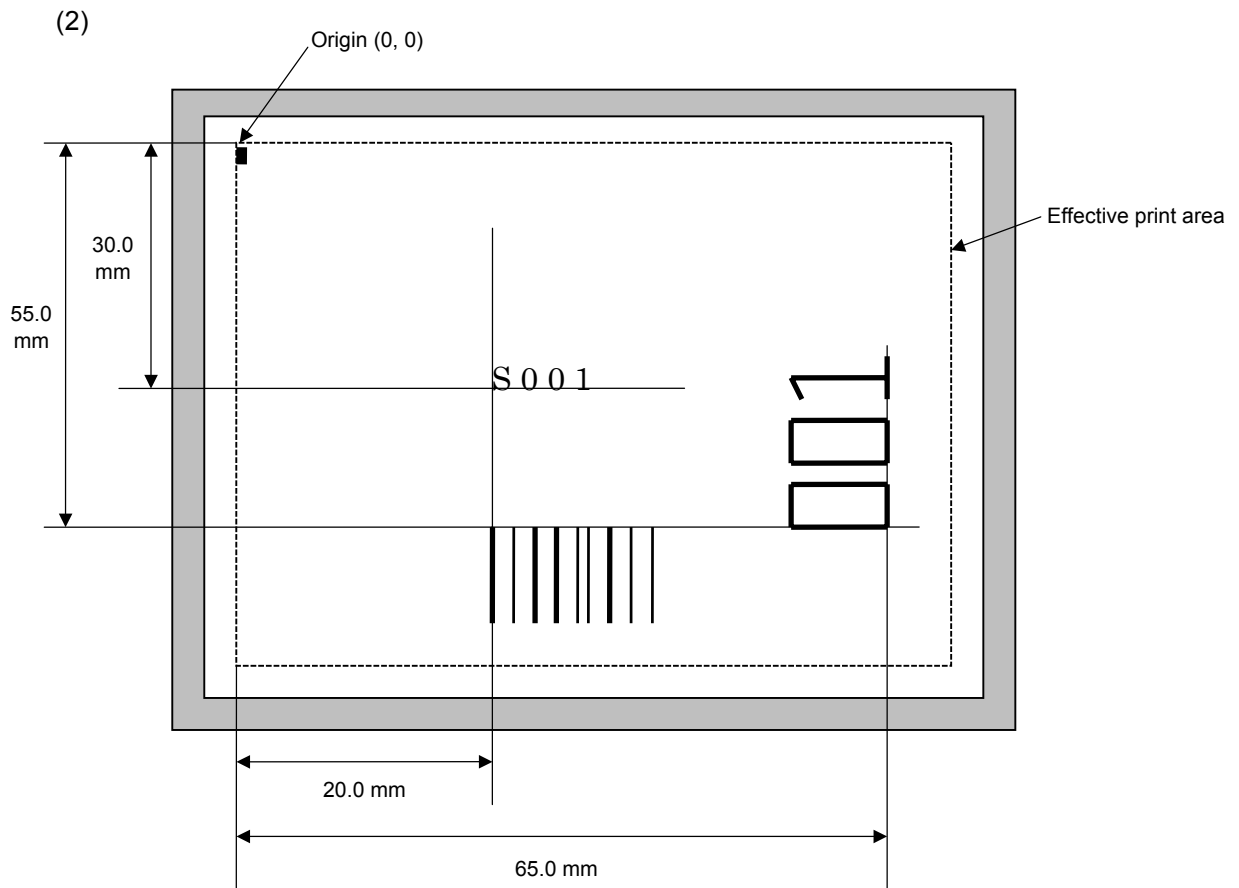
[ESC] XB01; 0200, 0125, 3, 1, 02, 02, 06, 06, 02, 0, 0150 [LF] [NUL]

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

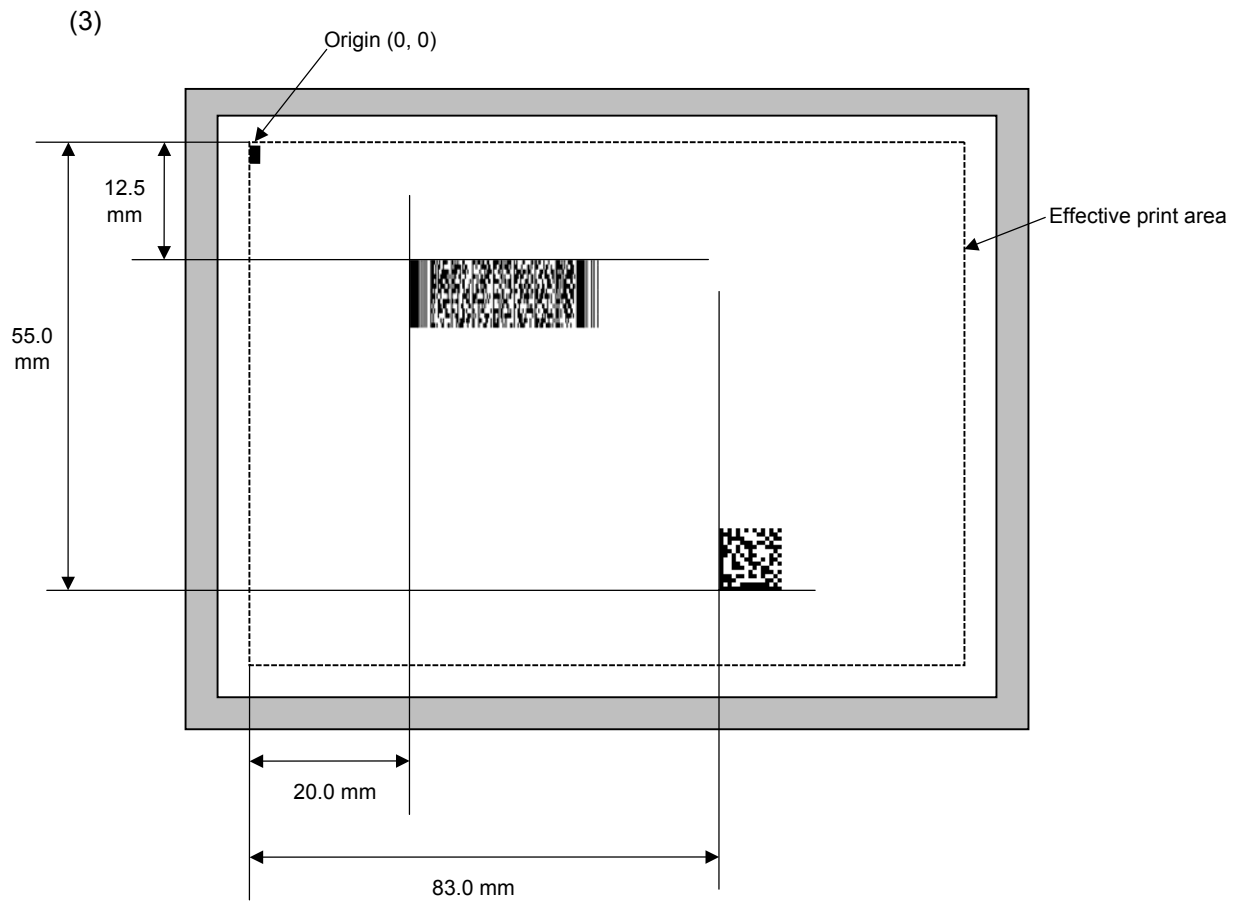
[ESC] RB01; 12345 [LF] [NUL]

[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, bbbcddefgh [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: Lower reflective sensor 2: Transmissive sensor (when using normal labels) 3: Transmissive sensor (when using pre-printed labels) 4: Lower reflective sensor (when using manual threshold value) 5: Upper reflective sensor (for detecting black marks on the paper surface) 6: Lower reflective sensor (for detecting marginal punches of fanfold paper)</p> <p>d: Issue mode C: Batch mode D or E: Strip issue mode for auto labeler</p> <p>e: Print speed 2: 2 ips 4: 4 ips</p> <p>f: Use of ribbon 0: No ribbon 1 or 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 with the cut interval designated, the printer ejects the printed paper after a restart, 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 19.0-mm forward feed if no subsequent command is sent from the PC in 1 second after issuing the last label.

When receiving an Issue Command during the automatic forward feed standby, the printer starts issuing the label after feeding it backward for 19.0 mm.

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. The printer should not be turned off and back to on, or placed in a pause state and reset before the automatic forward feed is performed. 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, performs the automatic forward feed, and then stops.

(3) Type of sensor

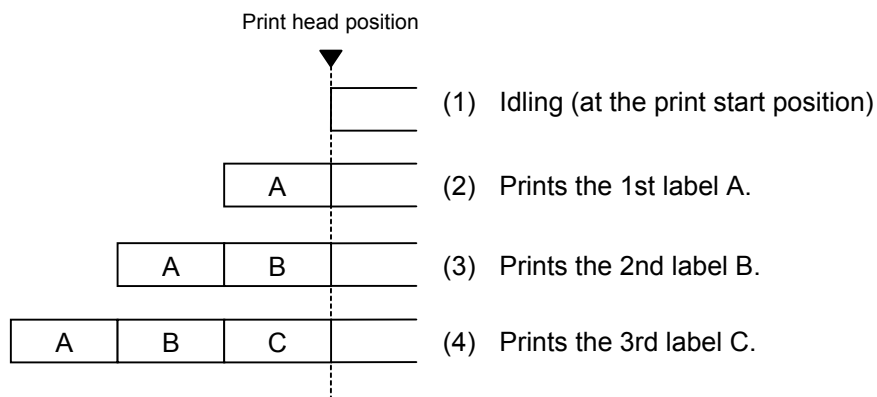
- ① No sensor: Printing takes place according to the parameter designated by the Label Size Set Command.
- ② Lower reflective sensor:
Printing takes place according to the parameter designated by the Label Size Set Command. However, the black marks printed on the back side of the tag paper are automatically detected by the reflective sensor and the paper position is finely adjusted for every piece.
- ③ Transmissive sensor (when using normal labels):
Printing takes place according to the parameter designated by the Label Size Set Command. However, the label-to-label gaps are automatically detected by the transmissive sensor and the paper position is finely adjusted for every piece.
- ④ Transmissive sensor (when using pre-printed labels):
Printing takes place according to the parameter designated by the Label Size Set Command. However, the label-to-label gaps are automatically detected by the transmissive sensor and the paper position is finely adjusted for every piece, according to the threshold value set by key operations.

- ⑤ Lower reflective sensor (when using manual threshold value):
Printing takes place according to the parameter designated by the Label Size Set Command. However, the black marks printed on the back side of the tag paper are automatically detected by the lower reflective sensor and the paper position is finely adjusted for every piece, according to the threshold value set by key operations.
- ⑥ Upper reflective sensor (for detecting black marks on the paper surface)
Printing takes place according to the parameters designated by the Label Size Set Command. However, the black marks printed on the surface of the tag paper are automatically detected by the upper reflective sensor and the paper position is finely adjusted for every piece.
- ⑦ Lower reflective sensor (for detecting marginal punches of fanfold paper)
Printing takes place according to the parameters designated by the Label Size Set Command. However, the marginal punches (circular holes) at the edge of fanfold paper are automatically detected by the lower reflective sensor and the paper position is finely adjusted for every piece, according to the preset media pitch and the number of punches.

(4) Issue mode

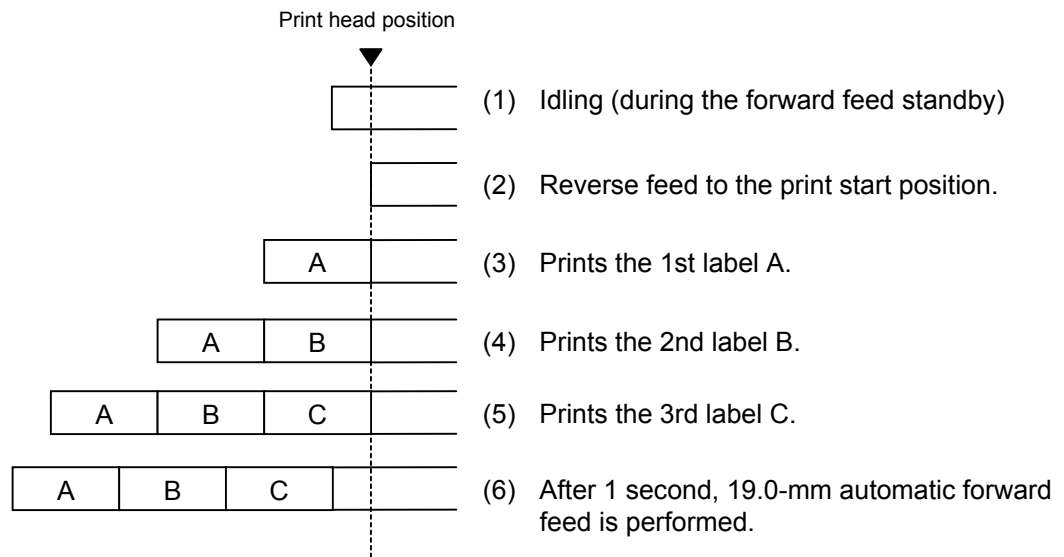
[C: Batch mode (Cut interval: 0, Issue count: 3)]

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



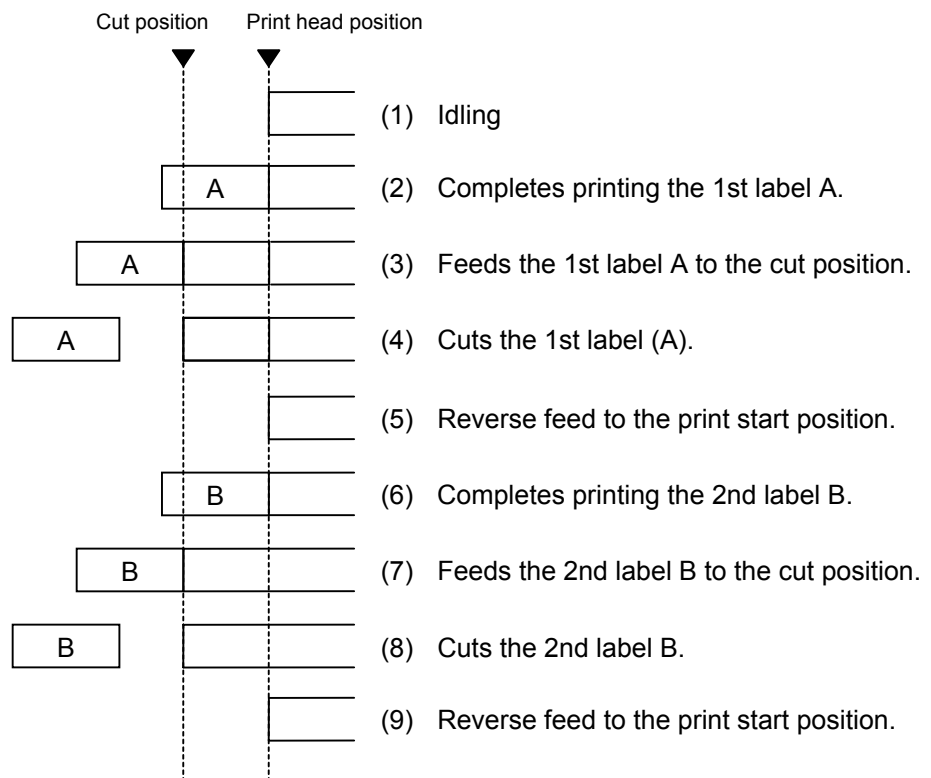
[C: Batch mode (Cut interval: 0, Issue count: 3)]

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



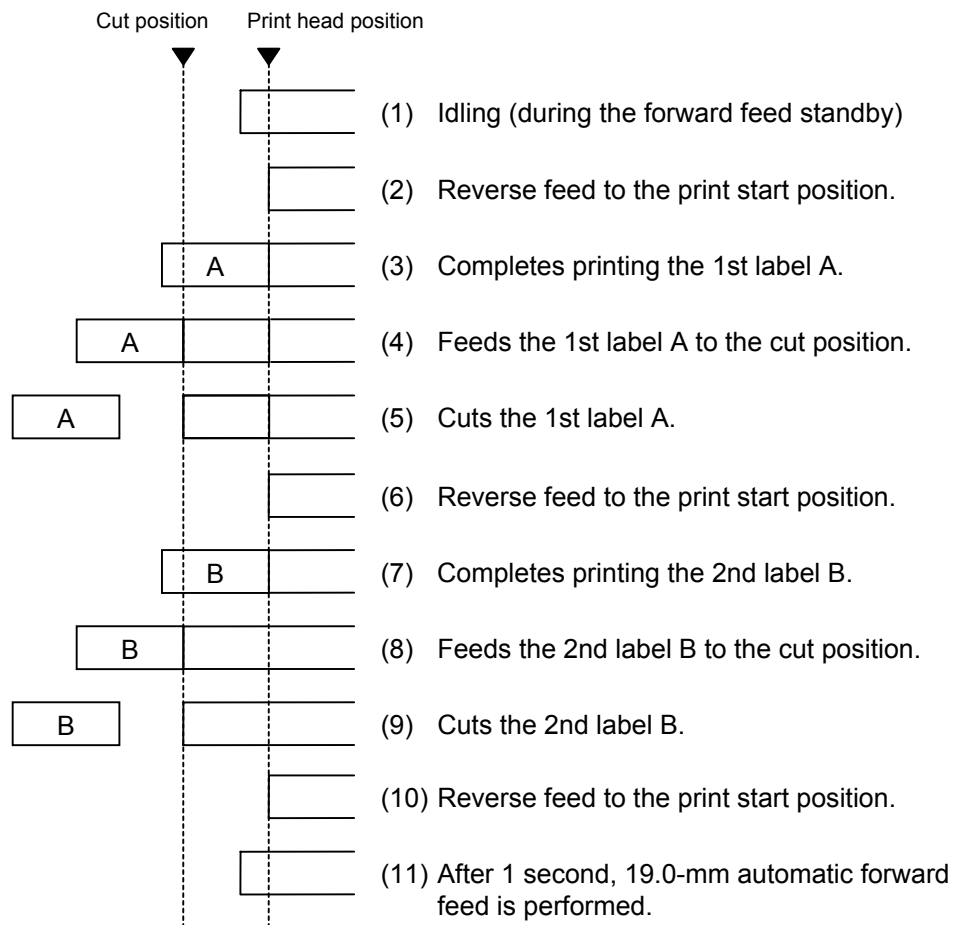
[C: Batch mode (Cut interval: 1, Issue count: 2)]

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

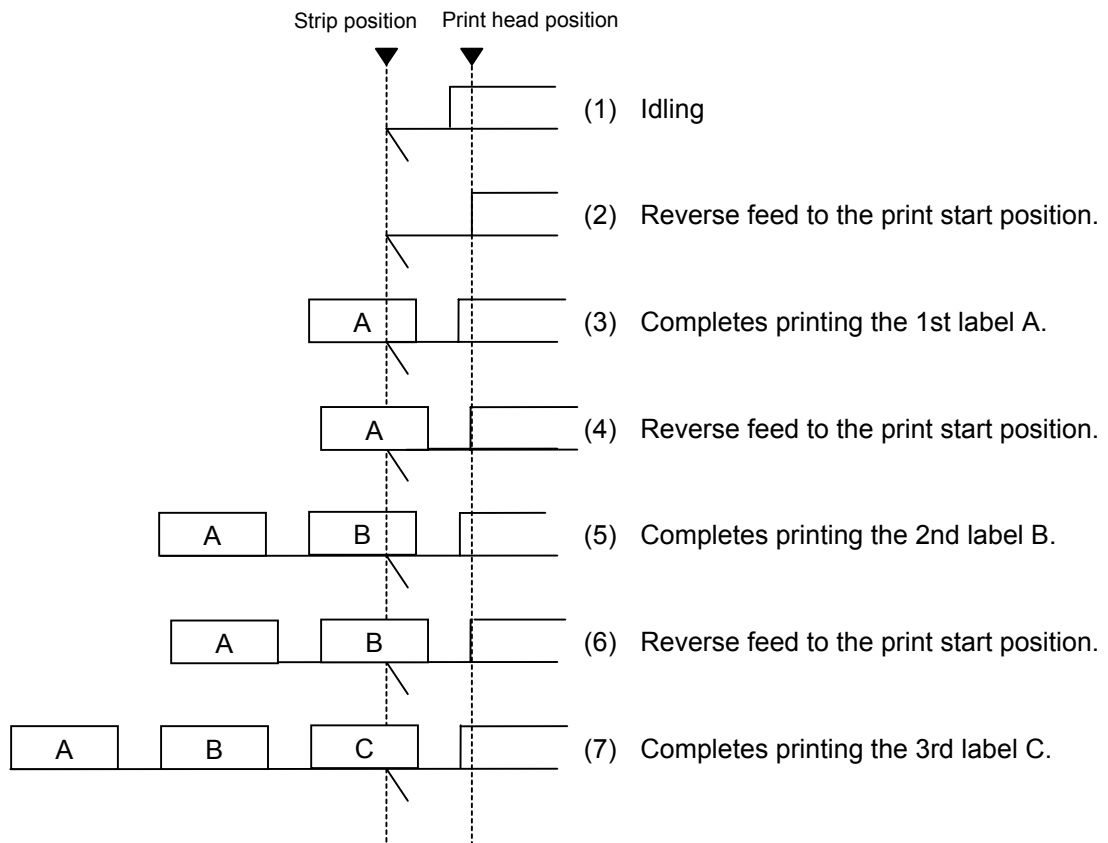


[C: Batch mode (Cut interval: 1, Issue count: 2)]

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



[D or E: Strip issue mode for auto labeler (Issue count: 3)]



(5) Print speed

- Printing takes place at the designated speed.
However, the reverse feed speed in cut mode and strip issue mode for auto labeler is 2 ips.
- The available print speed varies according to the type and size of the paper supply. For details, refer to the Supply Specification.

