

TOSHIBA TEC Bar Code Printer

B-452-HS (600 dpi)

External Equipment Interface Specification

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TOSHIBA TEC CORPORATION

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1. SCOPE

This specification applies to the external equipment interface for use with the model B-452-HS general purpose thermal label printer.

2. GENERAL DESCRIPTION

The external equipment interface, a serial interface (RS-232C) or parallel interface (Centronics), is available for operating this printer. The three LEDs indicate the printer states. Two keys on the printer can be used when the printer is offline. This specification describes how to use the external equipment interface, key operations, and provides LED definitions.

3. INTERFACE

3.1 SERIAL INTERFACE

(1) Type: Conforming to RS-232C

(2) Mode of Communication: Full duplex

(3) Transmission Speed: 2400 bps

4800 bps 9600 bps 19200 bps

(4) Synchronization Method: Start-stop synchronization

(5) Start Bit: 1 bit(6) Stop Bit: 1 bit(7) Data Length: 8 bits

(8) Parity: None

Even

(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.

Overrun Error This error occurs if the next data is input before the

data input to the UART from the host is read.

(10) Protocol: No-procedure method

(11) Data Input Code: ASCII code

European character set 8 bit code

Graphics 8 bit code

(12) Receive Buffer: 5K bytes

(13) Transmission Control: XON/XOFF (DC1/DC3) Protocol

READY/BUSY (DTR) Protocol

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

READY/BUSY (RTS) Protocol

① XON/XOFF (DC1/DC3) Protocol

 When initialized after power on, this printer becomes ready to receive data and sends an XON code (11H). (Transmission or non-transmission of the XON code is selectable by means of the parameter setting.)

- The printer sends an XOFF code (13H) when the blank positions in the receive buffer become 800 bytes or less.
- The printer sends an XON code (11H) when the blank positions in the receive buffer are 2K bytes or more.
- When there are no blank positions in the receive buffer, the printer discards data received exceeding the receive buffer capacity, 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.)

② READY/BUSY (DTR) Protocol

- When initialized after power on, this printer becomes ready to receive data and turns the DTR signal to "High" level (READY).
- The printer turns the DTR signal to "Low" level (BUSY) when the blank positions in the receive buffer are 800 bytes or less.
- The printer turns the DTR signal to "High" level (READY) when the blank positions in the receive buffer are 2K bytes or more.
- When there are no blank positions in the receive buffer, the printer discards data received exceeding the receive buffer capacity, without storing it in the buffer. (After detecting the BUSY signal, the host computer must stop transmission before the printer receive buffer becomes full.)

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

- When initialized after power on, this printer becomes ready to receive data and turns the DTR signal to "High" level (READY). It also sends an XON code (11H).
- When the blank positions in the receive buffer are 800 bytes or less, the printer turns the DTR signal to "Low" level (BUSY) and sends an XOFF code (13H).
- When the blank positions in the receive buffer are 2K bytes or more, the printer turns the DTR signal to "High" level (READY) and sends an XON code (11H).
- When there are no blank positions in the receive buffer, the printer discards data received exceeding the receive buffer capacity, 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.

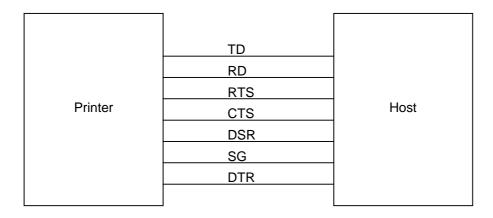
READY/BUSY (RTS) Protocol

- When initialized after the power is turned on, this printer becomes ready to receive data and turns the RTS signal to "High" (READY).
- The printer turns the RTS signal to "Low" (BUSY) when the blank positions in the receive buffer are 800 bytes or less.
- The printer turns the RTS signal to "High" (READY) when the blank positions in the receive buffer are 2K bytes or more.
- When there are no blank positions in the receive buffer, the printer discards data received exceeding the receive buffer capacity, 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 printer must always turn the DTR signal to "High". The host must always turn the DSR signal to "High".

Notes for storing the writable character/PC save commands

- 1. The printer outputs a BUSY signal when flash memory is initialized or storage is performed in flash memory. When the initialization of flash memory or the storage in flash memory is completed, the printer outputs a READY signal. (The host stops data transmission upon detecting the BUSY signal, or resumes data transmission upon detecting the READY signal.) READY/BUSY output is selectable by means of the parameter setting (transmission control protocol.)
- 2. In the case that the READY/BUSY control is not performed
 - (1) When the format command and store command (Writable character/PC save commands) are sent consecutively, the next command should be sent 5 seconds after the store command (Writable character/PC save commands) is sent.
 - (2) When only the format command is sent, the next command should be sent 5 seconds after the format command is sent.
 - (3) When only the store command, such as a writable character/PC save command, is sent, the next command should be sent 5 seconds after the store command.

(14) Input/Output Signals

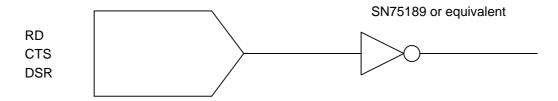


(15) Connector Pin Assignment and Signal Description

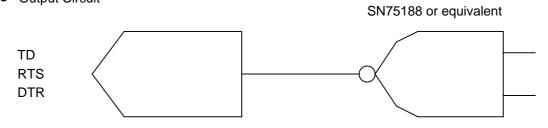
Pin No.	Signal Name	Function	Signal Direction
1	(N.C)		
2	TD	 Line for data which the printer sends to the host. Logic 1 is Low level, while logic 0 is High level. It is in the Low (Mark) state when no transmission is in progress. 	Printer →
3	RD	 Line for data which the printer receives from the host. 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	Input signal from the host.For the printer to receive data, it must be "High".	← Host
5	SG	Ground line for all data and control signals.	
6	DTR	 Output signal to the host. For the READY/BUSY (DTR) protocol: 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. For the READY/BUSY (RTS) protocol: After the power is turned on, it is always "High". 	Printer →
7	CTS	Input signal from the host.For the printer to send data, the signal must be "High".	← Host
8	RTS	 Output signal to the host. For the READY/BUSY (DTR) protocol: It indicates that there is data to be output to the host. After the power is turned on, it is always "High". For the READY/BUSY (RTS) protocol: 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. 	Printer →
9	(N.C)		

(16) Interface Circuit

• Input Circuit



• Output Circuit



Signal Levels

3.2 PARALLEL INTERFACE

3.2.1 Forward Interface

(1) Type: Centronics

(2) Data Input Method: Parallel 8 bits (DATA 1 ~ 8)

(3) Control Signals: ACK, BUSY, PAUSE, DATA • STB, FAULT, PE, INPUT • PRIME

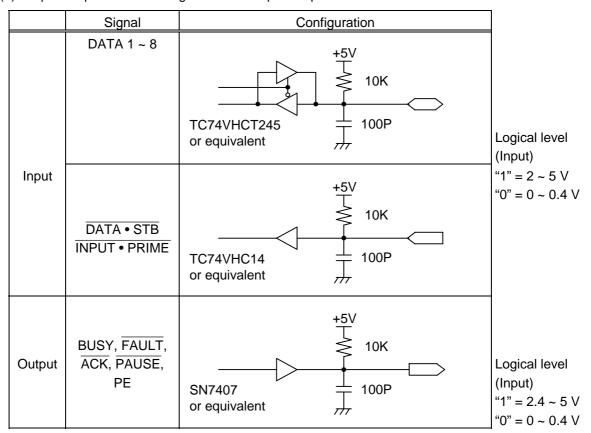
(4) Data Input Code: ASCII code

European character set 8 bit code

Graphics 8 bit code

(5) Receive Buffer: 5K bytes

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



(7) Connector: Printer

Amp. Japan 552742-1 or equivalent

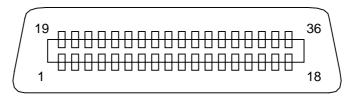
DDK 57RE-40360-73B or equivalent

Cable

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

(8) Connector Pin Diagram:

Pin No.	Signal Name	Pin No.	Signal Name
1	DATA • STB	19	TWISTED PAIR GND (PIN1)
2	DATA 1	20	TWISTED PAIR GND (PIN2)
3	DATA 2	21	TWISTED PAIR GND (PIN3)
4	DATA 3	22	TWISTED PAIR GND (PIN4)
5	DATA 4	23	TWISTED PAIR GND (PIN5)
6	DATA 5	24	TWISTED PAIR GND (PIN6)
7	DATA 6	25	TWISTED PAIR GND (PIN7)
8	DATA 7	26	TWISTED PAIR GND (PIN8)
9	DATA 8	27	TWISTED PAIR GND (PIN9)
10	ACK	28	TWISTED PAIR GND (PIN10)
11	BUSY	29	TWISTED PAIR GND (PIN11)
12	PE	30	TWISTED PAIR GND (PIN31)
13	PAUSE	31	INPUT • PRIME
14	0V	32	FAULT
15	NC	33	OV
16	0V	34	NC
17	CHASSIS GND	35	NC
18	+5V	36	NC

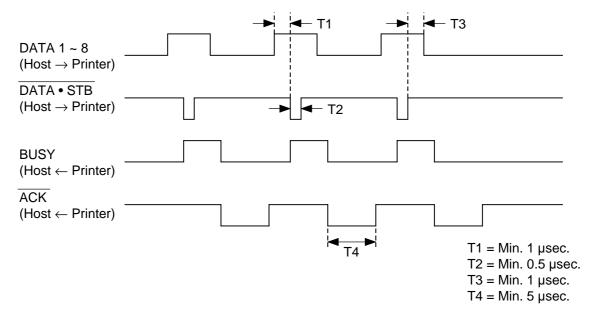


- (9) Input/Output Signals:
 - ① DATA 1 ~ 8 (Printer ← Host)
 - Input data signals for the 1st to 8th bits.
 - Logic 1 is "High" level.
 - Min. data pulse width of 2.5 µsec.
 - ② DATA STROBE (DATA STB) (Printer ← Host)
 - Synchronizing signal for reading the above data.
 - Normally at "High" level. The data is read at the rise of the Low level pulse.
 - Minimum data pulse width of 0.5 µsec.
 - ③ BUSY (Printer → Host)
 - This signal indicates that the printer is in a BUSY state.
 - When initialized after power on, the printer becomes ready to receive data and turns the signal to "Low" level.
 - The signal turns to "High" level (in a BUSY state) when data is set from the host (at the fall of the DATA STB signal).
 - The signal turns to "Low" level when the printer reads the data.
 - When the blank positions in the receive buffer are 512 bytes or less, the printer keep 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 there are no blank positions in the receive buffer, the printer stops reading data.
 Then, it keeps the signal at "High" level (in a BUSY state) until there are blank positions in the receive buffer when data is set from the host.
 - The signal is kept at "High" level (in a BUSY state) until the current state (one of the following states) is reset.
 - PAUSE state caused by the [PAUSE] key
 - Paper End state
 - Ribbon Error state
 - Head Open state
 - Printer Error state
 - Initialization in progress upon receipt of the INPUT PRIME signal
 - - This signal indicates that the printer has read the data set by the host and is ready to receive the next data.
 - Normally at "High" level. It is at "Low" level for about 5 μsec. after the fall of the BUSY signal.
 - The host should usually set data after the ACK signal turns from "Low" to "High" level.
 - If the host ignores the ACK signal and sets the next data while the ACK signal is at "Low" level, the signal will further continue to be at "Low" level for about 5 μsec. after the fall of the BUSY signal (the data will still be received normally in this case).

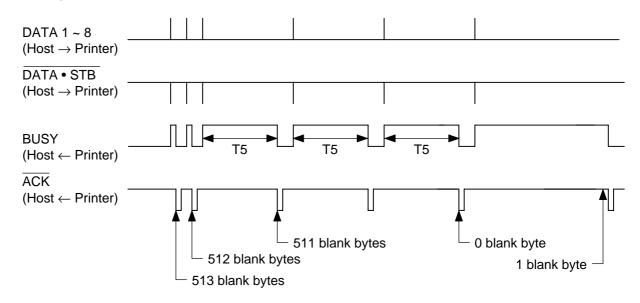
- ⑤ INPUT PRIME (Printer ← Host)
 - Reset request signal from the host.
 - Normally at "High" level. A low on this input causes the printer to be initialized in the same manner as when the power is turned on.
 - When the INPUT PRIME signal is input during printing, the printer finish printing one label
 in printing and then cancels the next processing and is initialized in the same manner as
 when the power is turned on.
 - Minimum pulse width of 0.5 µsec.
- ⑥ PAUSE (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 the current state (one of the following states) is reset.
 - PAUSE state caused by the [PAUSE] key
 - Paper End state
 - Ribbon Error state
 - · Head Open state
 - Printer Error state
 - Initialization in progress upon power on or receipt of the INPUT PRIME signal
- $\overline{\mathsf{FAULT}}$ (Printer $\rightarrow \mathsf{Host}$)
 - 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 the current state (one of the following states) is reset.
 - PAUSE state caused by the [PAUSE] key
 - Paper End state
 - Ribbon Error state
 - Head Open state
 - Printer Error state
 - Initialization in progress upon power on or receipt of the INPUT PRIME signal
- \otimes PE (Printer \rightarrow Host)
 - Output signal indicating a Label End state.
 - At "High" level when a Label End state occurs.
 - Turns to "Low" level when the Label End state is reset.
- 9 +5 V
 - This is not a signal but a +5 V power supply voltage.
 - The maximum current of 500 mA can be taken out.

(10) Timing Chart

① When receiving normal data:



- ② Receiving data when the blank positions in the receive buffer are 512 bytes or less:
 - When the blank positions in the receive buffer are 512 bytes or less, the printer continues to be in a BUSY state (BUSY signal at "High" level) for 10 seconds to extend the data read interval when data is set from the host and reads the data 10 seconds later.
 - If the blank positions are 513 bytes or more while waiting for reading data, the printer will receive the data with the normal data receive timing.
 - When there are no blank positions in the receive buffer, the printer stops reading data. Then, it continues to be in a BUSY state (BUSY signal at "High" level) until there are blank positions in the receive buffer when data is set from the host.



T5 = 10 sec.

3.2.2 Reverse Interface

(1) Type: IEEE1284

(2) Data Output Method: Nibble mode (DataAvail, Xflag, AckDataReq, PtrBusy)

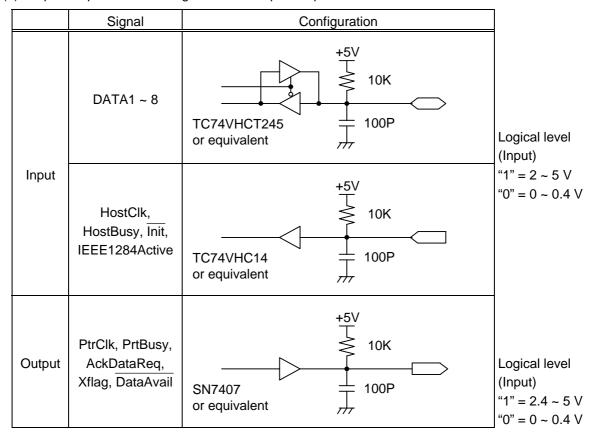
(3) Control Signals: HosClk, PtrClk, PtrBusy, AckDataReq, Xflag, HostBusy, Init, DataAvail,

IEEE1284Active

(4) Data Output Code: ASCII code (8 bits)

(5) Receive Buffer: 13 bytes

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



(7) Connector: Printer

Amp. Japan 552742-1 or equivalent

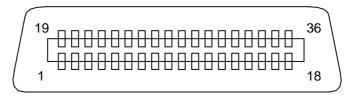
DDK 57RE-40360-73B or equivalent

Cable

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

(8) Connector Pin Diagram:

Pin No.	Signal Name	Pin No.	Signal Name
1	HostClk	19	TWISTED PAIR GND (PIN1)
2	DATA 1	20	TWISTED PAIR GND (PIN2)
3	DATA 2	21	TWISTED PAIR GND (PIN3)
4	DATA 3	22	TWISTED PAIR GND (PIN4)
5	DATA 4	23	TWISTED PAIR GND (PIN5)
6	DATA 5	24	TWISTED PAIR GND (PIN6)
7	DATA 6	25	TWISTED PAIR GND (PIN7)
8	DATA 7	26	TWISTED PAIR GND (PIN8)
9	DATA 8	27	TWISTED PAIR GND (PIN9)
10	PtrClk	28	TWISTED PAIR GND (PIN10, PIN12, PIN13)
11	PtrBusy	29	TWISTED PAIR GND (PIN11, PIN32)
12	AckDataReq	30	TWISTED PAIR GND (PIN14, PIN31, PIN36)
13	Xflag	31	<u>Init</u>
14	HostBusy	32	
15	NC	33	0V
16	ov	34	NC
17	CHASSIS GND	35	NC
18	+5V	36	IEEE1284Active



(9) Input/Output Signals:

- ① DATA 1 ~ 8 (Printer \leftarrow Host)
 - Input data signals for receiving information of the 1st to 8th bits.
 - Logic 1 is the "High" level.
 - Min. data pulse width of 2.5 μsec.

② HostClk (Printer ← Host)

- Synchronizing input signal for reading the above data.
- Normally at "High" level. The data is read at the rise of the Low level pulse.
- Minimum data pulse width of 0.5 μsec.
- ③ PtrClk (Printer → Host)
 - Synchronizing output signal in order that the host reads the data that the printer sets.
 - Normally at "High" level. The data is read at the fall of the Low level pulse.

④ PtrBusy (Printer → Host)

- This signal is used as the printer output data bit 3 or 7.
- In the nibble mode, 8-bit data is transferred by transferring 4-bit data twice. Data bit 3 is used for the first transfer. Data bit 7 is used for the second transfer.
- When the signal is high, a bit is ON (= 1). When the signal is low, a bit is OFF (= 0).

⑤ AckDataReq (Printer → Host)

- This signal is used as the printer output data bit 2 or 6.
- In the nibble mode, 8-bit data is transferred by transferring 4-bit data twice. Data bit 2 is used for the first transfer. Data bit 6 is used for the second transfer.
- When the signal is high, a bit is ON (= 1). When the signal is low, a bit is OFF (= 0).

⑥ Xflag (Printer → Host)

- This signal is used as the printer output data bit 1 or 5.
- In the nibble mode, 8-bit data is transferred by transferring 4-bit data twice. Data bit 1 is used for the first transfer. Data bit 5 is used for the second transfer.
- When the signal is high, a bit is ON (= 1). When the signal is low, a bit is OFF (= 0).

⑦ HostBusy(Printer ← Host)

- This signal indicates that the host has read the data set by the printer and is ready to receive the next data.
- Normally at "High" level. It becomes "Low" when the host is ready to receive the next data.
- When receiving data is completed, the signal becomes high. When the host is ready to receive the next data, the signal becomes low.

- Reset request signal from the host.
- Normally at "High" level. When the signal becomes low, the printer mode is changed from the nibble mode to Centronics mode forcefully, then the parallel interface is initialized.
- Minimum pulse width of 0.5 µsec.

• This signal indicates the printer has the data to be sent to the host. When the signal is low, it indicates the printer has data to be sent to the host. When the signal is high, it indicates the printer does not have data to be sent to the host.

- The signal indicates the host is in the nibble mode, including the step that the printer state shifts to the nibble mode.
- The signal becomes high at the beginning of the shift to the nibble mode, and remains high until the nibble mode is completed.

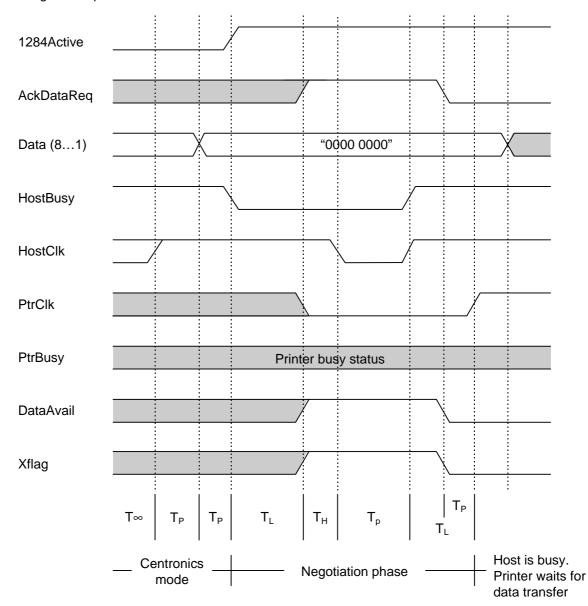
(10) Timing Chart

The reverse data transmission consists of the following 3 steps.

- ① Negotiation phase (Shifts from the Centronics to the nibble mode.)
- ② Transfer phase (Transfers the data from the printer to the host.)
- 3 End phase (Returns to the Centronics mode from the nibble mode.)

After the negotiation phase to shift to the nibble mode, the printer must output 13 bytes of the printer status to the host in the nibble mode. (Refer to "9.1.2 Status Format".)

① Negotiation phase



T_H: Host response time

T∞: Infinite response time

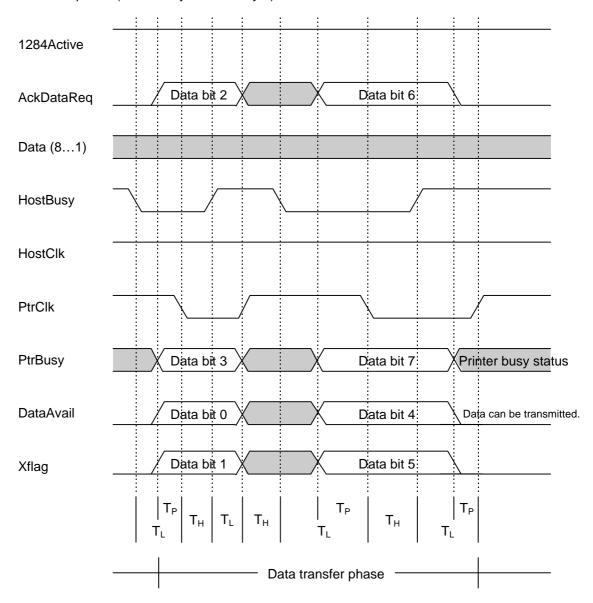
T_L: Peripheral equipment response time

T_P: Min. set value, Min. pulse width

Min./Max. value for each time

Time	Min. value	Max. value	Explanation
T _H	0	1.0 s Host response time	
T∞	0	Infinite	Infinite response time
T _L	0	35 ms	Peripheral equipment response time
T _P	0.5 µs		Min. set value or Min. pulse width

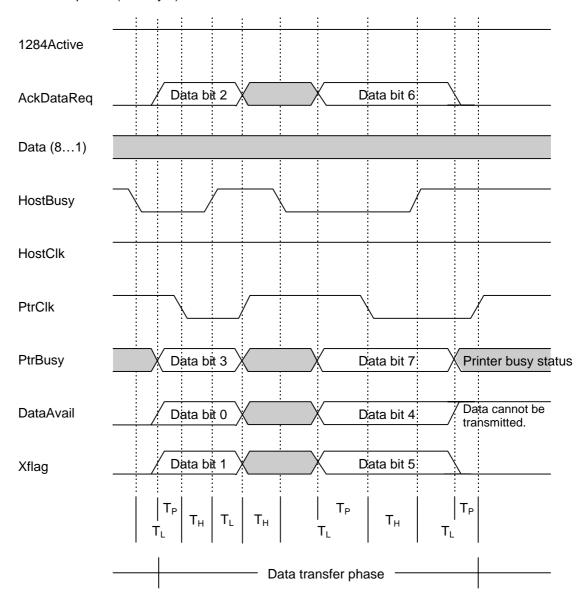
② Transfer phase (from 1st byte to 12th byte)



 T_H : Host response time T_{∞} : Infinite response time

 T_L : Peripheral equipment response time T_P : Min. set value, Min. pulse width

3 Transfer phase (13th byte)



T_H: Host response time

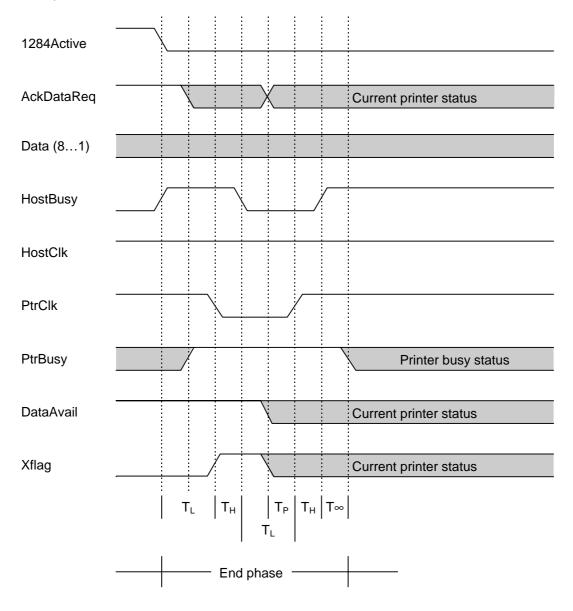
T∞: Infinite response time

T_L: Peripheral equipment response time

T_P: Min. set value, Min. pulse width

• The 8-bit data is transmitted by transmitting the 4-bit data twice.

4 End phase



T_H: Host response time

T∞: Infinite response time

T_L: Peripheral equipment response time

T_P: Min. set value, Min. pulse width

(11) Parallel Interface Mode for the Host

If the ECP mode is selected as the parallel interface mode for the host when an error occurs in the printer while the host is transferring the data to the printer, the host may not be able to obtain the printer error status. (It is indicated as an communication error.)