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

(6) Use of ribbon

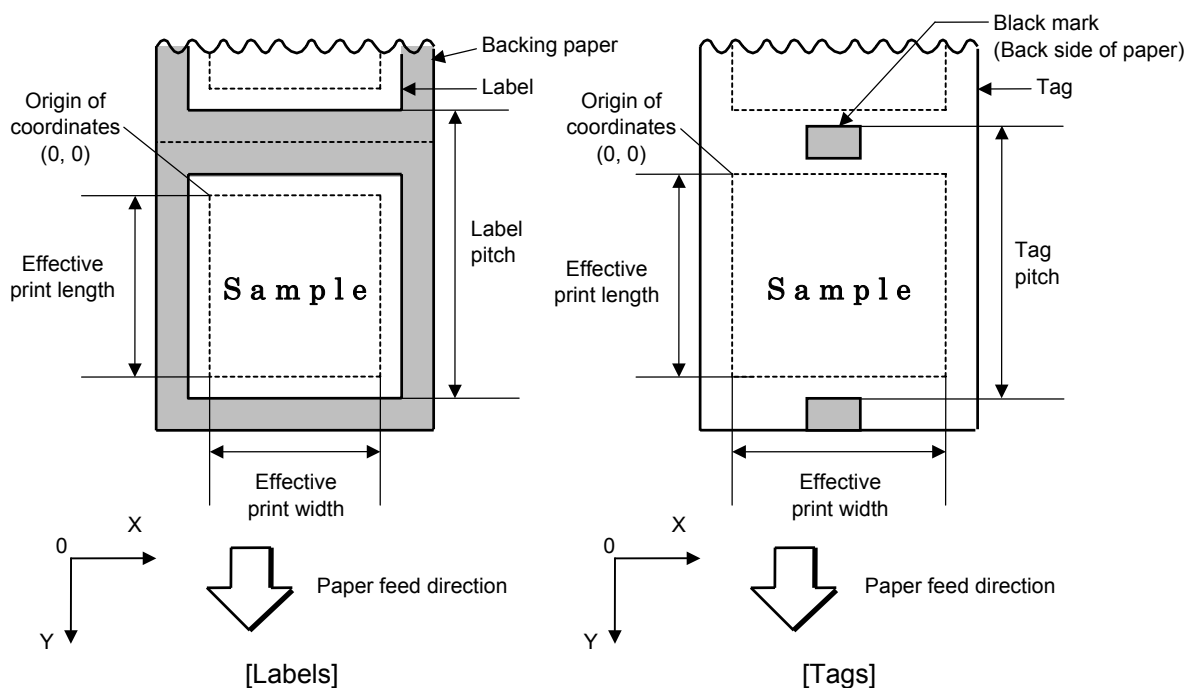
No ribbon: Thermal paper is used. (Thermal direct issue mode)

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

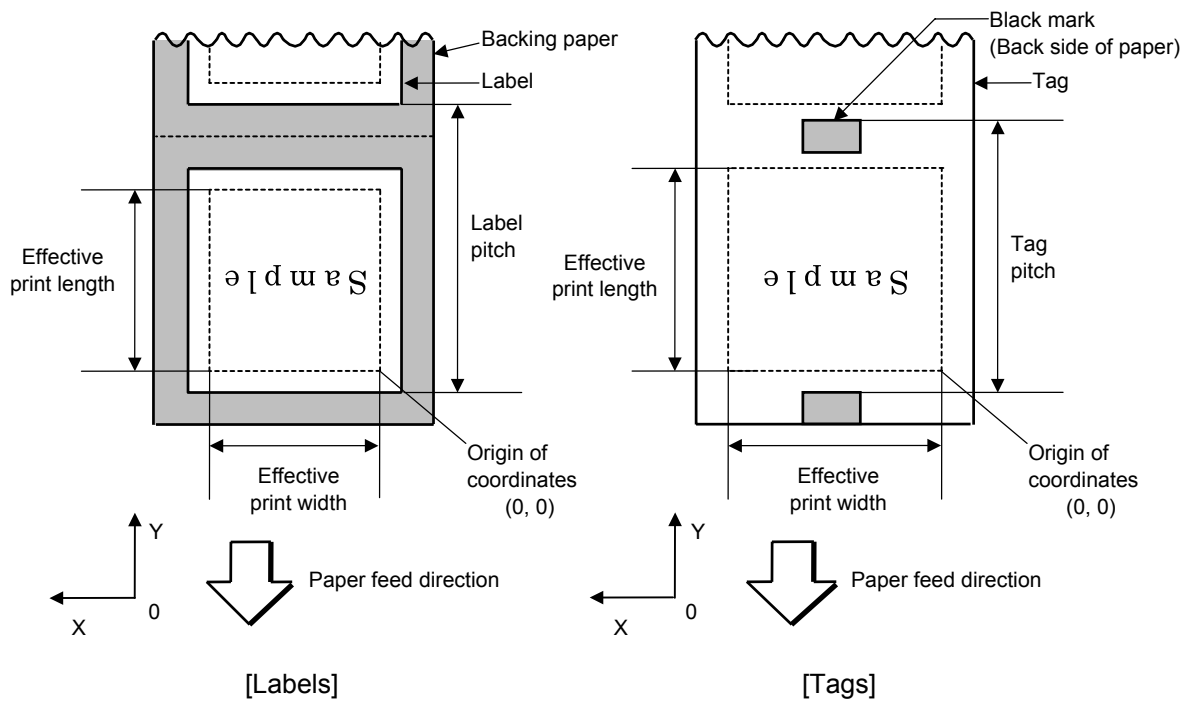
(7) Print orientation and mirror printing

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

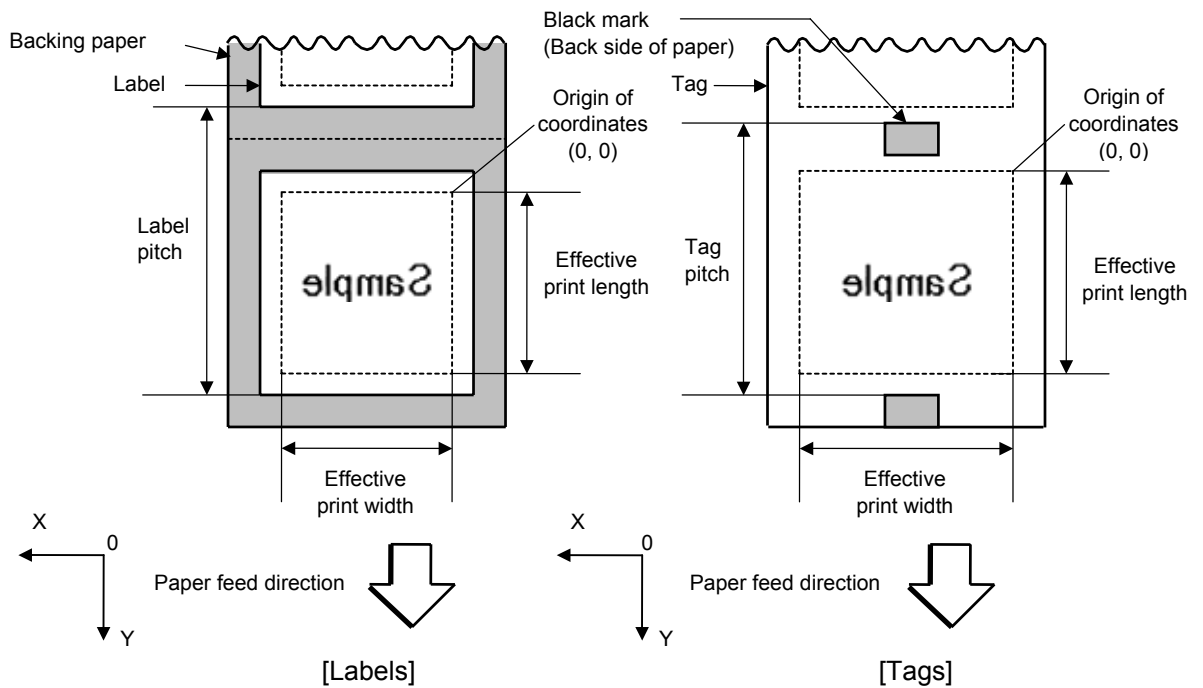
① Bottom first printing



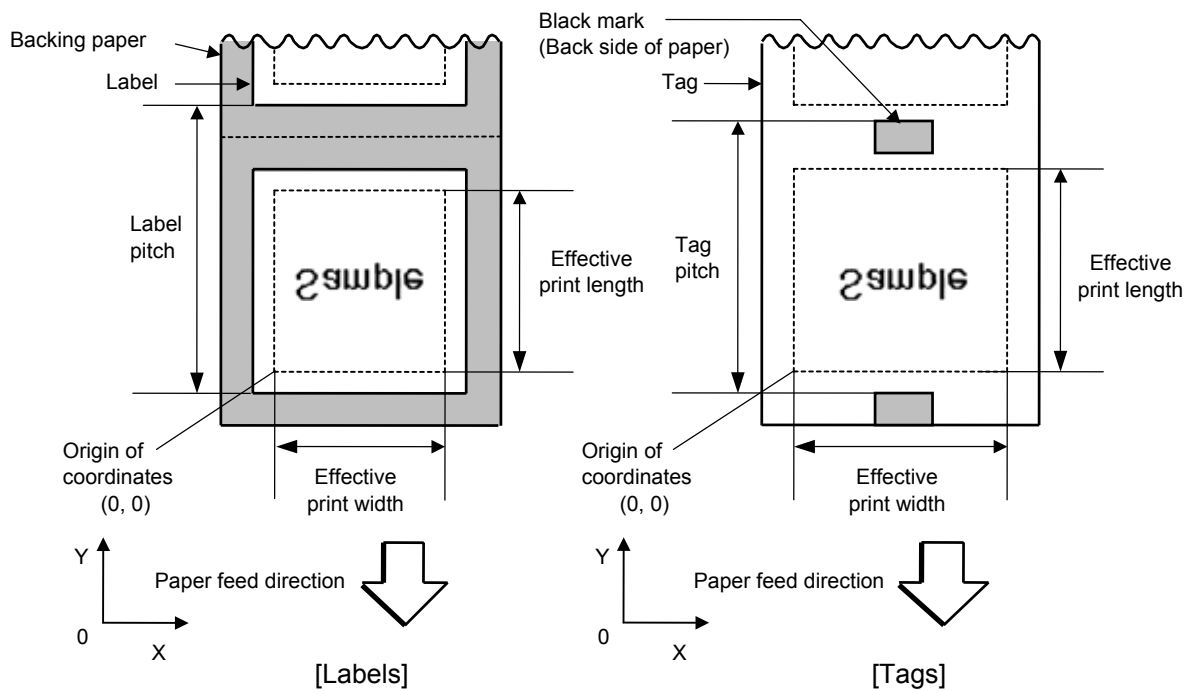
② Top first printing



③ Bottom first mirror printing



④ Top first mirror printing



(8) Status response

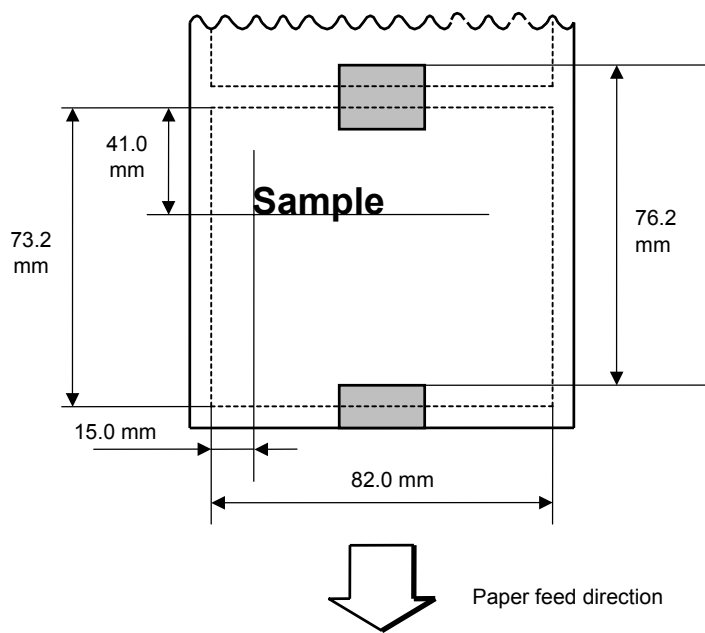
When the option "Status response is returned." has been selected, a status response is returned at the end of printing or if an error occurs.

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 issue mode for auto labeler, a status response is returned after one label has been printed.

* The setting of the status response parameter during printing must not be changed. Otherwise the status response may not be returned properly.

Examples



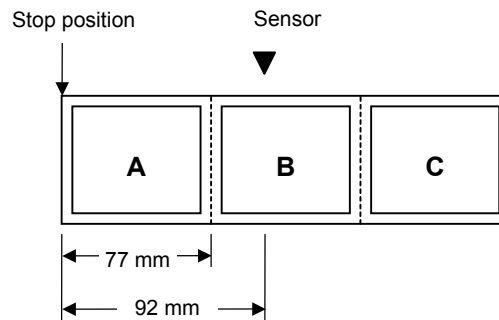
- Issue count: 4 pieces
- Cut interval: 1 piece
- Paper: Tag paper (Reflective sensor is used.)
- Issue mode: Cut issue
- Print speed: 4"/sec.
- Ribbon: Used
- Status response: On

```
[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]
```

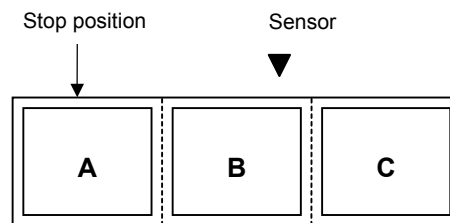
Notes

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

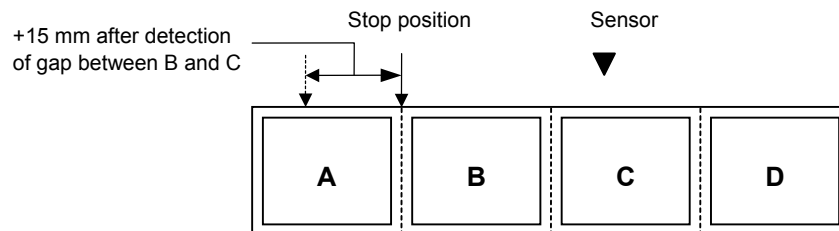
When a gap between labels (or a black mark) is detected during a head open state, the value is set again to stop each label positioned between the sensor and the print head at the home position.



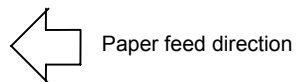
- The labels are moved on the above condition.



- Stop position after feeding one label



* However, an error will result when conditions for occurrence of a feed jam are satisfied.



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: Lower reflective sensor</p> <p>2: Transmissive sensor (when using normal labels)</p> <p>3: Transmissive sensor (when using pre-printed labels)</p> <p>4: Lower reflective sensor (when using manual threshold value)</p> <p>5: Upper reflective sensor (for detecting black marks on the paper surface)</p> <p>6: Lower reflective sensor (for detecting marginal punched holes of fanfold paper)</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 or E: Strip issue mode for auto labeler</p> <p>d: Feed speed</p> <p>2: 2 ips</p> <p>4: 4 ips</p> <p>e: Use of ribbon</p> <p>0: No ribbon</p> <p>1 or 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 Lower reflective sensor: Paper is fed according to the parameter designated by the Label Size Set Command. However, the black marks printed on the back side of the tag paper are automatically detected by the reflective sensor and the stop position is finely adjusted.</p> <p>③ Transmissive sensor (when using normal labels): Labels are fed according to the parameter designated by the Label Size Set Command. However, the label-to-label gaps are automatically detected by the transmissive sensor and the stop position is finely adjusted.</p> <p>④ Transmissive sensor (when using pre-printed labels): Labels are fed according to the parameter designated by the Label Size Set Command. However, the label-to-label gaps are automatically detected by the transmissive sensor and the stop position is finely adjusted, according to the threshold value set by key operations.</p>

⑤ Lower reflective 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 gaps are automatically detected by the transmissive sensor and the stop position is finely adjusted, according to the threshold value set by key operations.

⑥ Upper reflective sensor (for detecting black marks on paper surface):

Paper is fed according to the parameters designated by the Label Size Set Command. However, the black marks printed on the surface of the tag paper are automatically detected by the upper reflective sensor and the paper position is finely adjusted for every piece.

⑦ Lower reflective sensor (for detecting marginal punched holes of fanfold paper):

Paper is fed according to the parameters designated by the Label Size Set Command. However, the marginal punched holes (round holes) at the edge of fanfold paper are automatically detected by the lower reflective sensor and the paper position is finely adjusted for every piece, according to the preset media pitch and the number of holes.

(2) Cut/non-cut

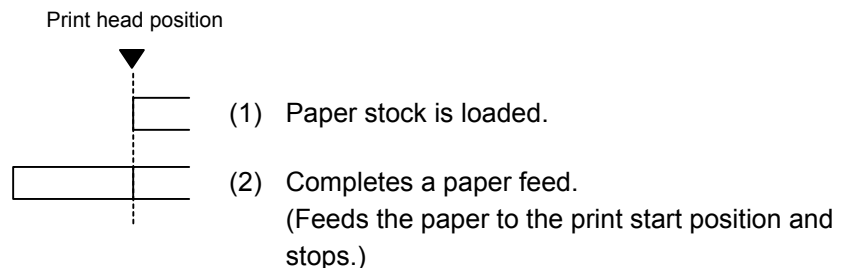
This option is valid in the batch mode only. (Non-cut is automatically selected for the strip issue mode for auto labeler.)

When the automatic forward feed standby function is enabled in the system mode, the printer automatically performs an approximately 19.0-mm forward feed if no subsequent command is sent from the PC in 1 second after issuing the last label. When receiving a Feed Command during the automatic forward feed standby, the printer starts feeding the label after feeding it backward for 19.0 mm.

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

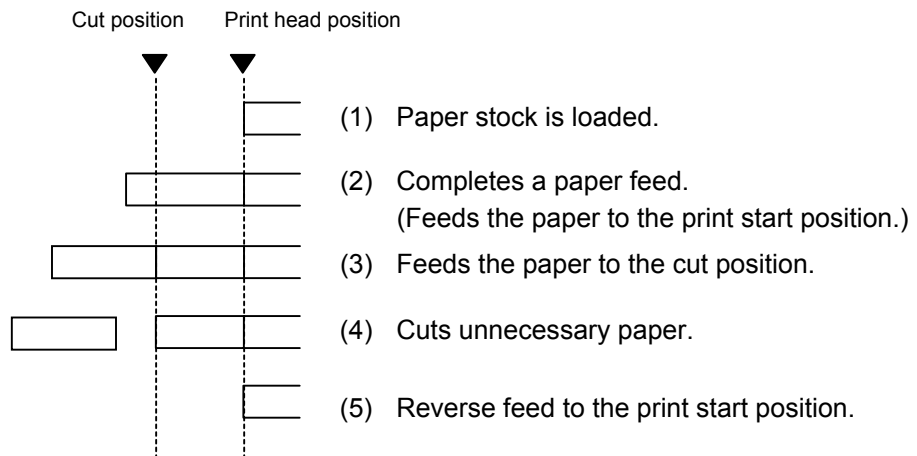
(3) Feed mode

[C: Batch (Non-cut)]



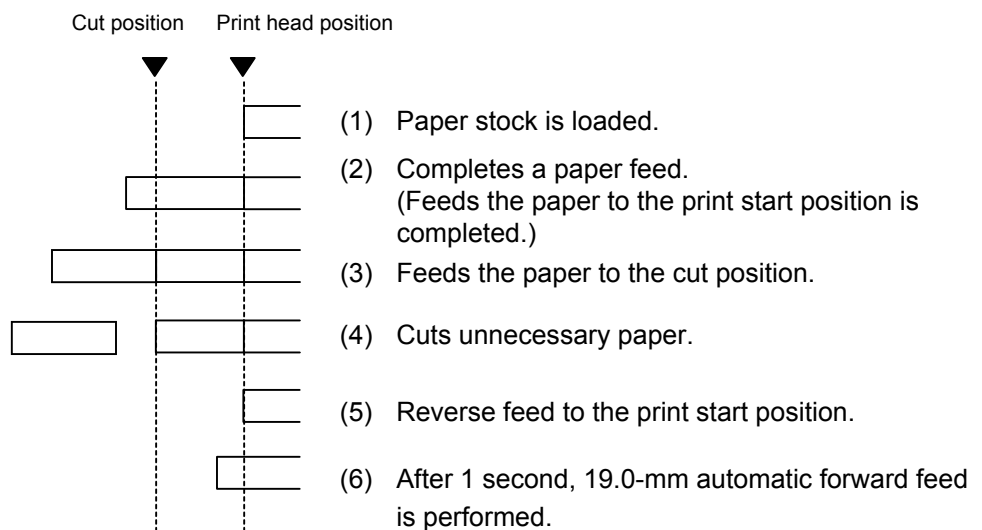
[C: Batch (Cut)]

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

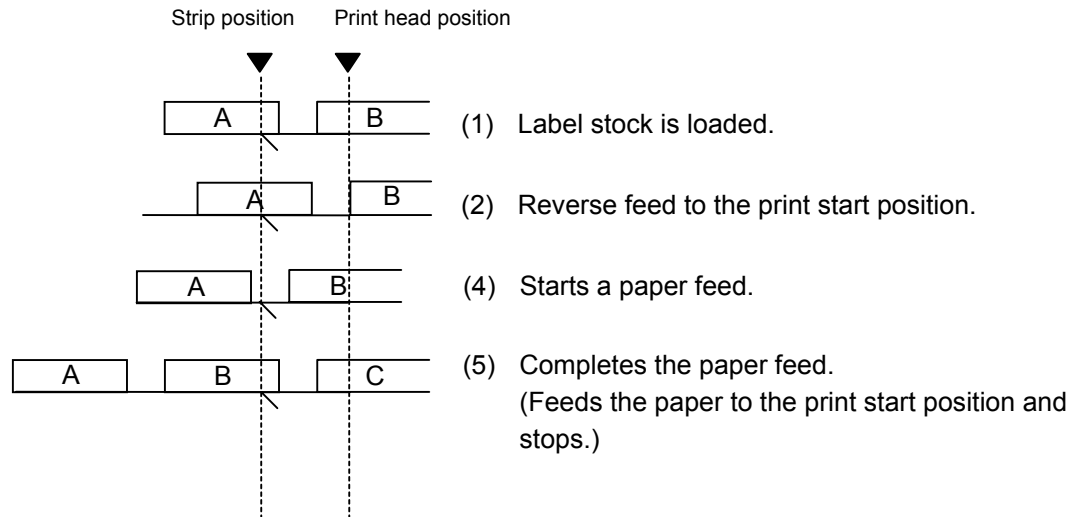


[C: Batch (Cut)]

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



[D or E: Strip issue mode for auto labeler]



(4) Feed speed

- A paper feed is performed at the designated speed. However, the reverse feed speed in the cut mode or the strip issue mode for auto labeler is 2 ips.
- The available issue speed varies according to type and size of the paper supply. For details, refer to the Supply Specification.

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

(5) Use of ribbon

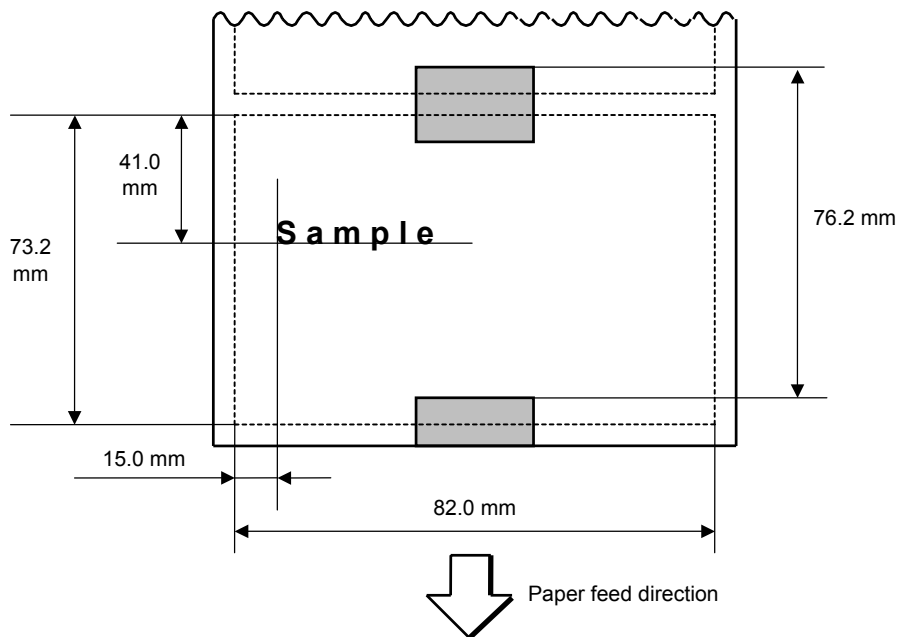
No ribbon: The ribbon motors are not operated during paper feed.
 Ribbon is used.: The ribbon motors are operated during paper feed.