If the standard mode is selected as the parallel interface mode for the host, the error status can be obtained properly.

4. KEY OPERATION FUNCTIONS

4.1 DIP SW FUNCTIONS

No.	ON/	OFF	Function	Note
	1	2		
1	OFF	OFF	2400 bps	
	ON	OFF	4800 bps	Transmission speed
2	OFF	ON	9600 bps	
	ON	ON	19200 bps	
3	OI	FF	NONE	None parity/Even parity
	0	N	EVEN	
4	Ol	FF.	Fixed	_
	0	N	_	
5	OFF		Yes	Automatic forward feed
	0	N	No	standby
	6 7			Maintenance mode selection
6	OFF	OFF	RAM clear mode (Maintenance counter)	when No. 8 is set to ON.
	ON	OFF	Threshold manual setting mode	
7	OFF	ON	Sensor adjustment mode	
	ON	ON	RAM clear mode (Parameter)	
8	OFF		Normal operation mode	Operation mode
	ON		Maintenance mode, Remote program load	
			mode	

^{*} The DIP switch statuses are read when the printer power is turned on.

^{*} When DIP SW No. 8 is set to ON, and the printer power is turned on while the [FEED] key is being pressed or the [FEED] and [PAUSE] keys are being pressed at the same time, the printer enters each mode according to the setting for No. 6 or No. 7. When the printer power is turned on without pressing the key(s), the printer enters the remote program load mode.

4.2 SELF-TEST MODE FUNCTIONS

(For details, refer to chapter 10.)

- (1) Self-test + Test printing
 - Automatic self-test
 - Maintenance counter/Various parameters printing
 - Slant line printing

4.3 MAINTENANCE MODE FUNCTIONS

(For details, refer to chapter 10.)

- (1) Sensor adjustment
 - · Reflective sensor adjustment
 - Transmissive sensor adjustment
- (2) Manual threshold setting
 - Reflective sensor
 - Transmissive sensor
- (3) RAM clear
 - Maintenance counter clear
 - Parameter clear

4.4 ONLINE MODE FUNCTIONS

The online mode provides the following functions.

(For details, refer to chapter 10.)

- (1) Issuing labels (by external equipment interface commands)
- (2) Paper feed (by the [FEED] key)
- (3) Pause (Halts issuing labels by the [PAUSE] key)
- (4) Restart (Reissues labels by the [PAUSE] key after halting a label issue or after the occurrence of an error.)
- (5) Reset (Enters the usual initial state which is normally obtained after the power is turned on, using the [PAUSE] key.)

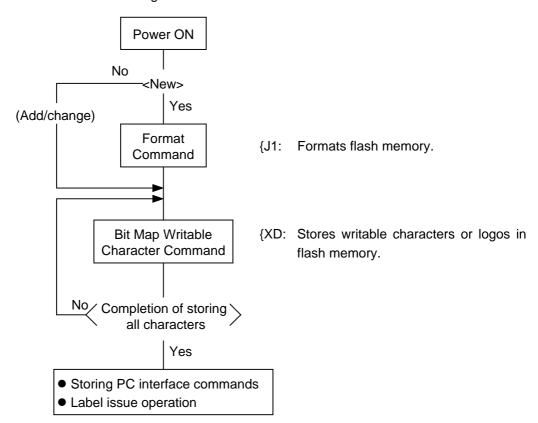
5. TRANSMISSION SEQUENCE

This section describes the outline of the transmission sequence.

5.1 INITIALIZATION

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

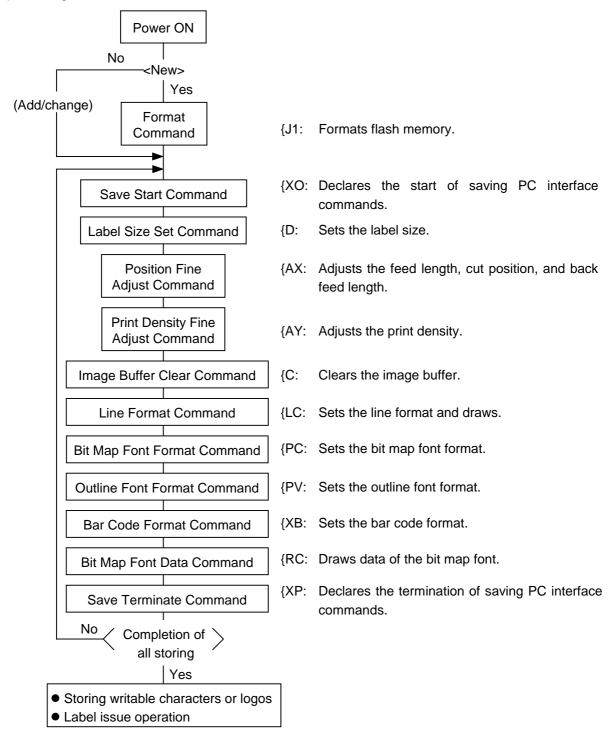
(1) Storing writable characters and logos



NOTES: (1) The storage of writable characters or logos is only performed if they are being used.

- (2) Unless the Format Command is sent before storing already stored writable characters or logos (storing the same numbers), memory will be consumed each time something is stored again.
- (3) Before another operation (storing PC interface commands, label issue operation) is performed after storing writable characters or logos, the image buffer will be cleared automatically.
- (4) If another storing operation is not continued after storing writtable characters or logos, the printer automatically enters the online mode (label issue operation) after about 10 seconds. In this case, the image buffer will be cleared automatically.

(2) Storing PC interface commands



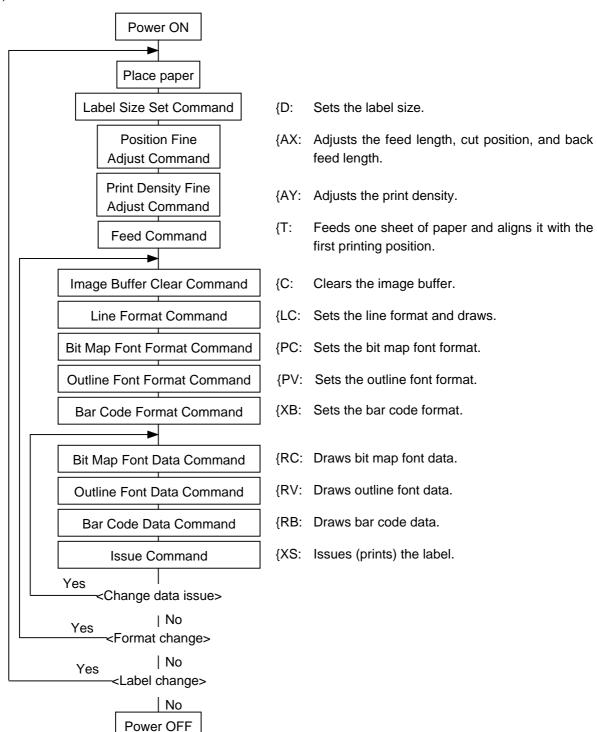
NOTES: (1) The storage of PC interface commands is only performed if they are being used.

- (2) Unless the Format Command is sent before storing already stored PC interface commands (storing the same numbers), memory will be consumed each time something is stored again.
- (3) Before another operation (storing writable characters, logos, or label issue operation) is performed after storing PC interface commands, the image buffer will be cleared automatically.
- (4) Select commands to be stored as occasion demands.
- (5) If another storing operation is not continued after storing PC interface commands, the printer enters the online mode (label issue operation) after 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.

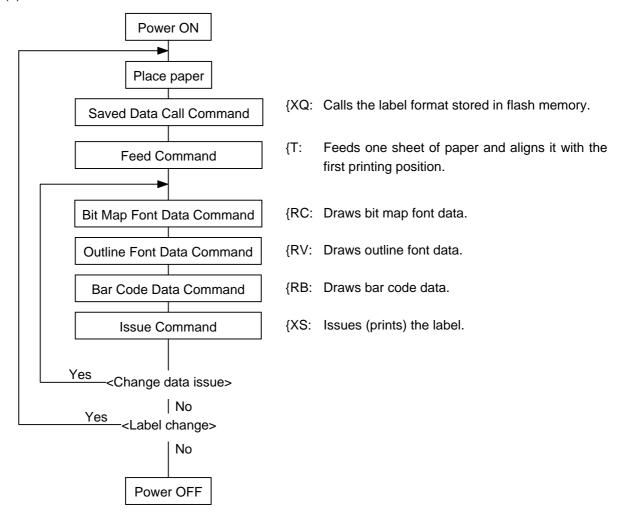
(1) Where the Saved Data Call Command is not used:



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

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

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



- **NOTES:** (1) When placing new paper, the Feed Command must always be sent. When using the same paper after the power is turned off and then on, the Feed Command may be omitted.
 - (2) If the option for "automatic call at power on" for the Saved Data Call Command has previously been selected, the Saved Data Call Command may be omitted after the power is turned off and then on.

6. INTERFACE COMMANDS

6.1 OUTLINE OF COMMANDS

(1) Format of Interface command

{	Command & Data		}
---	----------------	--	---

- The length from { to | } must be as specified by each command.
- There are the following two kinds of control codes:
 - ① ESC (1BH), LF (0AH), NUL(00H)
 - ② { (7BH), | (7CH), } (7DH)
- (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 the designated positions before being 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 entry must be fixed as 3 digits.

Explanation

Explains the command in detail.

Note

Supplementary explanation of the command.

Refer to

Related commands

Examples

Explains the command examples.

{T20C21|}

The above corresponds to the transfer of the following:

<u>7B</u> <u>54</u> <u>32</u> <u>30</u> <u>43</u> <u>32</u> <u>31</u> <u>7C</u> <u>7D</u> {

(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 is used, the printer operation will not be guaranteed. The commands must be used in the online mode. If any command is transmitted in the self-test mode or the maintenance mode, the printer will not operate. However, only the Reset Command can be used.

6.2 LIST OF COMMANDS

6.5 Print Density Fine Adjust Command 6.6 Ribbon Motor Drive Voltage Fine Adjust Command 6.6 Ribbon Motor Drive Voltage Fine Adjust Command 6.7 Image Buffer Clear Command 6.8 Clear Area Command 6.8 Clear Area Command 6.9 Line Format Command 6.10 Bit Map Font Format Command 6.11 Outline Font Format Command 6.12 Bar Code Format Command 6.13 Bit Map Font Data Command 6.14 Outline Font Data Command 6.15 Bar Code Data Command 6.16 Sar Code Data Command 6.17 Feed Command 6.18 Issue Command 6.19 Forward/Reverse Feed Command 6.19 Forward/Reverse Feed Command 6.19 Forward/Reverse Feed Command 6.20 Format Command 6.21 Ejit Map Writable Characters 6.20 Format Command 6.21 Sit Map Writable Character Code Range Command 6.22 Bit Map Writable Character Command 6.23 Graphic Command 6.24 Save Start Command 6.25 Save Terminate Command 6.26 Save Data Command 6.27 Reset Command 6.28 Status Request Command 6.29 Parameter Set Command 6.20 Format Command 6.21 Commands related to status 6.28 Status Request Command 6.29 Parameter Set Command 6.27 Transfer Command 6.28 Ribbon Type Set Command 6.29 Ribbon Type Set Command 6.20 Ribbon Type Set Command 6.21 Ribbon Type Set Command 6.22 Ribbon Type Set Command 6.23 Ribbon Type Set Command 6.24 Ribbon Type Set Command 6.26 Ribbon Type Set Command 6.27 Ribbon Type Set Command 6.28 Ribbon Type Set Command 6.30 Ribbon Type Set Command	(1)	Comma 6.3	nds related to setting Label Size Set Command	{D	. 28
6.7 Image Buffer Clear Command {C	(2)	6.4 6.5	Position Fine Adjust Command Print Density Fine Adjust Command	{AX {AY {RM	. 37
(4) Commands related to drawing format setting 6.9 Line Format Command {LC	(3)	6.7	Image Buffer Clear Command	{C	
6.13 Bit Map Font Data Command 6.14 Outline Font Data Command 6.15 Bar Code Data Command 6.15 Bar Code Data Command 6.16 Issue Command 6.17 Feed Command 6.18 Eject Command 6.19 Forward/Reverse Feed Command 6.19 Forward/Reverse Feed Command 6.20 Format Command 6.21 2-byte Writable characters 6.20 Format Command 6.21 2-byte Writable Character Code Range Command 6.22 Bit Map Writable Character Command 6.23 Graphic Command 6.24 Save Start Command 6.25 Save Terminate Command 6.26 Saved Data Call Command 6.27 Reset Command 6.28 Status Request Command 6.29 Parameter Set Command 6.29 Parameter Set Command 6.20 Others 6.29 Parameter Set Command 6.21 Transfer Command 6.22 MA 6.23 Ribbon Type Set Command 6.24 MA 6.25 Ribbon Type Set Command 6.27 Reset Command 6.28 Ribbon Type Set Command 6.30 Ribbon Type Set Command 6.31 Transfer Command (KRN) 6.32 Ribbon Type Set Command 6.31 Transfer Command 6.30 Ribbon Type Set Command	(4)	Comma 6.9 6.10 6.11	nds related to drawing format setting Line Format Command Bit Map Font Format Command Outline Font Format Command	{LC {PC {PV {XB	. 42 . 48 . 61
6.16 Issue Command {XS	(5)	6.13 6.14	Bit Map Font Data Command Outline Font Data Command	{RC1 {RV1 {RB1	109
6.20 Format Command 6.21 2-byte Writable Character Code Range Command 6.22 Bit Map Writable Character Command (XD	(6)	6.16 6.17 6.18	Issue Command Feed Command Eject Command	{XS	129 133
6.23 Graphic Command {SG (9) Commands related to PC command saving (XO 6.24 Save Start Command {XO 6.25 Save Terminate Command {XP 6.26 Saved Data Call Command {XQ (10) Commands related to control (XQ 6.27 Reset Command {WR (11) Commands related to status (XQ 6.28 Status Request Command {WS (12) Others (XQ 6.29 Parameter Set Command {ZZ 6.30 Transfer Command (LAN → KB-80) {MA 6.31 Transfer Command (KB-80 → LAN) {NA 6.32 Ribbon Type Set Command {RN	(7)	6.20 6.21	Format Command 2-byte Writable Character Code Range Command	{J11 {XE1 {XD1	138
 6.24 Save Start Command 6.25 Save Terminate Command 6.26 Saved Data Call Command (XQ	(8)			{SG1	148
6.27 Reset Command {WR (11) Commands related to status {WS 6.28 Status Request Command {WS (12) Others {.29 Parameter Set Command {ZZ 6.30 Transfer Command (LAN → KB-80) {MA 6.31 Transfer Command (KB-80 → LAN) {NA 6.32 Ribbon Type Set Command {RN	(9)	6.24 6.25	Save Start Command Save Terminate Command	{XO1 {XP1 {XQ1	157
	(10	,		{WR1	159
	(11	,		{WS1	160
	(12	6.29 6.30 6.31	Transfer Command (LAN \rightarrow KB-80) Transfer Command (KB-80 \rightarrow LAN)	{ZZ	163 164 165

6.3 LABEL SIZE SET COMMAND

{D

Function Sets the size of a label.

Format {Daaaa, bbbb, cccc|}

Term aaaa: Pitch length of the label.

Fixed as 4 digits (in 0.1 mm units)

bbbb: Effective print width

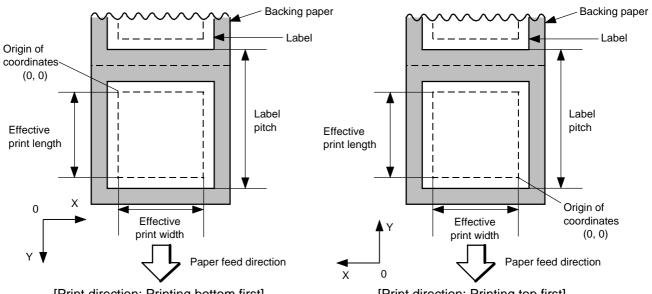
Fixed as 4 digits (in 0.1 mm units)

Effective print length cccc:

Fixed as 4 digits (in 0.1 mm units)

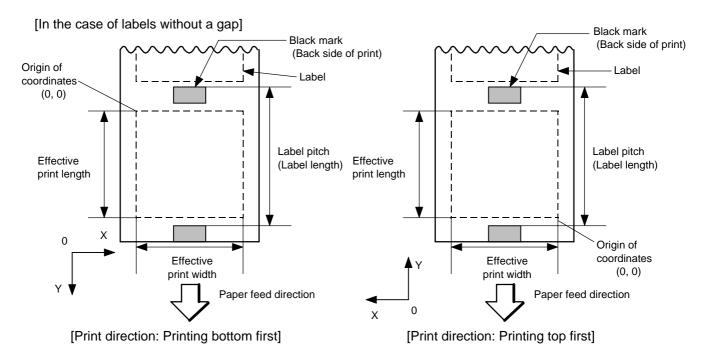
Explanation

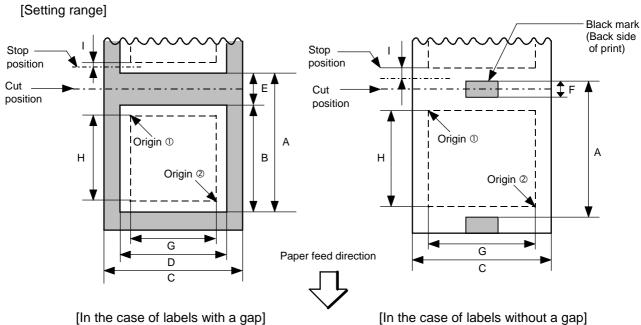
[In the case of labels with a gap]



[Print direction: Printing bottom first]

[Print direction: Printing top first]





[In the case of labels with a gap]

[mm]

	Model		B-452-HS	
Item	Method	Batch	Strip	Cut
A: Label pitch	Min.	5.0	25.4	37.0
	Max.		999.0	
B: Label length	Min.	5.0	23.4	31.0
	Max.	999.0	997.0	993.0
C: Backing paper width	Min.		25.4	
	Max.	110.0		
D: Label width	Min.		20.0	
	Max.		107.0	
E: Label-to-label gap	Min.	2.0 6.0		6.0
	Max.		20.0	
F: Black mark length	Min.	2.0		
	Max.		10.0	
G: Effective print width	Min.		10.0	
	Max.	103.6		
H: Effective print length	Min.	3.0	21.4	29.0
	Max.		200.0	
I: Slow-up interval			1.0	

Remark: 1. In the cut issue mode, label length B should be as follows:

$$Label \ length \ B \geq 33.0 \ mm - \left(\frac{Label-to-label \ gap}{2}\right)$$

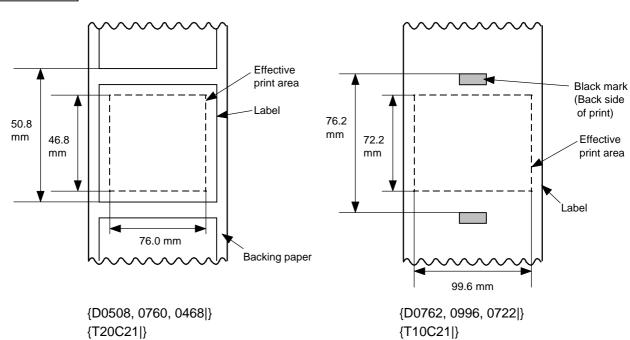
Notes

- (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 protected in memory (even if the power is turned off).
- (3) After sending the Label Size Set Command, one sheet of paper must be fed by the Feed Command ({T) and must be aligned with the first printing position prior to printing.
- (4) The origin of drawing coordinates, print stop position (head position at stop), and cut position are determined according to the parameters of the Label Size Set Command as shown in the figure on the preceding page. For the print stop position in the strip issue mode, refer to the section of the Position Fine Adjust Command. The effective print area is centered on the label.
- (5) Printing cannot be performed in the slow up (1.0 mm) and slow down (1.0 mm) areas. Consequently, [A: Label pitch] [H: Effective print length] ≥ 2 mm must be assumed.
- (6) The origin of drawing coordinates, print stop position (head position at stop), and cut position are adjustable by the fine adjust command.
- (7) The tag rotation designation of the Issue Command ({XS) causes the origin of drawing coordinates to be origin ① in the case of "printing bottom first" and to be origin ② in the case of "printing top first", as shown in the figure on page 29.
- (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.

Examples

(1) In the case of labels with a gap

(2) In the case of labels without a gap



6.4 POSITION FINE ADJUST COMMAND

{AX

Function

Adjusts the feed value so that the label will be shifted forward or backward from the automatically set first printing position. Adjusts the cut position so that the label will be cut at a position shifted forward or backward from the automatically set cut position. Adjusts the value for feeding back the label to the home position after cutting. Adjusts the strip position so that the label will be shifted forward or backward from the automatically set strip position. Adjusts the value for feeding back the label to the home position after stripping. Sets the correction value for print shrinkage.

Format

{AX; abbb, cddd, eff (, ghhh)|}

Term

- a: Indicates the direction, forward or backward, in which a fine adjustment is to be made.
 - +: Backward
 - -: Forward

bbb: Feed value to be finely adjusted.
000 to 500 (in 0.1 mm units)

- c: Indicates the direction, forward or backward, in which a cut position (or strip position) fine adjustment is to be made.
 - +: Backward
 - -: Forward

ddd: Amount for finely adjusting the cut position (or strip position).

000 to 500 (in 0.1 mm units)

- e: Indicates whether the back feed is to be increased or decreased.
 - +: Increase
 - -: Decrease
- ff: Amount for finely adjusting the back feed.

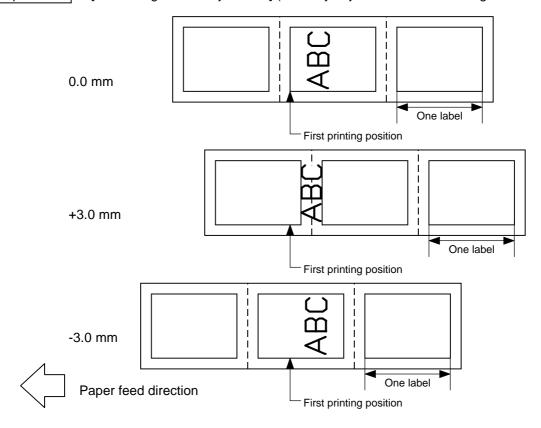
00 to 99 (in 0.1 mm units)

- g: Indicates whether the correction value is to be increased or decreased.
 - +: Increase
 - -: Decrease

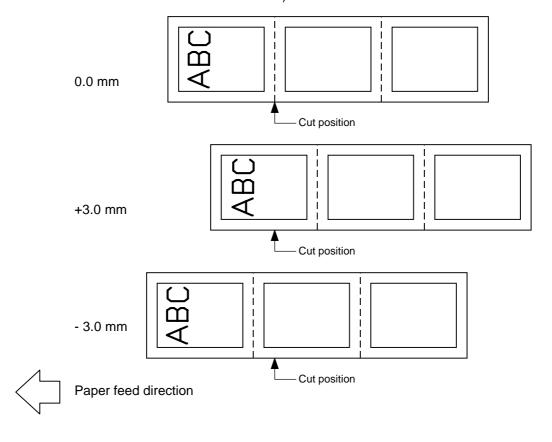
hhh: Print shrinkage correction value

000 to 100 (in 0.1% units)

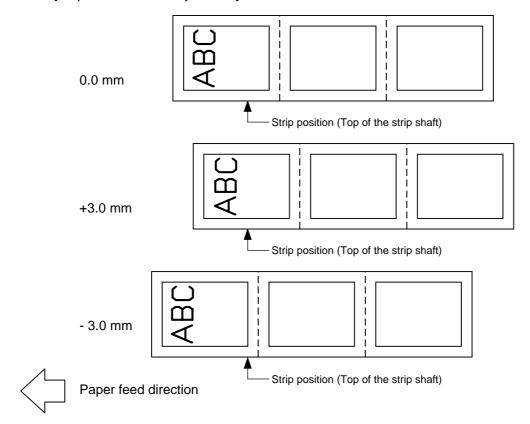
Explanation [Feed Length Fine Adjustment] (To finely adjust the feed for shifting backward or forward)

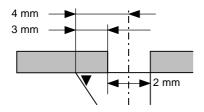


[Cut Position Fine Adjustment] (To finely adjust the cut position for shifting backward or forward)



[Strip Position Fine Adjustment]

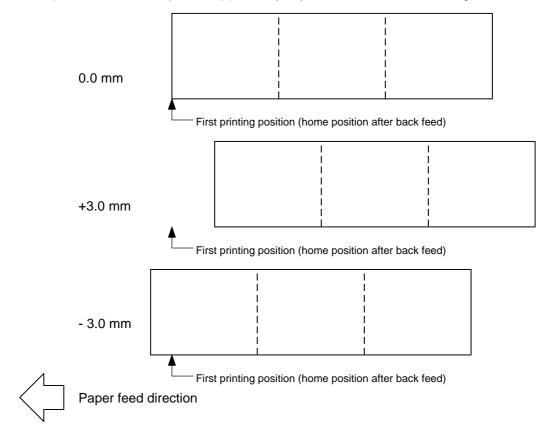




Printing in strip issue mode is stopped at the position where the distance from the middle point of the label-to-label gap to the top of the strip shaft is 4 mm, since the label-to-label gap is assumed to be 2 mm.