Notes

- (1) If the label size, type of sensor, feed amount fine adjustment, cut position fine adjustment (or stop position fine adjustment for the strip issue), or reverse feed amount fine adjustment is changed, a Feed Command must be sent prior to printing, to adjust the print start position 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 a paper feed or when an error occurs.
 - (4) For explanation of the process to stop a 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 19.0-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 for 19.0 mm.
- * 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, 0011C4301 [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.
----------	--

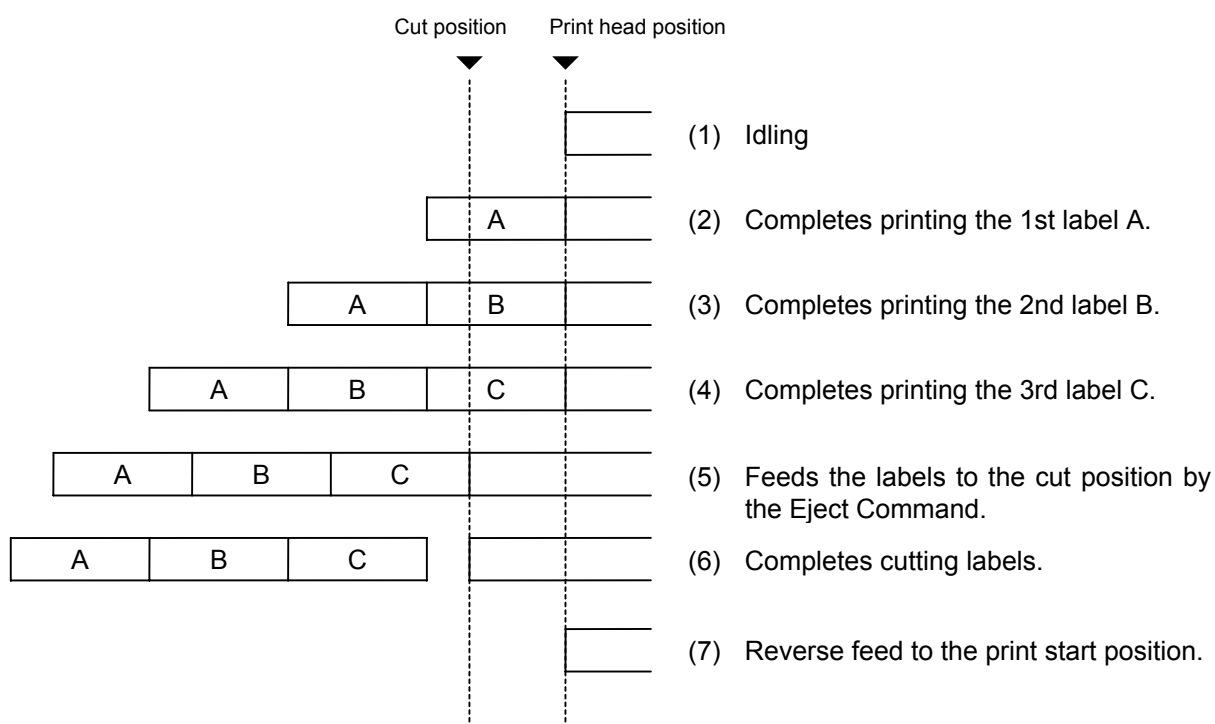
Format	[ESC] IB [LF] [NUL]
--------	---------------------

Notes	When “Automatic forward feed standby” has been set to ON in the system mode, the printer automatically performs 19.0-mm forward feed if no subsequent command is sent from the PC in 1 second after an ejection of paper.
-------	---

When an Eject Command is received in the forward feed standby state, the printer feeds the label backward for 19.0 mm first, and then ejects it.

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

Examples

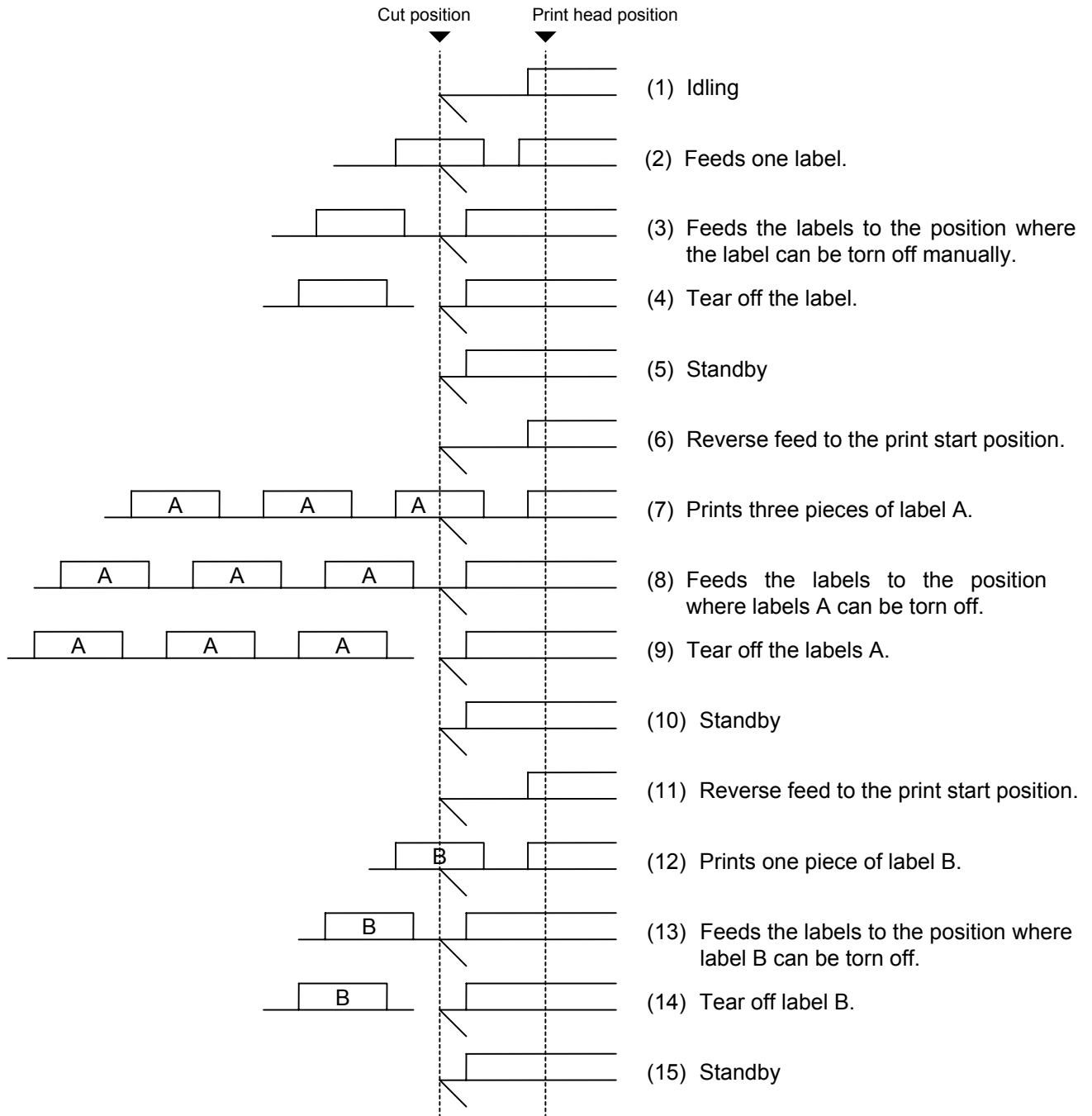


6.3.17 FORWARD/REVERSE FEED COMMAND

[ESC] U1, [ESC] U2

Function	<p>After printing or feeding the paper, feeds the paper to the position where the paper can be torn off 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 for 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 issue mode for auto labeler 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 2"/sec..</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, 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]
Tear off the label manually.
[ESC] U2; 0120 [LF] [NUL]
[ESC] RC001; A [LF] [NUL]
[ESC] XS; I, 0003, 0002C4001 [LF] [NUL]
[ESC] U1; 0120 [LF] [NUL]
Tear off the label 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 3072 KB) (in units of 128 KB)</p> <p>bb: Size of bit map writable character storage area 00 to 24 (0 KB to 3072 KB) (in units of 128 KB)</p> <p>cc: Size of BASIC file storage area 00 to 14 (0 KB to 1792 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 3072 KB.</p> <p>◎ In the 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 3072 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 3072 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” (3072KB) is specified for either the TrueType font storage area or the bit map writable character storage area, the entire storage areas are occupied by that area. For example, if “24” is specified for the TrueType Font storage area, the entire storage area is used for the TrueType Font storage area. .</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 ‘3072 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 ‘3072 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 ‘3072 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 or greater” 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: 3072 KB – 768KB – 512 KB = 1792 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 storage 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) After the last writable characters, logos, or PC interface commands have been stored, the printer automatically enters the online mode (label issue operation) in 10 seconds. At this time, the image buffer is automatically cleared.</p>
Refer to	<ul style="list-style-type: none">• Bit Map Writable Character Command ([ESC] XD)• Save Start Command ([ESC] XO)• Save Terminate Command ([ESC] XP)
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 ₁ a ₁ a ₁ a ₁ , b ₁ b ₁ b ₁ b ₁ , a ₂ a ₂ a ₂ a ₂ , b ₂ b ₂ b ₂ b ₂ -----, a _n a _n a _n a _n , b _n b _n b _n b _n [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: Type of font 51 to 55 (When omitted, 51 is selected.)</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 management information area for the unnecessary codes can be deleted by designating the character code range, the capacity of flash memory can be used effectively.</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"> Flash Memory Format Command ([ESC] J1) Bit Map Writable Character Command ([ESC] XD)

Example	In the case of Shift JIS 8140H to 83DFH:	 Character data is present.
		 Character data is not present.

	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: Type of font 01 to 40 51 to 55: 2-byte code character</p> <p>b(b): Writable character code 20H to FFH (Set in hex code.) 40H to 7EH, 80H to FCH (When the writable character type is 41 to 44.) 2020H to FFFFH (When the writable character type is 51 to 55.)</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>

Explanation

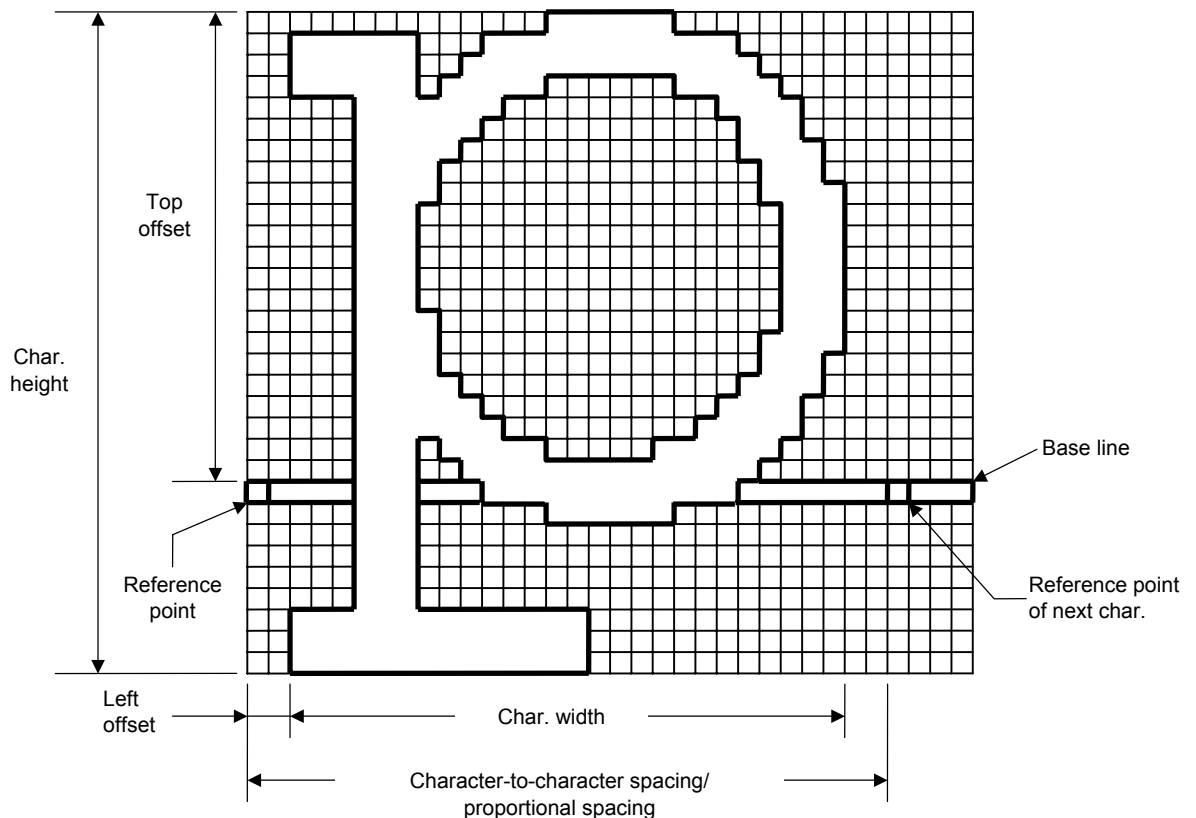
(1) Type of writable character

Up to 45 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.

(2) Character code

Up to 224 characters can be stored per font type. The maximum number of characters are $40 \text{ types} \times 224 \text{ characters} = 8960 \text{ characters}$. In the case of 2-byte characters, 5 types are available, and the maximum number of characters should be within the range specified by Writable Character Code Range Command. It varies depending on the writable character size and the number of characters because of the limited memory capacity.

(3)



Char. width 26 dots

Char. height 31 dots

Diagram illustrating the character 'D' on a grid, showing its dimensions and spacing. The character is defined by a thick black outline. The grid is composed of small squares, each representing a dot. The character 'D' is centered within the grid. The dimensions are indicated by arrows: the width is 26 dots and the height is 31 dots. The spacing between the character and the grid edges is also indicated by arrows, showing a consistent margin of 4 dots on all sides.

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

- (1) The writable character data to be stored is divided in 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 divided in 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 =
$$\{(\text{No. of char. width dots} + 7)/8\} \times \text{No. of char. height dots}$$

* 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.)

Supplement

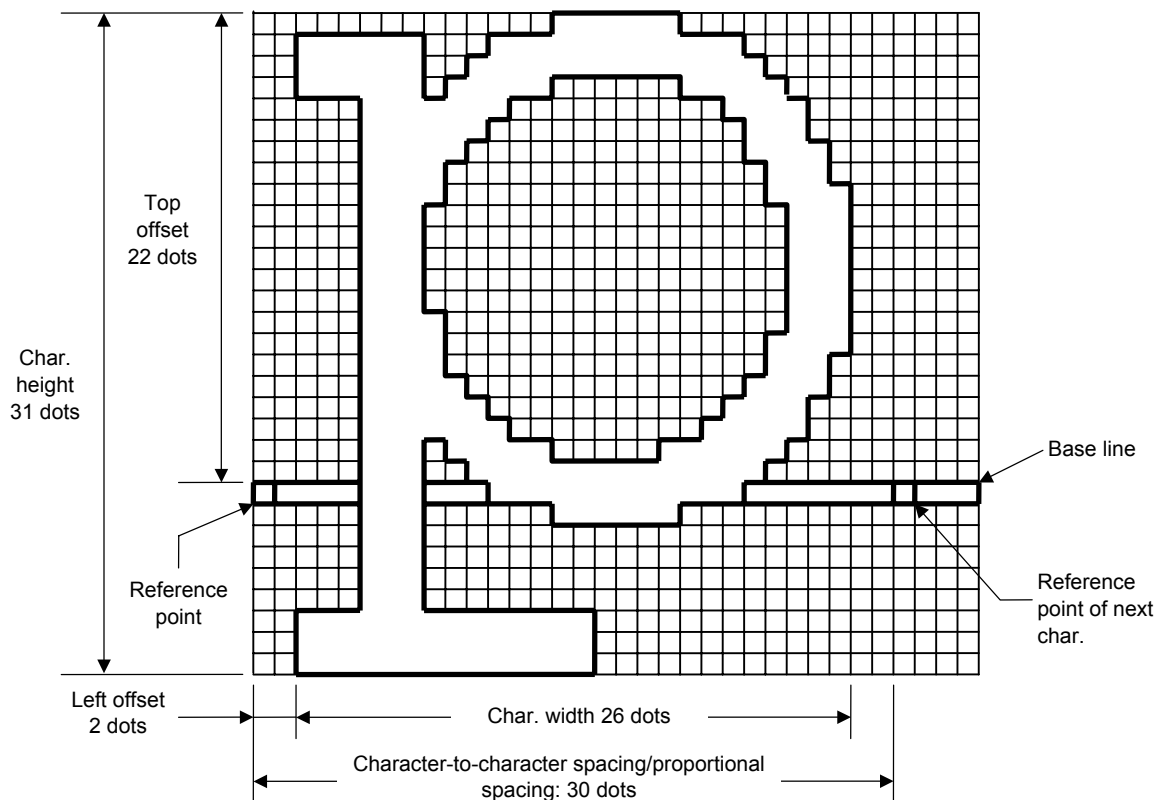
- (1) No matter what character type or character code is selected, no memory will be wasted.
- (2) To store a new writable character, the Flash Memory Format Command ([ESC] J1) must be transmitted.
- (3) A character code already stored can be stored in the flash memory again by sending the Bit Map Writable Character Store Command ([ESC] XD, but memory will be consumed each time the code is stored. The memory can be effectively used if the Flash Memory Format Command ([ESC] J1) is sent in advance.
- (4) When 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 is used, the image buffer will be cleared automatically.

Refer to

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

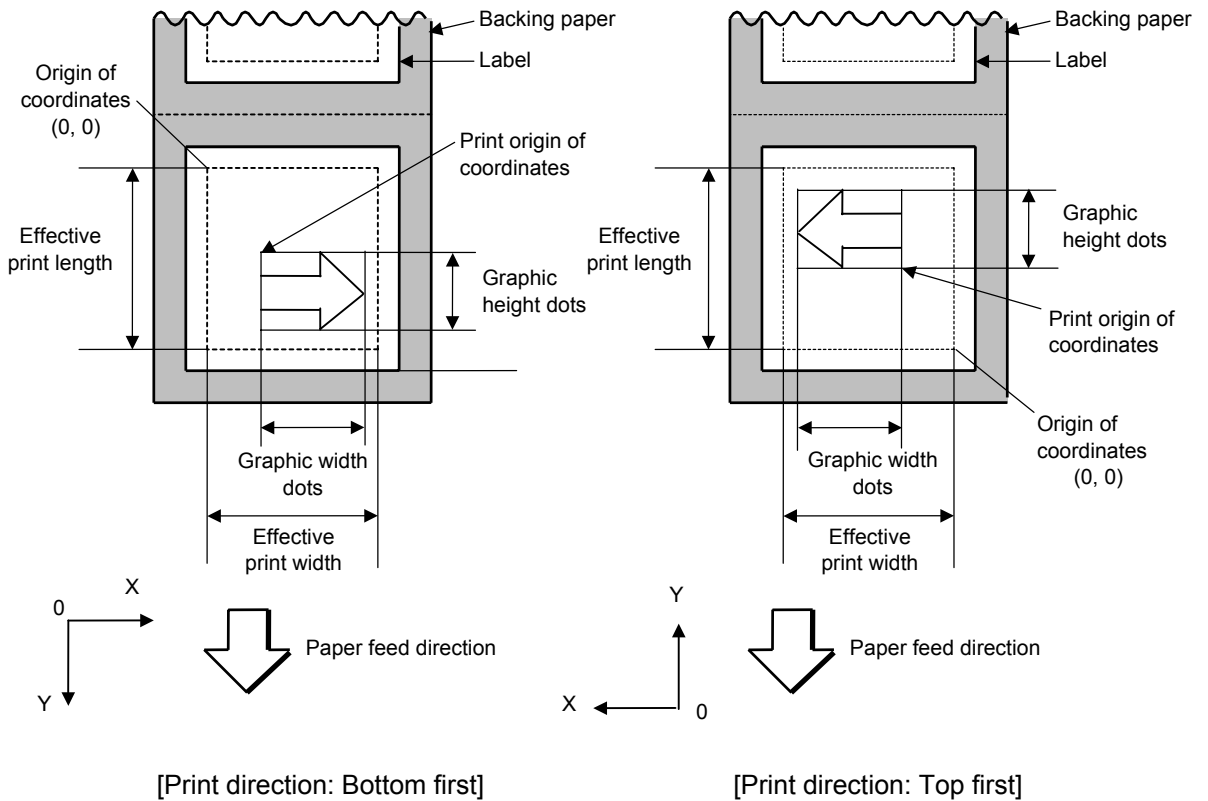
Function	Draws graphic data.
Format	[ESC] SG; aaaa(D), bbbb(D), cccc, dddd, e, ggg --- ggg [LF] [NUL] or [ESC] SG0; aaaa(D), bbbb(D), cccc, dddd, e, ffff, ggg --- ggg [LF] [NUL]
Term	<p>aaaa(D): X-coordinate of the print origin for drawing graphic data Fixed to 4 digits (in 0.1 mm units) * If "D" is 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 digits 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 to 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 digits 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</p> <p>When the command starts with "[ESC] SG0;": A: Printer driver compression mode Overwrite drawing</p>

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

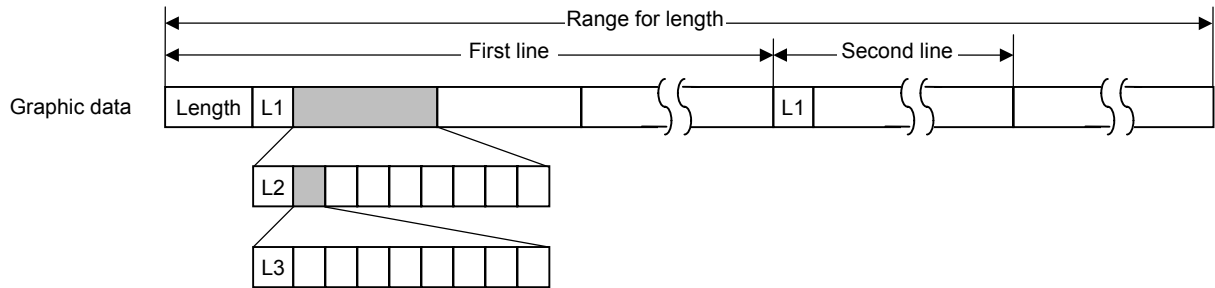
ggg --- ggg: Graphic data

Explanation

- (1) When the type of graphic data “0”, “1”, “2”, “3”, “6”, or “A” is selected, the graphic data is drawn by overwriting the image buffer.
- (2) When the type of 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.



[When TOPIX compression mode is selected]

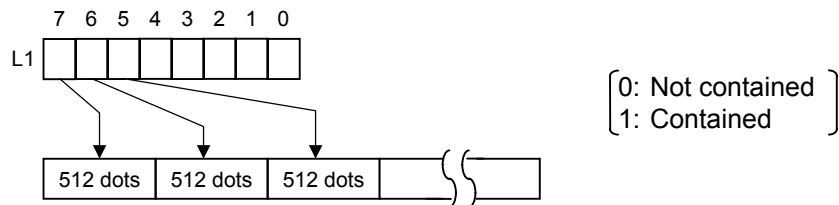


(1) Length: Total number of bytes of the graphic data (0001H or greater)

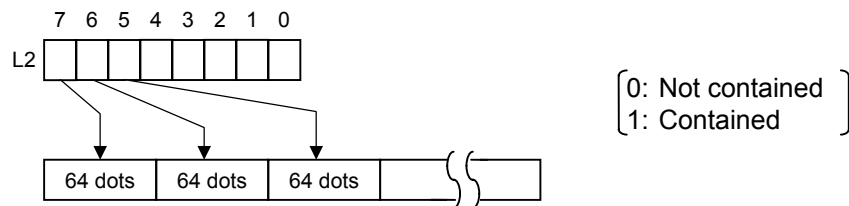
Example. Length = 20 bytes:

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

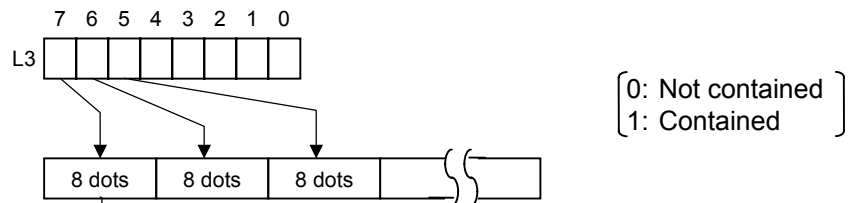
(2) L1 parameter: Shows in which large block (512 dots/block) the changed data is contained.



(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 of a previous line. Only the changed bit is set to ON (1). The alignment of dots is MSB (left dots) and LSB (right dots).

* The graphic width of one line is drawn only for the designated value or the max. buffer size (512 KB), whichever is smaller. The minimum unit of the drawing data 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. In this case, the parameter to set the data count is attached after the type of graphic data parameter. 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 by line specified for the number of graphic width dots.

The unit of data is 8 bits. A repeatedly appearing 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.

For a value 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 value of the length of the repetition "n" should not exceed 127, and the value "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 data appears repeatedly, the number of such lines is encoded in 2 bytes. The first byte is fixed to 127. The second byte indicates "N" times that the line of the same data 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						
								FEh = -2 -(-2) + 1 = 3 FFh is repeated 3 times.
								03h = 3 3 + 1 = 4 4-byte data (BBh CCh DDh EEh) without repetition
								FAh = -6 -(-6) + 1 = 7 AAh is repeated 7 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 11.8 dots/mm.
- (4) The X coordinate of the actual drawing result may be different from the designated print origin of the X-coordinate by ± 0.33 mm.

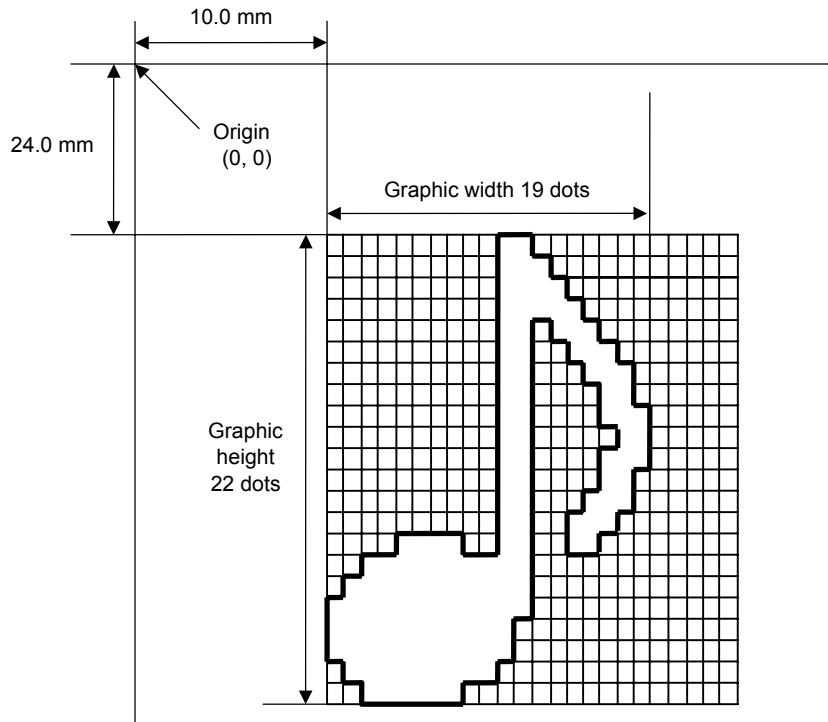
To draw the received graphic data at high speed, the data is directly developed in the image buffer without applying correction to each bit with respect to the designated X-coordinate. Consequently, an error of up to 4 bits occurs.

[Effective print area]

[mm]

Item		Model	B-852-TS22		
		Issue mode	Batch issue	Cut issue	Strip issue for auto labeler
Effective print width		Min.	10.0		
		Max.	216.8		
Effective print length	Label	Min.	11.0	23.0	21.4
		Max.	640.0		
	Tag	Min.	13.0	23.4	23.4
		Max.	640.0		

Examples



[ESC] C [LF] [NUL]

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

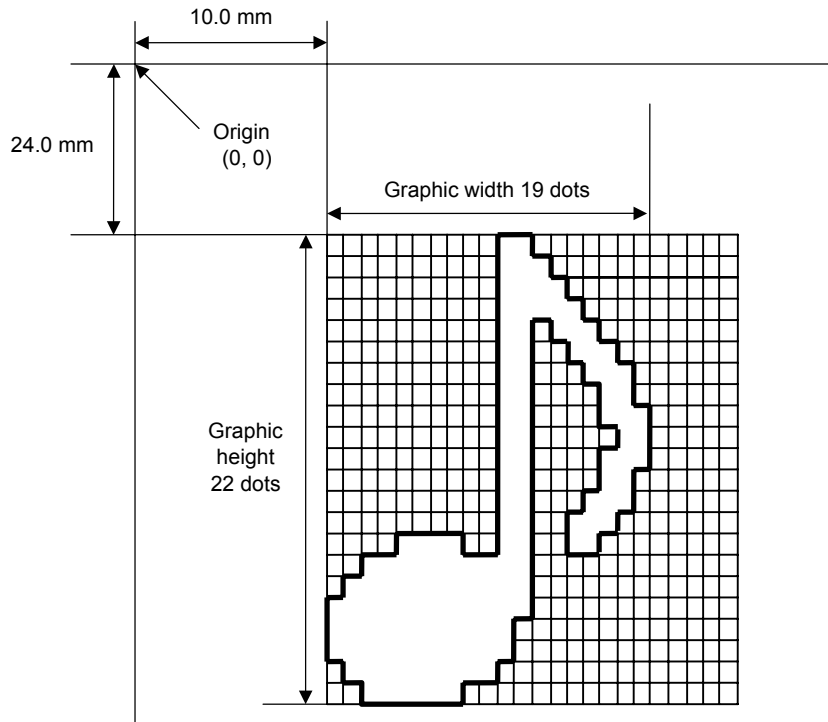
<00030<00030>00030600030>00030<00031<00033800?33003??0007??000??000??

>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 or calling from the flash memory 01 to 99 Sb: Drive in which the PC interface command is stored (Omissible. When 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">• Save Start Command ([ESC] XO)• Save Terminate Command ([ESC] XP)• Saved Data Call Command ([ESC] XQ)• Bit Map Writable Character Command ([ESC] XD)• Reset Command ([ESC] WR)• Status Request Command ([ESC] WS)• Flash Memory Format Command ([ESC] J1) (2) No error check is made for the commands when saving them. (3) Up to 64 KB can be saved per save operation.
Refer to	<ul style="list-style-type: none">• Save Terminate Command ([ESC] XP)• Flash Memory Format Command ([ESC] J1)
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 no storing operation occurs for about 10 seconds after the last PC interface command was 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)

6.3.25 SAVED DATA CALL COMMAND

[ESC] XQ

Function	Calls PC interface commands saved in the 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. 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 corresponding 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 be changed to 'No automatic call', and no error occurs.</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 will be changed to 'No automatic call'.</p> <p>(4) The printer enters the online mode (label issue operation) when a Save Data Call Command is sent after a Save Terminate Command.</p>
Refer to	<ul style="list-style-type: none">• Save Start Command ([ESC] XO)• Save Terminate Command ([ESC] XP)
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, s₁s₁s₁s₁, e₁e₁e₁e₁, s₂s₂s₂s₂, e₂e₂e₂e₂,--- s₈s₈s₈s₈, e₈e₈e₈e₈ (, 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>s₁s₁s₁s₁ --- s₈s₈s₈s₈: Area start coordinate Fixed to 4 digits (in units of 0.1 mm) e₁e₁e₁e₁ --- e₈e₈e₈e₈: Area end coordinate Fixed to 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 the 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 to return a status when an error occurs depends on the Issue Command setting. 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. Status for normal end [SOH] [STX] "0020000" [EXT] [EOT] [CR] [LF] 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"> • Up to 8 areas can be designated. If the number of designated areas is less than 8, the rest is omissible. • 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. • Areas can overlap each other. • 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.
Examples	<p>[ESC] C [LF] [NUL] [ESC] RC001; Sample [LF] [NUL] [ESC] RC002; 001 [LF] [NUL] [ESC] XS; I, 0002, 0002C3000 [LF] [NUL] [ESC] HD001 [LF] [NUL]</p>

6.3.27 MESSAGE DISPLAY COMMAND

[ESC] XJ

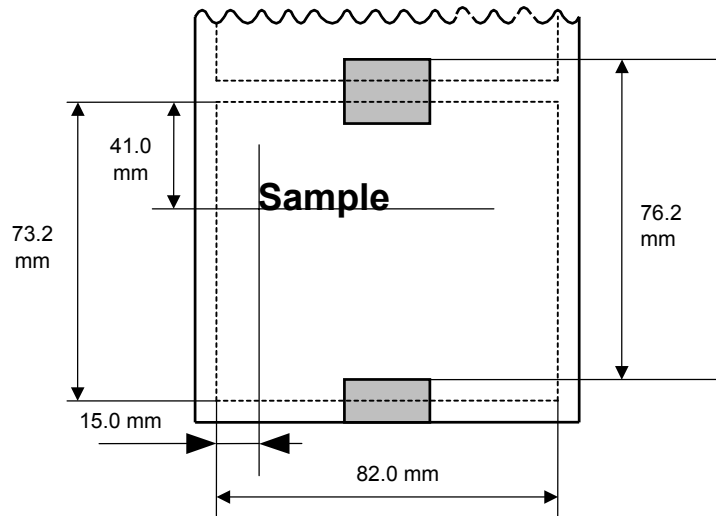
Function	Displays the message on the upper line of the LCD.
Format	[ESC] XJ; aaa ----- aaa [LF] [NUL]
Term	aaa ----- aaa: Display data (16 digits)
Explanation	<p>When the printer receives the Message Display Command, first it processes the already received data (or completes the label issue if the Issue Command has been sent). Then, it displays the message 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, a 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	←				

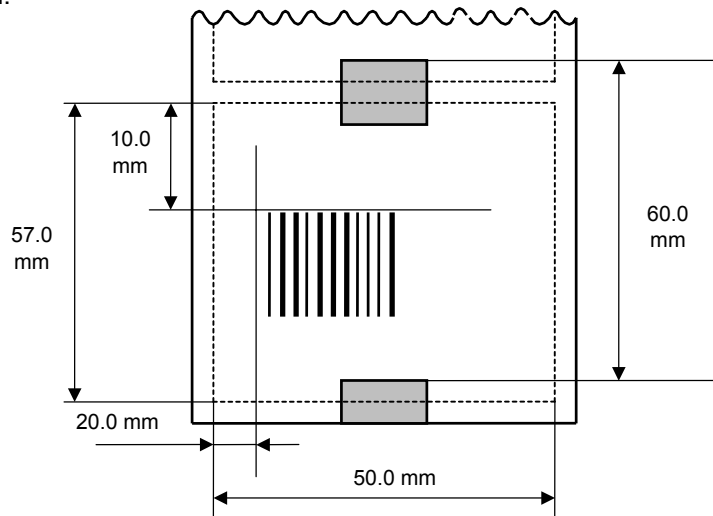
* The shaded parts are Japanese. They are omitted here.

Examples

- ① Load a paper stock.
- 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	<ol style="list-style-type: none">(1) While the printer is in the system mode, any commands except a Reset Command cannot be processed.(2) If a command error or communication error occurs when receiving a Reset Command, an error message is displayed in the online mode. However, it is not displayed in the system mode.(3) After the code of the Bit Map Writable Character Command ([ESC] XD) or the Graphic Command ([ESC] SG) is received, a Reset Command is not processed until the printer receives the data specifying the type of data.
Example	[ESC] WR [LF] [NUL]

6.3.29 RESET COMMAND

[ESC] W@

Function	Returns the printer to its initial state.
Format	[ESC] W@ [LF] [NUL]
Explanation	<ol style="list-style-type: none">(1) 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.(2) While the Reset Command, [ESC]WR[LF][NUL], resets the printer to the initial state without initializing the OS to enable a quick reset, this command resets the printer from the beginning of the firmware.
Notes	<ol style="list-style-type: none">(1) While the printer is in the system mode, any commands except a Reset Command cannot be processed.(2) If a command error or communication error occurs when receiving a Reset Command, an error message is displayed in the online mode. However, it is not displayed in the system mode.(3) After the code of the Bit Map Writable Character Command ([ESC] XD) or the Graphic Command ([ESC] SG) is received, a Reset Command is not processed until the printer receives the data specifying the type of data.
Example	[ESC] W@ [LF] [NUL]

6.3.30 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 print count indicates the number of unprinted labels of a batch currently being printed only. No remaining print count of the batch in the print queue is transmitted.
Notes	<ol style="list-style-type: none">(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 status is returned only to 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, a Status Request Command is not processed until the printer receives the data specifying the type of data.(4) After receiving a Status Request Command, there may be a maximum of 20-msec. delay until the printer sends a 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] WS [LF] [NUL]

6.3.31 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	<p>(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 print count indicates the number of unprinted labels of a batch currently being printed only. No remaining print count of the batch in the print queue is transmitted. Regarding the free space of the receive buffer, the printer returns this information of the interface that was used for sending this command.</p>
Notes	<p>(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.</p> <p>(2) The printer returns the status only for the interface which sent this command.</p> <p>(3) After the code of the Bit Map Writable Character Command ([ESC] XD) or Graphic Command ([ESC] SG) is received, a Status Request Command is not processed until the printer receives the data specifying the type of data.</p> <p>(4) After receiving a Status Request Command, there may be a maximum of 20-msec. delay until the printer sends the status.</p> <p>(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.</p>
Example	[ESC] WB [LF] [NUL]

6.3.32 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
	"4"	34H	
	"A"	41H	
	"P"	50H	
	"R"	52H	
	"2"	32H	
	"0"	30H	
	"0"	30H	
	"6"	36H	
Model	"B"	42H	Model: 7-byte ASCII code indicating the model
	"-"	2DH	
	"8"	38H	
	"5"	35H	
	"0"	30H	
	"_"	2DH	
	R	52H	
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).
-------	--

The following command is not supported at present.

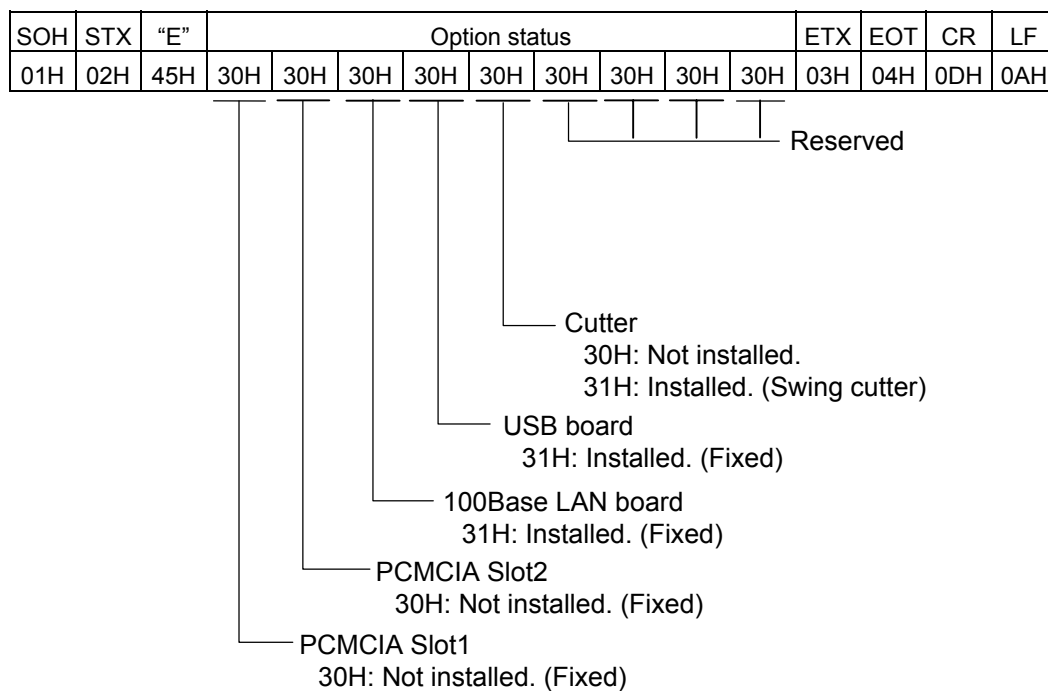
6.3.33 PRINTER OPTION STATUS ACQUIRE COMMAND

[ESC] WN

Function Sends the information what optional devices are installed, to the host.

Format [ESC] WN [LF] [NUL]

Explanation (1) The format of information to be returned to the host is as follows:



6.3.34 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>

6.3.35 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]

[ESC] IH

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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. A message, "INTERNAL COM ERR", is displayed on 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, abcdefghijklmmnnoopqrstuvwxyzABC [LF] [NUL]
Term	<p>a: Character code selection</p> <ul style="list-style-type: none">0: PC-8501: PC-8522: PC-8573: PC-84: PC-8515: PC-8556: PC-12507: PC-12518: PC-12529: PC-1253A: PC-1254B: PC-1257C: LATIN9D: ArabicE: PC-866F: UTF-8 <p>b: Character "0" selection</p> <ul style="list-style-type: none">0: 0 (without slash)1: 0 (with slash) <p>c: RS-232C communication speed</p> <ul style="list-style-type: none">0: 2400 bps1: 4800 bps2: 9600 bps3: 19200 bps4: 38400 bps5: 115200 bps <p>d: RS-232C data length</p> <ul style="list-style-type: none">0: 7 bits1: 8 bits <p>e: Stop bit length</p> <ul style="list-style-type: none">0: 1 bit1: 2 bits <p>f: RS-232C parity check</p> <ul style="list-style-type: none">0: NONE1: EVEN2: ODD

- 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: Fine adjustment direction for the stop position of the forward feed standby
- +: Increases the amount of the forward feed
 - : Decrease the amount of the forward feed
- kk: Fine adjustment value for the stop position of the forward feed standby
00 to 50 (in units of 0.1 mm, in steps of 0.5 mm) ^{(*)1}
- l: Type of control code
- 0: Automatic selection
 - 1: ESC, LF, NUL mode
 - 2: {, |, } mode
 - 3: Any set code mode
- mm: 1st byte code of the control code ^{(*)2}
“00” to “FF” (Specify the hex code in 2-byte ASCII code.) ^{(*)3}
- nn: 2nd byte code of the control code ^{(*)2}
“00” to “FF” (Specify the hex code in 2-byte ASCII code.) ^{(*)3}
- oo: 3rd byte code of the control code ^{(*)2}
“00” to “FF” (Specify the hex code in 2-byte ASCII code.) ^{(*)3}
- p: [FEED] key function
- 0: FEED: Feeds one label.
 - 1: PRINT: Prints data of the image buffer on one label.

- q: Kanji code selection
 - 0: TYPE1
 - 1: TYPE2
- rr: Euro code setting
 - “20” to “FF” (Specify the hexadecimal code in 2-byte ASCII code) ^{(*)3}
- s: 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.)
- t: Centronics ACK/BUSY timing setting
 - 0: TYPE1
 - 1: TYPE2
- u: Web printer function setting
 - 0: OFF (Web printer function is disabled.)
 - 1: ON (Web printer function is enabled.)
- v: Silent print function setting
 - 0 to 1 This parameter setting is invalid.
- w: Optional keyboard connection setting
 - 0 to 1 This parameter setting is invalid.
- x: Reset process when the nlnit signal is ON
 - 0: OFF (Reset process is not performed.)
 - 1: ON (Reset process is performed.)
- y: Expansion I/O operation mode setting
 - 0: Standard mode
 - 1: In-line mode
- z: Centronics operation mode setting
 - 0: SPP (Compatibility mode)
 - 1: ECP mode
- A: Plug-and-play operation mode setting
 - 0: OFF (Plug-and-play operation is disabled.)
 - 1: ON (Plug-and-play operation is enabled.)
- B: Label end/ribbon error process setting
 - 0: TYPE1 (When a label end state or ribbon error state is detected, the printer stops even if it is printing a label.)
 - 1: TYPE2 (When a label end state or ribbon error state is detected, the printer stops after it completes printing a label.)
- C: MaxiCode specification setting
 - 0: TYPE1 (Compatible with the current version)
 - 1: TYPE2 (Special specification)

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): Fine adjustment value will be effective only when “Automatic forward feed standby after an issue” is set to ON (Performed). The value is discarded when this parameter is set to OFF (Not performed).

(*2) 1st to 3rd byte codes will be effective only when “Type of control code” is set to “3: Any set code mode”. They are discarded when any other setting (0, 1, or 2) is selected.