When the print stop position is not proper, the print stop position should be adjusted using the strip position fine adjust function. When the label-to-label gap is 5 mm or more, the effective print length should be set to the maximum (label pitch -2 mm). Then, the print stop position should be adjusted using the strip position fine adjust function.

[Back Feed Fine Adjustment] (To finely adjust the back feed for shifting backward or forward)



Notes

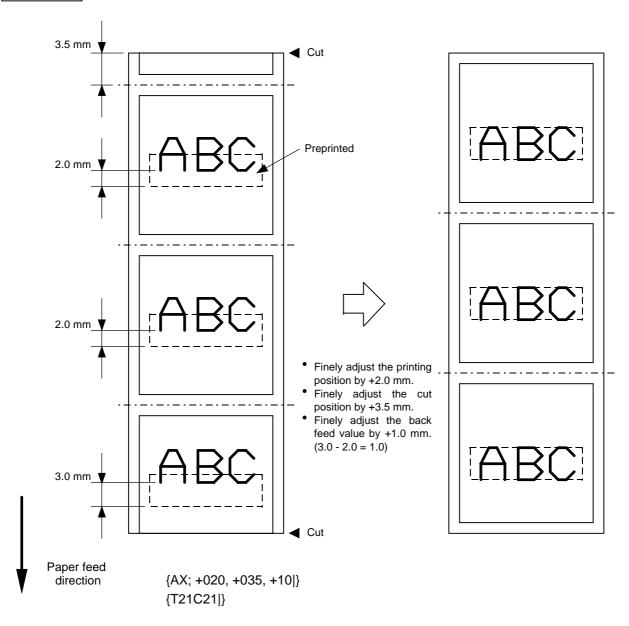
- (1) After changing the fine adjustment value by this command, one label must be fed by the Feed Command ({T) to adjust the first printing position.
- (2) Each fine adjustment value is protected in memory (even if the power is turned off).
- (3) If a fine adjustment value is improper, printing will not be performed correctly.

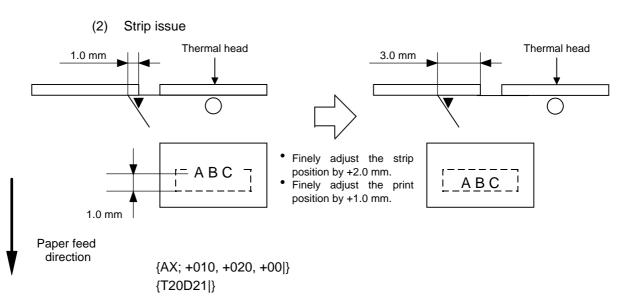
For example, if the back feed fine adjustment value is not set properly, the printing positions without cutting and after cutting will be different from each other. If the label is fed back too far, the paper will not be fed correctly during printing.

In the strip issue mode, the print position of the 1st label may be different from that of the 2nd label. The back feed adjustment is performed in order that the label is fed back to the position before the forward feed is performed.

(4) The cut position (or the strip position) fine adjustment and back feed fine adjustment are effective only when the printer is in the cut issue mode or strip issue mode.

Examples (1) Cut issue





6.5 PRINT DENSITY FINE ADJUST COMMAND

{AY

Function

Adjusts the automatically set print density.

Format

{AY; abb, c|}

Term

a: Indicates whether to increase or decrease the density.

+: Increase (darker)

- : Decrease (lighter)

bb: Print density fine adjustment value

00 to 10 (in units of 1 step)

c: Indicates the mode for fine adjustment, thermal transfer or direct thermal.

0: Thermal transfer

1: Direct thermal (Even if "1" is specified, it is not effective.)

Explanation

(1) The Print Density Fine Adjust Command is protected in memory (even if the power is turned off).

(2) The fine adjustment value is 00 at the time of shipment from the factory.

Examples

To set the density in direct thermal mode to -2.

{AY; -02, 0|}

6.6 RIBBON MOTOR DRIVE VOLTAGE FINE ADJUST COMMAND {RM

Function Adjusts the voltage of the ribbon motor.

Format {RM; abbcdd|}

Term Fine adjustment direction of the ribbon rewind motor a:

-: Negative (The voltage is lowered.)

bb: Fine adjustment value for the ribbon rewind motor

00 to 15 (in units of 1 step)

Fine adjustment direction of the ribbon back tension motor C:

-: Negative (The voltage is lowered.)

Fine adjustment value for the ribbon back tension motor dd:

00 to 15 (in units of 1 step)

Explanation

-1 step corresponds to -5% of the standard voltage. (1)

(2) The ribbon motor drive voltage fine adjustment value is protected in memory (even if the power is turned off).

(3) When the RAM clear is performed, the fine adjustment values for fine adjust commands (rewind and back tension) are "00".

The fine adjustment values for fine adjust commands (rewind and back tension) are "00" at the time of shipment from the factory.

Example

To set the value for the ribbon rewind motor to -3, and the value for the ribbon back tension motor to -2.

{RM: -03-02|}

{XS; I 0001, 0002C2100|}

6.7 IMAGE BUFFER CLEAR COMMAND

{C

Function

Clears the image buffer for drawing characters, lines, bar codes, and graphics.

Format

 $\{C|\}$

Explanation

- (1) After changing the label size, the image buffer must be cleared.
- (2) The increment/decrement designation is valid until the Image Buffer Clear Command is transmitted.
- (3) The link field designation is effective until the Image Buffer Clear Command is sent.

Examples

{C|}

{RC000; ABC|} {RC001; DEF|}

{XS; I, 0001, 0002C2100|}

6.8 CLEAR AREA COMMAND

{XR

Function

Clears the designated area or reverses the white/black dot pattern in the designated area in the drawing area.

Format

{XR; aaaa, bbbb, cccc, dddd, e|}

Term

aaaa: Designated area start point X-coordinate

Fixed as 4 digits (in 0.1 mm units)

bbbb: Designated area start point Y-coordinate

Fixed as 4 digits (in 0.1 mm units)

cccc: Designated area end point X-coordinate

Fixed as 4 digits (in 0.1 mm units)

dddd: Designated area end point Y-coordinate

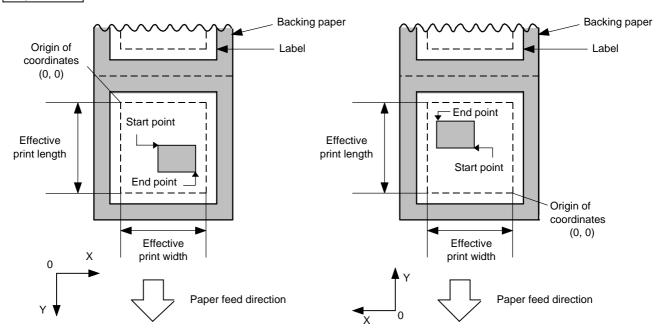
Fixed as 4 digits (in 0.1 mm units)

e: Type of clear

A: Clears the contents in the designated area to zeros.

B: Reverses the white/black dot pattern in the designated area.

Explanation



[Print direction: Printing bottom first]

[Print direction: Printing top first]

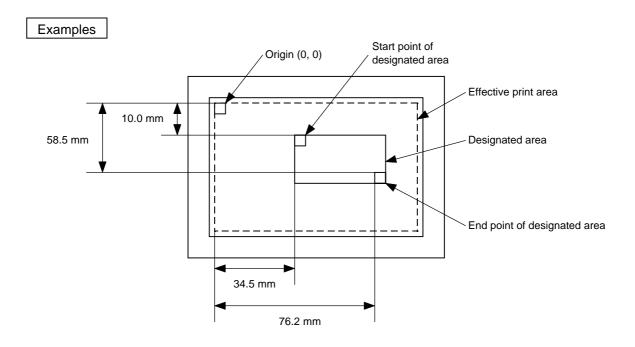
Notes

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

[Effective print area]

[mm]

	Model	B-452-HS			
Item	Method	Batch	Cut		
Effective print width	Min.	10.0			
	Max.	103.6			
Effective print length	Min.	3.0 21.4 29		29.0	
	Max.	200.0			



{XR; 0345, 0100, 0762, 0585, A|}

{RC000; ABC|} {RC001; DEF|}

{XS; I, 0001, 0002C2100|}

6.9 LINE FORMAT COMMAND

{LC

Function

Sets the line format and draws the line.

Format

{LC; aaaa, bbbb, cccc, dddd, e, f (, ggg)|}

Term

aaaa: Start point X-coordinate

Fixed as 4 digits (in 0.1 mm units)

bbbb: Start point Y-coordinate

Fixed as 4 digits (in 0.1 mm units)

cccc: End point X-coordinate

Fixed as 4 digits (in 0.1 mm units)

dddd: End point Y-coordinate

Fixed as 4 digits (in 0.1 mm units)

e: Type of line

0: Line (horizontal, vertical line, slant line)

1: Rectangle

2: Jagged line (vertical, horizontal)

3: Rectangle with jagged lines

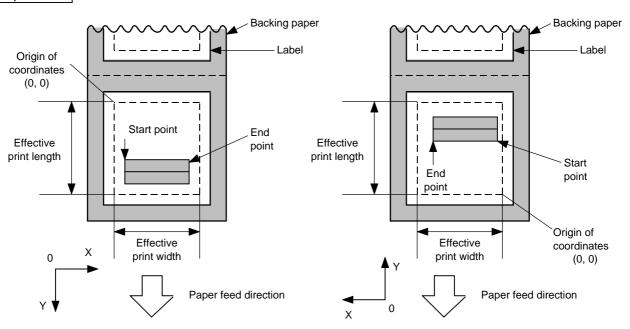
f: No. of line width dots

1 to 9 (in 0.1 mm units)

ggg: Radius of rounded corners of a rectangle (omissible)

Fixed as 3 digits (in 0.1 mm units)

Explanation

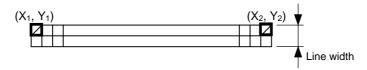


[Print direction: Printing bottom first]

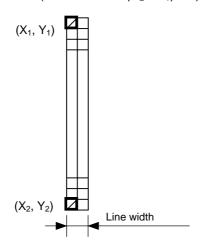
[Print direction: Printing top first]

[Line]

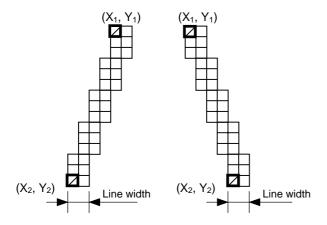
(1) Horizontal line (In the case of $|Y_2 - Y_1| = 0$)

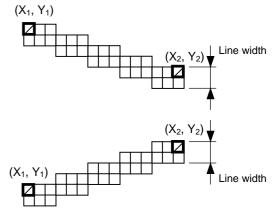


(2) Vertical line (In the case of $|X_2 - X_1| = 0$)



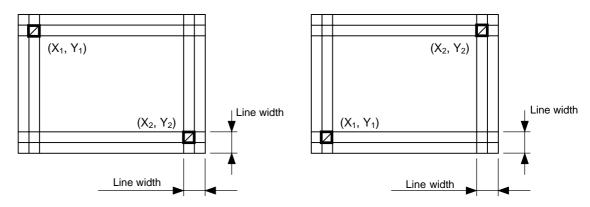
- (3) Slant line A ($|X_2 X_1| \le |Y_2 Y_1|$)
- (4) Slant line B ($|X_2 X_1| > |Y_2 Y_1|$)



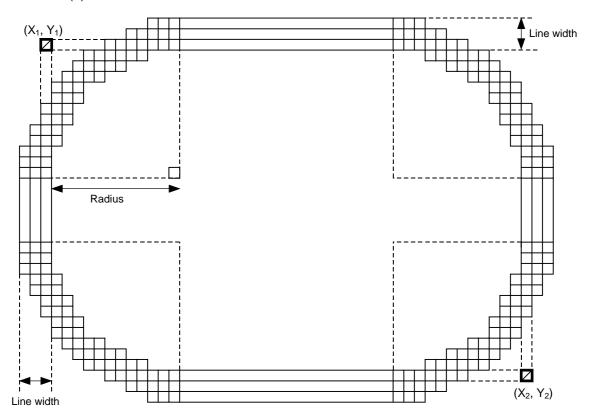


[Rectangle]

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

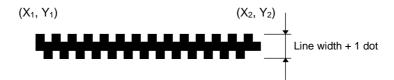


(2) Radius of rounded corners ≠ 000



[Jagged Line]

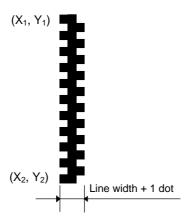
(1) Horizontal line



Both the upper and lower sides of the line are jagged.

As the line width becomes larger, the center of the line (not jagged) becomes wider.

(2) Vertical line

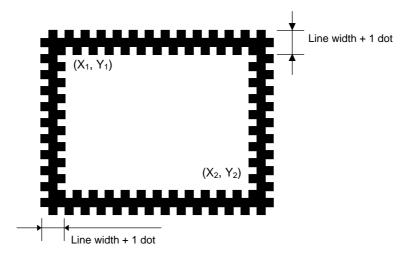


Both the left and right sides of the line are jagged.

As the line width becomes larger, the center of the line (not jagged) becomes wider.

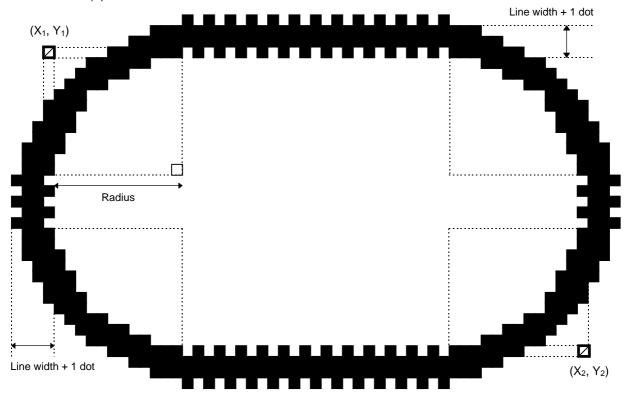
[Rectangle]

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



Both the right and left sides of the line, or both the upper and lower sides of the line are jagged. As the line width becomes larger, the center of the line (not jagged) becomes wider.

(2) Radius of rounded corners ≠000



Notes

- (1) In line designation, a horizontal line, vertical line or slant line A/B is drawn according to the start and end point coordinates.
- (2) The result is 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 ({D).
- (4) Programming the radius of the rounded corner is effective only when the type of line is 1 (Rectangle). When the type of line is 0, designation of the radius is ignored.

When the type of line is 1, and the radius of the rounded corner is 000 or omitted, a rectangle is printed.

(5) A circle is assumed when:

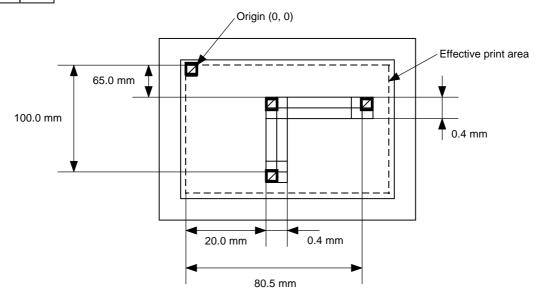
$$\frac{|X_2 - X_1|}{2} = \frac{|Y_2 - Y_1|}{2} \le [\text{Radius of rounded corners}]$$

[Effective print area]

[mm]

	Model	B-452-HS			
Item	Method	Batch Strip Cu			
Effective print width	Min.	10.0			
	Max.	103.6			
Effective print length	Min.	3.0 21.4 29.		29.0	
	Max.	200.0			

Examples



{C|} {LC; 0200, 0650, 0805, 0650, 0, 4|} {LC; 0200, 0650, 0200, 1000, 0, 4|}

{XS; I, 0001, 0002C2100|}

6.10 BIT MAP FONT FORMAT COMMAND

{PC

Function

Sets the format indicating on the label at which the bit map font is to be printed and how it is to be printed.

Format

- ① {PCaaa; bbbb, cccc, d, e, ff (, ghh), ii, j (, Jkkll) (, Mm) (, nooooooooo) (, Zpp) (, Pq) (=rrr----rrr) |}
- ② {PCaaa; bbbb, cccc, d, e, ff (, ghh), ii, j (, Jkkll) (, Mm) (, nooooooooo) (, Zpp) (, Pq) (; ss₁, ss₂, ss₃, -----, ss₂₀) |}

Term

aaa: Character string number

000 to 199 (two digits, 00 to 99, also acceptable)

bbbb: Print origin of X-coordinate of character string

Fixed as 4 digits (in 0.1 mm units)

cccc: Print origin of Y-coordinate of character string

Fixed as 4 digits (in 0.1 mm units)

d: Character horizontal magnification

1 to 9 (in magnifications)

* Two digit designation enables magnifications in 0.5 units (05 ~ 95: 0.5 to 9.5 magnifications).

d d

Designation in 0.5 magnification units: 0 or 5

Designation in magnifications: 0 to 9

e: Character vertical magnification

1 to 9 (in magnifications)

* Two digit designation enables magnifications in 0.5 units (05 ~ 95: 0.5 to 9.5 magnifications).

e e

Designation in 0.5 magnification units: 0 or 5

Designation in magnifications: 0 to 9

ff: Type of font

A: Times Roman	(Medium)	4 point
B: Times Roman	(Medium)	5 point
C: Times Roman	(Bold)	5 point
D: Times Roman	(Bold)	6 point
E: Times Roman	(Bold)	7 point
F: Times Roman	(Italic)	6 point
G: Helvetica	(Medium)	3 point
H: Helvetica	(Medium)	5 point
I: Helvetica	(Medium)	6 point
J: Helvetica	(Bold)	6 point
K: Helvetica	(Bold)	7 point
L: Helvetica	(Italic)	6 point
M: Presentation	(Bold)	9 point
N: Letter Gothic	(Medium)	4.75 point
O: Prestige Elite	(Medium)	3.5 point

P: Prestige Elite (Bold) 5 point
Q: Courier (Medium) 5 point
R: Courier (Bold) 6 point
S: OCR-A 6 point
T: OCR-B 6 point

* The following fonts are proportional.

A, B, C, D, E, F, G, H, I, J, K, L

01: Writable character 1 (1x1 dot to 720x720 dots)

to

40: Writable character 40 (1x1 dot to 720x720 dots)

51: Writable character 51 (1x1 dot to 720x720 dots) (2-byte code set)

ghh: Fine adjustment of character-to-character space (omissible)

- g: Designates whether to increase or decrease the character-to-character space.
 - +: Increase
 - -: Decrease

hh: No. of space dots between characters

00 to 99 (in dots)

ii: Rotational angles of a character and character string

00: 0° (char.) 0° (char.-string)
11: 90° (char.) 90° (char.-string)
22: 180° (char.) 180° (char.-string)
33: 270° (char.) 270° (char.-string)

j: Character attribution

B: Black character

W (aabb): Reverse character

aa: No. of dots from the character string to the end of the black background in the horizontal direction.

bb: No. of dots from the character string to the end of the black background in the vertical direction.

aa: 01 to 99 (in units of dots)bb: 01 to 99 (in units of dots)

F (aabb): Boxed character

aa: No. of dots from the character string area to the box in the horizontal direction.

bb: No. of dots from the character string area to the box in the vertical direction.

aa: 01 to 99 (in units of dots) bb: 01 to 99 (in units of dots)

C (aa): Stroked out character

aa: No. of dots from the character string area to the end of the strokeaa: 01 to 99 (in units of dots)

* Descriptions in parentheses are omissible. (If omitted, it is magnification × 6 dots.) Jkkll: Designates a bold character (omissible).

kk: No. of horizontal shift dots

00 to 16 (in dots)

II: No. of vertical shift dots

00 to 16 (in dots)

Mm: Type of the check digit to be attached (omissible)

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)

n: Designates whether to increment or decrement.

+: Increment

-: Decrement

0000000000 to 9999999999

Zpp: Zero suppression (omissible)

pp: No. of zeros to be suppressed

00 to 20

Pq: Alignment

q: Designates the character position

1: Left

2: Center

3: Right

4aaaa: Equal space

aaaa: X direction of character string area

0025 to 1036 (in 0.1 mm units)

5aaaabbbcc: Automatic line feed

aaaa: X direction of character string area

0025 to 1036 (in 0.1 mm units)

bbb: Line feed length

010 to 500 (in 0.1 mm units)

cc: Number of lines

01 to 99

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

Max. 255 digits

 ss_1 , ss_2 , ss_3 , -----, ss_{20} : Link field No. (omissible)

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

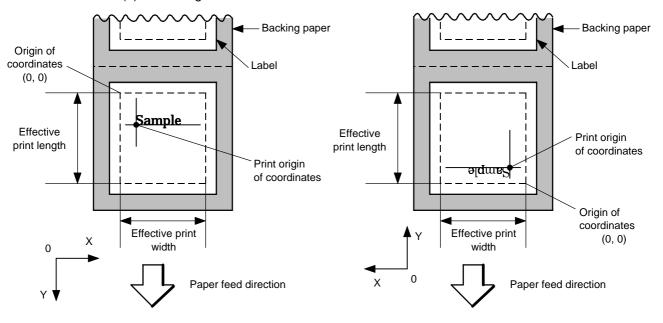
Up to 20 fields can be designated using commas.

Explanation

(1) Character string number

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

(2) Print origin of coordinates



[Print direction: Printing bottom first]

[Print direction: Printing top first]

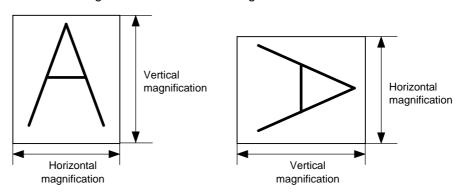
The print origin of coordinates must be set so that the result of character drawing will be within the effective print area set by the Label Size Set Command ({D).

[Effective print area]

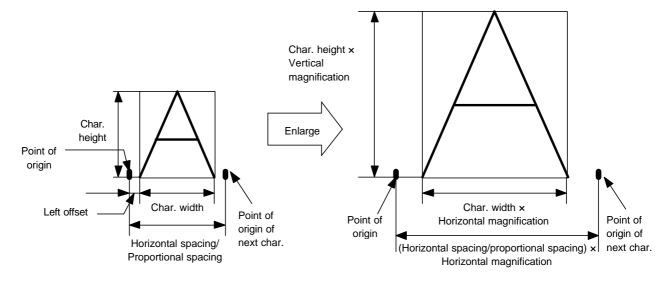
[mm]

	Model	B-452-HS			
Item	Method	Batch Strip Cu			
Effective print width	Min.	10.0			
	Max.	103.6			
Effective print length	Min.	3.0 21.4 29.0		29.0	
	Max.		200.0		

(3) Horizontal magnification and vertical magnification



[Relationship between drawing coordinates and magnification]



(4) Type of font: (The font image below is 2 times as large horizontally and vertically as the actual size.)

A: Times Roman : !"#\$%&'()*+.-./0123456789::<=>?@ABCDEFGHIJKLMNOPQRSTUVWXY

B: Times Roman : !"#\$%&'()*+,-./0123456789:;<=>?@ABCDEFGHIJKLMNOPQ

C: Times Roman : !"#\$%&'()*+,-./0123456789;;<=>?@ABCDEFGHIJKLMNOP

D: Times Roman : !"#\$%&'()*+,-./0123456789:; <=>?@ABCDEFGHIJKL

E: Times Roman : !"#\$%&'()*+,-./0123456789:; <=>?@ABCDEF

F: Times Roman : 2''' # % & '()*+,-./0123456789:; <=>? @ABCDEFGHIJKL

G: Helvetica : !"*s%&"()*+,-,/0123456789:;<=>?@ABCDEFGHIJKLMNOPQRSTUVWXYZ[Y]^_'abcdefghijkImnopq

H: Helvetica : !"#\$%&'()*+,-./0123456789:;<=>?@ABCDEFGHIJKLMNOPQRS

I: Helvetica : !"#\$%&'()*+,-./0123456789:;<=>?@ABCDEFGHIJKL

J: Helvetica : !"#\$%&'()*+,-./0123456789:;<=>?@ABCDEFGHIJKL

K: Helvetica : !"#\$%&'()*+,-./0123456789:;<=>?@ABCDEF

L: Helvetica : !"#\$%&'()*+,-./0123456789:;<=>?@ABCDEFGHIJKL

M: Presentation : !"#\$%&'()*+,-./0123456789:

N: Letter Gothic : !"#\$%&'()*+,-./0123456789:;<=>?@ABCDEFGHIJKLMNOPQRSTUVWXYZ[\formalfont{\text{Y}}^'ab

O: Prestige Elite : !"#\$%&'()*+,-./0123456789:;<=>?@ABCDEFGHIJKLMNOPQRSTUVWXYZ[\}]^_'ab

P: Prestige Elite : !"#\$%&'()*+,-./0123456789:;<=>?@ABCDEFGHIJKLMNOP

Q: Courier : "#\$%&'()*+,-./0123456789:;<=>?@ABCDEFGHIJKLMNOP

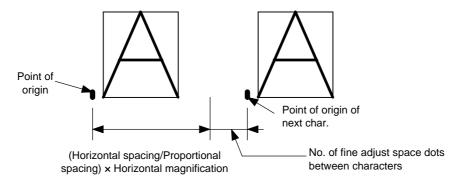
R: Courier !"#\$%&'()*+,-./0123456789:;<=>?@ABCDEFGH

S: OCR-A : !"#\$%&'()*+,-./0123456789:;<=>?@ABCDEFGH

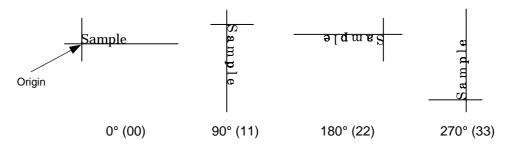
T: OCR-B : !"#\$%&'()*+,-./0123456789:;<=>?@ABCDEFGH

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

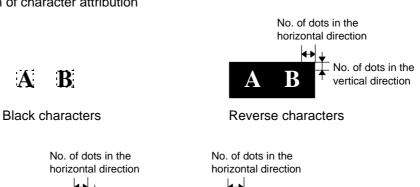
If no character-to-character space is specified or the number of space dots between characters is 0, drawing will take place according to the horizontal spacing/proportional spacing determined for each character. If character-to-character space is specified, drawing will take place according to the value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



(6) Rotational angles of a character and character string



(7) Selection of character attribution

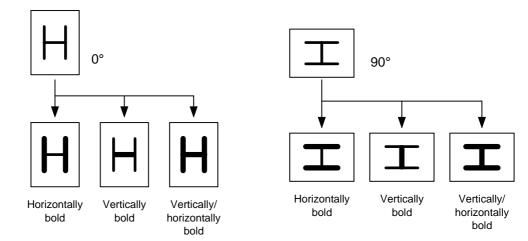


A B No. of dots in the vertical direction

Boxed characters

Stroked out characters

(8) Bold character designation



(9) Check digit to be attached

When Modulus 10 or Modulus 43 is selected, the check digit of a data row is calculated and attached to the data row for drawing. When modulus 10 is designated and the data includes any data other than the numerals, the data row will not be drawn. When modulus 43 is designated and the data includes any character other than CODE39, no drawing will take place.