(*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, abbbcddeffghhhijjklmnnoppqrr [LF] [NUL]
Term	<p>a: Indicates the direction, forward or backward, in which a feed stop position 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)</p> <p>c: Indicates the direction, forward or backward, in which a cut position (or stop position for the strip issue) fine adjustment is to be made. +: Backward -: Forward</p> <p>ddd: Fine adjustment value for the cut position (or stop position for the strip issue) 000 to 500 (in units of 0.1 mm)</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)</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)</p> <p>i: Indicates whether to increase or decrease the print tone in the thermal transfer print mode. +: Increase (darker) -: Decrease (lighter)</p> <p>jj: Print tone 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 print tone in the direct thermal print mode. +: Increase (darker) -: Decrease (lighter)</p> <p>ll: Print tone 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 to the negative direction (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
–: Fixed to the negative direction (The voltage is lowered.)
- pp: Fine adjustment value for the ribbon feed motor voltage
00 to 15
- qq: Lower 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.

6.4.3 BATCH RESET COMMAND

[ESC] Z0^(zero)

Function	Resets the printer.
Format	[ESC] Z0 [LF] [NUL]
Explanation	<ul style="list-style-type: none">• This command is not executed until the printer enters an idle state.• Some values in the Parameter Set Command ([ESC] Z2;1) or 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.

6.5 EXPLANATION OF THE REAL TIME CLOCK (RTC)

Function

Counts the date (year-month-day) and time (hour-minute-second) (A function to automatically adjust a leap year is provided.)

As long as a battery is loaded, the date and time is retained and updated even after the power is turned off.

Note

- (1) Be sure to load the battery whenever the real time clock is used.
- (2) If the battery is not loaded or the battery voltage is low, the real time clock data is erased at the power off time.
- (3) When the low battery check function is set to ON and if the battery voltage is 1.9V or less, the printer will stop at the power on time. As a restart is invalidated in this case, hold down the [RESTART] key to cause the printer to enter <1>RESET mode, access the Real Time Clock setting mode, and set the low battery function to OFF.
- (4) The factory default setting for the low battery check function is OFF.
- (5) Set the low battery check function to ON whenever the real time clock is used.
- (6) While the low battery check function is OFF, the RTC is usable even in a low battery state. However, once the power is turned off, it is required to set the RTC settings again when the power is turned back to on.
- (7) When the RTC renewal timing is set to "PAGE", on-the-fly issue is disabled. Even if the print count is specified to more than one by an issue command, the printer stops one by one.

6.5.1 REAL TIME CLOCK SETTING COMMAND

[ESC] JT

Function	Sets the date and time for the real time clock.
Format	[ESC] JT; aabbccddeeff [LF] [NUL]
Term	<p>aa: Year (Lower two digits) Fixed to 2 digits 00 to 99</p> <p>bb: Month Fixed to 2 digits 01 to 12</p> <p>cc: Day Fixed to 2 digits 01 to 31 (Setting a value which is not proper for year and month results in an error.)</p> <p>dd: Hour Fixed to 2 digits 00 to 23</p> <p>ee: Minute Fixed to 2 digits 00 to 59</p> <p>ff: Second Fixed to 2 digits 00 to 59</p>
Explanation	<p>(1) Right after setting the date and time by this command, the real time clock will be updated.</p> <p>(2) The factory default date and time is not correct, be sure to set these data before using the real time clock.</p> <p>(3) When the year is a multiple of 4, it is considered as a leap year, and a leap year day (29) is added to February.</p> <p>(4) The date and time will not be cleared by a parameter clear.</p>
Example	<p>To set the real time clock to February 8, 2001, 15:20:59.</p> <p>[ESC] JT; 010208152059 [LF][NUL]</p>

How to print the date and time

Date and time can be printed by specifying a link field in the following command.

In this case, do not enable the INC/DEC or Zero Suppression.

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

Format

```
[ESC]PCaaa; --- (snip) ---;ss1ss2ss3, ----- ss20) [LF] [NUL]
[ESC]PVaaa; --- (snip) ---;ss1ss2ss3, ----- ss20) [LF] [NUL]
[ESC]PBaaa; --- (snip) ---;ss1ss2ss3, ----- ss20) [LF] [NUL]
```

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

It is possible to combine the date and time data with character strings when a link field format is used.

Example

When the real time clock data is February 28, 2001, 15:20:29.

```
[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

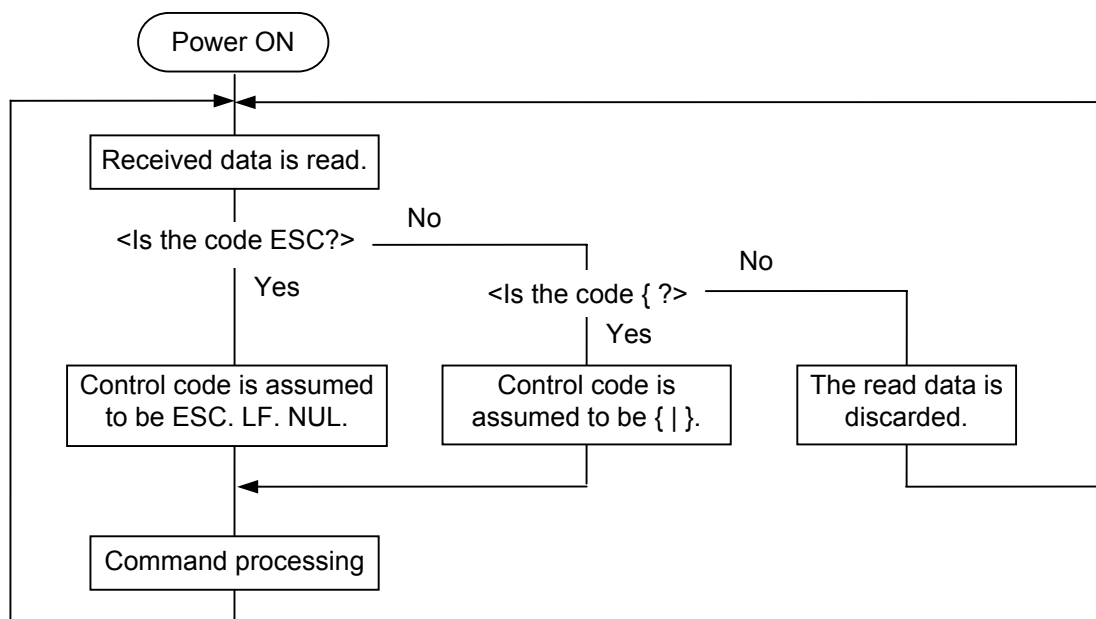
7. CONTROL CODE SELECTION

(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 varies for every command. When [ESC] follows the first command with the control code of [ESC] ~ [LF] [NUL], the control code becomes [ESC], [LF], [NUL]. In the same way, when { follows, 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. Also, 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. Also, 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 a 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 a Data Command is transmitted for a file No. which has not been formatted by the Format Command. 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 while receiving data through the serial interface (RS-232C).

* As soon as a command error or hardware error occurs, the printer shows the error message, returns a status response, and 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 PAPER

(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 paper type used does not match the type of the sensor.
- The reflective sensor position is not aligned with the black marks.
- The actual label size does not meet the designated label length.
- Label-to-label gap cannot be detected due to preprints.
- The sensor has not been properly adjusted.

(The sensor has not been adjusted using the label to be used.)

(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 in the cutter. (The cutter does not return to the home position.)
- The cutter does not move from the home position.
- The cutter cover is opened.

(3) Label End

Error processing differs depending on the setting of label end/ribbon error 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

If the ribbon motor torque or the direction of rotation differs from that detected by the ribbon take-up motor sensor and the ribbon feed motor sensor, an error will result.

- ① When the ribbon take-up motor rotates too fast.
- ② When the ribbon take-up motor rotates too slowly or does not rotate at all.
- ③ When the ribbon feed motor does not rotate at all.
- ④ When the ribbon feed motor rotates in the opposite direction.
 - A ribbon has run out
 - There was a problem with the sensor which determines the ribbon motor torque.
 - A ribbon jam has occurred.
 - The ribbon has been broken/torn.
 - A ribbon is not installed.

(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, an error will result.
- ② When the thermal head temperature detection thermistor detects an excessively high temperature, an error will result.
- ③ When the thermal head temperature detection thermistor detects 65°C or more during thermal direct printing, the printer does not start next issue until the temperature is lowered to 65°C or less.

* At the moment of an error occurrence, 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 which caused the error.)

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 of an error occurrence, 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 of an error occurrence, 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 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.

8.6 RTC LOW BATTERY ERROR

With the low battery check enabled, if the battery voltage is approx. 1.9V or less at the power on time, an error results. It is not possible to recover from this error by pressing the [RESTART] key.

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, and socket communication (during connection).

When the option "status response is returned." has been selected, the printer sends a 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 issue for auto labeler: after one label has been printed.) In the online mode, a 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 print count included in the status response indicates the number of unprinted labels in a batch currently in progress only. No remaining print count of the batch in the print queue 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.

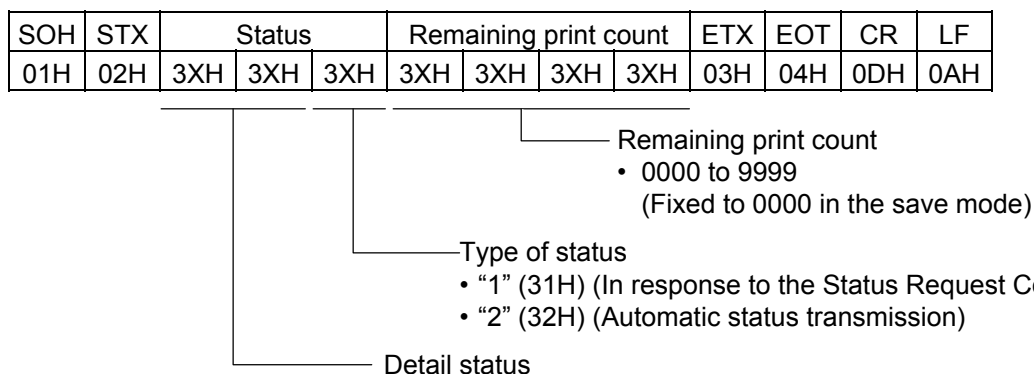
Upon receipt of a Status Request Command, the printer sends the latest status indicating its current state to the host computer, regardless of the status response parameter setting. The remaining print count indicates the number of unprinted labels in a batch currently in progress only. No remaining print count of the batch in the print queue 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 a 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 print count indicates the number of unprinted labels in a batch currently in progress only. No remaining print count of the batch in the print queue is transmitted. This command is not stored in the receive buffer, but executed immediately after received.

9.1.1 STATUS FORMAT



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	Indicates that the status includes the receive buffer free space.
Remaining print count	3XH	The number of unprinted labels * 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	End 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
Display of error command (See NOTE 1.)	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*****	An abnormal condition has occurred in the sensor which determines the torque of the ribbon motor. The ribbon has run out.	21	21
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
MEM. INITIAL...	The flash memory is being initialized. (Initialization is carried out for approximately 15 seconds.)		
LAN INITIAL...	The 100BASE LAN is being initialized.		
DHCP INITIAL...	DHCP Client is being initialized. * Only when the DHCP function is enabled.		
LOW BATTERY	The voltage of the Real Time Clock Battery is 1.9V or less.	36	36
POWER FAILURE	A momentary power interruption has occurred.	–	–
EEPROM ERROR	A back-up EEPROM cannot be read/written properly.	–	–

LCD Message of Upper Line (English)	Printer Status	Detail Status	
		Auto Status Transmission	Status Request Command
SYSTEM ERROR	(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.	—	—

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

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)	Repeat -ing L and 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. The ribbon has run out.	H	L	L	L
ON LINE	Ribbon near end (Online)	L	H	H	L
PAUSE	Ribbon near end (Pause)	H	L	L	L
ON ILNE	Ribbon near end (Operation)	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
MEM. INITIAL...	The flash memory is being initialized. (Initialization is carried out for approximately 15 seconds.)				
LAN INITIAL...	The 100BASE LAN is being initialized.				
DHCP INITIAL...	DHCP Client is being initialized.				

LCD Messages of Upper Line (English)	Printer Status	Output Signal			
		Busy	Select	nFault	PError
LOW BATTERY	The voltage of the Real Time Clock Battery is 1.9V or less.	L	H	H	L
POWER FAILURE	A momentary power interruption has occurred.	H	L	L	L
EEPROM ERROR	A back-up EEPROM cannot be read/written properly.	H	L	L	L
SYSTEM ERROR	(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

10. LCD MESSAGES AND LED INDICATIONS

No.	LCD Messages (English)	LED Indication			Printer Status	Restoration by the [RESTART] key Yes/No	Acceptance of Status Request and Reset Commands Yes/No
		POWER	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 or expansion I/O).	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*****	○	●	○	The ribbon has run out. An abnormal condition has occurred on the sensor which determines the torque of the ribbon motor.	Yes	Yes
12	SAVING ##### &&&&	○	○	●	In writable character or PC command save mode	-	Yes
13	FLASH WRITE ERR.	○	●	○	An error has occurred in writing data into the flash ROM on the CPU board.	No	Yes
14	FORMAT ERROR	○	●	○	An error has occurred in formatting the flash ROM on the CPU board.	No	Yes
15	FLASH CARD FULL	○	●	○	Saving failed because of the insufficient space in the flash ROM on the CPU board.	No	Yes
16	Display of error command (See NOTE 1.)	○	●	○	A command error has occurred in analyzing the command.	Yes	Yes
17	POWER FAILURE	○	●	○	A momentary power interruption has occurred.	No	No

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
		POWER	ON LINE	ERROR			
18	MEM. INITIAL...	○	●	●	The memory is being initialized. (Initialization is carried out for a max. of approximately 15 seconds)	—	—
19	EEPROM ERROR	○	●	○	A back-up EEPROM cannot be read/written properly.	No	No
20	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 80000000H 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
21	LAN INITIAL...	○	●	●	The 100BASE LAN is being initialized.	—	—
22	DHCP INITIAL...	○	●	●	The DHCP client is being initialized. * When the DHCP function is enabled.	—	—
23	LOW BATTERY	○	●	○	The voltage of the battery connected to the real time clock is approximately 1.9 V or less.	No	Yes

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 LCD. (However, [LF] and [NUL] are not displayed.)

[Example 1] [ESC] PC001; 0A00, 0300, 2, 2, A, 00, B [LF] [NUL]

Command error

PC001;0A00,0300,

[Example 2] [ESC] T20 G30 [LF] [NUL]

Command error

T20G30

[Example 3] [ESC] XR; 0200, 0300, 0450, 1200, 1 [LF] [NUL]

Command error

XR;0200,0300,045

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 3072 (in K bytes)

&&&&: Remaining memory capacity of writable character storage area in the flash memory
0 to 3072 (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	SAVING ##### &&&&
13	FLASH WRITE ERR.
14	FORMAT ERROR
15	FLASH CARD FULL
16	MEM. INITIAL...
17	POWER FAILURE
18	EEPROM ERROR
19	SYSTEM ERROR
20	LAN INITIAL...
21	DHCP INITIAL...
22	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	SP.-MOD ##### &&&&
13	FLASH FEHLER
14	FORMATFEHLER
15	FLASH ZU KLEIN
16	MEM. INITIAL...
17	POWER FAILURE
18	EEPROM ERROR
19	SYSTEM ERROR
20	LAN INITIAL...
21	DHCP INITIAL...
22	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	MEM LIB ##### &&&&
13	ERREUR MEM FLASH
14	ERREUR DE FORMAT
15	MEM INSUFFISANTE
16	MEM. INITIAL...
17	POWER FAILURE
18	EEPROM ERROR
19	SYSTEM ERROR
20	LAN INITIAL...
21	DHCP INITIAL...
22	LOW BATTERY

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	MEM ##### &&&&
13	FLASH MEM FOUT
14	FORMAAT FOUT
15	GEHEUGEN VOL
16	MEM. INITIAL...
17	POWER FAILURE
18	EEPROM ERROR
19	SYSTEM ERROR
20	LAN INITIAL...
21	DHCP INITIAL...
22	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	SALVAR ##### &&&&
13	ERROR ESCRITURA
14	ERROR DE FORMATO
15	MEMORIA INSUFICI
16	MEM. INITIAL...
17	POWER FAILURE
18	EEPROM ERROR
19	SYSTEM ERROR
20	LAN INITIAL...
21	DHCP INITIAL...
22	LOW BATTERY

No.	JAPANESE
1	
2	
3	
4	
5	
6	
7	
9	
10	
11	
12	
14	
15	
16	
17	
18	
19	
20	
21	
22	
13	

* Japanese messages are omitted here.

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	SALVA ##### &&&&
13	ERR.SCRITT.CARD
14	ERR. FORMATTAZ.
15	MEM. CARD PIENA
16	MEM. INITIAL...
17	POWER FAILURE
18	EEPROM ERROR
19	SYSTEM ERROR
20	LAN INITIAL...
21	DHCP INITIAL...
22	LOW BATTERY

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	²
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	¡	¢		í	Ý	²
E			.	>	N	^	n	~	Ä	×	«	¥		ì		■
F			/	?	O	_	o	¸	Å	f	»		¤		'	

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	€			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	}							Ý	
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	€		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		'	

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				»		¤			

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		

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	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	<i>f</i>		£	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	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			©	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				¬	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

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	<i>f</i>		£	³				
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		à	
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	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				¬	¼	Ì	Ü	ì	ü
D			-	=	M]	m	}				½	Í		í	¹
E			.	>	N	^	n	~			®	¾	Î		î	
F			/	?	O	_	o					¿	Ï	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			¢	²				
3			#	3	C	S	c	s			£	³		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			¦	¶		Ö		ö
7			'	7	G	W	g	w			§	·		×		÷
8			(8	H	X	h	x			Ø	ø				
9)	9	I	Y	i	y			©	¹	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		

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	Ô	ä	ô
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

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.

12.2 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	⌘								

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									

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									

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	■								

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	█								

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	█								

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	■								

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

	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	■								

(2) PC-8

	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	■								

(3) PC-852

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	ř	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	ı								
F			/	?	O	ı	o	■								

(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	ř	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	ı								
F			/	?	O	ı	o	■								

(5) PC-1252, PC-1254

	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	■								

(6) PC-1253

	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	■								

(7) LATIN9

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0				0	@	P	r	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	■								

12.4 OCR-B (Bit map font type: T)

(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	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	■								

The size of the numerals of codes 80h to 89h are reduced to 80%.

(2) PC-8

	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	■								

The size of the numerals of codes 80h to 89h are reduced to 80%.

(3) PC-852

	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	■								

The size of the numerals of codes 80h to 89h are reduced to 80%.

(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	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									

The size of the numerals of codes 80h to 89h are reduced to 80%.

(5) PC-1252, PC-1254, LATIN9

	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	■								

The size of the numerals of codes 80h to 89h are reduced to 80%.

(6) PC-1253

	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									

The size of the numerals of codes 80h to 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	ï	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	ƒ	°
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	×	«	¥		İ	—	■
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	€				
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	»					

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			Đ	ß	”	
2			”	2	B	R	b	r	é	í	ó		Ď	Ô		
3			#	3	C	S	c	s	â	ô	ú		Ě	Ň	ˇ	
4			\$	4	D	T	d	t	ä	ö	Å		ď	ň	˘	
5			%	5	E	U	e	u	û	Ĺ	ą	Á		Ň	ň	§
6			&	6	F	V	f	v	ć	ĭ	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	Ę	Ş		ě	Ř	°
9)	9	I	Y	i	y	ë	Ö	ę				Ú	”
A			*	:	J	Z	j	z	Õ	Ü	¬				ř	•
B			+	;	K	[k	{	õ	Ů	ž				Ů	ů
C			,	<	L	\	l		î	ť	Č				ý	Ř
D			-	=	M]	m	}	Ž	ł	s	Ż		Ť	Ý	ř
E			.	>	N	^	n	~	Ä	×	«	ž		Ů	t	■
F			/	?	O	_	o		Ć	ć	»		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	€		°	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	¿	©		İ	×	°
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				ì	³
D			-	=	M]	m	}	¹	Ø	ı	¢		ı	ý	²
E			.	>	N	^	n	~	Ä	Ş	«	¥		ì	-	■
F			/	?	O	_	o		Å	ş	»		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				»		¤			

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	đ
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	Û	é	ű
A			*	:	J	Z	j	z	Š	š	§	§	Ě	Ú	ę	ú
B			+	;	K	[k	{	Š	š	«	»	Ě	Ů	ë	ű
C			,	<	L	\	l		Ť	ť	¬	ˆ	Ě	Ü	ě	ü
D			-	=	M]	m	}			-	ˆ	Í	Ý	í	ý
E			.	>	N	^	n	~	Ž	ž	®	ˆ	Î	T	î	t
F			/	?	O	_	o		Ž	ž	ˆ	ˆ	Ď	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			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									

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	đ
1			!	1	A	Q	a	q			ı	±	Á	Ñ	á	ñ
2			"	2	B	R	b	r				²		Ò	â	ò
3			#	3	C	S	c	s	<i>f</i>		£	³		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				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				¬	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

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	<i>f</i>		£	³				
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									

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				²		Ò	â	ò
3			#	3	C	S	c	s	f		£	³		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				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				¬	¼	Ì	Ü	ì	ü
D			–	=	M]	m	}			-	½	Í		í	¹
E			.	>	N	^	n	~			®		Î	Ş	î	ş
F			/	?	O	_	o				-	¿	Ï	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				€	Ą	Š	ą	š
1			!	1	A	Q	a	q				±		Ń		ń
2			"	2	B	R	b	r				²				
3			#	3	C	S	c	s			£	³	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				¹	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	~	˙	˙	®			Ž		ž
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				€		Đ	à	ñ
1			!	1	A	Q	a	q			ı	±	Á	Ñ	á	ò
2			”	2	B	R	b	r				²		Ò	â	ó
3			#	3	C	S	c	s			£	³		Ó		ô
4			\$	4	D	T	d	t			đ	Ž	Ä	Ö	ä	õ
5			%	5	E	U	e	u				μ	Å	Õ	å	ö
6			&	6	F	V	f	v			Š	^{3/4}	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				¹	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	

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.

12.8 KANJI (16×16, 24×24, 32×32, 48×48)

(1) JIS8 (Half-sized characters)

	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 shaded parts are Japanese. They are omitted here

(2) Shift JIS

Omitted.

(3) GB2312-80 (Chinese Kanji)

	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									

(4) JIS Hexadecimal

第1バイト							第2バイト							点																																					
b7	b6	b5	b4	b3	b2	b1	区	b7	b6	b5	b4	b3	b2	b1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31						
0	1	0	0	0	0	1	1	(SP)	,	:	:	?	!	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	
0	1	0	0	0	0	1	2	◆	□	■	△	▲	▽	▼	※	〒	→	←	↑	↓	=																														
0	1	0	0	0	0	1	3																																												
0	1	0	0	1	0	0	4	あ	い	う	え	お	か	き	く	け	こ	さ	し	す	ず	せ	そ	た																											
0	1	0	0	1	0	1	5	ア	イ	ウ	エ	オ	カ	キ	ク	ケ	コ	サ	シ	ス	ズ	セ	ソ	タ																											
0	1	0	0	1	1	0	6	A	B	Γ	Δ	E	Z	H	Θ	I	K	Λ	M	N	Ξ	O	Π	P	Σ	T	Υ	Φ	X	Ψ	Ω																				
0	1	0	0	1	1	1	7	A	B	Γ	Δ	E	Z	H	Θ	I	K	Λ	M	N	Ξ	O	Π	P	Σ	T	Υ	Φ	X	Ψ	Ω																				
0	1	0	1	0	0	0	8	一		Γ	Δ	E	Z	H	Θ	I	K	Λ	M	N	Ξ	O	Π	P	Σ	T	Υ	Φ	X	Ψ	Ω																				
0	1	0	1	0	0	1	9																																												
0	1	0	1	0	1	0	10																																												
0	1	0	1	0	1	1	11																																												
0	1	0	1	1	0	0	12																																												
0	1	0	1	1	0	1	13																																												
0	1	0	1	1	1	0	14																																												
0	1	0	1	1	1	1	15																																												
0	1	1	0	0	0	0	16	亜	哇	阿	哀	愛	挨	始	逢	葵	西	槐	惡	握	渥	旭	華	芦	鯨	梓	庄	幹	扱	宛	姐	蛇	鮎	絢	綾	鮎	或														
0	1	1	0	0	0	1	17	院	陰	隱	時	右	宇	烏	迂	雨	卯	鵝	窺	渥	旭	華	芦	鯨	梓	庄	幹	扱	宛	姐	蛇	鮎	絢	綾	鮎	或															
0	1	1	0	0	1	0	18	押	旺	横	段	王	翁	鴛	迂	雨	卯	鵝	窺	渥	旭	華	芦	鯨	梓	庄	幹	扱	宛	姐	蛇	鮎	絢	綾	鮎	或															
0	1	1	0	0	1	1	19	魁	晦	械	灰	界	皆	鴛	迂	雨	卯	鵝	窺	渥	旭	華	芦	鯨	梓	庄	幹	扱	宛	姐	蛇	鮎	絢	綾	鮎	或															
0	1	1	0	1	0	0	20	粥	刈	茹	乾	佩	冠	寒	刊	紀	規	境	峽	強	疆	法	恐	恭	挾	教	橋	況	狂	狹	矯	胸	脊	興	審	鄉															
0	1	1	0	1	0	1	21	機	婦	穀	汽	畿	祈	季	稀	卿	規	境	峽	強	疆	法	恐	恭	挾	教	橋	況	狂	狹	矯	胸	脊	興	審	鄉															
0	1	1	0	1	1	0	22	供	俠	僞	兇	兇	兇	兇	兇	兇	兇	兇	兇	兇	兇	兇	兇	兇	兇	兇	兇	兇	兇	兇	兇	兇	兇	兇	兇	兇	兇	兇	兇	兇	兇	兇	兇	兇	兇	兇	兇	兇	兇		
0	1	1	0	1	1	1	23	掘	窟	奮	靴	鬱	兇	兇	兇	兇	兇	兇	兇	兇	兇	兇	兇	兇	兇	兇	兇	兇	兇	兇	兇	兇	兇	兇	兇	兇	兇	兇	兇	兇	兇	兇	兇	兇	兇	兇	兇	兇	兇	兇	
0	1	1	1	0	0	0	24	検	権	牽	猷	研	硯	綱	糸	肩	見	謙	賢	軒	遣	鍵	険	恒	慌	抗	拘	控	攻	昂	晃	更	杭	校	梗	構	江	洪													
0	1	1	1	0	0	1	25	后	喉	坑	垢	好	孔	孝	宏	工	巧	巷	根	根	根	根	根	根	根	根	根	根	根	根	根	根	根	根	根	根	根	根	根	根	根	根	根	根	根	根	根	根	根	根	
0	1	1	1	0	1	0	26	此	頃	今	困	坤	壘	婚	恨	皇	昏	昆	根	根	根	根	根	根	根	根	根	根	根	根	根	根	根	根	根	根	根	根	根	根	根	根	根	根	根	根	根	根	根	根	
0	1	1	1	0	1	1	27	察	次	滋	治	爾	瘉	瘉	瘉	瘉	瘉	瘉	瘉	瘉	瘉	瘉	瘉	瘉	瘉	瘉	瘉	瘉	瘉	瘉	瘉	瘉	瘉	瘉	瘉	瘉	瘉	瘉	瘉	瘉	瘉	瘉	瘉	瘉	瘉	瘉	瘉	瘉	瘉		
0	1	1	1	1	0	0	28	宗	就	州	修	愁	拾	洲	秀	秋	終	繡	習	臭	舟	宛	衆	襲	襲	襲	襲	襲	襲	襲	襲	襲	襲	襲	襲	襲	襲	襲	襲	襲	襲	襲	襲	襲	襲	襲	襲	襲	襲	襲	襲
0	1	1	1	1	0	1	29	勝	匠	殖	召	哨	商	唱	嘗	妾	娼	育	將	小	少	尚	庄	床	廠	廠	廠	廠	廠	廠	廠	廠	廠	廠	廠	廠	廠	廠	廠	廠	廠	廠	廠	廠	廠	廠	廠	廠			
0	1	1	1	1	1	0	30	拭	植	殖	燭	職	色	触	食	舐	舐	舐	舐	舐	舐	舐	舐	舐	舐	舐	舐	舐	舐	舐	舐	舐	舐	舐	舐	舐	舐	舐	舐	舐	舐	舐	舐	舐	舐	舐	舐	舐	舐	舐	
1	0	0	0	0	0	0	31	澄	摺	寸	世	瀬	畝	是	淒	制	勢	姓	征	性	成	政	整	星	晴	棲	全	禪	繕	膳	生	盛	精	聖	聲	製	西	誠													
1	0	0	0	0	0	1	32	織	茨	腺	外	船	薦	詮	賤	踐	選	錢	銑	閃	鮮	前	善	漸	然	統	卒	担	担	担	担	担	担	担	担	担	担	担	担	担	担	担	担	担	担	担	担	担	担		
1	0	0	0	0	1	0	33	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆
1	0	0	0	0	1	1	34	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆
1	0	0	0	0	1	1	35	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	臆	
1	0	0	0	1	0	0	36	帖	帳	斤	弔	鼎	泥	擢	擢	擢																																			

[illegible]

第1バイト								第2バイト		点	区	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94												
b7	b6	b5	b4	b3	b2	b1		b7	b6																																														
0	1	0	0	0	0	1	1	0	1	1	1	×	÷	=	≠	<	>	≤	≥	∞	∴	♂	♀	□	□	℃	¥	\$	¢	£	%	#	&	*	@	§	☆	★	○	●	◎	◇													
0	1	0	0	0	0	1	2	0	1	1	2	∂	▽	≡	≡	≡	≡	√	∞	∴	♂	♀	□	□	℃	¥	\$	¢	£	%	#	&	*	@	§	☆	★	○	●	◎	◇														
0	1	0	0	0	0	1	3	0	1	1	3																																												
0	1	0	0	0	0	1	4	0	1	1	4	み	む	め	も	や	ゆ	よ	よ	よ	よ	よ	よ	よ	よ	よ	よ	よ	よ	よ	よ	よ	よ	よ	よ	よ	よ	よ	よ	よ	よ	よ	よ	よ	よ	よ	よ	よ	よ	よ	よ				
0	1	0	0	0	0	1	5	0	1	1	5	ミ	ム	メ	モ	ヤ	ユ	ヨ	ヨ	ヨ	ヨ	ヨ	ヨ	ヨ	ヨ	ヨ	ヨ	ヨ	ヨ	ヨ	ヨ	ヨ	ヨ	ヨ	ヨ	ヨ	ヨ	ヨ	ヨ	ヨ	ヨ	ヨ	ヨ	ヨ	ヨ	ヨ	ヨ	ヨ	ヨ	ヨ	ヨ				
0	1	0	0	0	0	1	6	0	1	1	6																																												
0	1	0	0	0	0	1	7	0	1	1	7	ハ	ヘ	ホ	ヘ	ヘ	ヘ	ヘ	ヘ	ヘ	ヘ	ヘ	ヘ	ヘ	ヘ	ヘ	ヘ	ヘ	ヘ	ヘ	ヘ	ヘ	ヘ	ヘ	ヘ	ヘ	ヘ	ヘ	ヘ	ヘ	ヘ	ヘ	ヘ	ヘ	ヘ	ヘ	ヘ	ヘ	ヘ	ヘ	ヘ	ヘ			
0	1	0	0	0	0	1	8	0	1	1	8																																												
0	1	0	0	0	0	1	9	0	1	1	9																																												
0	1	0	0	0	0	1	10	0	1	1	10																																												
0	1	0	0	0	0	1	11	0	1	1	11																																												
0	1	0	0	0	0	1	12	0	1	1	12																																												
0	1	0	0	0	0	1	13	0	1	1	13																																												
0	1	0	0	0	0	1	14	0	1	1	14																																												
0	1	0	0	0	0	1	15	0	1	1	15																																												
0	1	1	0	0	0	0	16	0	1	1	16	胃	葵	衣	謂	途	遺	医	井	亥	域	育	郁	磯	一	壹	溢	逸	稲	茨	芋	鱒	允	印	咽	員	因	姻	引	飲	淫	胤	蔭												
0	1	1	0	0	0	0	17	0	1	1	17	円	園	堰	奄	宴	延	怨	掩	援	沿	演	炎	熾	煙	燕	緣	籐	苑	菌	遠	鉛	印	咽	員	因	姻	引	飲	淫	胤	蔭													
0	1	1	0	0	0	0	18	0	1	1	18	貨	迦	過	蚊	俄	延	怨	掩	援	沿	演	炎	熾	煙	燕	緣	籐	苑	菌	遠	鉛	印	咽	員	因	姻	引	飲	淫	胤	蔭													
0	1	1	0	0	0	0	19	0	1	1	19	桎	榎	楓	蚊	俄	延	怨	掩	援	沿	演	炎	熾	煙	燕	緣	籐	苑	菌	遠	鉛	印	咽	員	因	姻	引	飲	淫	胤	蔭													
0	1	1	0	0	0	0	20	0	1	1	20	岸	巖	玩	蚊	俄	延	怨	掩	援	沿	演	炎	熾	煙	燕	緣	籐	苑	菌	遠	鉛	印	咽	員	因	姻	引	飲	淫	胤	蔭													
0	1	1	0	0	0	0	21	0	1	1	21	救	朽	求	蚊	俄	延	怨	掩	援	沿	演	炎	熾	煙	燕	緣	籐	苑	菌	遠	鉛	印	咽	員	因	姻	引	飲	淫	胤	蔭													
0	1	1	0	0	0	0	22	0	1	1	22	襟	謹	近	蚊	俄	延	怨	掩	援	沿	演	炎	熾	煙	燕	緣	籐	苑	菌	遠	鉛	印	咽	員	因	姻	引	飲	淫	胤	蔭													
0	1	1	0	0	0	0	23	0	1	1	23	鯨	劇	戟	蚊	俄	延	怨	掩	援	沿	演	炎	熾	煙	燕	緣	籐	苑	菌	遠	鉛	印	咽	員	因	姻	引	飲	淫	胤	蔭													
0	1	1	0	0	0	0	24	0	1	1	24	互	伍	午	蚊	俄	延	怨	掩	援	沿	演	炎	熾	煙	燕	緣	籐	苑	菌	遠	鉛	印	咽	員	因	姻	引	飲	淫	胤	蔭													
0	1	1	0	0	0	0	25	0	1	1	25	降	項	香	蚊	俄	延	怨	掩	援	沿	演	炎	熾	煙	燕	緣	籐	苑	菌	遠	鉛	印	咽	員	因	姻	引	飲	淫	胤	蔭													
0	1	1	0	0	0	0	26	0	1	1	26	在	死	罪	蚊	俄	延	怨	掩	援	沿	演	炎	熾	煙	燕	緣	籐	苑	菌	遠	鉛	印	咽	員	因	姻	引	飲	淫	胤	蔭													
0	1	1	0	0	0	0	27	0	1	1	27	止	爵	氏	獅	蚊	俄	延	怨	掩	援	沿	演	炎	熾	煙	燕	緣	籐	苑	菌	遠	鉛	印	咽	員	因	姻	引	飲	淫	胤	蔭												
0	1	1	0	0	0	0	28	0	1	1	28	爵	準	積	錫	蚊	俄	延	怨	掩	援	沿	演	炎	熾	煙	燕	緣	籐	苑	菌	遠	鉛	印	咽	員	因	姻	引	飲	淫	胤	蔭												
0	1	1	0	0	0	0	29	0	1	1	29	淳	準	潤	盾	蚊	俄	延	怨	掩	援	沿	演	炎	熾	煙	燕	緣	籐	苑	菌	遠	鉛	印	咽	員	因	姻	引	飲	淫	胤	蔭												
0	1	1	0	0	0	0	30	0	1	1	30	醫	鉦	鍾	鐘	蚊	俄	延	怨	掩	援	沿	演	炎	熾	煙	燕	緣	籐	苑	菌	遠	鉛	印	咽	員	因	姻	引	飲	淫	胤	蔭												
0	1	1	0	0	0	0	31	0	1	1	31	厨	逗	吹	垂	蚊	俄	延	怨	掩	援	沿	演	炎	熾	煙	燕	緣	籐	苑	菌	遠	鉛	印	咽	員	因	姻	引	飲	淫	胤	蔭												
0	1	1	0	0	0	0	32	0	1	1	32	設	窃	節	說	蚊	俄	延	怨	掩	援	沿	演	炎	熾	煙	燕	緣	籐	苑	菌	遠	鉛	印	咽	員	因	姻	引	飲	淫	胤	蔭												
0	1	1	0	0	0	0	33	0	1	1	33	搔	操	早	曹	蚊	俄	延	怨	掩	援	沿	演	炎	熾	煙	燕	緣	籐	苑	菌	遠	鉛	印	咽	員	因	姻	引	飲	淫	胤	蔭												
0	1	1	0	0	0	0	34	0	1	1	34	貨	退	逮	隊	蚊	俄	延	怨	掩	援	沿	演	炎	熾	煙	燕	緣	籐	苑	菌	遠	鉛	印	咽	員	因	姻	引	飲	淫	胤	蔭												
0	1	1	0	0	0	0	35	0	1	1	35	蓄	逐	秩	窳	蚊	俄	延	怨	掩	援	沿	演	炎	熾	煙	燕	緣	籐	苑	菌	遠	鉛	印	咽	員	因	姻	引	飲	淫	胤	蔭												
0	1	1	0	0	0	0	36	0	1	1	36	吊	釣	鶴	亭	蚊	俄	延	怨	掩	援	沿	演	炎	熾	煙	燕	緣	籐	苑	菌	遠	鉛	印	咽	員	因	姻	引	飲	淫	胤	蔭												
0	1	1	0	0	0	0	37	0	1	1	37	冬	凍	刀	唐	蚊	俄	延	怨	掩	援	沿	演	炎	熾	煙	燕	緣	籐	苑	菌	遠	鉛	印	咽	員	因	姻	引	飲	淫	胤	蔭												
0	1	1	0	0	0	0	38	0	1	1	38	鈍	奈	那	内	蚊	俄	延	怨	掩	援	沿	演	炎	熾	煙	燕	緣	籐	苑	菌	遠	鉛	印	咽	員	因	姻	引	飲	淫	胤	蔭												
0	1	1	0	0	0	0	39	0	1	1	39	梅	煤	煤	須	蚊	俄	延	怨	掩	援	沿	演	炎	熾	煙	燕	緣	籐	苑	菌	遠	鉛	印	咽	員	因	姻	引	飲	淫	胤	蔭												
0	1	1	0	0	0	0	40	0	1	1	40	庇	彼	悲	屏	蚊	俄	延	怨	掩	援	沿	演	炎	熾																														

第1バイト								第2バイト	点		区			
b7	b6	b5	b4	b3	b2	b1			32	33	34	35	36	37
1	0	1	0	0	0	0	48		仞	仞	仞	仞	仞	仞
1	0	1	0	0	0	1	49		兩	兪	今	冀	冂	同
1	0	1	0	0	1	0	50		卒	卅	卅	卅	卅	卅
1	0	1	0	0	1	1	51		啮	啮	啮	啮	啮	啮
1	0	1	0	1	0	0	52		埒	埒	埒	埒	埒	埒
1	0	1	0	1	0	1	53		媽	媽	媽	媽	媽	媽
1	0	1	0	1	1	0	54	豎	豎	豎	豎	豎	豎	豎
1	0	1	0	1	1	1	55	互	互	互	互	互	互	互
1	0	1	1	0	0	0	56	恐	恐	恐	恐	恐	恐	恐
1	0	1	1	0	0	1	57	拈	拈	拈	拈	拈	拈	拈
1	0	1	1	0	1	0	58	收	收	收	收	收	收	收
1	0	1	1	0	1	1	59	忝	忝	忝	忝	忝	忝	忝
1	0	1	1	1	0	0	60	榆	榆	榆	榆	榆	榆	榆
1	0	1	1	1	0	1	61	飲	飲	飲	飲	飲	飲	飲
1	0	1	1	1	1	0	62	淦	淦	淦	淦	淦	淦	淦
1	0	1	1	1	1	1	63	濱	濱	濱	濱	濱	濱	濱
1	1	0	0	0	0	0	64	狎	狎	狎	狎	狎	狎	狎
1	1	0	0	0	0	1	65	畧	畧	畧	畧	畧	畧	畧
1	1	0	0	0	1	0	66	眈	眈	眈	眈	眈	眈	眈
1	1	0	0	0	1	1	67	柜	柜	柜	柜	柜	柜	柜
1	1	0	0	1	0	0	68	箝	箝	箝	箝	箝	箝	箝
1	1	0	0	1	0	1	69	綫	綫	綫	綫	綫	綫	綫
1	1	0	0	1	1	0	70	羸	羸	羸	羸	羸	羸	羸
1	1	0	0	1	1	1	71	臉	臉	臉	臉	臉	臉	臉
1	1	0	1	0	0	0	72	萱	萱	萱	萱	萱	萱	萱
1	1	0	1	0	0	1	73	蘋	蘋	蘋	蘋	蘋	蘋	蘋
1	1	0	1	0	1	0	74	蠕	蠕	蠕	蠕	蠕	蠕	蠕
1	1	0	1	0	1	1	75	訐	訐	訐	訐	訐	訐	訐
1	1	0	1	1	0	0	76	貌	貌	貌	貌	貌	貌	貌
1	1	0	1	1	0	1	77	軀	軀	軀	軀	軀	軀	軀
1	1	0	1	1	1	0	78	鄒	鄒	鄒	鄒	鄒	鄒	鄒
1	1	0	1	1	1	1	79	鐺	鐺	鐺	鐺	鐺	鐺	鐺
1	1	1	0	0	0	0	80	饑	饑	饑	饑	饑	饑	饑
1	1	1	0	0	0	1	81	鮓	鮓	鮓	鮓	鮓	鮓	鮓
1	1	1	0	0	1	0	82	鮓	鮓	鮓	鮓	鮓	鮓	鮓
1	1	1	0	0	1	1	83	鸚	鸚	鸚	鸚	鸚	鸚	鸚
1	1	1	0	1	0	0	84							
1	1	1	0	1	0	1	85							
1	1	1	0	1	1	0	86							
1	1	1	0	1	1	1	87							
1	1	1	1	0	0	0	88							
1	1	1	1	0	0	1	89							
1	1	1	1	0	1	0	90							
1	1	1	1	1	0	0	91							
1	1	1	1	1	0	1	92							
1	1	1	1	1	0	1	93							
1	1	1	1	1	1	0	94							

第1バイト								第2バイト								点		区	
b7	b6	b5	b4	b3	b2	b1		b7	b6	b5	b4	b3	b2	b1					
1	0	1	0	0	0	0	48	63	64	65	66	67	68	69	70	倅	倅		
1	0	1	0	0	0	1	49	71	72	73	74	75	76	77	78	倅	倅		
1	0	1	0	0	1	1	50	79	80	81	82	83	84	85	86	倅	倅		
1	0	1	0	1	0	0	51	87	88	89	90	91	92	93	94	倅	倅		
1	0	1	0	1	0	1	52									倅	倅		
1	0	1	0	1	1	0	53									倅	倅		
1	0	1	0	1	1	1	54									倅	倅		
1	0	1	1	0	0	0	55									倅	倅		
1	0	1	1	0	0	1	56									倅	倅		
1	0	1	1	0	1	0	57									倅	倅		
1	0	1	1	0	1	1	58									倅	倅		
1	0	1	1	1	0	0	59									倅	倅		
1	0	1	1	1	0	1	60									倅	倅		
1	0	1	1	1	1	0	61									倅	倅		
1	0	1	1	1	1	1	62									倅	倅		
1	0	1	1	1	1	1	63									倅	倅		
1	1	0	0	0	0	0	64									倅	倅		
1	1	0	0	0	0	1	65									倅	倅		
1	1	0	0	0	1	0	66									倅	倅		
1	1	0	0	0	1	1	67									倅	倅		
1	1	0	0	1	0	0	68									倅	倅		
1	1	0	0	1	0	1	69									倅	倅		
1	1	0	1	0	0	0	70									倅	倅		
1	1	0	1	0	1	0	71									倅	倅		
1	1	0	1	1	0	0	72									倅	倅		
1	1	0	1	1	0	1	73									倅	倅		
1	1	0	1	1	1	0	74									倅	倅		
1	1	0	1	1	1	1	75									倅	倅		
1	1	0	1	1	1	1	76									倅	倅		
1	1	0	1	1	1	1	77									倅	倅		
1	1	0	1	1	1	1	78									倅	倅		
1	1	0	1	1	1	1	79									倅	倅		
1	1	0	1	1	1	1	80									倅	倅		
1	1	0	1	1	1	1	81									倅	倅		
1	1	0	1	1	1	1	82									倅	倅		
1	1	0	1	1	1	1	83									倅	倅		
1	1	0	1	1	1	1	84									倅	倅		
1	1	0	1	1	1	1	85									倅	倅		
1	1	0	1	1	1	1	86									倅	倅		
1	1	0	1	1	1	1	87									倅	倅		
1	1	0	1	1	0	0	88									倅	倅		
1	1	0	1	1	0	1	89									倅	倅		
1	1	0	1	1	0	1	90									倅	倅		
1	1	0	1	1	0	1	91									倅	倅		
1	1	0	1	1	0	1	92									倅	倅		
1	1	0	1	1	0	1	93									倅	倅		
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12.9 TrueType FONT

(1) PC-850

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(2) PC-8

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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	≈
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9)	9	I	Y	i	y	ë	Ö	⌘	⌘	⌘	⌘	Θ	·