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

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

(10) Increment/decrement

Printing is performed while the data is incremented or decremented each time a label is issued.

Where the data row exceeds the maximum number of digits (40), the data row will not be drawn.

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

Letters and numerals for increment/decrement

For the data string, up to 40 digits (including letters, numerals and symbols) are possible. Example of increment/decrement calculation

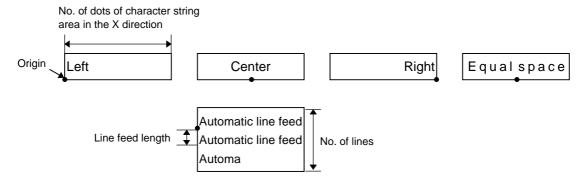
Initial value	00000	A0A0A	7A8/9	A2A0A
INC/DEC	+1	+1	+3	-3
1st label	00000	A0A0A	7A8/9	A2A0A
2nd label	00001	A0A1A	7A9/2	A1A7A
3rd label	00002	A0A2A	7A9/5	A1A4A
4th label	00003	A0A3A	7A9/8	A1A1A
5th label	00004	A0A4A	8A0/1	A8A0A

(11) Zero suppression

No. of zeros to be suppressed	0	1	2	2	3	4	5
Data	0000	0000	0000	0A12	0123	0123	0123
Print	0000	0	□□00	∟A12	□123	0123	0123

The leading zero(s) in a data row is replaced by a space(s) according to the designated number of digits. However, if the number of digits to be suppressed is greater than the data row, the data row will be drawn without zero suppression. Where the data row exceeds the maximum number of digits (40), the data row will not be drawn.

(12) Alignment



If characters are not placed on one line when equal space and automatic line feed is designated, the following step should be performed.

Decrease the value of the character-to-character space. When characters are not placed on one line if the value is set to 0, return the value to its default, and then reduce by 0.5 horizontal magnification if the character horizontal magnification has been set to 1.5 or more.

If characters are still not placed on one line, repeatedly decrease the value of the character-to-character space, and then reduce the horizontal magnification. When characters are not placed on one line if the character magnification is set to 0.5 and the character-to-character space is set to 0, the field is not drawn. (The same previous field is 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 can be printed. When the number of digits exceeds the maximum value, exceeding data will be discarded.

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

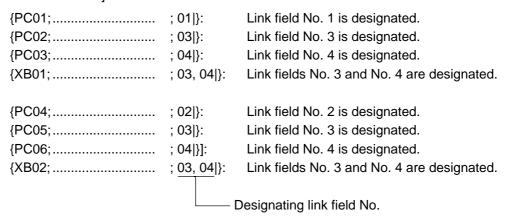
(14) Link field No.

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.

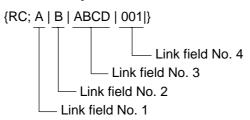
Up to 20 fields can be linked.

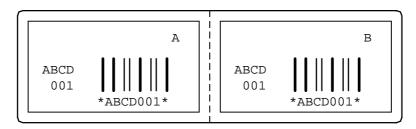
The following shows an example of linked fields on the two continuous labels.

[Format Command]



[Data Command]





Notes

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

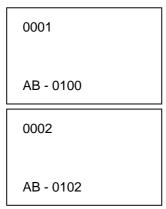
For example, the zero(s) is replaced by a space(s) as a result of zero suppression but the modulus 10 designated to be attached cannot be calculated.

Increment/decrement > zero suppression > attachment of check digit

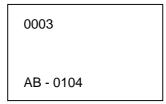
(2) Up to 32 fields for which incrementing/decrementing has been designated can be drawn. If a total of bit map font, outline font or bar code increment/decrement fields exceeds 32, drawing will take place without incrementing/decrementing any excessive field. The field to be incremented or decremented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



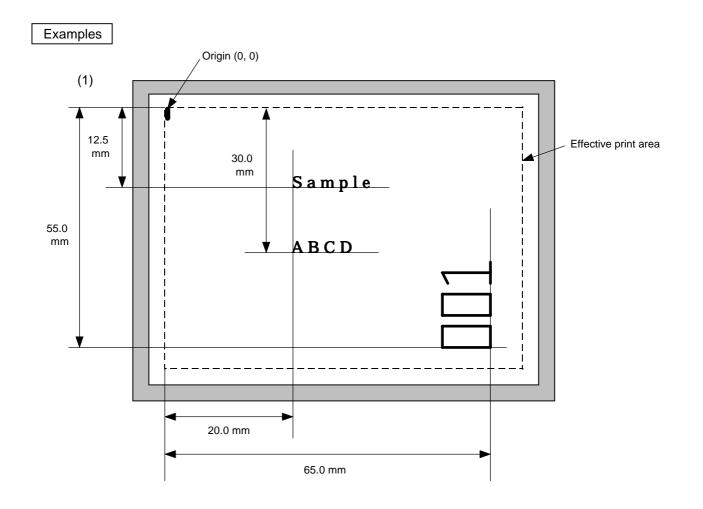
(3) The Bit Map Font Format Command may be connected to the Outline Font Format Command when transmitted.

```
{PC001; 0100, 0150, 1, 1, A, 00, B|
C002; 0350, 0180, 1, 1, A, 00, B|
C005; 0200, 0300, 25, 2, C, +05, 00, B, +0000000001|
V01; 0500, 0400, 0100, 0100, A, 00, B|}
```

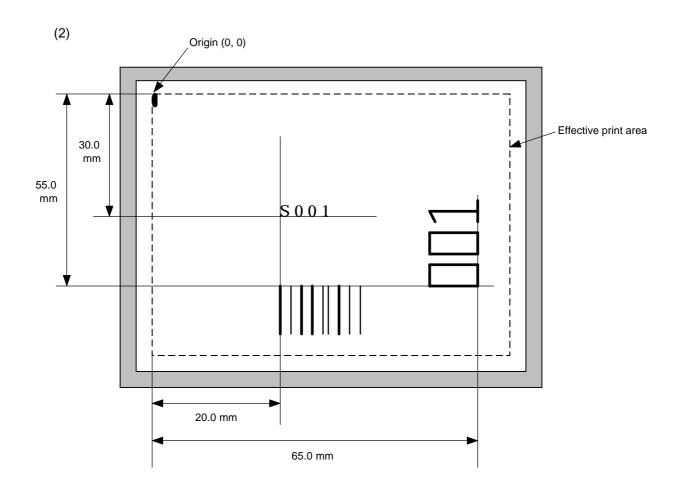
- (4) When the drawing data is changed per label issue during printing, the field of the drawing data for the previous label is automatically cleared using the character string number, then the next drawing data is printed. Therefore, the character string number which differs according to the drawing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

Refer to

Bit Map Font Data Command ({RC) Outline Font Format Command ({PV) Bar Code Format Command ({XB)



{C|}
{PC000; 0200, 0300, 1, 1, A, 00, B=ABCD|}
{PC001; 0200, 0125, 1, 1, C, 00, B|}
{PC002; 0650, 0550, 2, 2, G, 33, B, +0000000001|}
{RC001; Sample|}
{RC002; 001|}
{XS; I, 0002, 0002C2100|}



 $\{C|\}$

{PC001; 0200, 0300, 1, 1, C, 00, B; 01, 02|} {PV01; 0650, 0550, 0200, 0150, B, 33, B; 02|}

 $\{XB01;\,0200,\,0550,\,3,\,1,\,03,\,03,\,08,\,08,\,03,\,0,\,0150;\,01,\,02|\}$

{RC; S | 001|}

{XS; I, 0002, 0002C2100|}

6.11 OUTLINE FONT FORMAT COMMAND

{PV

Function

Sets the format to indicate the position on the label, at which the outline font is to be printed and how it is to be printed.

Format

- ① {PVaa; bbbb, cccc, dddd, eeee, f (, ghhh), ii, j (, Mk) (,Immmmmmmmm) (, Znn) (, Po) (=ppp-----ppp) |}
- ② {PVaa; bbbb, cccc, dddd, eeee, f (, ghhh), ii, j (, Mk) (,Immmmmmmmm) (, Znn) (, Po) (; qq₁, qq₂, qq₃, -----, qq₂₀) |}

Term

aa: Character string number

00 to 99

bbbb: Print origin of X-coordinate of the character string

Fixed as 4 digits (in 0.1 mm units)

cccc: Print origin of Y-coordinate of the character string

Fixed as 4 digits (in 0.1 mm units)

dddd: Character width

Font type: A, B

0010 to 0850 (in 0.1 mm units)

Font type: E~I

0010 to 0600 (in 0.1 mm units)

Font type: 01 to 25

0010 to 0400 (in 0.1 mm units)

eeee: Height of the character

Font type: A, B

0010 to 0850 (in 0.1 mm units)

Font type: E~I

0010 to 0600 (in 0.1 mm units)

Font type: 01 to 25

0010 to 0400 (in 0.1 mm units)

f: Type of font

A: TEC FONT 1 (Helvetica [bold])

B: TEC FONT 1 (Helvetica [bold] proportional)

E: Price font 1

F: Price font 2

G: Price font 3

H: TEC FONT 2

I: TEC FONT 3

01 to 25: TrueType font

ghhh: Fine adjustment of character-to-character space (omissible)

- g: Designates whether to increase or decrease the character-to-character space.
 - +: Increase
 - -: Decrease

hhh: No. of space dots between characters 000 to 512 (in dots)

ii: Rotational angles of a character and character string

00: 0° (char.) 0° (char.-string)
 11: 90° (char.) 90° (char.-string)
 22: 180° (char.) 180° (char.-string)
 33: 270° (char.) 270° (char.-string)

j: Character attribution

B: Black character

W (aabb): Reverse character

aa: No. of dots from the character string to the end of the black background in the horizontal direction

bb: No. of dots from the character string to the end of the black background in the vertical direction.

aa: 01 to 99 (in units of dots)bb: 01 to 99 (in units of dots)

- F (aabb): Boxed character
 - aa: No. of dots from the character string area to the box in the horizontal direction
 - bb: No. of dots from the character string area to the box in the vertical direction

aa: 01 to 99 (in units of dots)bb: 01 to 99 (in units of dots)

C (aa): Stroked out character

aa: No. of dots from the character string area to the end of the strokeaa: 01 to 99 (in units of dots)

* Descriptions in parentheses are omissible.

(If omitted, it is the character size ÷ 8 dots.)

Mk: Type of the check digit to be attached (omissible)

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)

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

mmmmmmmm: Skip value

0000000000 to 9999999999

Znn: Zero suppression (omissible)

nn: No. of zeros to be suppressed

00 to 20

Po: Alignment

o: Designates the character position.

1: Left

2: Center

3: Right

4aaaa: Equal space

aaaa: X direction of character string area 0025 to 1036 (in 0.1 mm units)

Font type: 01 to 25

Regardless of the designation, align left.

In the case of Arabic, align right. (Letters are printed from right to left.)

ppp-----ppp: Data string to be printed (omissible)

Max. 255 digits

 $qq_1,\,qq_2,\,qq_3,\,\hbox{-----},\,qq_{20}\hbox{:}\quad \hbox{Link field No. (omissible)}$

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

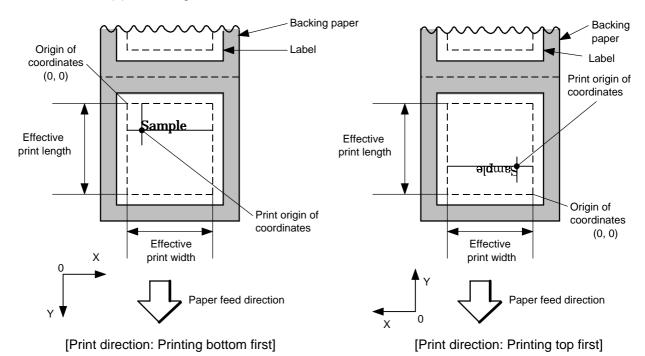
Up to 20 fields can be designated using commas.

Explanation

(1) Character string number

When drawing by the Data Command ({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 that the result of character drawing will be within the effective print area set by the Label Size Set Command ({D).

[Effective print area] [mm]

	Model	B-452-HS			
Item	Method	Batch Strip Cut			
Effective print width	Min.	10.0			
	Max.	103.6			
Effective print length	Min.	3.0 21.4 29.0		29.0	
	Max.	200.0			

Char. Neight Char. Neight

For the font type: 01 to 25

The maximum font size changes according to the font type and the character type. The maximum value for the parameter is 400, however, it is possible to specify a value up to 600. If the designated value is out of range, nothing will be printed in the area.

(4) Type of font

Char. width

A: TEC FONT 1 (Helvetica [bold])

B: TEC FONT 1 (Helvetica [bold] proportional)

!"#\$%&'()*+,-./
0123456789:;<=>?
@ABCDEFGHIJKLMNO
PQRSTUVWXYZ[¥]^_
'abcdefghijklmno
pqrstuvwxyz{¦}~A

F: Price font 2 (POP font)

G: Price font 3 (POP font)

H: TEC FONT 2

!"#\$%&'()*+,-./
0123456789:;<=>?
@ABCDEFGHIJKLMNO
PQRSTUVWXYZ[\frac{\fra

I: TEC FONT 3

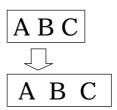
!"#\$%&'()*+,-./
0123456789:;<=>?
@ABCDEFGHJJKLMNO
PQRSJUVWXYZ[¥]^_
'abcdefghijklmno
pqrstuvwxyz{|}~

01 to 25: TrueType font

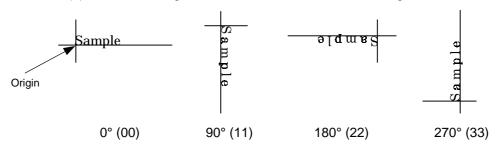
Nos. 01 to 25 correspond to the TrueType fonts that the user downloads to the printer by using the TEC Ttf downloader. The TEC Ttf downloader enables the user to assign a TrueType font to any number between 01 to 25.

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

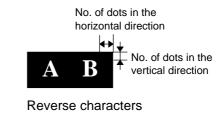
If no character-to-character space is specified or the number of space dots between characters is 0, drawing will take place according to the horizontal spacing/proportional spacing determined for each character. If character-to-character space is specified, drawing will take place according to the value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



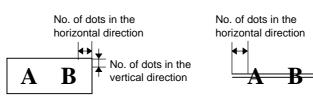
(6) Rotational angles of a character and character string



(7) Selection of character attribution







Boxed characters

Stroked out characters

(8) Check digit to be attached

When Modulus 10 or Modulus 43 is selected, the check digit of a data row is calculated and attached to the data row for drawing. When modulus 10 is designated and the data includes any data other than the numerals, the data row will not be drawn. When modulus 43 is designated and the data includes any character other than CODE39, no drawing will take place.

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

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

(9) Increment/decrement

Printing is performed while the data is incremented or decremented each time a label is issued

Where the data row exceeds the maximum number of digits (40), the data row will not be drawn.

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

Letters and numerals for increment/decrement

For the data string, up to 40 digits (including letters, numerals and symbols) are possible.

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 zeros to be suppressed	0	1	2	2	3	4	5
Data	0000	0000	0000	0A12	0123	0123	0123
Print	0000	0	00	_A12	_123	0123	0123

The leading zero(s) in a data row is replaced by a space(s) according to the designated number of digits. However, if the number of digits to be suppressed is greater than the data row, the data row will be drawn without zero suppression. Where the data row exceeds the maximum number of digits (40), the data row will not be drawn.

(11) Alignment



If characters are not placed on one line when equal space is designated, the width is calculated automatically. When the width is less than the limit value (1 mm) for the outline font, the field is not drawn. (The same previous field is also not drawn.)

(12) Data string to be printed

Drawing data can be programmed by designating the number of digits after the symbol "=". Up to 255 digits can be printed. When the number of digits exceeds the maximum value, any excessive data will be discarded.

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

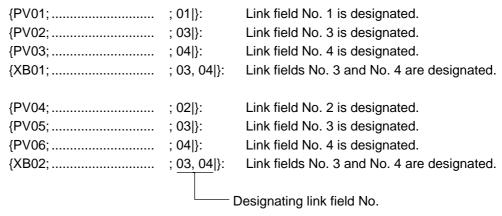
(13) Link field No.

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.

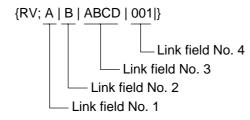
Up to 20 fields can be linked.

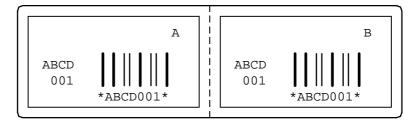
The following shows an example of linked fields on two continuous labels.

[Format Command]



[Data Command]





Notes

(1) The check digit attach, increment/decrement, and zero suppress processes 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 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

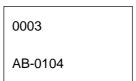
(2) Up to 32 fields for which incrementing/decrementing has been designated can be drawn. If a total of bit map font, outline font, or bar code increment/decrement fields exceeds 32, drawing will take place without incrementing/decrementing any excessive field. The field to be incremented or decremented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

[Examples]

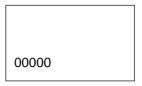
- 1) Format Command (Increment character string No. 01 (+1))
- 2) Format Command (No incrementing for character No. 02)
- 3) Format Command (Increment character string No. 03 (+2))
- 4) Image Buffer Clear Command
- 5) Data Command (Character string No. 01 "0001")
- 6) Data Command (Character string No.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



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



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

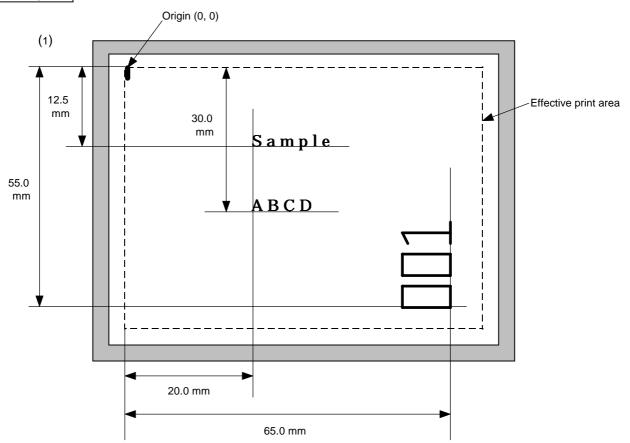
{PC001; 0100, 0150, 1, 1, A, 00, B| C002; 0350, 0180, 1, 1, A, 00, B| C005; 0200, 0300, 25, 2, C, +05, 00, B, +0000000001| V01; 0500, 0400, 0100, 0100, A, 00, B|}

- (4) When the drawing data is changed per label issue during printing, 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 which differs according to the drawing fields should be designated. Since the automatic field clear is not performed between the Clear Command ({C) and Issue Command ({XS), the fixed data may be drawn using the same character string number. In this case, the Format Command and Data Command should be sent alternately. (After the Issue Command is sent, the fields with the same character string number are automatically cleared until the Clear Command is sent.)
- (5) When characters overlap due to the character-to-character space fine adjustment, the outline font is not painted properly. Program the fine adjust value so that characters will not overlap. Also, when drawings such as lines or characters are on the outline font drawing position, the outline font is not painted properly. When font type A or B is used, program the fine adjust value so that drawings will not overlap in the outline font drawing area.
- (6) The link field designation is cleared by omitting the link field designation using the same character string No. and reformatting data. The link field designation can be also cleared by the Image Buffer Clear Command.
- (7) A print data string and link field No. cannot be programmed at the same time.

Refer to

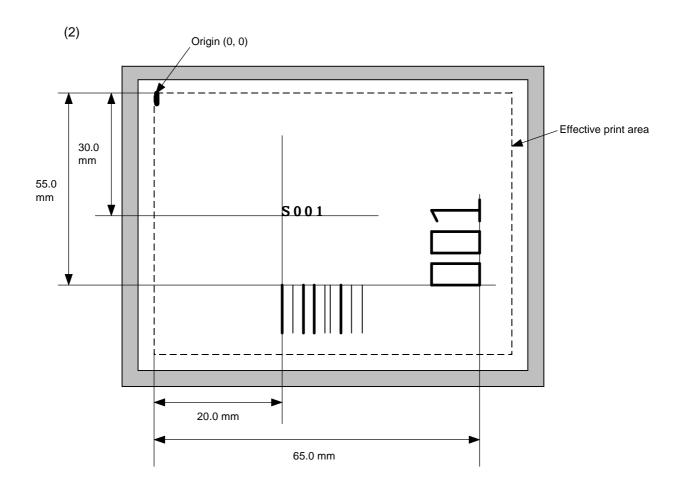
Outline Font Data Command ({RV) Bit Map Font Format Command ({PC) Bar Code Format Command ({XB)





$$\begin{split} &\{C|\} \\ &\{ \text{PV00; 0200, 0300, 0080, 0080, B, 00, B=ABCD} \} \\ &\{ \text{PV01; 0200, 0125, 0100, 0100, B, 00, B} \} \\ &\{ \text{PV02; 0650, 0550, 0200, 0150, B, 33, B, +0000000001} \} \\ &\{ \text{RV01; Sample} \} \\ &\{ \text{RV02; 001} \} \end{split}$$

{XS; I, 0002, 0002C2100|}



{C|} {PC001; 0200, 0300, 1, 1, C, 00, B; 01, 02|} {PV01; 0650, 0550, 0200, 0150, B, 33, B; 02|}

{XB01; 0200, 0550, 3, 1, 03, 03, 08, 08, 03, 0, 0150; 01, 02|}

{RV; S | 001|}

{XS; I, 0002, 0002C2100|}

6.12 BAR CODE FORMAT COMMAND

{XB

Function

Sets the format to indicate the position on the label, at which the bar code is to be printed and how it is to be printed.

In the case of WPC, CODE93, CODE128, UCC/EAN128 and various postal codes

Format

- ① {XBaa; bbbb, cccc, d, e, ff, k, IIII (, mnnnnnnnnn, ooo, p, qq) (= sss ----- sss) |}
- ② {XBaa; bbbb, cccc, d, e, ff, k, IIII (, mnnnnnnnnn, ooo, p, qq) (; tt₁, tt₂, tt₃, -----, tt₂₀) |}

Term

aa: Bar code number

00 to 31

bbbb: Print origin of X-coordinate of the bar code

Fixed as 4 digits (in 0.1 mm units)

cccc: Print origin of Y-coordinate of the bar code

Fixed as 4 digits (in 0.1 mm units)

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 (for Japan)
- S: Highest priority customer bar code (for Japan)
- U: POSTNET (for U.S)
- V: RM4SCC (ROYAL MAIL 4 STATE CUSTOMER CODE) (for U.K)
- W: KIX CODE (for Belgium)

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 auto attachment (1)

WPC Modulus 10
CODE93 Modulus 47
CODE128 PSEUDO 103

UCC/EAN128 Modulus 10 + Modulus 103

Customer code Special check digit POSTNET Special check digit RM4SCC Special check digit

4: Check digit auto attachment (2)

WPC Modulus 10 + Price C/D 4 digits

5: Check digit auto attachment (3)

WPC Modulus 10 + Price C/D 5 digits

(**NOTE:** For postal codes, only "3: Check digit auto attachment (1)" is available.)

ff: 1-module width

01 to 30 (in dots)

k: Rotational angle of bar code

0: 0°

1: 90°

2: 180°

3: 270°

IIII: Height of the bar code

0000 to 1000 (in 0.1 mm units)

(For postal codes, a long bar length should be designated.)

mnnnnnnnn: Increment/decrement (omissible)

m: Indicates whether to increment or decrement

+: Increment

-: Decrement

nnnnnnnnn: Skip value

000000000 to 999999999

ooo: Length of the WPC guard bar (omisible)

000 to 100 (in 0.1 mm units)

p: Selection of print or non-print of numerals under bars (omissible)

0: Non-print

1: Print

qq: No. of zeros to be suppressed (omissible)

00 to 20

sss ----- sss: Data string to be printed (omissible)

Max. 126 digits. However, it varies according to the type of bar code.

tt₁, tt₂, tt₃, -----. tt₂₀: Link field No. (omissible)

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

Up to 20 fields can be designated using commas.

* Omissible parameters cannot be set when the postal code (Type of bar code: R, S, U, V, or W) is used.

● In the case of MSI, Interleaved 2 of 5, CODE39, NW7, and Industrial 2 of 5

Format

- ① {XBaa; bbbb, cccc, d, e, ff, gg, hh, ii, jj, k, llll (, mnnnnnnnnn, p, qq) (, r) (=sss----sss) |}
- ② {XBaa; bbbb, cccc, d, e, ff, gg, hh, ii, jj, k, llll (, mnnnnnnnnn, p, qq) (, r) (; tt₁, tt₂, tt₃, -----, tt₂₀) |}

Term

aa: Bar code number

00 to 31

bbbb: Print origin of X-coordinate of the bar code

Fixed as 4 digits (in 0.1 mm units)

cccc: Print origin of Y-coordinate of the bar code

Fixed as 4 digits (in 0.1 mm units)

d: Type of bar code

1: MSI

2: Interleaved 2 of 5

3: CODE39 (standard)

4: NW7

B: CODE39 (full ASCII)

O: Industrial 2 of 5

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

3: Check digit auto attachment (1)

CODE39 Modulus 43
MSI IBM modulus 10
ITF Modulus 10

Industrial 2 of 5 Modulus check character

4: Check digit auto attachment (2)

MSI IBM modulus 10 + IBM modulus 10

ITF DBP Modulus 10

5: Check digit auto attachment (3)

MSI IBM modulus 11 + IBM modulus 10

ff: Narrow bar width

01 to 99 (in dots)

gg: Narrow space width

01 to 99 (in dots)

* In the case of Industrial 2 of 5, an element-to-element space is designated.

hh: Wide bar width

01 to 99 (in dots)

ii: Wide space width

01 to 99 (in 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 dots)

* In the case of MSI and ITF, character-to-character space width is set to 00.

k: Rotational angle of bar code

0: 0°

1: 90°

2: 180°

3: 270°

IIII: Height of the bar code

0000 to 1000 (in 0.1 mm units)

m: Indicates whether to increment or decrement

+: Increment

-: Decrement

nnnnnnnnn: Skip value

000000000 to 999999999

p: Selection of print or non-print of numerals under bars

0: Non-print

1: Print

qq: No. of zeros to be suppressed (omissible)

00 to 20

r: Designates the attachment of start/stop code (omissible)

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 according to the type of bar code.

tt₁, tt₂, tt₃, -----, tt₂₀: Link field No. (omissible)

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

Up to 20 fields can be designated using commas.

• In the case of Data Matrix (two-dimensional code) Format ① {XBaa; bbbb, cccc, d, ee, ff, gg, h (, Ciiijjj) (, Jkkllmmmnnn) (= ooo ----- ooo) |} ② {XBaa; bbbb, cccc, d, ee, ff, gg, h (, Ciiijjj) (, Jkkllmmmnnn) $(= pp_1, pp_2, pp_3, ----, pp_{20}) |$ Term aa: Bar code number 00 to 31 bbbb: Print origin of X-coordinate of the bar code Fixed as 4 digits (in 0.1 mm units) cccc: Print origin of Y-coordinate of the bar code Fixed as 4 digits (in 0.1 mm units) d: Type of bar code Q: Data Matrix (two-dimensional code) ee: ECC type 00: ECC0 01: ECC50 04: ECC50 05: ECC80 06: ECC80 07: ECC80 08: ECC80 09: ECC100 10: ECC100 11: ECC140 12: ECC140 13: ECC140 14: ECC140 20: ECC200 ff: 1-cell width 00 to 99 (in dots) Format ID gg:

01: Format ID 1
02: Format ID 2
03: Format ID 3
04: Format ID 4
05: Format ID 5
06: Format ID 6

^{*} When ECC200 is designated as ECC type, the format ID designation is ignored.

h: Rotational angle of bar code

0: 0°

1: 90°

2: 180°

3: 270°

Ciiijjj: No. of cells (When this parameter is omitted, it is automatically set.)

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

* Cell setting 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 data except for the above values is designated in the X and Y directions, the number of cells is automatically set.

Jkkllmmmnnn: Connection setting (No connection when this parameter is omitted.)

..... It is valid when ECC200 is selected.

kk: Code number 01 to 16

II: No. of divided codes 01 to 16

mmm: ID number 1 001 to 254

nnn: ID number 2 001 to 254

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

Max. 2000 digits.

 $pp_1, pp_2, pp_3, -----, pp_{20}$: 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)

① {XBaa; bbbb, cccc, d, ee, ff, gg, h, iiii (=jjj-----jjj) |} Format ② {XBaa; bbbb, cccc, d, ee, ff, gg, h, iiii (; kk₁, kk₂, kk₃, -----, kk₂₀) |} Term aa: Bar code number 00 to 31 bbbb: Print origin of X-coordinate of the bar code Fixed as 4 digits (in 0.1 mm units) cccc: Print origin of Y-coordinate of the bar code Fixed as 4 digits (in 0.1 mm units) d: Type of bar code P: PDF417 (two-dimensional code) Security level ee: 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 ff: 1-module width 01 to 20 (in dots) No. of columns (strings) gg: 01 to 30 h: Rotational angle of bar code 0: 0° 1: 90° 2: 180° 3: 270° iiii: Bar height 0000 to 0100 (in 0.1 mm units)

jjj-----jjj: Data string to be printed (omissible)

Max. 2,000 digits

kk₁, kk₂, kk₃, -----, kk₂₀: Link field No. (omissible)

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

Up to 20 fields can be designated using commas.

In the case of QR code (two-dimensional code)

Format ① {XBaa; bbbb, cccc, d, e, ff, g, h (, Mi) (, Kj) (, Jkkllmm) (= nnn --- nnn) |} ② {XBaa; bbbb, cccc, d, e, ff, g, h (, Mi) (, Kj) (, Jkkllmm) (= oo₁, oo₂, oo₃ ----- oo₂₀) |} Term aa: Bar code number 00 to 31 bbbb: Print origin of X-coordinate of the bar code Fixed as 4 digits (in 0.1 mm units) Print origin of Y-coordinate of the bar code cccc: Fixed as 4 digits (in 0.1 mm units) d: Type of bar code T: QR code (two-dimensional code) Designation of error correction level e: L: High density level M: Standard level Q: Reliability level H: High reliability level ff: 1-cell width 00 to 99 (in dots) Selection of mode g: M: Manual mode A: Automatic mode h: Rotational angle of the bar code 0: 0° 1: 90° 2: 180° 3: 270° Mi: Selection of model (When this parameter is omitted, Model 1 is automatically selected.) i = 1: Model 1 2: Model 2 Kj: Mask number (When this parameter is omitted, the number is automatically set.) j = 0 to 7: Mask number 0 to 7 8: No mask Jkkllmm: Connection setting (No connection when this parameter is omitted.) kk = 01 to 16: Value indicating which divided code is connected. II = 01 to 16: Number of divided codes mm = 00 to FF: EX-ORed value for all data to be printed (not divided) in units of bytes

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

nnn --- nnn: Data string to be printed (omissible) Max. 2000 digits

oo₁ --- oo₂₀: Link field No. (omissible)

⊙ In the case of MaxiCode (two-dimensional code)

Format

① {XBaa; bbbb, cccc, d (, e) (, Jffgg) (, Zh) |}

Term

aa: Bar code number

00 to 31

bbbb: Print origin of X-coordinate of the bar code

Fixed as 4 digits (in 0.1 mm units)

cccc: Print origin of Y-coordinate of the bar code

Fixed as 4 digits (in 0.1 mm units)

d: Type of bar code

Z: MaxiCode (two-dimensional code)

e: Mode selection (omissible)

0 to 9

* However, only modes 2, 3, 4 and 6 are supported.

(When a mode other than the above is designated, the designation is corrected according to the below table.

Mode	Mode actually processed
Omitted	Mode 2
Mode 0	Mode 2
Mode 1	Mode 4
Mode 2	Mode 2
Mode 3	Mode 3
Mode 4	Mode 4
Mode 5	Mode 2
Mode 6	Mode 6
Mode 7	Mode 2
Mode 8	Mode 2
Mode 9	Mode 2

Jffgg: Connection setting

ff: Code number 01 to 08 gg: No. of divided codes 01 to 08

Zh: Attachment of Zipper block and Contrast block

0: No attachment of Zipper block and Contrast block

1: Attachment of Zipper block and Contrast block

2: Attachment of Zipper block

3: Attachment of Contrast block

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

Format ① {XBaa; bbbb, cccc, d, ee, ff, gg, h, iiii (= jjj-----jjj) |}

② {XBaa; bbbb, cccc, d, ee, ff, gg, h, iiii (; kk₁, kk₂, kk₃, -----, kk₂₀) |}

Term aa: Bar code number

00 to 31

bbbb: Print origin of X-coordinate of the bar code

Fixed as 4 digits (in 0.1 mm units)

cccc: Print origin of Y-coordinate of the bar code

Fixed as 4 digits (in 0.1 mm units)

d: Type of bar code

X: MicroPDF417 (two-dimensional code)

ee: Security level

00: Fixed

ff: 1-module width

01 to 20 (in dots)

gg: No. of columns/rows

00 to 38

h: Rotational angle of bar code

0: 0°

1: 90°

2: 180°

3: 270°

iiii: Bar height

0000 to 0100 (in 0.1 mm units)

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

Max. 366 digits

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.

The maximum numbers 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		11	3	6	8
06		14	7	12	17
07	1	17	10	18	26
08		20	13	22	32
09		24	18	30	44
10		28	22	38	55
11		8	8	14	20
12		11	14	24	35
13		14	21	36	52
14	2	17	27	46	67
15		20	33	56	82
16		23	38	64	93
17		26	43	72	105
18		6	6	10	14
19		8	10	18	26
20		10	15	26	38
21		12	20	34	49
22	3	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	8	14	20
29		6	13	22	32
30		8	20	34	49
31		10	27	46	67
32		12	34	58	85
33	4	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

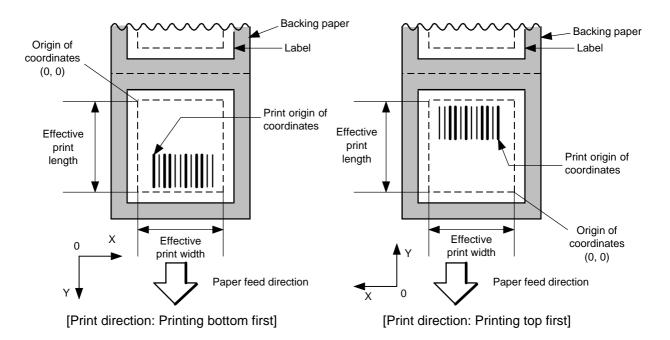
[&]quot;—" for parameter 00 to 04 indicates that the numbers of columns/rows are automatically set by the printer. In this case, the pattern which has a smaller number of code words is automatically selected. When the numbers of code words are equal, the pattern which has a smaller number of columns is selected.

Explanation

(1) Bar code number

When drawing by the Data Command ({RB), the format designated by the bar code is selected.

(2) Print origin of coordinates



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

[Effective print area]

	Model	B-452-HS		
Item	Method	Batch	Strip	Cut
Effective print width	Min.	10.0		
	Max.		103.6	
Effective print length	Min.	3.0	21.4	29.0
	Max.		200.0	

[mm]

- (3) Type of bar code
 - 0: JAN8, EAN8
- 1: MSI





4: NW7

2: Interleaved 2 of 5

3: CODE39 (standard)

5: JAN13, EAN13



7: EAN13 + 2 digits

8: EAN13 +5 digits

9: A: CODE128



B: CODE39 (Full ASCII)

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





O: Industrial 2 of 5



Q: Data Matrix



R: Customer bar code

<u> իլիլիսիդեդեդեդեդեդեդեդեդեդեդեդեդելել</u>



S: Highest priority customer bar code

<u> Կլիիրկիկիիի Միրկիսիսիսիսիսիսիսիսիսիսիիիի</u>



P: PDF417

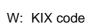


U: POSTNET

V: RM4SCC



նդկդիրկրկրևնկիրիկնկրկ



X: MicroPDF417





Z: MaxiCode



(4) Type of check digit

- ① Where no check digit is attached, the bar code of the data row will be drawn.
- ② In the case of the check digit check, if each check digit checked according to the type of bar code is normal, the bar code will be drawn. If the check digit not meeting the requirement is designated, the bar code will not be drawn.
- ③ In the case of the check digit auto attachment, each check digit is attached according to the type of bar code and the 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 assume the check digit check.
- © DBP Modulus 10 is Modulus 10 for Deutsche Bundespost Postdienst only.

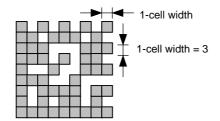
(5) Bar width, space width, and character-to-character space

Designate the bar, space, and character-to-character space widths according to the type of bar code. Note that the designated proper value differs according to the rotational angle of bar code, type, number of digits, print speed, paper to be used, etc. Examples of such designation are listed below. (1 dot = 1/23.6 mm) In the case of JAN, EAN, UPC, CODE93, CODE128, UCC/EAN128, PDF417, or MircoPDF417, 2 to 6-module width is calculated automatically when 1-module width is designated.

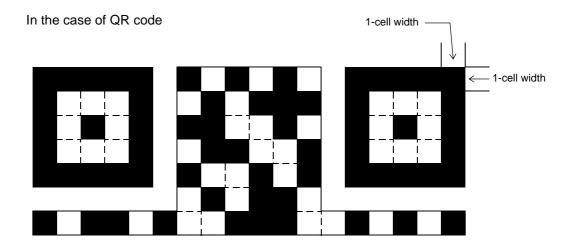
Type of bar code	1 m	1 module 2 modules 3 modules 4 modules		5 modules		6 modules								
Typo or bar code		_												
	Bar	Space	Bar	Space	Bar	Space	Bar	Space	Bar	Space	Bar	Space		
JAN, EAN, UPC		8		16		24		32		-		-		
CODE93		6		12		18		24		-		-		
CODE128, EAN128		6		12		18		24		-		-		
PDF417		6		12		18		24		30		36		
MicroPDF417		4		8		12		16		20		24		

Type of bar code	N	Narrow		Vide	Character-to-character
	Bar	Space	Bar	Space	
MSI	6	6	16	16	0
ITF	6	6	16	16	0
CODE39	6	6	16	16	6
NW7	6	6	16	16	6
Industrial 2 of 5	6	6	16	0	6

In the case of Data Matrix

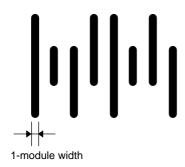


When 1-cell width is 00 for the Data Matrix, a two-dimensional code is not drawn. However, the bar code printed on the previous label is cleared.



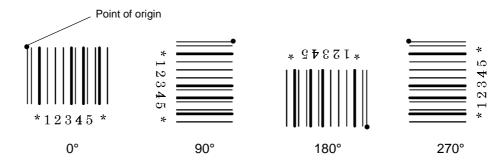
When the 1-cell width is 0, a two-dimensional code is not drawn. However, the bar code printed on the previous label is cleared.

In the case of a postal code

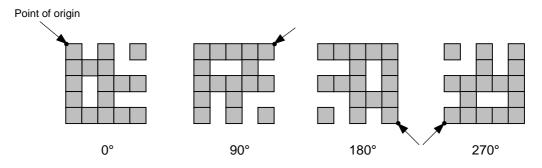


When NW7 is used, transmission of the space character assumes the space of (narrow space \times 12) dots. In this case, the space is max. 255 dots.

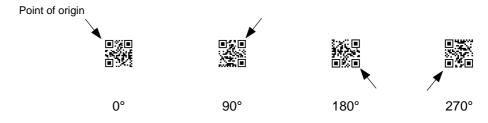
(6) Rotational angle of bar code



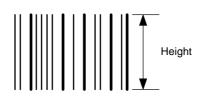
In the case of Data Matrix



In the case of QR code



(7) Bar code height



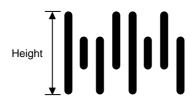


[PDF417, MicroPDF417]





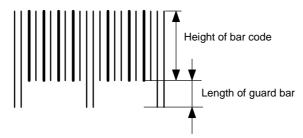
[Postal code]



When the bar code height is 0000, bar code (including guard bar) 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 any other cases.



(9) Numerals under bars

Numerals are not or provided under bars according to the parameter for the presence or absence of numerals under bars. The contents of numerals under bars to be printed vary according to the type of bar code. The character set of numerals under bars is OCR-B. Such numerals are enlarged or reduced only horizontally according to the width of the bar code. They are drawn vertically in the fixed one magnification.

[Drawing positions of numerals under bars]

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 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.
- Where the parameter is designated, the program will not check if the transmit print data is with a start code and stop code.
- When the parameter is omitted in the case of CODE39 and NW7, a start/stop code will be attached. The code to be added is "*" in the case of CODE39, and "a" in the case of NW7.
- For details, refer to "Auto Attachment of Start/Stop Code" to be discussed later in this specification.

(11) Increment/decrement

Printing is performed while the data is incremented or decremented each time a label is issued.

Where the data row exceeds the maximum number of digits (40), the data row will not be drawn.

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

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

Letters and numerals for increment/decrement

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

Up to 40 digits (including letters, numerals and symbols) are possible.

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 last digit in the data strings. When the data string to be calculated is numeric, and the next (upper) digit is ">", that is a special code (shown with underline below). The next digit is calculated without incrementing/decrementing these two digits.

Example of increment/decrement calculation of CODE128

Initial value	00000	00 <u>>0</u> 8	0A <u>>0</u> 8	0A9 <u>>0</u> 8
INC/DEC	+1	+1	+1	+1
1st label	00000	00 <u>>0</u> 8	0A <u>>0</u> 8	0A9 <u>>0</u> 8
2nd label	00001	00 <u>>0</u> 9	0A <u>>0</u> 9	0A9 <u>>0</u> 9
3rd label	00002	01 <u>>0</u> 0	1A <u>>0</u> 0	1A0 <u>>0</u> 0
4th label	00003	01 <u>>0</u> 1	1A <u>>0</u> 1	1A0 <u>>0</u> 1
5th label	00004	01 <u>>0</u> 2	1A <u>>0</u> 2	1A0 <u>>0</u> 2

(12) Zero suppression

No. of zeros to be suppressed	0	1	2	2	3	4	5
Data	0000	0000	0000	0A12	0123	0123	0123
Print	0000	0	□ □00	∟A12	□123	0123	0123

The leading zero(s) in a data row is replaced by a space(s) according to the designated number of digits. However, if the number of digits to be suppressed is greater than the data row, the data row will be drawn without zero suppression. Where the data row exceeds the maximum number of digits (40), the data row will not be drawn.

When the print data including start/stop code is sent, the start/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 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 the bar 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.

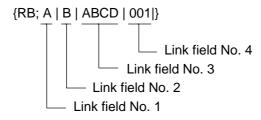
Up to 20 fields can be linked.

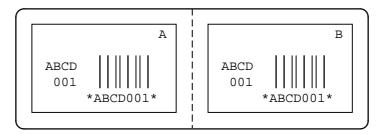
The following shows an example of linked fields on the two continuous labels.

[Format Command]

{PC01;	; 01 }:	Link field No. 1 is designated.	
{PC02;	; 03 }:	Link field No. 3 is designated.	
{PC03;	; 04 }:	Link field No. 4 is designated.	
{XB01;	; 03, 04 }:	Link fields No. 3 and No. 4 are designated.	
{PC04;	; 02 }:	Link field No. 2 is designated.	
{PC05;	; 03 }:	Link field No. 3 is designated.	
{PC06;	; 04 }:	Link field No. 4 is designated.	
{XB02;	; 03, 04 }:	Link fields No. 3 and No. 4 are designated.	
		Designating link field No.	
	besignating link neta No.		

[Data Command]





(15) Explanation for Data Matrix

① ECC type

Data Matrix contains a function to correct a code reading error using an error correcting code (ECC) and restore normal data. There are several ECCs and ECC is designated 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	Laur	0%
ECC50	Low	25%
ECC80		33%
ECC100	High	50%
ECC140	1 11911	75%
ECC200		Approx. 30%

② Format ID (It is invalid for ECC200.)

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

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

3 Maximum number of digits

The maximum number of digits varies according to the ECC type or format ID. Since each Kanji character uses 2 bytes, the maximum number of digits for it becomes half of the following values.

ECC ID	0	50	80	100	140
1	500	457	402	300	144
2	452	333	293	218	105
3	394	291	256	190	91
4	413	305	268	200	96
5	310	228	201	150	72
6	271	200	176	131	63

	Numeric	Alphanumeric	8 bit
ECC200	2000	2000	1556

Connection setting

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

(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 is designated according to usage to perform the error correction function.

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

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

② No. of columns (strings)

The number of lines is variable in the PDF417. The line length (No. of data strings) is also variable. Therefore, a symbol can be created in a form that can be easily printed, by changing the proportion of the height and width.

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

If the number of columns is small when data amount is large and security level is also high, drawing may not be performed. This is because the number of lines exceeds 90 when the number of columns becomes small. (When the PFD417 is used, the number of lines of symbols is limited from 3 to 90.)

For the MicroPDF417, not only the number of columns (data strings) but also the number of rows (data lines) can be designated. When these are to be designated, see the table on page 86. Note that the maximum number of digits for the set parameter (gg) varies according to the character type. If data over the maximum number of digits for the set parameter (gg) is set, it is not printed. The number of columns (data strings) is variable from 1 to 4. The maximum number of lines is 44. However it depends on the number of columns.

(17) Explanation for QR code

① Error correction level

The QR code contains functions to detect and correct an error. If one of the data characters is damaged, the information can be restored when this code is read. There are 4 levels that can be designated. The general correction ability is as follows:

Level	Error correction ability	Overhead by correcting an error
High density level	Low	7%
Standard level		15%
Reliability level		25%
High reliability level	High	30%

② 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.

3 Selection of model

Model 1: Original specification

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

Mask number

To be sure to read the QR code, it is preferable that white and black modules are arranged in this symbol in a balanced manner. This 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 0 to 7. The pattern is determined by placing each masking pattern for the mask number upon 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.