A	*	:	J	Z	j	z	è	Ü	¬		⌘	⌘	Ω	·
B	+	;	K	[k	{	ï	¢	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			≡	└	ŕ	˘
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	İ	ı	⋮	⊥	T	ζ	-
1	!	1	A	Q	a	q	ü		ı	⊗	⊥	Y	η	±
2	"	2	B	R	b	r	é	Ó	ó	⊞	⊥	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	J	m	}	É	é	I	Ξ	=	δ	ς	ώ
E	.	>	N	^	n	~	Ä	ñ	«	O	⊥	ε	τ	■
F	/	?	O	_	o	△	‘	í	»	⊥	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	J	m	}	Ї	Ю	Г	й	=	П	ь	§
E	.	>	N	^	n	~	ј	ъ	«	Й	⊥	я	Ь	■
F	/	?	O	_	o	△	Ј	Ѣ	»	⊥	□	■	№	

(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	Ă	Ó	ă	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	β	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	,	’	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	Ý	í	ý
E	.	>	N	^	n	~	Ž	ž	®	¾	Î	Þ	î	þ
F	/	?	O	_	o	☒		ÿ	ˉ	¿	Ï	β	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	Ĭ	κ	ĩ
B	+	;	K	[k	{	<	>	«	»	Λ	Ÿ	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	ι	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	{	‹	›	«	»	Ě	Ů	ě	ů
C	,	<	L	\	l				¬	¼	G	Ü	g	ü
D	-	=	M]	m	}	¨	ˉ	-	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	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			€	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	/	؟	→	-	غ			م	ث	لأ	ء	ء	
4		٠	—	ز	ج	ع			م	ئ	لأ	ء	ء	
5	!	١	ا	س	ج	ع			ن	0	لأ	ء		
6	"	٢	ا	س	ح	غ			هـ	1	لأ	ء	الله	
7	«	٣	أ	س	ح	ف			+	2	لأ	ء	ن	
8	»	٤	أ	س	ح	ف			ء	3	لأ	ء		
9	%	٥	آ	ص	خ	ف			هـ	4	لأ	ء		
A	×	٦	آ	ص	خ	ف			و	5	لأ	ء		
B	÷	٧	إ	ض	خ	ف			ب	6	لأ	ء		
C	(٨	إ	ض	د	ق			ي	7	لأ	ء		
D)	٩	ب	ظ	د	ك			ي	8	لأ	ء		
E	*	:	ب	ر	ظ	ك			هـ	9	لأ	ء		
F	+	؛	ت	ل	ع				ئ		لأ	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	△



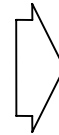
[Drawing code]

	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	Number	0 to 9 space
2	Letters	A to Z space
3	Alphanumeric, symbols	0 to 9 A to Z space . , - /
4	Alphanumeric	0 to 9 A to Z space
5	ASCII (7-bit)	00H to 7FH
6	ISO (8-bit)	00H to FFH

[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 regarding the Bar Code Data Command.)

(8) PDF417

The following modes are automatically selected according to the code used.

Mode	Code	Details
EXC mode	Alphanumeric, 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	Number	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 regarding 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)
Number	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 regarding 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
------	-------------	------	-------------	------

QR code can handle all codes including alphanumeric, 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	Number	0 to 9
A	Alphanumeric, symbols	A to Z 0 to 9 space \$ % * + - . / :
B	Binary (8-bit)	00H to FFH
K	Kanji	Shift JIS, JIS hexadecimal

When 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 regarding 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	

* “(”, “)” 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]	

When the MaxiCode specification setting is set to “TYPE1: Compatible with the current version” in the system mode:

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 regarding the Bar Code Data Command.)

NOTE: “NUL” code in the table can be designated, but cannot be used.
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 regarding 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									

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 check digit

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;">D₁</div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D₂</div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D₃</div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D₄</div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D₅</div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D₆</div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D₇</div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D₈</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;">D₁</div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D₂</div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D₃</div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D₄</div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D₅</div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D₆</div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D₇</div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D₈</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;">D₁</div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D₂</div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D₃</div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D₄</div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D₅</div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D₆</div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D₇</div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D₈</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;">D₁</div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D₂</div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D₃</div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D₄</div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D₅</div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D₆</div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D₇</div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D₈</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;">D₁</div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D₂</div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D₃</div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D₄</div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D₅</div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D₆</div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D₇</div> </div>
	Drawing Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D₁</div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D₂</div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D₃</div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D₄</div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D₅</div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D₆</div> <div style="border: 1px solid black; padding: 2px; margin: 0 2px;">D₇</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 check digit

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 check digit

No. of Input Digits														
12 digits	Input Data	<table><tr><td>D₁</td><td>D₂</td><td>D₃</td><td>D₄</td><td>D₅</td><td>D₆</td><td>D₇</td><td>D₈</td><td>D₉</td><td>D₁₀</td><td>D₁₁</td><td>D₁₂</td></tr></table> <p>To be checked as modulus 10 C/D</p>	D ₁	D ₂	D ₃	D ₄	D ₅	D ₆	D ₇	D ₈	D ₉	D ₁₀	D ₁₁	D ₁₂
	D ₁	D ₂	D ₃	D ₄	D ₅	D ₆	D ₇	D ₈	D ₉	D ₁₀	D ₁₁	D ₁₂		
Drawing Data	<table><tr><td>D₁</td><td>D₂</td><td>D₃</td><td>D₄</td><td>D₅</td><td>D₆</td><td>D₇</td><td>D₈</td><td>D₉</td><td>D₁₀</td><td>D₁₁</td><td>D₁₂</td></tr></table>	D ₁	D ₂	D ₃	D ₄	D ₅	D ₆	D ₇	D ₈	D ₉	D ₁₀	D ₁₁	D ₁₂	
D ₁	D ₂	D ₃	D ₄	D ₅	D ₆	D ₇	D ₈	D ₉	D ₁₀	D ₁₁	D ₁₂			
Other than 12 digits		Not to be drawn												

(2) Modulus 10 check

No. of Input Digits														
12 digits	Input Data	<table><tr><td>D₁</td><td>D₂</td><td>D₃</td><td>D₄</td><td>D₅</td><td>D₆</td><td>D₇</td><td>D₈</td><td>D₉</td><td>D₁₀</td><td>D₁₁</td><td>D₁₂</td></tr></table> <p>To be checked as modulus 10 C/D</p>	D ₁	D ₂	D ₃	D ₄	D ₅	D ₆	D ₇	D ₈	D ₉	D ₁₀	D ₁₁	D ₁₂
	D ₁	D ₂	D ₃	D ₄	D ₅	D ₆	D ₇	D ₈	D ₉	D ₁₀	D ₁₁	D ₁₂		
Drawing Data	<table><tr><td>D₁</td><td>D₂</td><td>D₃</td><td>D₄</td><td>D₅</td><td>D₆</td><td>D₇</td><td>D₈</td><td>D₉</td><td>D₁₀</td><td>D₁₁</td><td>D₁₂</td></tr></table>	D ₁	D ₂	D ₃	D ₄	D ₅	D ₆	D ₇	D ₈	D ₉	D ₁₀	D ₁₁	D ₁₂	
D ₁	D ₂	D ₃	D ₄	D ₅	D ₆	D ₇	D ₈	D ₉	D ₁₀	D ₁₁	D ₁₂			
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>D₁</td><td>D₂</td><td>D₃</td><td>D₄</td><td>D₅</td><td>D₆</td><td>D₇</td><td>D₈</td><td>D₉</td><td>D₁₀</td><td>D₁₁</td></tr></table>	D ₁	D ₂	D ₃	D ₄	D ₅	D ₆	D ₇	D ₈	D ₉	D ₁₀	D ₁₁
	D ₁	D ₂	D ₃	D ₄	D ₅	D ₆	D ₇	D ₈	D ₉	D ₁₀	D ₁₁		
Drawing Data	<table><tr><td>D₁</td><td>D₂</td><td>D₃</td><td>D₄</td><td>D₅</td><td>D₆</td><td>D₇</td><td>D₈</td><td>D₉</td><td>D₁₀</td><td>D₁₁</td><td>C/D</td></tr></table> <div><div></div><div></div></div> <div>Affix a modulus 10 C/D.</div>	D ₁	D ₂	D ₃	D ₄	D ₅	D ₆	D ₇	D ₈	D ₉	D ₁₀	D ₁₁	C/D
D ₁	D ₂	D ₃	D ₄	D ₅	D ₆	D ₇	D ₈	D ₉	D ₁₀	D ₁₁	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>D₁</td><td>D₂</td><td>D₃</td><td>D₄</td><td>D₅</td><td>D₆</td><td>D₇</td><td>D₈</td><td>D₉</td><td>D₁₀</td></tr></table>	D ₁	D ₂	D ₃	D ₄	D ₅	D ₆	D ₇	D ₈	D ₉	D ₁₀	
	D ₁	D ₂	D ₃	D ₄	D ₅	D ₆	D ₇	D ₈	D ₉	D ₁₀			
Drawing Data	<table><tr><td>D₁</td><td>D₂</td><td>D₃</td><td>D₄</td><td>D₅</td><td>D₆</td><td>P/CD</td><td>D₇</td><td>D₈</td><td>D₉</td><td>D₁₀</td><td>C/D</td></tr></table> <div><div></div><div>Affix price C/D 4 digits.</div><div></div><div>Affix a modulus 10 C/D.</div></div>	D ₁	D ₂	D ₃	D ₄	D ₅	D ₆	P/CD	D ₇	D ₈	D ₉	D ₁₀	C/D
D ₁	D ₂	D ₃	D ₄	D ₅	D ₆	P/CD	D ₇	D ₈	D ₉	D ₁₀	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>D₁</td><td>D₂</td><td>D₃</td><td>D₄</td><td>D₅</td><td>D₆</td><td>D₇</td><td>D₈</td><td>D₉</td><td>D₁₀</td></tr></table>	D ₁	D ₂	D ₃	D ₄	D ₅	D ₆	D ₇	D ₈	D ₉	D ₁₀	
	D ₁	D ₂	D ₃	D ₄	D ₅	D ₆	D ₇	D ₈	D ₉	D ₁₀			
Drawing Data	<table><tr><td>D₁</td><td>D₂</td><td>D₃</td><td>D₄</td><td>D₅</td><td>P/CD</td><td>D₆</td><td>D₇</td><td>D₈</td><td>D₉</td><td>D₁₀</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 ₁	D ₂	D ₃	D ₄	D ₅	P/CD	D ₆	D ₇	D ₈	D ₉	D ₁₀	C/D
D ₁	D ₂	D ₃	D ₄	D ₅	P/CD	D ₆	D ₇	D ₈	D ₉	D ₁₀	C/D		
Other than 10 digits		Not to be drawn											

Type of Bar Code: UPC-E

(1) No check digit

No. of Input Digits		
7 digits	Input Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin-right: 5px;">D₁</div> <div style="border: 1px solid black; padding: 2px; margin-right: 5px;">D₂</div> <div style="border: 1px solid black; padding: 2px; margin-right: 5px;">D₃</div> <div style="border: 1px solid black; padding: 2px; margin-right: 5px;">D₄</div> <div style="border: 1px solid black; padding: 2px; margin-right: 5px;">D₅</div> <div style="border: 1px solid black; padding: 2px; margin-right: 5px;">D₆</div> <div style="border: 1px solid black; padding: 2px;">D₇</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;"> <div style="margin-right: 5px;">0</div> <div style="border: 1px solid black; padding: 2px; margin-right: 5px;">D₁</div> <div style="border: 1px solid black; padding: 2px; margin-right: 5px;">D₂</div> <div style="border: 1px solid black; padding: 2px; margin-right: 5px;">D₃</div> <div style="border: 1px solid black; padding: 2px; margin-right: 5px;">D₄</div> <div style="border: 1px solid black; padding: 2px; margin-right: 5px;">D₅</div> <div style="border: 1px solid black; padding: 2px; margin-right: 5px;">D₆</div> <div style="margin-left: 5px;">D₇</div> </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-right: 5px;">D₁</div> <div style="border: 1px solid black; padding: 2px; margin-right: 5px;">D₂</div> <div style="border: 1px solid black; padding: 2px; margin-right: 5px;">D₃</div> <div style="border: 1px solid black; padding: 2px; margin-right: 5px;">D₄</div> <div style="border: 1px solid black; padding: 2px; margin-right: 5px;">D₅</div> <div style="border: 1px solid black; padding: 2px; margin-right: 5px;">D₆</div> <div style="border: 1px solid black; padding: 2px;">D₇</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;"> <div style="margin-right: 5px;">0</div> <div style="border: 1px solid black; padding: 2px; margin-right: 5px;">D₁</div> <div style="border: 1px solid black; padding: 2px; margin-right: 5px;">D₂</div> <div style="border: 1px solid black; padding: 2px; margin-right: 5px;">D₃</div> <div style="border: 1px solid black; padding: 2px; margin-right: 5px;">D₄</div> <div style="border: 1px solid black; padding: 2px; margin-right: 5px;">D₅</div> <div style="border: 1px solid black; padding: 2px; margin-right: 5px;">D₆</div> <div style="margin-left: 5px;">D₇</div> </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-right: 5px;">D₁</div> <div style="border: 1px solid black; padding: 2px; margin-right: 5px;">D₂</div> <div style="border: 1px solid black; padding: 2px; margin-right: 5px;">D₃</div> <div style="border: 1px solid black; padding: 2px; margin-right: 5px;">D₄</div> <div style="border: 1px solid black; padding: 2px; margin-right: 5px;">D₅</div> <div style="border: 1px solid black; padding: 2px;">D₆</div> <div style="margin-left: 20px;">Calculate and reflect modulus 10 in the bar code.</div> </div>
	Drawing Data	<div style="display: flex; align-items: center;"> <div style="margin-right: 5px;">0</div> <div style="border: 1px solid black; padding: 2px; margin-right: 5px;">D₁</div> <div style="border: 1px solid black; padding: 2px; margin-right: 5px;">D₂</div> <div style="border: 1px solid black; padding: 2px; margin-right: 5px;">D₃</div> <div style="border: 1px solid black; padding: 2px; margin-right: 5px;">D₄</div> <div style="border: 1px solid black; padding: 2px; margin-right: 5px;">D₅</div> <div style="border: 1px solid black; padding: 2px; margin-right: 5px;">D₆</div> <div style="margin-left: 5px;">C/D</div> </div>
Other than 6 digits		Not to be drawn

Type of Bar Code: JAN8 + 2 digits, EAN8 + 2 digits

(1) No check digit

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;">D₁</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₂</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₃</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₄</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₅</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₆</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₇</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₈</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₉</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₁₀</div> </div> <div style="text-align: right; margin-top: -10px;"> └─ 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;">D₁</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₂</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₃</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₄</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₅</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₆</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₇</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₈</div> <div style="margin: 0 10px;">┌─</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₉</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₁₀</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;">D₁</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₂</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₃</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₄</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₅</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₆</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₇</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₈</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₉</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₁₀</div> </div> <div style="text-align: right; margin-top: -10px;"> └─ 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;">D₁</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₂</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₃</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₄</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₅</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₆</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₇</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₈</div> <div style="margin: 0 10px;">┌─</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₉</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₁₀</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;">D₁</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₂</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₃</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₄</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₅</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₆</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₇</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₈</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₉</div> </div>
	Drawing Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₁</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₂</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₃</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₄</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₅</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₆</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₇</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;">D₈</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₉</div> </div> <div style="text-align: right; margin-top: -10px;"> └─ 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 check digit

No. of Input Digits		
13 digits	Input Data	<div style="display: flex; justify-content: space-between; border: 1px solid black; padding: 2px;"> D₁D₂D₃D₄D₅D₆D₇D₈D₉D₁₀D₁₁D₁₂D₁₃ </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;"> D₁D₂D₃D₄D₅D₆D₇D₈ D₉D₁₀D₁₁D₁₂D₁₃ </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;"> D₁D₂D₃D₄D₅D₆D₇D₈D₉D₁₀D₁₁D₁₂D₁₃ </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;"> D₁D₂D₃D₄D₅D₆D₇D₈ D₉D₁₀D₁₁D₁₂D₁₃ </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;"> D₁D₂D₃D₄D₅D₆D₇D₈D₉D₁₀D₁₁D₁₂ </div>
	Drawing Data	<div style="display: flex; justify-content: space-between; border: 1px solid black; padding: 2px;"> D₁D₂D₃D₄D₅D₆D₇C/D D₈D₉D₁₀D₁₁D₁₂ </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 check digit

No. of Input Digits		
15 digits	Input Data	D ₁ D ₂ D ₃ D ₄ D ₅ D ₆ D ₇ D ₈ D ₉ D ₁₀ D ₁₁ D ₁₂ D ₁₃ D ₁₄ D ₁₅
	Drawing Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₂</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₃</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₄</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₅</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₆</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₇</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₈</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₉</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₁₀</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₁₁</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₁₂</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₁₃</div> <div style="margin-left: 20px;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₁₄</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₁₅</div> </div> </div>
Other than 15 digits		Not to be drawn

(2) Modulus 10 check

No. of Input Digits		
15 digits	Input Data	D ₁ D ₂ D ₃ D ₄ D ₅ D ₆ D ₇ D ₈ D ₉ D ₁₀ D ₁₁ D ₁₂ D ₁₃ D ₁₄ D ₁₅
	Drawing Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₂</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₃</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₄</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₅</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₆</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₇</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₈</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₉</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₁₀</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₁₁</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₁₂</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₁₃</div> <div style="margin-left: 20px;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₁₄</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₁₅</div> </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 ₁ D ₂ D ₃ D ₄ D ₅ D ₆ D ₇ D ₈ D ₉ D ₁₀ D ₁₁ D ₁₂ D ₁₃ D ₁₄
	Drawing Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₂</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₃</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₄</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₅</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₆</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₇</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₈</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₉</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₁₀</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₁₁</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₁₂</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">C/D</div> <div style="margin-left: 20px;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₁₃</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₁₄</div> </div> </div> <p style="text-align: right;">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 ₁ D ₂ D ₃ D ₄ D ₅ D ₆ D ₇ D ₈ D ₉ D ₁₀ D ₁₁ D ₁₂ D ₁₃
	Drawing Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₂</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₃</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₄</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₅</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₆</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₇</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">P/CD</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₈</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₉</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₁₀</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₁₁</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">C/D</div> <div style="margin-left: 20px;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₁₂</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₁₃</div> </div> </div> <p style="text-align: right;">Affix price C/D 4 digits.</p> <p style="text-align: right;">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 ₁ D ₂ D ₃ D ₄ D ₅ D ₆ D ₇ D ₈ D ₉ D ₁₀ D ₁₁ D ₁₂ D ₁₃
	Drawing Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₂</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₃</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₄</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₅</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₆</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">P/CD</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₇</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₈</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₉</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₁₀</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₁₁</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">C/D</div> <div style="margin-left: 20px;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₁₂</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₁₃</div> </div> </div> <p style="text-align: right;">Affix price C/D 5 digits.</p> <p style="text-align: right;">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 check digit

No. of Input Digits		
18 digits	Input Data	D ₁ D ₂ D ₃ D ₄ D ₅ D ₆ D ₇ D ₈ D ₉ D ₁₀ D ₁₁ D ₁₂ D ₁₃ D ₁₄ D ₁₅ D ₁₆ D ₁₇ D ₁₈
	Drawing Data	<div style="display: flex; justify-content: space-between;"> <div> D₂ D₃ D₄ D₅ D₆ D₇ D₈ D₉ D₁₀ D₁₁ D₁₂ D₁₃ </div> <div> D₁₄ D₁₅ D₁₆ D₁₇ D₁₈ </div> </div>
Other than 18 digits		Not to be drawn

(2) Modulus 10 check

No. of Input Digits		
18 digits	Input Data	D ₁ D ₂ D ₃ D ₄ D ₅ D ₆ D ₇ D ₈ D ₉ D ₁₀ D ₁₁ D ₁₂ D ₁₃ D ₁₄ D ₁₅ D ₁₆ D ₁₇ D ₁₈
	Drawing Data	<div style="display: flex; justify-content: space-between;"> <div> D₂ D₃ D₄ D₅ D₆ D₇ D₈ D₉ D₁₀ D₁₁ D₁₂ D₁₃ </div> <div> D₁₄ D₁₅ D₁₆ D₁₇ D₁₈ </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 ₁ D ₂ D ₃ D ₄ D ₅ D ₆ D ₇ D ₈ D ₉ D ₁₀ D ₁₁ D ₁₂ D ₁₃ D ₁₄ D ₁₅ D ₁₆ D ₁₇
	Drawing Data	<div style="display: flex; justify-content: space-between;"> <div> D₂ D₃ D₄ D₅ D₆ D₇ D₈ D₉ D₁₀ D₁₁ D₁₂ C/D </div> <div> D₁₃ D₁₄ D₁₅ D₁₆ D₁₇ </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 ₁ D ₂ D ₃ D ₄ D ₅ D ₆ D ₇ D ₈ D ₉ D ₁₀ D ₁₁ D ₁₂ D ₁₃ D ₁₄ D ₁₅ D ₁₆
	Drawing Data	<div style="display: flex; justify-content: space-between;"> <div> D₂ D₃ D₄ D₅ D₆ D₇ P/CD D₈ D₉ D₁₀ D₁₁ C/D </div> <div> D₁₂ D₁₃ D₁₄ D₁₅ D₁₆ </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 ₁ D ₂ D ₃ D ₄ D ₅ D ₆ D ₇ D ₈ D ₉ D ₁₀ D ₁₁ D ₁₂ D ₁₃ D ₁₄ D ₁₅ D ₁₆
	Drawing Data	<div style="display: flex; justify-content: space-between;"> <div> D₂ D₃ D₄ D₅ D₆ P/CD D₇ D₈ D₉ D₁₀ D₁₁ C/D </div> <div> D₁₂ D₁₃ D₁₄ D₁₅ D₁₆ </div> </div>
Other than 16 digits		Not to be drawn

Type of Bar Code: UPC-A + 2 digits

(1) No check digit

No. of Input Digits		
14 digits	Input Data	<div style="display: flex; justify-content: space-between; border: 1px solid black; padding: 2px;"> D₁D₂D₃D₄D₅D₆D₇D₈D₉D₁₀D₁₁D₁₂D₁₃D₁₄ </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;"> D₁D₂D₃D₄D₅D₆D₇D₈D₉D₁₀D₁₁D₁₂ D₁₃D₁₄ </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;"> D₁D₂D₃D₄D₅D₆D₇D₈D₉D₁₀D₁₁D₁₂D₁₃D₁₄ </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;"> D₁D₂D₃D₄D₅D₆D₇D₈D₉D₁₀D₁₁D₁₂ D₁₃D₁₄ </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;"> D₁D₂D₃D₄D₅D₆D₇D₈D₉D₁₀D₁₁D₁₂D₁₃ </div>
	Drawing Data	<div style="display: flex; justify-content: space-between; border: 1px solid black; padding: 2px;"> D₁D₂D₃D₄D₅D₆D₇D₈D₉D₁₀D₁₁C/D D₁₂D₁₃ </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;"> D₁D₂D₃D₄D₅D₆D₇D₈D₉D₁₀D₁₁D₁₂ </div>
	Drawing Data	<div style="display: flex; justify-content: space-between; border: 1px solid black; padding: 2px;"> D₁D₂D₃D₄D₅P/CDD₇D₈D₉D₁₀C/D D₁₁D₁₂ </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;"> D₁D₂D₃D₄D₅D₆D₇D₈D₉D₁₀D₁₁D₁₂ </div>
	Drawing Data	<div style="display: flex; justify-content: space-between; border: 1px solid black; padding: 2px;"> D₁D₂D₃D₄D₅P/CDD₆D₇D₈D₉D₁₀C/D D₁₁D₁₂ </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 check digit

No. of Input Digits		
17 digits	Input Data	<div style="border: 1px solid black; padding: 2px; display: inline-block;"> D₁ D₂ D₃ D₄ D₅ D₆ D₇ D₈ D₉ D₁₀ D₁₁ D₁₂ D₁₃ D₁₄ D₁₅ D₁₆ D₁₇ </div> To be checked as modulus 10 C/D
	Drawing Data	<div style="display: flex; justify-content: space-between;"> <div style="border: 1px solid black; padding: 2px; display: inline-block;"> D₁ D₂ D₃ D₄ D₅ D₆ D₇ D₈ D₉ D₁₀ D₁₁ D₁₂ </div> <div style="border: 1px solid black; padding: 2px; display: inline-block;"> D₁₃ D₁₄ D₁₅ D₁₆ D₁₇ </div> </div>
Other than 17 digits		Not to be drawn

(2) Modulus 10 check

No. of Input Digits		
17 digits	Input Data	<div style="border: 1px solid black; padding: 2px; display: inline-block;"> D₁ D₂ D₃ D₄ D₅ D₆ D₇ D₈ D₉ D₁₀ D₁₁ D₁₂ D₁₃ D₁₄ D₁₅ D₁₆ D₁₇ </div> To be checked as modulus 10 C/D
	Drawing Data	<div style="display: flex; justify-content: space-between;"> <div style="border: 1px solid black; padding: 2px; display: inline-block;"> D₁ D₂ D₃ D₄ D₅ D₆ D₇ D₈ D₉ D₁₀ D₁₁ D₁₂ </div> <div style="border: 1px solid black; padding: 2px; display: inline-block;"> D₁₃ D₁₄ D₁₅ D₁₆ D₁₇ </div> </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="border: 1px solid black; padding: 2px; display: inline-block;"> D₁ D₂ D₃ D₄ D₅ D₆ D₇ D₈ D₉ D₁₀ D₁₁ D₁₂ D₁₃ D₁₄ D₁₅ D₁₆ </div>
	Drawing Data	<div style="display: flex; justify-content: space-between;"> <div style="border: 1px solid black; padding: 2px; display: inline-block;"> D₁ D₂ D₃ D₄ D₅ D₆ D₇ D₈ D₉ D₁₀ D₁₁ C/D </div> <div style="border: 1px solid black; padding: 2px; display: inline-block;"> D₁₂ D₁₃ D₁₄ D₁₅ D₁₆ </div> </div> Affix a modulus 10 C/D.
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="border: 1px solid black; padding: 2px; display: inline-block;"> D₁ D₂ D₃ D₄ D₅ D₆ D₇ D₈ D₉ D₁₀ D₁₁ D₁₂ D₁₃ D₁₄ D₁₅ </div>
	Drawing Data	<div style="display: flex; justify-content: space-between;"> <div style="border: 1px solid black; padding: 2px; display: inline-block;"> D₁ D₂ D₃ D₄ D₅ D₆ P/CD D₇ D₈ D₉ D₁₀ C/D </div> <div style="border: 1px solid black; padding: 2px; display: inline-block;"> D₁₁ D₁₂ D₁₃ D₁₄ D₁₅ </div> </div> Affix price C/D 4 digits. Affix a modulus 10 C/D.
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="border: 1px solid black; padding: 2px; display: inline-block;"> D₁ D₂ D₃ D₄ D₅ D₆ D₇ D₈ D₉ D₁₀ D₁₁ D₁₂ D₁₃ D₁₄ D₁₅ </div>
	Drawing Data	<div style="display: flex; justify-content: space-between;"> <div style="border: 1px solid black; padding: 2px; display: inline-block;"> D₁ D₂ D₃ D₄ D₅ P/CD D₆ D₇ D₈ D₉ D₁₀ C/D </div> <div style="border: 1px solid black; padding: 2px; display: inline-block;"> D₁₁ D₁₂ D₁₃ D₁₄ D₁₅ </div> </div> Affix price C/D 5 digits. Affix a modulus 10 C/D.
Other than 15 digits		Not to be drawn

Type of Bar Code: UPC-E + 2 digits

(1) No check digit