⑤ Connection setting

For QR code, data can be divided into several codes. Even though there is only a narrow print space, the code can be entered in the space by dividing the code. The data can be divided into a max. of 16 codes. Parity data is obtained by EX-ORing 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:

"012345678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"
```

(18) Explanation for MaxiCode

① Connection setting

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

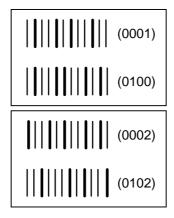
^{*} The parity data is the EX-ORed value for "0123456789日本". 30 31 32 33 34 35 36 37 38 39 93 FA 96 7B = 85

Notes

- (1) The check digit attach, increment/decrement, and zero suppress processes 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 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 a 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 incremented or decremented until the Image Buffer Clear Command ({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
- Data Command (Bar code No. 01 "0001")
- ⑤ Data Command (Bar code No. 02 "0100")
- 6 Issue Command (2 labels)



② Issue Command (1 label)



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



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

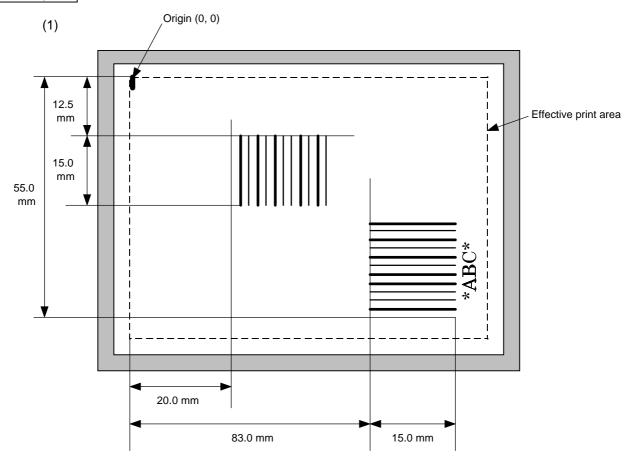
{XB01; 0100, 0150, 3, 1, 02, 02, 06, 06, 02, 0, 0150| B02; 0350, 0150, 3, 1, 02, 02, 06, 06, 02, 0, 0150|}

- (4) When the drawing data is changed per label issue during printing, 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 which differs according to the drawing fields should be designated. Since the automatic field clear is not performed between the Clear Command ({C) and Issue Command ({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 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 Format Command ({PC) Outline Font Format Command ({PV) Bar Code Data Command ({RB)

Examples



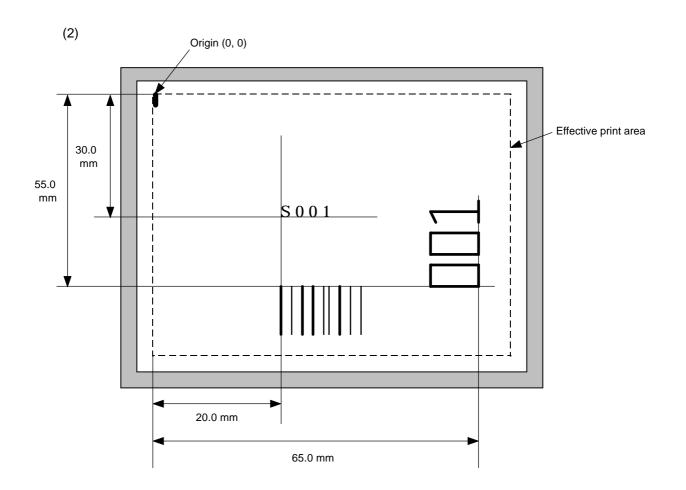
 $\{C|\}$

{XB01; 0200, 0125, 3, 1, 03, 03, 08, 08, 03, 0, 0150=12345|}

{XB02; 0830, 0550, 3, 1, 02, 04, 07, 08, 04, 3, 0150, +0000000000, 1, 00, N|}

{RB02; *ABC*|}

{XS; I, 0002, 0002C2100|}



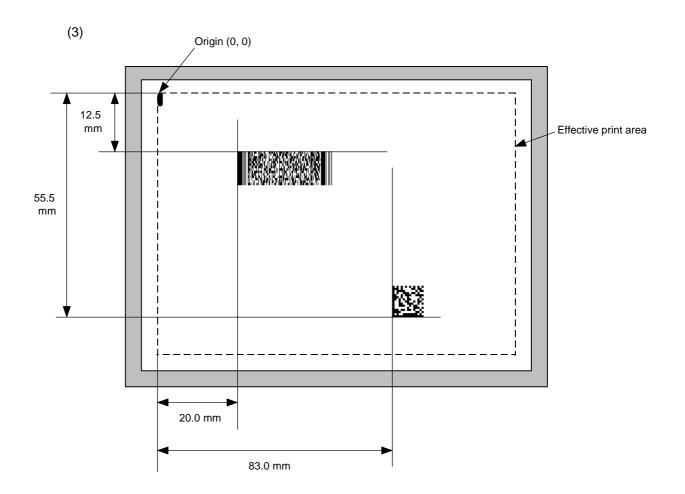
 $\{C|\}$

{PC001; 0200, 0300, 1, 1, C, 00, B; 01, 02|} {PV01; 0650, 0550, 0200, 0150, B, 33, B; 02|}

 $\{XB01;\,0200,\,0550,\,3,\,1,\,03,\,03,\,08,\,08,\,03,\,0,\,0150;\,01,\,02|\}$

{RB; S | 001|}

{XS; I, 0002, 0002C2100|}



 $\{C|\}$

{XB01; 0200, 0125, P, 04, 02, 03, 0, 0010|} {XB02; 0830, 0550, Q, 08, 03, 05, 3|}

{RB01; PDF417|} {RB02; Data Matrix|}

6.13 BIT MAP FONT DATA COMMAND

{RC

Function

Provides data for the bit map font row.

Format

① {RCaaa; bbb ----- bbb|}

② Link Field Data Command

{RC; ccc ----- ccc | ddd ----- ddd | ----- | xxx ----- xxx|}

Term

aaa: Character string number

000 to 199 (Two digits, 00 to 99, also acceptable)

bbb ----- bbb: Data string to be printed

Max. 255 digits

(Max. 127 digits when the font type is U, V, W or X)

Any excess data will be discarded.

For the character codes, refer to the character code table to be given

later in this specification.

ccc ----- ccc: Data string of link field No. 1

ddd ----- ddd: Data string of link field No. 2

to

xxx ----- xxx: Data string of link field No. 99

Explanation

(1) Link field data string

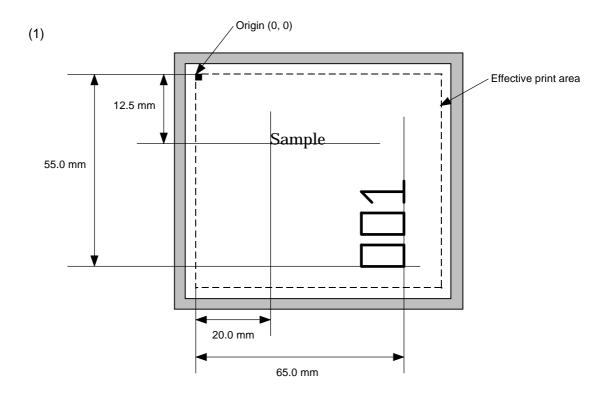
- After the link field No. is designated in the Format Command, data strings are linked using the Link Field Data Command to draw an image.
- Up to 255 digits of data strings can be linked. When the number of digits exceeds the maximum value, exceeding data will be discarded.
- Up to 99 types of data strings can be linked.
- Up to 2048 bytes can be used as the command length ({ to }) of the Link Field Data Command.
- When the data string is omitted in the Link Field Data Command, the following processing is performed:
 - ① No processing 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

Bit Map Font Format Command ({PC)

Examples

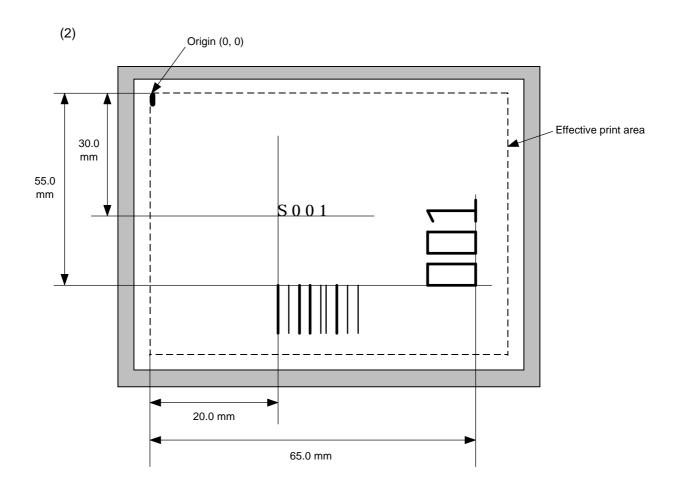


 $\{C|\}$

{PC001; 0200, 0125, 1, 1, C, 00, B|}

{PC002; 0650, 0550, 2, 2, G, 33, B, +0000000001|}

{RC001; Sample|} {RC002; 001|}



 $\{C|\}$

{PC001; 0200, 0300, 1, 1, C, 00, B; 01, 02|} {PV01; 0650, 0550, 0200, 0150, B, 33, B; 02|}

 $\{XB01;\,0200,\,0550,\,3,\,1,\,03,\,03,\,08,\,08,\,03,\,0,\,0150;\,01,\,02|\}$

{RC; S | 001|}

6.14 OUTLINE FONT DATA COMMAND

{RV

Function

Provides data for the outline font row.

Format

① {RVaa; bbb ----- bbb|}

② Link Field Data Command

{RV; ccc ----- ccc | ddd ----- | xxx ----- xxx |}

Term

aa: Character string number

00 to 99

bbb ----- bbb: Data string to be printed

Max. 255 digits

Any excess data will be discarded.

For the character codes, refer to the character code table to be given

later in this specification.

ccc ----- ccc: Data string of link field No. 1

ddd ----- ddd: Data string of link field No. 2

to

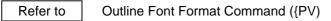
xxx ----- xxx: Data string of link field No. 99

Explanation

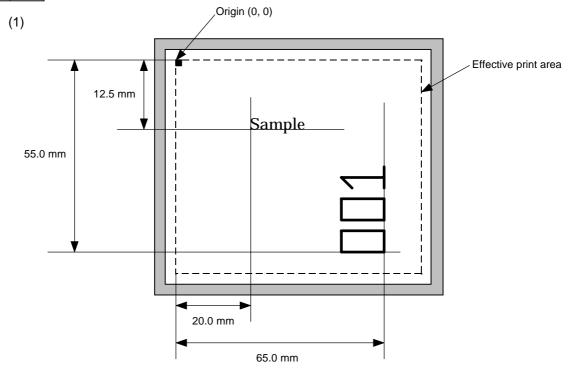
(1) Link field data string

- After the link field No. is designated in the Format Command, data strings are linked using the Link Field Data Command to draw an image.
- Up to 255 digits of data strings can be linked. When the number of digits exceeds the maximum value, exceeding data will be discarded.
- Up to 99 types of data strings can be linked.
- Up to 2048 bytes can be used as the command length ({ to }) of the Link Field Data Command.
- When the data string is omitted in the Link Field Data Command, the following processing is performed:
 - ① No processing will be performed for the field which contains no print data due to the omission.
 - 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.)



Examples

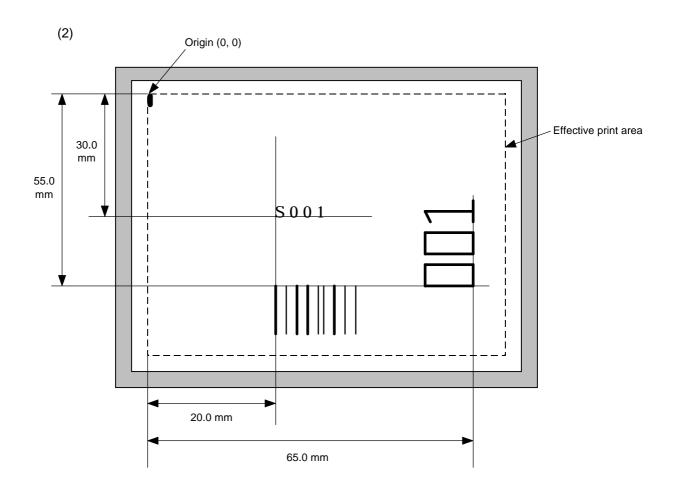


 $\{C|\}$

{PV01; 0200, 0125, 0100, 0100, B, 00, B|}

{PV02; 0650, 0550, 0200, 0150, B, 33, B, +0000000001|}

{RV01; Sample|} {RV02; 001|}



 $\{C|\}$

{PC001; 0200, 0300, 1, 1, C, 00, B; 01, 02|} {PV01; 0650, 0550, 0200, 0150, B, 33, B; 02|}

 $\{XB01;\,0200,\,0550,\,3,\,1,\,02,\,02,\,06,\,06,\,02,\,0,\,0150;\,01,\,02|\}$

{RV; S | 001|}

6.15 BAR CODE DATA COMMAND

{RB

Function

Provides data for the bar code.

Format

① {RBaa; bbb ----- bbb|}

② Link Field Data Command

{RB; ccc ----- ccc | ddd ----- | xxx ----- xxx|}

Term

aa: Bar code number

00 to 31

bbb ----- bbb: Data string to be printed

The maximum number of digits varies according to the type of bar

code.

ccc ----- ccc: Data string of link field No. 1

ddd ----- ddd: Data string of link field No. 2

to

xxx ----- xxx: Data string of link field No. 99

Explanation

(1) Data check

If there is data in the data row, which does not meet the type of bar code, the bar code will not be drawn. If wrong code selection takes place in the data row of CODE128 (no auto code selection), the bar code will not be drawn.

If there is data different from the one designated using the format ID when Data Matrix is used, the symbol is not drawn.

(2) No. of digits of data

When data exceeding the maximum number of digits is sent, the excessive data will be discarded. For the maximum number of digits for each bar code, see below.

Data Matrix, PDF417, QR code: 2000 digits
MicroPDF417: 366 digits
Bar codes other than the above: 126 digits

When the number of digits does not correspond to the bar code type, the bar code is not be drawn.

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

ECC ID	0	50	80	100	140
1	500	457	402	300	144
2	452	333	293	218	105
3	394	291	256	190	91
4	413	305	268	200	96
5	310	228	201	150	72
6	271	200	176	131	63

	Numeric	Alphanumeric	8 bit
ECC200	2000	2000	1556

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 contents of data. Therefore, the maximum number of digits according to modes is as below.

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

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

When the number of digits of the code word exceeds 928, or when the number of lines exceeds 90, the symbols are not drawn.

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		0
Level 1	Low	2
Level 2		6
Level 3		14
Level 4		30
Level 5		62
Level 6		126
Level 7	High	254
Level 8		510

(3) CODE128 code selection

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

- 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 (CODEC) 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]

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

(5) Kanji code selection

 In the case of Data Matrix and PDF417, Kanji codes can be printed. Shift JIS, JIS hexadecimal, JIS 8 codes can be mixed.

(6) Link field data string

- After the link field No. is designated in the Format Command, data strings are linked using the Link Field Data Command to draw an image.
- Up to 2000 digits of data strings of Data Matrix, PDF417, and QR code can be linked. For other bar codes, up to 126 digits can be linked. (The value varies according to the type of bar code.)

When the number of digits exceeds the maximum value, exceeding data will be discarded.

- Up to 99 types of data strings can be linked.
- Up to 2048 bytes can be used as the command length ({ to }) of the Link Field Data Command.
- When the data string is omitted in the Link Field Data Command, the following processing is performed:
 - ① No processing will be performed for the field which contains no print data due to the omission.
 - 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) MaxiCode data

For mode 2 or 3:

{RBaa; bbbbbbbbbcccdddeeeee --- eeeee|}

For mode 4 or 6:

{RBaa; ffffffffggggg --- ggggg|}

① bbbbbbbbb: Postal code Fixed as 9 digits

• Mode 2:

b1b2b3b4b5: Zip code Fixed as 5 digits (Numerics) b6b7b8b9: Zip code extension Fixed as 4 digits (Numerics)

• Mode 3:

b1b2b3b4b5b6: Zip code Fixed as 6 digits (Character "A" of code set)

b7b8b9: Vacant Fixed as 3 digits (20H)

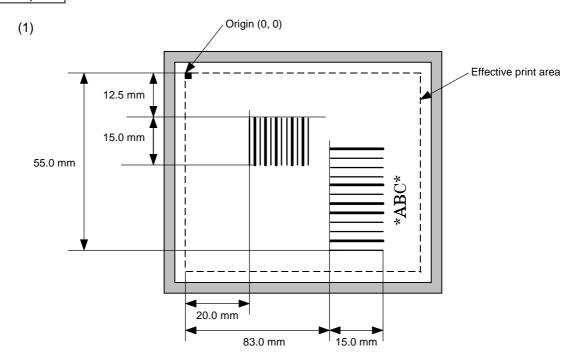
© ccc: Class of service Fixed as 3 digits (Numerics)
 ③ ddd: Country code Fixed as 3 digits (Numerics)
 ④ eee --- eee: Message data strings 84 digits

⑤ fffffffff: Primary message data strings 9 digits⑥ ggg --- ggg: Secondary message data strings 84 digits

NOTES:

- 1. When other than numerics is included in the data string of zip code (mode 2), zip code extension, class of service or country code, a MaxiCode is not drawn.
- 2. If the message data is less than 84 digits when mode 2 or 3 is selected, the printer adds a CR (000000) at the end of the data, and the remaining digits will be padded with FSs (011100). When message data exceeding 84 digits is received, the excess data will be discarded before drawing a MaxiCode.
- 3. If the message data is less than 93 digits (9 digits + 84 digits) when mode 4 or 6 is selected, the printer adds a CR (000000) at the end of the data, and the remaining digits will be padded with FSs (011100). When message data exceeding 93 digits is received, the excess data will be discarded before drawing a MaxiCode.
- 4. Mode 6 should not be used for usual operation since it is used for scanner programming.

Examples

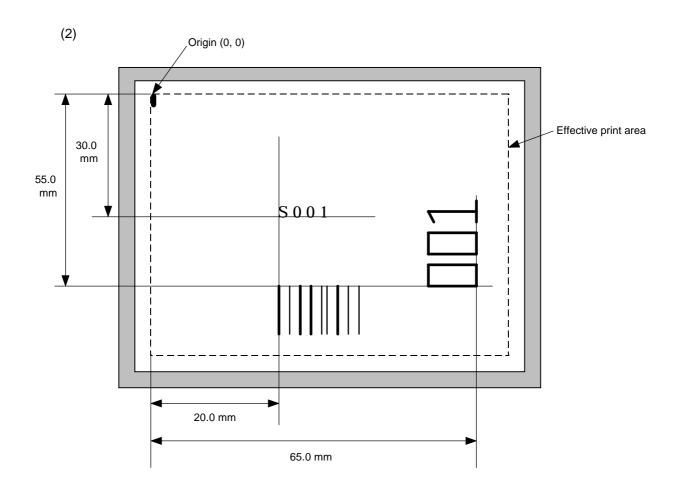


{C|}

{XB01; 0200, 0125, 3, 1, 02, 02, 06, 06, 02, 0, 0150|}

 $\{XB02;\,0830,\,0550,\,3,\,1,\,02,\,04,\,07,\,08,\,04,\,3,\,0150,\,+0000000000,\,1,\,00,\,N|\}$

{RB01; 12345|} {RB02; *ABC*|}

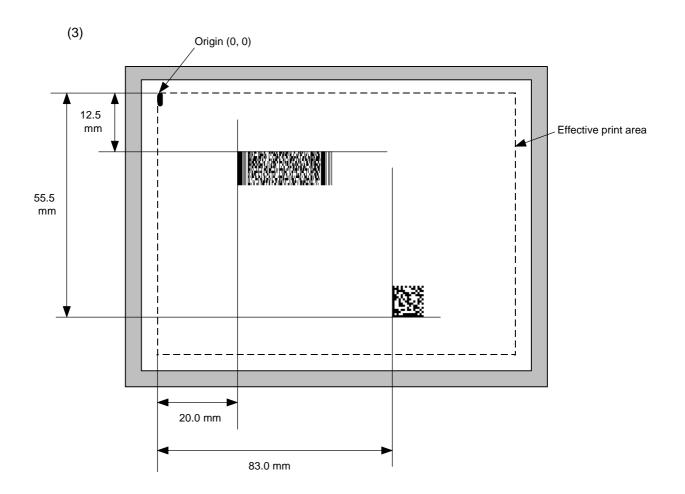


 $\{C|\}$

{PC001; 0200, 0300, 1, 1, C, 00, B; 01, 02|} {PV01; 0650, 0550, 0200, 0150, B, 33, B; 02|}

{XB01; 0200, 0550, 3, 1, 02, 02, 06, 06, 02, 0, 0150; 01, 02|}

{RB; S | 001|}



 $\{C|\}$

{XB01; 0200, 0125, P, 04, 02, 03, 0, 0010|} {XB02; 0830, 0550, Q, 08, 03, 05, 3|}

{RB01; PDF417|} {RB02; Data Matrix|}

6.16 ISSUE COMMAND

{XS

Function Issues labels according to the print conditions programmed.

Format {XS; I, aaaa, bbbcdefgh|}

Term aaaa: Number of labels to be issued

0001 to 9999

bbb: Cut interval. Designates the number of pieces to be printed before the backing

paper is cut.

000 to 100 (no cut when 000)

c: Type of sensor

0: No sensor

1: Reflective sensor

2: Transmissive sensor

3: Transmissive sensor (when using a manual threshold value)

4: Reflective sensor (when using a manual threshold value)

If "5" is designated, it is recognized as "2".

d: Issue mode

C: Batch mode (cut issue, stop and cut, with back feed)

D: Strip mode (with back feed)

e: Issue speed

2: 2"/sec

f: With/without ribbon

1: With ribbon

If "0" or "2" is designated, it is recognized as "1".

g: Designates tag rotation.

0: Printing bottom first

1: Printing top first

2: Mirror printing bottom first

3: Mirror printing top first

If "2" or "3" is designated, it is recognized as "1".

h: Type of status response

0: No status response made

1: Status response made

Explanation

(1) Number of labels to be issued

- ① If increment/decrement is not specified, the designated number of pieces with the same drawing data will be issued.
- ② If increment /decrement is specified, the designated number of pieces will be issued while incrementing/decrementing the piece of the designated drawing area.
 - * The increment/decrement designation is valid until the Image Buffer Clear Command ({C) is transmitted.

(2) Cut interval

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

(3) Type of sensor

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

② Reflective sensor:

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

③ Transmissive sensor

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

Transmissive sensor (when using a manual threshold value)

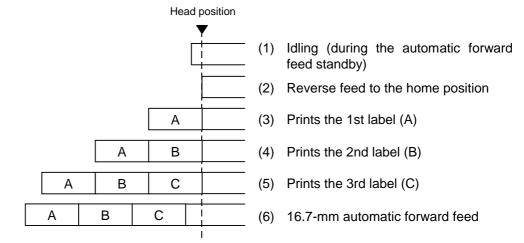
Printing takes place according to the parameter designated by the Label Size Set Command. However, the label-to-label gap is automatically sensed by the transmissive sensor and the paper position is finely adjusted for every piece, according to the value set by the threshold setting operation (key operation).

S Reflective sensor (when using a manual threshold value)

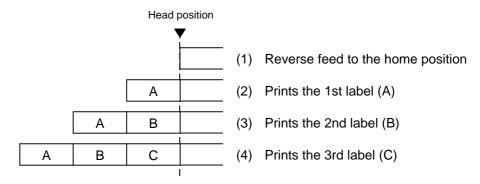
Printing takes place according to the parameters designated by the Label Size Set Command. However, the black mark provided on the back of the label is automatically sensed by the reflective sensor and the paper position is finely adjusted for every piece, according to the value set by the threshold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

(4) Issue mode

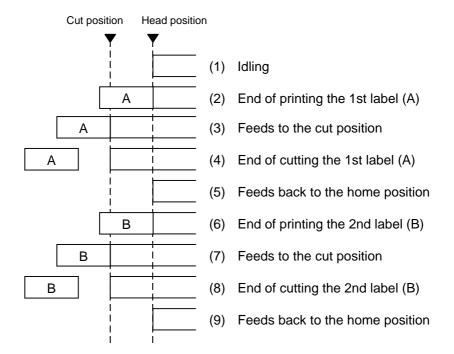
[Batch mode (cut interval 0), with the automatic forward feed standby]



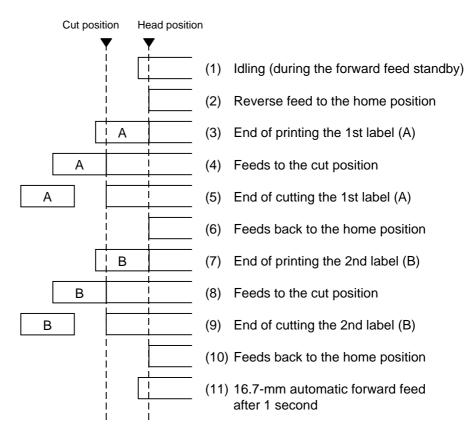
[Batch mode (cut interval 0), without the automatic forward feed standby]



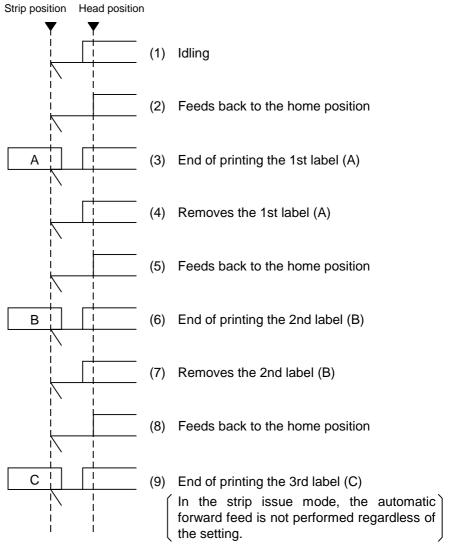
[Batch mode (cut interval 1, 2 labels to be issued, without the automatic forward feed standby)]



[Batch mode (cut interval 1, 2 labels to be issued, with the automatic forward feed standby)]



[Strip mode]



^{*} The next label is not printed until the printed label is removed.

(5) Issue speed

• Printing takes place at the designated speed.

Parameter	Issue speed
1	
2	
3	
4	
5	2" /sec
6	
7	
8	
9	
А	

(6) With/without ribbon

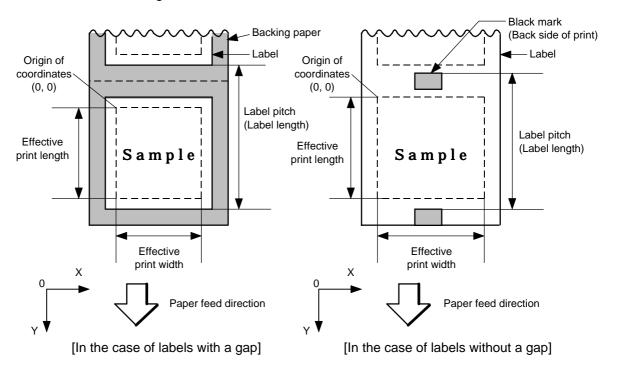
With ribbon: Use thermal transfer ribbon.

The ribbon must be used.

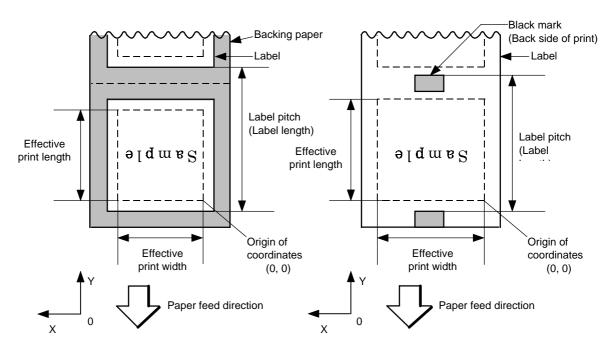
(7) Tag rotation

The origin of coordinates and print direction vary according to the designation of tag rotation.

① Printing bottom first



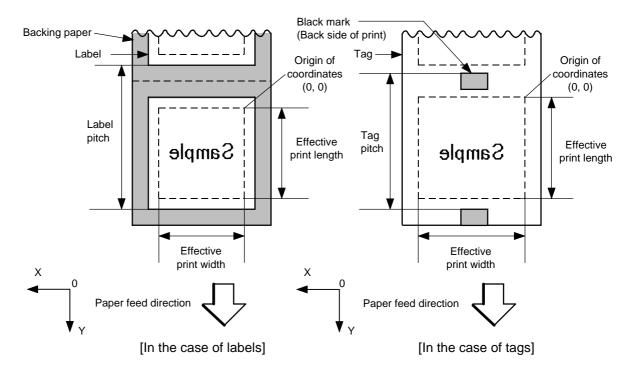
② Printing top first



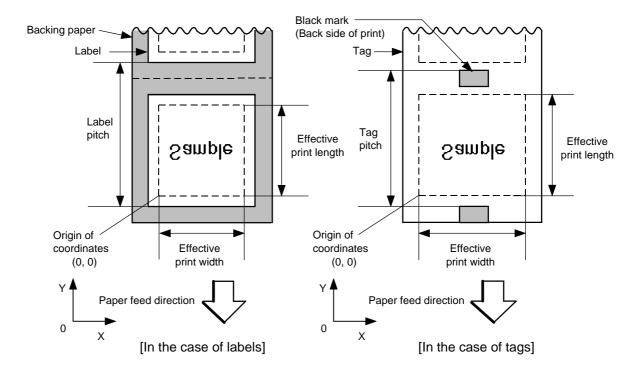
[In the case of labels with a gap]

[In the case of labels without a gap]

3 Mirror printing bottom first



Mirror printing top first



(8) Status response

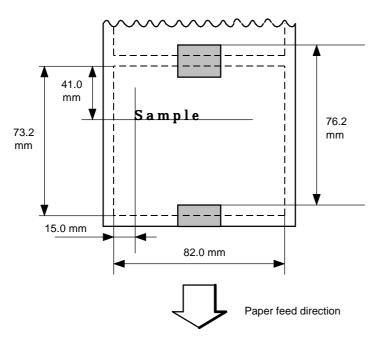
When the option with status response has been selected, a status response is made at the end of printing or if an error occurs.

In the batch mode and cut mode, the print end status response is made after printing the designated number of labels.

In the strip mode, the status response is made after printing one label.

* Do not change the parameter for status response/no status response during printing. Otherwise the status response may not be performed properly.

Examples



• Issue count: 4 pieces

Paper: Label without a gap

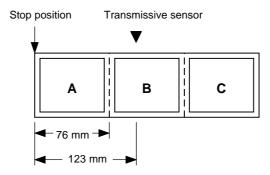
(Reflective sensor used)

Issue mode: Batch issueIssue speed: 2"/secStatus response: On

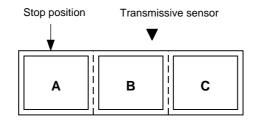
{D0762, 0820, 0732|} {T10C21|} {C|} {PC001; 0150, 0410, 1, 1, A, 00, B|} {RC001; Sample|} {XS; I, 0004, 0001C2101|} Notes

• Explanation of processes involved to stop the label at the home position after the head open state is detected:

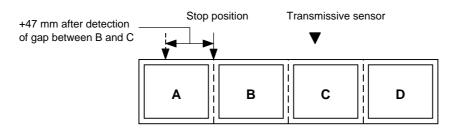
When the gap between labels (black mark) is found after the head open state is detected, the value to stop at the home position of each label between the head and the sensor is set again.



· The paper is moved in the above state.



• Stop position after feeding one label



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



 Automatic forward feed operation after a label is fed (effective only when the automatic forward feed standby is selected)

In the batch issue mode (non-cut), when a label issue is completed, the printer performs a 16.7-mm forward feed without stopping, except for an on-the-fly issue, in which the next issue can be performed continuously. In the cut issue mode, if the next command is not received from the PC within 1 second after the last label has been fed, the printer performs a 16.7-mm forward feed automatically. If the Issue Command is received during forward feed standby, the printer feeds the label in reverse to the home position, and then starts an issue.

If a feed is performed by using the [FEED] key on the printer when the power is turned off/on before the automatic forward feed, or after the printer is paused/reset, the automatic forward feed is not performed. After the automatic forward feed is performed, the power should be turned off/on, or the printer should be paused/reset. If a feed is performed by using the [FEED] key on the printer during forward feed standby, the printer feeds one label, performs the automatic forward feed, and then stops.

6.17 FEED COMMAND

{T

Function

Feeds the paper.

Format

{Tabcde|}

Term

- a: Type of sensor
 - 0: No sensor
 - 1: Reflective sensor
 - 2: Transmissive sensor
 - 3: Transmissive sensor (when using a manual threshold value)
 - 4: Reflective sensor (when using a manual threshold value)

If "5" is designated, it is recognized as "2".

- b: Selects cut or non-cut
 - 0: Non-cut
 - 1: Cut
- c: Feed mode
 - C: Batch mode (cut issue, stop and cut, with back feed)
 - D: Strip mode (with back feed)
- d: Feed speed
 - 2: 2"/sec
- e: With/without ribbon
 - 1: With ribbon

If "0" or "2" is designated, it is recognized as "1".

Explanation

- (1) Type of sensor
 - ① No sensor:

Feeding takes place according to the parameter designated by the Label Size Set Command.

② Reflective sensor:

Feeding takes place according to the parameter designated by the Label Size Set Command. However, the black mark provided on the back side of the label is automatically sensed by the reflective sensor and the stop position is finely adjusted.

③ Transmissvie sensor:

Feeding takes place according to the parameter designated by the Label Size Set Command. However, the label-to-label gap is automatically sensed by the transmissive sensor and the stop position is finely adjusted.

4 Transmissive sensor (when using a manual threshold value):

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

S Reflective sensor (when using a manual threshold value):

Feeding takes place according to the parameters designated by the Label Size Set Command. However, the black mark provided on the back of the label is automatically sensed by the reflective sensor and the stop position is finely adjusted according to the value set by the threshold setting operation (key operation).

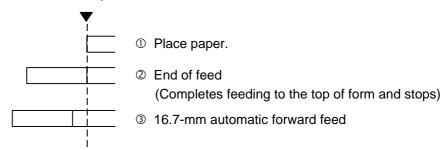
(2) Cut/non-cut

This option is valid in the batch feed mode only. (Non-cut is selected in the strip mode.)

(3) Feed mode

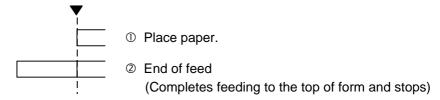
[Batch (non-cut), with the automatic forward feed standby]

Head position



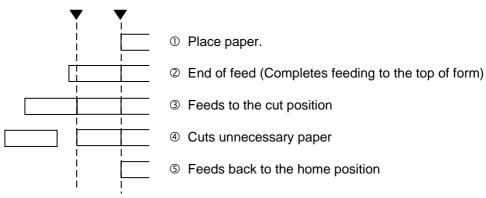
[Batch (non-cut), without the automatic forward feed standby]

Head position



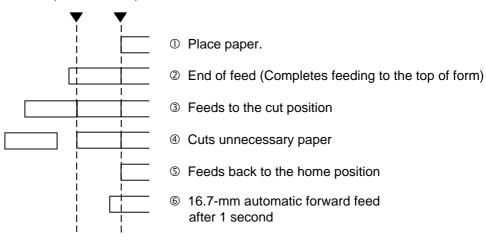
[Batch (cut), without the automatic forward feed standby]

Cut position Head position

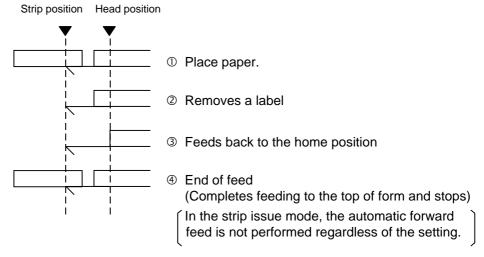


[Batch (cut), with the automatic forward feed standby]

Cut position Head position



[Strip]



(4) Feed speed

• A feed is performed at the designated speed.

Parameter	Issue speed
1	
2	
3	
4	
5	2"/sec
6	
7	
8	
9	
Α	

(5) With/without ribbon

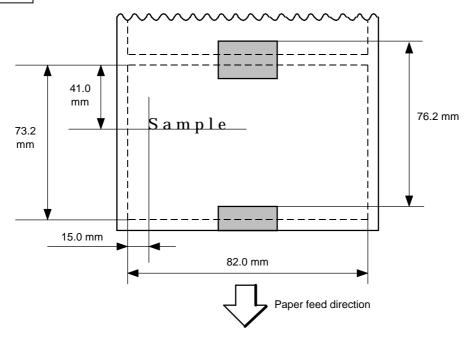
With ribbon: The ribbon motor is operated at feed.

The ribbon must be used.

Notes

- (1) If a change of label size or type of sensor, feed fine adjustment, cut position fine adjustment (or strip position fine adjustment) or back feed fine adjustment is made, one label must be fed to adjust the first print position prior to printing.
- (2) The parameter of the Feed Command is protected in memory (even if the power is turned off).
- (3) When "status response made" is selected in the Feed Command, a status response is made after a feed is completed or when an error occurs.
- (4) For explanation about the processing to stop the label at the home position, refer to the section regarding the Issue Command.
- (5) If no subsequent command is received from the PC for 1 second after the last label has been fed, the printer automatically performs a 16.7-mm forward feed (effective only when the automatic forward feed standby mode is selected). If the Feed Command is received during the forward feed standby, the printer feeds the label in reverse to the original position and ejects it.
 - * For notes, refer to the section regarding the Issue Command.

Examples



{D0762, 0820, 0732|}
{AX; +010, +000, +00|}
{T10C21|}
{C|}
{PC001; 0150, 0410, 1, 1, A, 00, B|}
{RC001; Sample|}
{XS; I, 0004, 0001C2101|}

6.18 EJECT COMMAND

{IB

Function

Ejects (Cuts) the label presently remaining between the head and the cutter and returns to the original position.

Format

 $\{IB|\}$

Notes

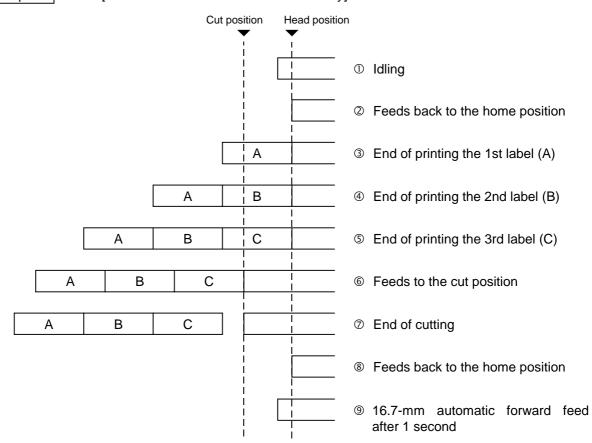
If no subsequent command is received from the PC for 1 second after ejection, the printer automatically performs a 16.7-mm forward feed (effective only when the automatic forward feed standby mode is selected).

When the Eject Command is received in the forward feed standby state, the printer feeds the label in reverse to the original position and ejects it.

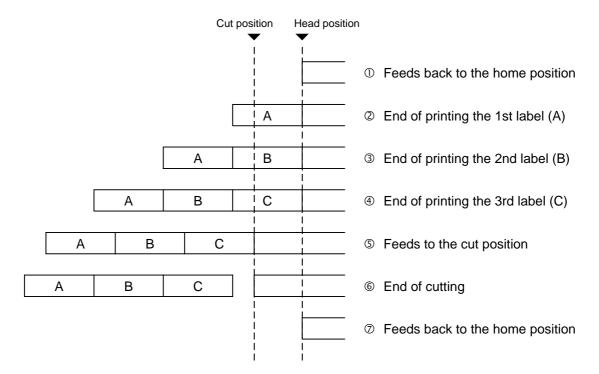
* For notes, refer to the section regarding the Issue Command.

Examples

[With the automatic forward feed standby]



[Without the automatic forward feed standby]



```
{C|}
{PC001; 0200, 0125, 1, 1, A, 00, B|}
{RC001; A|}
{XS; I, 0001, 0001C2101|}
{RC001; B|}
{XS; I, 0001, 0001C2101|}
{RC001; C|}
{XS; I, 0001, 0001C2101|}
{IB|}
```

6.19 FORWARD/REVERSE FEED COMMAND

{U1, {U2

Function

After printing or feeding the paper, feeds the paper to the position at which the paper can be cut manually. When issuing the next label, feeds the paper back to the first print position.

Format

Forward Feed

{U1; aaaa|}

Reverse Feed

aaaa:

{U2; aaaa|}

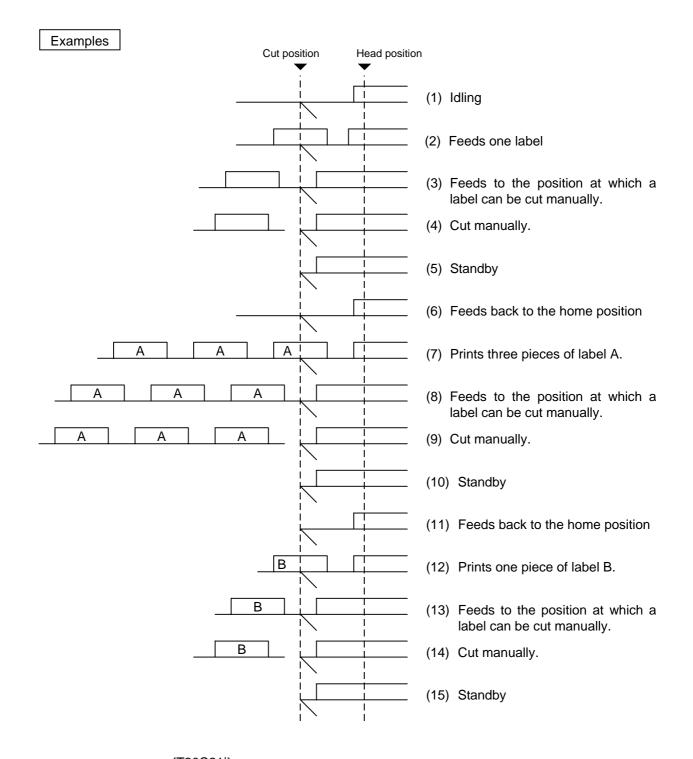
Term

Feed length by which the paper is fed forward or backward.

0030 to 2000 (in 0.1 mm units)

Notes

- (1) When the [FEED] key on the printer is pressed, one label is fed, and then fed by the forward feed value automatically if the Forward Feed Command has already been transmitted.
- (2) The Forward/Reverse Feed Command is protected in memory (even if the power is turned off).
- (3) The Forward/Reverse Feed Command is ignored in the strip mode and the cut issue mode.
- (4) The forward/reverse feed is performed at the speed designated in the Issue Command or Feed Command.
- (5) The Forward/Reverse Feed Command is ignored when the automatic forward feed standby mode is selected.