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;">D₁</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₂</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₃</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₄</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₅</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₆</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₇</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₈</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₉</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;">D₁</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₂</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₃</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₄</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₅</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₆</div> <div style="margin: 0 5px;">D₇</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₈</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₉</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;">D₁</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₂</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₃</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₄</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₅</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₆</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₇</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₈</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₉</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;">D₁</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₂</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₃</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₄</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₅</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₆</div> <div style="margin: 0 5px;">D₇</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₈</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₉</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;">D₁</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₂</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₃</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₄</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₅</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₆</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₇</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₈</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;">D₁</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₂</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₃</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₄</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₅</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₆</div> <div style="margin: 0 5px;">C/D</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₇</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₈</div> </div>
Other than 8 digits		Not to be drawn

Type of Bar Code: UPC-E + 5 digits

(1) No check digit

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;">D₁</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₂</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₃</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₄</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₅</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₆</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₇</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₈</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₉</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₁₀</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₁₁</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₁₂</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;">D₁</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₂</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₃</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₄</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₅</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₆</div> <div style="margin: 0 5px;">D₇</div> <div style="margin: 0 20px;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₈</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₉</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₁₀</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₁₁</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₁₂</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;">D₁</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₂</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₃</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₄</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₅</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₆</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₇</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₈</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₉</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₁₀</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₁₁</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₁₂</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;">D₁</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₂</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₃</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₄</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₅</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₆</div> <div style="margin: 0 5px;">D₇</div> <div style="margin: 0 20px;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₈</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₉</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₁₀</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₁₁</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₁₂</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;">D₁</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₂</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₃</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₄</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₅</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₆</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₇</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₈</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₉</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₁₀</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₁₁</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;">D₁</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₂</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₃</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₄</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₅</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₆</div> <div style="margin: 0 5px;">C/D</div> <div style="margin: 0 20px;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₇</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₈</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₉</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₁₀</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₁₁</div> </div> </div>
Other than 11 digits		Not to be drawn

Type of Bar Code: MSI

(1) No check digit

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;">D₁</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₂</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₃</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₄</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₅</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₆</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₇</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₈</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₉</div> </div> <div style="margin-left: 150px;">└ Not recognized as a check digit.</div>
	Drawing Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₁</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₂</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₃</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₄</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₅</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₆</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₇</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₈</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₉</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;">D₁</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₂</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₃</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₄</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₅</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₆</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₇</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₈</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₉</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₁₀</div> </div> <div style="margin-left: 150px;">└ To be checked as IBM modulus 10</div>
	Drawing Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₁</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₂</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₃</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₄</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₅</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₆</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₇</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₈</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₉</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₁₀</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;">D₁</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₂</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₃</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₄</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₅</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₆</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₇</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₈</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₉</div> </div>
	Drawing Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₁</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₂</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₃</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₄</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₅</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₆</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₇</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₈</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₉</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">C/D</div> </div> <div style="margin-left: 150px;">└ Affix IBM modulus 10.</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;">D₁</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₂</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₃</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₄</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₅</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₆</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₇</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₈</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₉</div> </div>
	Drawing Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₁</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₂</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₃</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₄</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₅</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₆</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₇</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₈</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₉</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">C/D₁</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">C/D₂</div> </div> <div style="margin-left: 150px;">└ Affix IBM modulus 10.</div> <div style="margin-left: 150px;">└ Affix IBM modulus 10.</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;">D₁</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₂</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₃</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₄</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₅</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₆</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₇</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₈</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₉</div> </div>
	Drawing Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₁</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₂</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₃</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₄</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₅</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₆</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₇</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₈</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₉</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">C/D₁</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">C/D₂</div> </div> <div style="margin-left: 150px;">└ Affix IBM modulus 10.</div> <div style="margin-left: 150px;">└ Affix IBM modulus 11.</div>
14 digits or more		Not to be drawn

Type of Bar Code: Interleaved 2 of 5

(1) No check digit

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;">D₁</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₂</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₃</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₄</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₅</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₆</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₇</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₈</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₉</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;">D₁</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₂</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₃</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₄</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₅</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₆</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₇</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₈</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₉</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;">D₁</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₂</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₃</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₄</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₅</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₆</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₇</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₈</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₉</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;">D₁</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₂</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₃</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₄</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₅</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₆</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₇</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₈</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₉</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;">D₁</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₂</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₃</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₄</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₅</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₆</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₇</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₈</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₉</div> </div>
	Drawing Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₁</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₂</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₃</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₄</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₅</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₆</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₇</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₈</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₉</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;">D₁</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₂</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₃</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₄</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₅</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₆</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₇</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₈</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₉</div> </div>
	Drawing Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₁</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₂</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₃</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₄</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₅</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₆</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₇</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₈</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₉</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 check digit

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;">D₁</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₂</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₃</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₄</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₅</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₆</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₇</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₈</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₉</div> </div>
	Drawing Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₁</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₂</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₃</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₄</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₅</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₆</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₇</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₈</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₉</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;">D₁</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₂</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₃</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₄</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₅</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₆</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₇</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₈</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₉</div> </div>
	Drawing Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₁</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₂</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₃</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₄</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₅</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₆</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₇</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₈</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₉</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;">D₁</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₂</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₃</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₄</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₅</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₆</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₇</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₈</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₉</div> </div>
	Drawing Data	<div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₁</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₂</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₃</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₄</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₅</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₆</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₇</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₈</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">D₉</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 check digit

No. of Input Digits													
Max. 123 digits	Input Data	<table><tr><td>St</td><td>D₁</td><td>D₂</td><td>D₃</td><td>D₄</td><td>D₅</td><td>D₆</td><td>D₇</td><td>D₈</td><td>D₉</td><td>Sp</td></tr></table> <p>Start code</p> <p>Stop code</p> <p>Not recognized as a check digit.</p>	St	D ₁	D ₂	D ₃	D ₄	D ₅	D ₆	D ₇	D ₈	D ₉	Sp
	St	D ₁	D ₂	D ₃	D ₄	D ₅	D ₆	D ₇	D ₈	D ₉	Sp		
Drawing Data	<table><tr><td>St</td><td>D₁</td><td>D₂</td><td>D₃</td><td>D₄</td><td>D₅</td><td>D₆</td><td>D₇</td><td>D₈</td><td>D₉</td><td>Sp</td></tr></table>	St	D ₁	D ₂	D ₃	D ₄	D ₅	D ₆	D ₇	D ₈	D ₉	Sp	
St	D ₁	D ₂	D ₃	D ₄	D ₅	D ₆	D ₇	D ₈	D ₉	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>D₁</td><td>D₂</td><td>D₃</td><td>D₄</td><td>D₅</td><td>D₆</td><td>D₇</td><td>D₈</td><td>D₉</td><td>Sp</td></tr></table> <p>Start code</p> <p>Stop code</p> <p>To be checked as modulus 43 C/D</p>	St	D ₁	D ₂	D ₃	D ₄	D ₅	D ₆	D ₇	D ₈	D ₉	Sp
	St	D ₁	D ₂	D ₃	D ₄	D ₅	D ₆	D ₇	D ₈	D ₉	Sp		
Drawing Data	<table><tr><td>St</td><td>D₁</td><td>D₂</td><td>D₃</td><td>D₄</td><td>D₅</td><td>D₆</td><td>D₇</td><td>D₈</td><td>D₉</td><td>Sp</td></tr></table>	St	D ₁	D ₂	D ₃	D ₄	D ₅	D ₆	D ₇	D ₈	D ₉	Sp	
St	D ₁	D ₂	D ₃	D ₄	D ₅	D ₆	D ₇	D ₈	D ₉	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>D₁</td><td>D₂</td><td>D₃</td><td>D₄</td><td>D₅</td><td>D₆</td><td>D₇</td><td>D₈</td><td>D₉</td><td>Sp</td></tr></table> <p>Start code</p> <p>Stop code</p>	St	D ₁	D ₂	D ₃	D ₄	D ₅	D ₆	D ₇	D ₈	D ₉	Sp
	St	D ₁	D ₂	D ₃	D ₄	D ₅	D ₆	D ₇	D ₈	D ₉	Sp		
Drawing Data	<table><tr><td>St</td><td>D₁</td><td>D₂</td><td>D₃</td><td>D₄</td><td>D₅</td><td>D₆</td><td>D₇</td><td>D₈</td><td>D₉</td><td>C/D</td><td>Sp</td></tr></table> <p>Affix a modulus 43 C/D.</p>	St	D ₁	D ₂	D ₃	D ₄	D ₅	D ₆	D ₇	D ₈	D ₉	C/D	Sp
St	D ₁	D ₂	D ₃	D ₄	D ₅	D ₆	D ₇	D ₈	D ₉	C/D	Sp		
123 digits or more		Not to be drawn											

Type of Bar Code: CODE39 (Full ASCII)

(1) No check digit

No. of Input Digits													
Max. 60 digits	Input Data	<table><tr><td>St</td><td>D₁</td><td>D₂</td><td>D₃</td><td>D₄</td><td>D₅</td><td>D₆</td><td>D₇</td><td>D₈</td><td>D₉</td><td>Sp</td></tr></table> <p>Start code</p> <p>Stop code</p> <p>Not recognized as a check digit.</p>	St	D ₁	D ₂	D ₃	D ₄	D ₅	D ₆	D ₇	D ₈	D ₉	Sp
	St	D ₁	D ₂	D ₃	D ₄	D ₅	D ₆	D ₇	D ₈	D ₉	Sp		
Drawing Data	<table><tr><td>St</td><td>D₁</td><td>D₂</td><td>D₃</td><td>D₄</td><td>D₅</td><td>D₆</td><td>D₇</td><td>D₈</td><td>D₉</td><td>Sp</td></tr></table>	St	D ₁	D ₂	D ₃	D ₄	D ₅	D ₆	D ₇	D ₈	D ₉	Sp	
St	D ₁	D ₂	D ₃	D ₄	D ₅	D ₆	D ₇	D ₈	D ₉	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>D₁</td><td>D₂</td><td>D₃</td><td>D₄</td><td>D₅</td><td>D₆</td><td>D₇</td><td>D₈</td><td>D₉</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 ₁	D ₂	D ₃	D ₄	D ₅	D ₆	D ₇	D ₈	D ₉	Sp
	St	D ₁	D ₂	D ₃	D ₄	D ₅	D ₆	D ₇	D ₈	D ₉	Sp		
Drawing Data	<table><tr><td>St</td><td>D₁</td><td>D₂</td><td>D₃</td><td>D₄</td><td>D₅</td><td>D₆</td><td>D₇</td><td>D₈</td><td>D₉</td><td>Sp</td></tr></table> <div></div>	St	D ₁	D ₂	D ₃	D ₄	D ₅	D ₆	D ₇	D ₈	D ₉	Sp	
St	D ₁	D ₂	D ₃	D ₄	D ₅	D ₆	D ₇	D ₈	D ₉	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>D₁</td><td>D₂</td><td>D₃</td><td>D₄</td><td>D₅</td><td>D₆</td><td>D₇</td><td>D₈</td><td>D₉</td><td>Sp</td></tr></table> <div><div>Start code</div><div>Stop code</div></div>	St	D ₁	D ₂	D ₃	D ₄	D ₅	D ₆	D ₇	D ₈	D ₉	Sp
	St	D ₁	D ₂	D ₃	D ₄	D ₅	D ₆	D ₇	D ₈	D ₉	Sp		
Drawing Data	<table><tr><td>St</td><td>D₁</td><td>D₂</td><td>D₃</td><td>D₄</td><td>D₅</td><td>D₆</td><td>D₇</td><td>D₈</td><td>D₉</td><td>C/D</td><td>Sp</td></tr></table> <div><div></div><div>Affix a modulus 43 C/D.</div></div>	St	D ₁	D ₂	D ₃	D ₄	D ₅	D ₆	D ₇	D ₈	D ₉	C/D	Sp
St	D ₁	D ₂	D ₃	D ₄	D ₅	D ₆	D ₇	D ₈	D ₉	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 check digit

C/D check

Auto affix

No. of Input Digits													
Max. 125 digits	Input Data	<table><tr><td>St</td><td>D₁</td><td>D₂</td><td>D₃</td><td>D₄</td><td>D₅</td><td>D₆</td><td>D₇</td><td>D₈</td><td>D₉</td><td>Sp</td></tr></table> <div><div>Start code</div><div>Stop code</div></div>	St	D ₁	D ₂	D ₃	D ₄	D ₅	D ₆	D ₇	D ₈	D ₉	Sp
	St	D ₁	D ₂	D ₃	D ₄	D ₅	D ₆	D ₇	D ₈	D ₉	Sp		
Drawing Data	<table><tr><td>St</td><td>D₁</td><td>D₂</td><td>D₃</td><td>D₄</td><td>D₅</td><td>D₆</td><td>D₇</td><td>D₈</td><td>D₉</td><td>Sp</td></tr></table> <div><div></div><div></div></div>	St	D ₁	D ₂	D ₃	D ₄	D ₅	D ₆	D ₇	D ₈	D ₉	Sp	
St	D ₁	D ₂	D ₃	D ₄	D ₅	D ₆	D ₇	D ₈	D ₉	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 check digit

PSEUDO103 check

Auto affix of PSEUDO103

No. of Input Digits		
Min. 3 digits Max. 125 digits (including start code)	Input Data	St D ₁ D ₂ D ₃ D ₄ D ₅ D ₆ D ₇ D ₈ D ₉ D ₁₀ D ₁₁
	Drawing Data	<div> <div>St D₁ D₂ D₃ D₄ D₅ D₆ D₇ D₈ D₉ D₁₀ D₁₁ 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 check digit

C/D check

Auto affix of C/D

No. of Input Digits		
Max. 60 digits	Input Data	D ₁ D ₂ D ₃ D ₄ D ₅ D ₆ D ₇ D ₈ D ₉ D ₁₀ D ₁₁
	Drawing Data	<div> <div>St D₁ D₂ D₃ D₄ AD D₅ D₆ D₇ AD D₈ D₉ D₁₀ D₁₁ 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 check digit
C/D check
Auto affix of C/D

No. of Input Digits		
Max. 60 digits	Input Data	D ₁ D ₂ D ₃ D ₄ D ₅ D ₆ D ₇ D ₈ D ₉
	Drawing Data	<div> <div>St</div> <div>D₁ D₂ D₃ D₄ D₅ D₆ D₇ D₈ D₉ C/D₁ C/D₂ Sp</div> <div> <div>Start code</div> <div>Affix a modulus 47 "K" C/D.</div> <div>Affix a modulus 47 "C" C/D.</div> <div>Stop code</div> </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 check digit
C/D check
Auto affix of C/D

No. of Input Digits		
19 digits	Input Data	D ₁ D ₂ D ₃ D ₄ D ₅ D ₆ --- D ₁₄ D ₁₅ D ₁₆ D ₁₇ D ₁₈ D ₁₉
	Drawing Data	<div> <div>St FNC1 D₁ D₂ D₃ D₄ D₅ D₆ --- D₁₄ D₁₅ D₁₆ D₁₇ D₁₈ D₁₉ C/D₁ C/D₂ Sp</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> </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 ₁ D ₂ D ₃ D ₄ D ₅
	Drawing Data	<div> <div>St</div> <div>D₁</div> <div>D₂</div> <div>D₃</div> <div>D₄</div> <div>D₅</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 ₁ D ₂ D ₃ D ₄ D ₅ D ₆ D ₇ D ₈ D ₉
	Drawing Data	<div> <div>St</div> <div>D₁</div> <div>D₂</div> <div>D₃</div> <div>D₄</div> <div>D₅</div> <div>D₆</div> <div>D₇</div> <div>D₈</div> <div>D₉</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 ₁ D ₂ D ₃ D ₄ D ₅ D ₆ D ₇ D ₈ D ₉ D ₁₀ D ₁₁
	Drawing Data	<div> <div>St</div> <div>D₁</div> <div>D₂</div> <div>D₃</div> <div>D₄</div> <div>D₅</div> <div>D₆</div> <div>D₇</div> <div>D₈</div> <div>D₉</div> <div>D₁₀</div> <div>D₁₁</div> <div>C/D</div> <div>SP</div> </div> <div> <div>Start code</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 ₁ D ₂ D ₃ D ₄ D ₅ D ₆ D ₇ D ₈ D ₉ D ₁₀ D ₁₁ D ₁₂ (Sp)
	Drawing Data	<div> <div>St</div> <div>D₁</div> <div>D₂</div> <div>D₃</div> <div>D₄</div> <div>D₅</div> <div>D₆</div> <div>D₇</div> <div>D₈</div> <div>D₉</div> <div>D₁₀</div> <div>D₁₁</div> <div>D₁₂</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 check digit

No. of Input Digits		
18 digits	Input Data	D ₁ D ₂ D ₃ D ₄ D ₅ D ₆ D ₇ D ₈ D ₉ D ₁₀ D ₁₁ D ₁₂ D ₁₃ D ₁₄ D ₁₅ D ₁₆ D ₁₇ D ₁₈
	Drawing Data	D ₁ D ₂ D ₃ D ₄ D ₅ D ₆ D ₇ D ₈ D ₉ D ₁₀ D ₁₁ D ₁₂ D ₁₃ D ₁₄ D ₁₅ D ₁₆ D ₁₇ D ₁₈
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 ₁ D ₂ D ₃ D ₄ D ₅ D ₆ D ₇ D ₈ D ₉ D ₁₀ D ₁₁ D ₁₂ D ₁₃ D ₁₄ D ₁₅ D ₁₆ D ₁₇ D ₁₈ D ₁₉ D ₂₀
	Drawing Data	<div> <div>St</div> <div>D₁ D₂ D₃ D₄ D₅ D₆ D₇ D₈ D₉ D₁₀ D₁₁ D₁₂ D₁₃ D₁₄ D₁₅ D₁₆ D₁₇ D₁₈ D₁₉ D₂₀ 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 ₁ D ₂ D ₃ D ₄ D ₅ D ₆ D ₇ D ₈ D ₉ D ₁₀ D ₁₁ D ₁₂ D ₁₃ D ₁₄ D ₁₅ D ₁₆ D ₁₇ D ₁₈ D ₁₉
	Drawing Data	<div> <div>St</div> <div>D₁ D₂ D₃ D₄ D₅ D₆ D₇ D₈ D₉ D₁₀ D₁₁ D₁₂ D₁₃ D₁₄ D₁₅ D₁₆ D₁₇ D₁₈ D₁₉ 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 ₁ D ₂ D ₃ D ₄ D ₅ D ₆ D ₇ D ₈ D ₉ D ₁₀ D ₁₁ D ₁₂ D ₁₃
	Drawing Data	<div> <div>D₁ D₂ D₃ D₄ D₅ D₆ D₇ D₈ D₉ D₁₀ D₁₁ D₁₂ D₁₃ 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 ₁ D ₂ D ₃ D ₄ D ₅ D ₆ D ₇ D ₈ D ₉ D ₁₀ D ₁₁ D ₁₂ D ₁₃
	Drawing Data	<div> <div>D₁ D₂ D₃ D₄ D₅ D₆ D₇ D₈ D₉ D₁₀ D₁₁ D₁₂ D₁₃ C/D</div> <div>Dedicated check digit</div> </div>
71 digits or more		Not to be drawn NOTE: 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