```
{T20C21|}
{U1; 0120|}
Cut manually.
{U2; 0120|}
{RC001; A|}
{XS; I, 0003, 0002C2101|}
{U1; 0120|}
Cut manually.
{U2; 0120|}
{RC001; B|}
{XS; I, 0001, 0002C2101|}
{U1; 0120|}
```

6.20 FORMAT COMMAND

{J1

Function

Formats (Initializes) flash memory.

Format

{J1; a (b)|}

Term

- a: Formatting (Initializing) range
 - A: The PC save area and writable character area of flash memory
 - B: PC save area of flash memory
 - C: Writable character area of flash memory
- b: Flash memory capacity (omissible)

1 (Fixed): 2-MB flash memory installed

Explanation

- (1) Flash memory can be roughly divided into the PC save area and writable character area. They can be formatted (initialized) either separately or at the same time.
- (2) After formatting, the remaining memory is as follows:

PC save area: 7 Kbytes

Writable character area: 832 KB

- (3) When storing already stored data (PC save, writable characters, logos) again, memory is consumed with every storing unless the Format Command ({J1) is transmitted.
- (4) When performing the label issue operation after sending the Format Command, the image buffer is automatically cleared.
- (5) When the storing of writable characters, logos, or PC interface commands stops, the printer automatically enters the online mode (label issue operation) after about 10 seconds. In this case, the image buffer is automatically cleared.

Refer to

- Bit Map Writable Character Command ({XD)
- Save Start Command ({XO)
- Save Terminate Command ({XP)

Example

 $\{J1; A|\}$

6.21 2-BYTE WRITABLE CHARACTER CODE RANGE COMMAND {XE

Function Sets the code range when a 2-byte writable character code is stored. Format $\{XE; a_1a_1a_1a_1, b_1b_1b_1, a_2a_2a_2a_2, b_2b_2b_2 -----, a_na_na_na_n, b_nb_nb_nb_n\}$ Term First character code for each range aaaa: 2020 to FFFF (Hex.) bbbb: No. of characters for each range 0001 to 4000 (Hex.) Explanation For a 2-byte character code such as Kanji, the character code range may be divided into two or more. The control information area for the unnecessary code can be deleted by designating the character code range, and the capacity of flash memory is not wasted. This command is effective when the 2-MB flash memory installed is formatted for the writable character area. Up to 2700 can be designated for the range. A character code which is not appropriate for the setting for this command cannot be stored. • Format Command ({J1) Refer to Bit Map Writable Character Command ({XD) Save Start Command ({XO) Example In the case that Shift JIS 8140H to 83DFH: Character data exists. Character data does not exit. 1 7 Е 3 4 5 6 8 В D 8140 81F0 8240 82F0 8340 83D0

{XE; 8140, 00C0, 8240, 00C0, 8340, 00A0|}

6.22 BIT MAP WRITABLE CHARACTER COMMAND

{XD

Function

Writes writable characters and logos in flash memory.

Format

{XD; aa, b, ccc, ddd, eee, fff, ggg, h, iii ----- iii|}

Term

aa: Writable character set

01 to 40: Free size (Less than 720×720 dots)

41: 16×16 (dots)

42: 24×24 (dots)

43 32×32 (dots)

44 48×48 (dots)

51: Free size of 2-byte character code (Less than 720×720 dots)

b(b): Writable character code

20H to FFH (Set in hex.)

40H to 7EH, 80H to FCH (when the writable character set is 41 to 44)

2020H to FFFFH (when the writable character set is 51)

ccc: Left offset

000 to 719 (in dots)

ddd: Top offset

000 to 719 (in dots)

eee: Character width

001 to 720 (in dots)

fff: Character height

001 to 720 (in dots)

ggg: Horizontal spacing/proportional spacing

000 to 999 (in dots)

h: Type of writable character data

0: Nibble mode (4 bits/byte)

1: Hex. mode (8 bits/byte)

iii ----- iii: Writable character data to be stored

Explanation

(1) Type of writable character

Up to 45 writable character sets can be stored. However, the maximum number of characters varies depending on the writable character size and number of characters because of the limited memory capacity. For 41 to 44 writable character sets, each writable character size is fixed.

(2) Character code (Writable character set: 01 to 44)

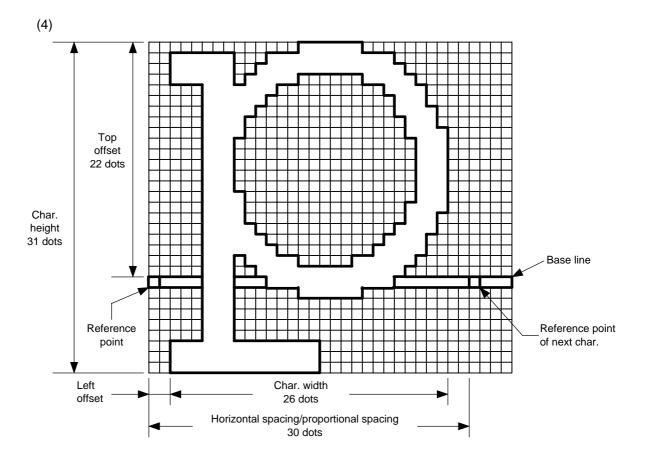
Up to 224 characters can be stored per character set. The maximum number of characters is 44 sets \times 224 characters = 9856 characters. It varies depending on the writable character size and number of characters because of the limited memory capacity.

For 41 to 44 character sets, the character code comprises 1 byte. However, when the character code is called, it is added F0H to the above digit, and comprises of 2 bytes. Up to 188 characters can be stored per character set.

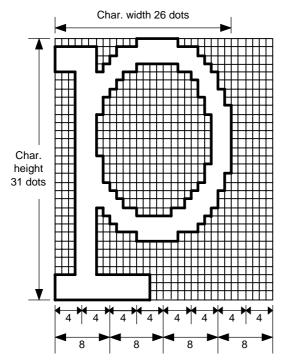
^{*} When the writable character set is 41 to 44, designation of left offset, top offset, character width, character height and horizontal spacing/proportional spacing is fixed as 000. If designated, they are ignored.

(3) 2-byte writable character code (Writable character set: 51)

Up to 29120 characters can be stored. The max. number of storable characters varies depending on the writable character size, the number of characters, and non-sequence of the character code.



(5) Writable character set: 01 to 40, 51



						Ni	bble	mo	ode						
1	30H	2	30H	3	30H	4	3FH	5	зсн	6	30H	7	30H	8	30H
9	3FH	10	зсн	11	37H			•							
								•							
								•							
								•							
								•							
								•							
								•						240	30H
241	3FH	242	3FH	243	3FH	244	3CH	245	30H	246	30H	247	30H	248	30H

Hex. mode											
1	00H	2	0FH	3	СОН	4	00H				
5	FCH	6	7FH								
				•							
				•							
				•							
				•							
				•							
				•							
				•							
				•			00H				
241	FFH	242	FCH	243	00H	244	00H				

[Nibble mode]

- (1) The writable character data to be stored is separated into four dot units and sent in the following order ($1 \rightarrow 248$). (High order 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 =

{(No. of char. width dots + 7)/8} \times No. of char. height dots \times 2

* The value in the brackets is rounded down to the nearest whole number.

[Hex. mode]

- (1) The writable character data to be stored is separated into eight dot units and sent in the following order ($1 \rightarrow 124$).
- (2) The data of writable characters to be stored is 00H to FFH.
- (3) The minimum unit in the X direction is 8 dots. Dots with no data are transmitted as data 0.
- (4) The data count of writable characters to be stored must be as follows:

Data count of writable characters to be stored =

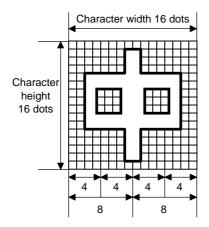
 $\{(No. of char. width dots + 7)/8\} \times No. of char. height dots$

* The value in the brackets is rounded down to the nearest whole number.

Notes

- (1) With the same writable character set designated, character width and character height can be designated for each writable character code. In other words, character size can be changed for each character, thus saving memory.
- (2) Proportional spacing and descending of characters are possible according to the parameters of horizontal spacing/proportional spacing, left offset, and top offset.
- (3) When top offset = 000, the reference coordinates are at the above left in drawing because the base line is at the top. (Coordinate setting is facilitated for logo.)

(6) Writable character set: 41 (16×16 dots)



	Nibble mode									
1	30H	2	30H	3	30H	4	30H			
5	30H	6	31H	7	38H					
				•						
				•						
				•						
		58	31H	59	38H	60	30H			
61	30H	62	30H	63	30H	64	30H			

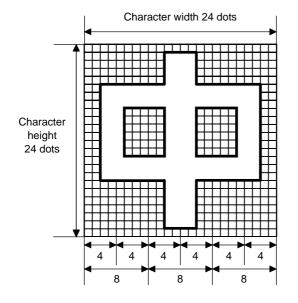
	Hex. mode										
1	00H	2	00H	3	01H	4	80H				
5	01H	6	80H	7	01H						
				•							
				•							
				•							
		26	80H	27	01H	28	80H				
29	01H	30	80H	31	00H	32	00H				

[Nibble mode]

- (1) The writable character data to be stored is separated into four dot units and sent in the following order ($1 \rightarrow 64$). (High order digit: "3")
- (2) The data of writable characters to be stored is 30H to 3FH.
- (3) The data count of writable characters to be stored should be 64 bytes.

- (1) The writable character data to be stored is separated into eight dot units and sent in the following order ($1 \rightarrow 32$).
- (2) The data of writable characters to be stored is 00H to FFH.
- (3) The data count of writable characters to be stored should be 32 bytes.
- * When writable character 41 is designated, the width and height of the character are both 16 dots.

(7) Writable character set: 42 (24×24 dots)



				Ni	ibble	mc	ode				
1	30H	2	30H	3	30H	4	30H	5	30H	6	30H
7	30H	8	30H	9	33H						
						•					
						•					
						•					
						•					
						•		137	30H	138	30H
139	30H	140	30H	141	30H	142	30H	143	30H	144	30H

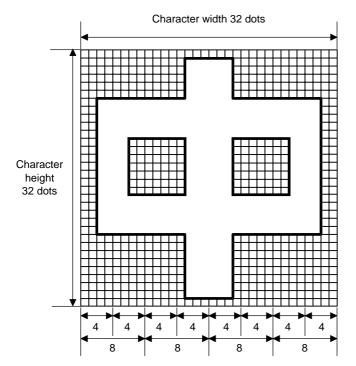
Hex. mode										
1	00H	2	00H	3	00H					
4	00H	5	зсн	6	00H					
			•							
			•							
			•							
			•							
67	00H	68	3СН	69	00H					
70	OOH	71	OOH	72	OOH					

[Nibble mode]

- (1) The writable character data to be stored is separated into four dot units and sent in the following order ($1 \rightarrow 144$). (High order digit: "3")
- (2) The data of writable characters to be stored is 30H to 3FH.
- (3) The data count of writable characters to be stored should be 144 bytes.

- (1) The writable character data to be stored is separated into eight dot units and sent in the following order ($1 \rightarrow 72$).
- (2) The data of writable characters to be stored is 00H to FFH.
- (3) The data count of writable characters to be stored should be 72 bytes.
- * When writable character 42 is designated, the width and height of the character are both 24 dots.

(8) Writable character set: 43 (32×32 dots)



					NI:	hhla		- d o					
					INI	DDIE	e mo	Jue					
1	30H	2	30H	3	30H	4	30H	5	30H	6	30H	7	30H
8	30H	9	30H	10	30H	11	30H	12	37H				
							•						
							•						
							•						
							•						
							•			248	30H	249	30H
250	30H	251	30H	252	30H	253	30H	254	30H	255	30H	256	30H

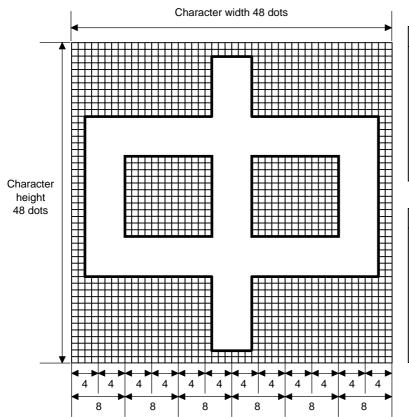
	Hex. mode										
1	00H	2	00H	3	00H	4	00H				
5	00H	6	07H	7	C0H						
				•							
				•							
				•							
				•							
				123	C0H	124	00H				
125	00H	126	00H	127	00H	128	00H				

[Nibble mode]

- (1) The writable character data to be stored is separated into four dot units and sent in the following order ($1 \rightarrow 256$). (High order digit: "3")
- (2) The data of writable characters to be stored is 30H to 3FH.
- (3) The data count of writable characters to be stored should be 256 bytes.

- (1) The writable character data to be stored is separated into eight dot units and sent in the following order ($1 \rightarrow 128$).
- (2) The data of writable characters to be stored is 00H to FFH.
- (3) The data count of writable characters to be stored should be 128 bytes.
- * When writable character 43 is designated, the width and height of the character are both 32 dots.

(9) Writable character set: 44 (48×48 dots)



				Nil	oble	m	ode				
1	30H	2	30H	3	30H	4	30H	5	30H	6	30H
7	30H	8	30H	9	30H	10	30H				
						•					
						•					
						•					
						•					
						•		569	30H	570	30H
571	30H	572	30H	573	30H	574	30H	575	30H	576	30H

				Nil	oble	m	ode				
1	00H	2	00H	3	00H	4	00H	5	00H	6	H00
7	00H	8	00H	9	07H	10	E0H				
						•					
						•					
						•					
						•					
						•		281	00H	282	00H
283	00H	284	00H	285	00H	286	00H	287	00H	288	00H

[Nibble mode]

- (1) The writable character data to be stored is separated into four dot units and sent in the following order (1 \rightarrow 576). (High order digit: "3")
- (2) The data of writable characters to be stored is 30H to 3FH.
- (3) The data count of writable characters to be stored should be 576 bytes.

- (1) The writable character data to be stored is separated into eight dot units and sent in the following order ($1 \rightarrow 288$).
- (2) The data of writable characters to be stored is 00H to FFH.
- (3) The data count of writable characters to be stored should be 288 bytes.
- * When writable character 44 is designated, the width and height of the character are both 48 dots.

Notes

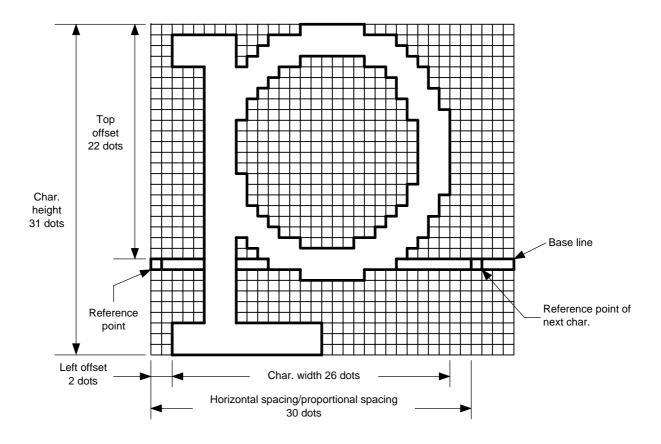
- (1) No matter what character set or character code is selected, no memory will be wasted.
- (2) When a new writable character is stored, the Format Command ({J1) must be transmitted. The remaining memory capacity after formatting is 832 KB of the writable character area.
- (3) An already stored character code can be stored again if the Writable Character Command ({XD) is transmitted, but memory will be consumed with every storage. Memory can be efficiently used by sending the Format Command ({J1) before storing.
- (4) When performing the label issue operation after sending the Bit Map Writable Character Command ({XD), the image buffer is cleared automatically.
- (5) When the storing operation stops after storing the writable character and logos, the printer automatically enters the online mode (label issue operation) after about 10 seconds. In this case, the image buffer will be cleared automatically.

Refer to

Format Command ({J1)

Examples

Writable character set: 03 Writable character code: 70H



- * 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 = "?"

6.23 GRAPHIC COMMAND

{SG

Function

Draws graphic data.

Format

{SG; aaaa, bbbb, cccc, dddd, e, ggg --- ggg |}

or

{SG0; aaaa, bbbb, cccc, dddd, e, ffff, ggg --- ggg |}

Term

aaaa: Print origin of X-coordinate for drawing graphic data

Fixed as 4 digits (in 0.1 mm units)

bbbb: Print origin of Y-coordinate for drawing graphic data

Fixed as 4 digits (in 0.1 mm units)

cccc: No. of graphic width dots

Fixed as 4 digits (in 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.)

dddd: No. of graphic height dots

Fixed as 4 digits (in dots)

However, when the graphic data "2: BMP file" or "6: PCX file" is selected, this designation is ignored. (The information of the graphic height is contained in the graphic data.)

When "3: TOPIX compression mode" is selected for the type of graphic data:

Resolution of graphic data: *only three types

0150: 150 dpi (The data is drawn in quadruple resolution.) 0300: 300 dpi (The data is drawn in double resolution.) 0600: 600 dpi (The data is drawn in single resolution.)

e: Type of graphic data

In the case of {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

In the case of {SG0; ~

A: Compression mode for the printer driver Overwrite drawing

ffff: Data count (Effective only for {SG0; ~)

Fixed as 4 digits

Represents the total byte count of the compressed graphic data by 32 bits in HEX.

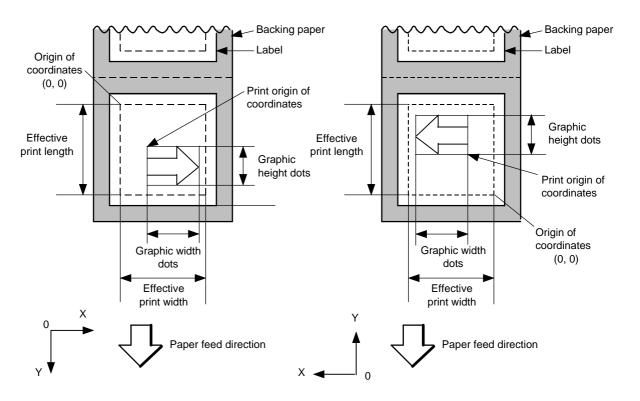
Range: 0 to 4,294,967,295 bytes

(00H, 00H, 00H, 00H, to FFH, FFH, FFH, FFH)

ggg --- ggg: Graphic data

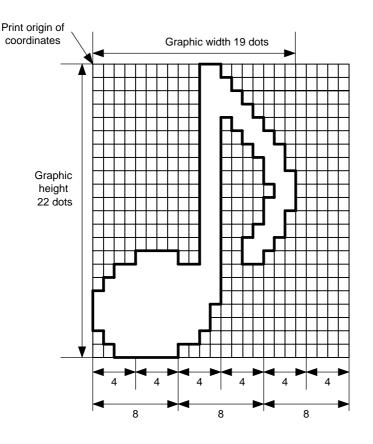
Explanation

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



[Print direction: Printing bottom first]

[Print direction: Printing top first]



				Ni	bble	mo	ode				
1	30H	2	30H	3	33H	4	30H	5	30H	6	30H
7	30H	8	30H					•			
								•			
								•			
								•			
								•			
								•			
								•			30H
127	33H	128	3FH	129	30H	130	30H	131	30H	132	30H

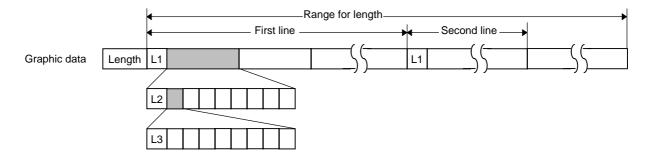
	Не	ex.	mod	de	
1	00H	2	30H	3	00H
4	00H	5	38H		
			•		
			•		
			•		
			•		
			•		
				63	00H
64	3FH	65	00H	66	00H

[Nibble mode]

- (1) The graphic data is separated into four dot units and sent in the following order ($1 \rightarrow 132$). (High order digit: "3")
- (2) The graphic data 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 graphic data count must be as follows: Graphic data count = {(No. of graphic width dots + 7)/8} x No. of graphic height dots x 2
 - * The value in the brackets is rounded down to the nearest whole number.

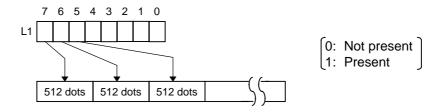
- (1) The graphic data is separated into eight dot units and sent in the following order (1 \rightarrow 66).
- (2) The data of graphic data is 00H to FFH.
- (3) The minimum unit in the X direction is 8 dots. Dots with no data are transmitted as data 0.
- (4) The graphic data count must be as follows: Graphic data count = {(No. of graphic width dots + 7)/8} x No. of graphic height dots
 - * The value in the brackets is rounded down to the nearest whole number.

[When TOPIX compression mode is selected:]

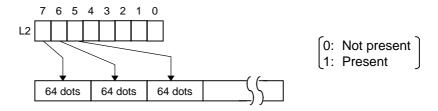


- (1) Length: Total number of bytes of the graphic data (0001H ~)

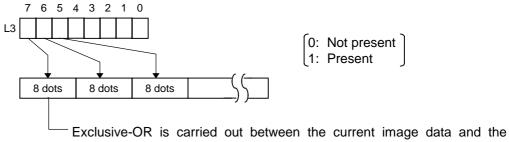
 Ex. Length = 20 bytes: 0 0 1 4
- (2) L1 parameter: Shows in which large block (512 dots/block) the changed data is contained.



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



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



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

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

[When the compression mode for the printer driver is selected:]

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

(2) How to compress data

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

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

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

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

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

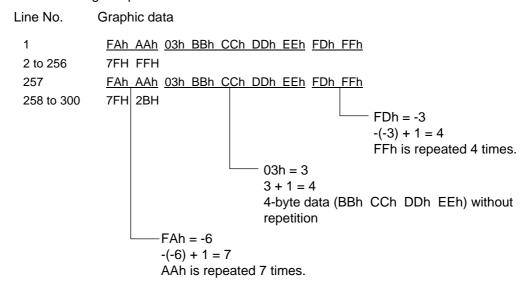
When the same contents as the data for 1 line appear repeatedly in the next line and after, the number of lines in which the same contents appear is encoded in 2 bytes. The first byte is fixed as 127. The second byte indicates "N" times that the same contents are repeated. Its range is between 1 and 255. "N" should not exceed 255. If it exceeds the range, the data of one line should be compressed again, 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 BBh CCh DDh EEh FFh FFh FFh						
2	AAh AAh AAh AAh AAh AAh BBh CCh DDh EEh FFh FFh FFh						
299	AAh AAh AAh AAh AAh AAh BBh CCh DDh EEh FFh FFh FFh						
300	AAh AAh AAh AAh AAh AAh BBh CCh DDh EEh FFh FFh FFh						

Data after being compressed



Note

- (1) The print origin of coordinates must be set so that result of drawing the graphic data will be within the effective print area set by the Label Size Set Command ({D).
- (2) The number of graphic width dots and 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 ({D) in the same manner as above.
- (3) Both width and height are 23.6 dots/mm.
- (4) The actual result of drawing may deviate within ±0.17 mm in the X direction with respect to the designated print origin of X-coordinate.

To draw the received graphic data at high speed, the data is directly developed into 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.

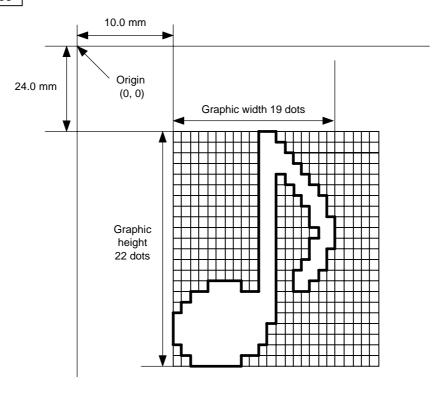
(5) The graphic data overwrites the image buffer.

[Effective print area]

[mm]

	Model	B-452-HS		
Item	Method	Batch	Strip	Cut
Effective print width	Min.	10.0		
	Max.		103.6	
Effective print length	Min.	3.0	21.4	29.0
	Max.		200.0	

Examples



{C|}

{XS; I, 0001, 0002C2100|}

* 30H = "0"

31H = "1"

32H = "2"

33H = "3"

34H = "4"

35H = "5"

36H = "6"

37H = "7"

38H = "8"

39H = "9"

3AH = ":"

3BH = ";"

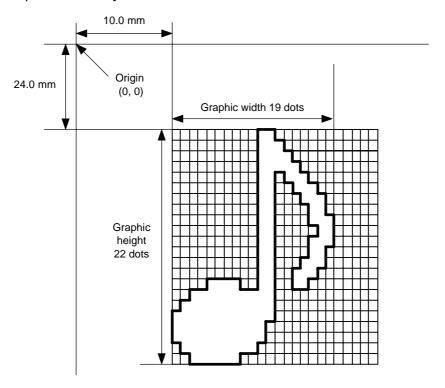
3CH = "<"

3DH = "="

3EH = ">"

3FH = "?"

[TOPIX compression mode]



{SG; 0100, 0240, 0019, 0300, 3, <u>00 5C</u> <u>80 80 40 30</u> Length L1 L2 L3 Data (1st line)

 $\frac{80\ 80\ 40\ 08}{(2\text{nd line})}\ \frac{80\ 80\ 40\ 04}{(3\text{rd line})}\ \frac{80\ 80\ 40\ 02}{(4\text{th line})}\ \frac{80\ 80\ 40\ 09}{(5\text{th line})}$

80 80 60 04 80 80 80 60 02 40 80 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 80 20 20 80 80 80 40 01 (13th 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|}
(18th line) (19th line) (20th line) (21st line) (22nd line)

6.24 SAVE START COMMAND

{XO

Function

Declares the start of saving PC interface commands.

(Places the printer in the mode where PC interface commands are written to flash memory.)

Format

{XO; aa, b|}

Term

aa: Identification number (save No.) used for saving or calling 01 to 40

b: Status response at save time

0: No status response made

1: Status response made

Notes

(1) Up to 40 kinds of PC interface commands can be stored. The maximum number of PC interface commands varies according to the PC interface command capacity to be stored because of the limited memory capacity. The storable command capacity per saving operation is as follows:

PC save area is 7 KB: 7166 bytes PC save area is 64 KB or more: 65533 bytes

- (2) The remaining memory after formatting depends on the specified capacity of the PC save area.
- (3) The already stored save number can be stored again when the Save Start Command ({XO}) is sent after declaring the termination of saving. However, the memory is consumed every storing again. The memory can be used efficiently by sending the Format Command ({J1}) before storing.
- (4) After sending the Save Start Command ({XO), any command other than the following will be saved into flash memory without being analyzed.
 - Save Start Command ({XO)
 - Save Terminate Command ({XP)
 - Saved Data Call Command ({XQ)
 - Bit Map Writable Character Store Command ({XD)
 - Reset Command ({WR)
 - Status Request Command ({WS)
 - Format Command ({J1)
- (5) No error check is made for the commands at save time.

Refer to

- Save Terminate Command ({XP)
- Format Command ({J1)

Examples

```
{J1; B|}

{XO; 01, 0|}

{D0508, 0760, 0468|}

{T20C21|}

{C|}

{PC001; 0200, 0125, 1, 1, A, 00, B|}

{PC002; 0650, 0550, 2, 2, G, 33, B, +0000000001|}

{XP|}
```

6.25 SAVE TERMINATE COMMAND

{XP

Function Declares the termination of saving PC interface commands.

Format {XP|}

Note If the storing operation is not continued after storing the PC interface command, the printer enters the online mode (label issue operation) after about 10 seconds. In this

case, the image buffer will be cleared automatically.

Refer to Save Start Command ({XO)

6.26 SAVED DATA CALL COMMAND

{XQ

Function

Calls saved PC interface commands.

Format

{XQ; aa, b, c|}

Term

aa: Save number of the file to be called

01 to 40

b: Status response when calling the data

0: No status response made

1: Status response made

c: Auto call at power on time

L: Auto call M: No auto call

Notes

- (1) If the relevant save number is not found, an error will result.
- (2) However, if no save number subject to auto call is found with the option for auto call at power on time selected, the option for no auto call will be selected causing no error.
- (3) If a command error is found in the PC interface command in auto call at power on time by the Saved Data Call Command, a command error will result. After an error has occurred, the power must be turned off. The option for no auto call is selected when the power is turned on again. Also when the printer is reset by using the key on the printer, the option for no auto call is selected. (For resetting with the key on the printer, refer to chapter 10.)
- (4) The printer enters the online mode (label issue operation) when the Saved Data Call Command is sent after the Save Terminate Command.

Refer to

- Save Start Command ({XO)
- Save Terminate Command ({XP)

Examples

{XQ; 01, 0, L|} {RC001; Sample|} {RC002; 100|}

{XS; I, 0002, 0002C2100|}

6.27 RESET COMMAND

{WR

Function

Returns the printer to its initial state.

Format

 $\{WR|\}$

Explanation

Returns the printer to the same state as when the power was turned on. When the printer receives this command during printing, it returns to its initial state after issuing the label being printed. The next data must not be sent for a minimum of 3 seconds after this command is transmitted.

Notes

- (1) The Reset Command is effective in serial interface (RS-232C) only. In parallel interface (Centronics), the reset request signal (INPUT PRIME) should be used.
- (2) When the printer receives a command in the self-test mode or the maintenance mode, only the Reset Command can be used and any other command cannot be used.
- (3) After the code of the Writable Character Command ({XD) or Graphic Command ({SG) is received, the Reset Command is not processed until the printer receives the type of data.

Example

 $\{WR|\}$

6.28 STATUS REQUEST COMMAND

{WS

Function

Sends the printer status to the host computer.

Format

 $\{WS|\}$

Explanation

This command makes the printer send its status regardless of the setting of "status response/no status response". The status to be transmitted is the current printer status, and indicates the latest status only. The remaining count indicates the remaining count of the batch currently being printed. No remaining count of the batch waiting to be printed is transmitted.

Notes

- (1) The Status Request Command is effective in serial interface (RS-232C) only. Since the status cannot be sent in parallel interface (Centronics), this command is not supported.
- (2) After the code of the Writable Character Command ({XD) or Graphic Command ({SG) is received, the Status Request Command is not processed until the printer receives the type of data.

Example

{WS|}

6.29 PARAMETER SET COMMAND

{ZZ

Function

Sets each parameter.

Format

{ZZ; a, b, c, d, e, f, g, hh, i, jjj, kk, ll|}

The parameters should be separated with a comma ",". If a parameter is omitted, it means that it is not changed. When parameters are omitted at the end of command, the commas can also be omitted.

Term

aa: Transmission control

- 0: XON/XOFF protocol (No XON/XOFF output when the power is turned on/off)
- READY/BUSY (DTR) protocol (No XON/XOFF output when the power is turned on/off)
- 2: XON/XOFF + READY/BUSY (DTR) protocol (XON/XOFF output when the power is turned on/off)
- 3: XON/XOFF protocol (XON/XOFF output when the power is turned on/off)
- READY/BUSY (RTS) protocol (No XON/XOFF output when the power is turned on/off)

b: Character code 5CH "¥" or "\" selection

0: "¥"

1: "\"

The initial value when the parameter clear is performed depends on whether the Kanji ROM is installed or not.

Kanji ROM installed: "¥' Kanji ROM not installed: "\"

c: Character code selection

0: PC-850 (MS-DOS/Latin1)

1: PC-8

2: PC-852 (MS-DOS/Latin2)

3: PC-857 (MS-DOS/Turkish)

4: PC-851 (MS-DOS/Greek1)

5: PC-855 (MS-DOS/Cyrillic)

6: PC-1250 (Windows/Latin2)

7: PC-1251 (Windows/Cyrillic)

8: PC-1252 (Windows/Latin1)

9: PC-1253 (Windows/Greek)

A: PC-1254 (Windows/Turkish)

B: PC-1257 (Windows/Baltic Rim)

C: LATIN9

D: Arabic

- d: Font "0" selection
 - 0: 0 (without slash)
 - 1: 0 (with slash)
- e: Kanji code selection
 - 0: Type 1
 - 1: Type 2
- f: Control code selection
 - 0: Automatic selection
 - 1: Manual selection (ESC, LF, NUL mode)
 - 2: Manual selection ({, |, } mode)
- g: Strip status
 - 0: Without
 - 1: With

When the strip status for the last label in the strip mode is "0: Without" or "1: With", it indicates "Normal end" or "Strip waiting", respectively.

hh: Euro code

20 to FF (in Hex.)

- * Euro code can be assigned to between 20H and FFH.

 If any font has been assigned to the specified code, the Euro code must be assigned. After the parameter clear is performed, the initial value is B0H.
- i: Indicates the direction in which the X-coordinate is to be adjusted
 - +: Right direction
 - -: Left direction
- III: X-coordinate fine adjustment value

000 to 995 (in units of 0.5 mm)

- * All X-coordinates in the print format are adjusted. However, any X-coordinates should not be adjusted in the negative direction such that they become 0 or less.
- kk: Manual threshold fine adjustment value (Reflective) 00 to 40 (in units of 0.1 V)
- II: Manual threshold fine adjustment value (Transmissive) 00 to 40 (in units of 0.1 V)

Notes

(1) The parameters set by this command become effective when the power is turned off/on, or the Reset Command is sent. However, the next command should not be sent within 3 seconds after the Reset Command is sent.

6.30 TRANSFER COMMAND (LAN \rightarrow KB-80) {MA

Function Transfers the data to the KB-80, which is sent from the LAN to the KB-80. Format

Term aa...aa: Data to be sent from the LAN to the KB-80.

The application prescribes the transmission data specifications.

Ex.) {MAFormat Not Found|}

{MAaaaa....aaaaa|}

The KB-80 displays "Format Not Found" as a message from the LAN host.

6.31 TRANSFER COMMAND (KB-80 \rightarrow LAN)

{NA

Function Transfers the data to the LAN, which is sent from the KB-80 to the LAN.

Format {NAaaaa....aaaaa|}

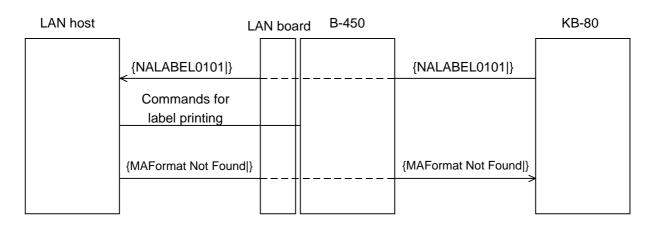
Term aa...aa: Data to be sent from the KB-80 to the LAN.

The application prescribes the transmission data specifications.

Ex.) {NALABEL0101|}

The LAN host receives a request for issuing a label of Format No. 01 and Data No. 01.

Notes



6.32 RIBBON TYPE SET COMMAND

{RN

Function

Sets the ribbon type.

Format

{RN; aa|}

Term

aa: Ribbon type

00: Ribbon type 001: Ribbon type 102: Ribbon type 2

i

99: Ribbon type 99

* For details of the ribbon types, refer to the Supply Specification.

Explanation

- (1) This command is used for setting the optimal printing energy for a ribbon.
- (2) The energy table in CPU ROM, must be selected according to the ribbon type.
- (3) The ribbon type is backed up in memory (even if the power is turned off).
- (4) The set value is "00" at the time of shipment from the factory.

6.33 STORAGE AREA ALLOCATE COMMAND

{XF

Function

Allocates the storage area in flash ROM on the CPU board.

Format

{XF; aa (, bb)|}

Term

aa: Size of the TrueType font storage area

00 to 13 (0 KB to 832 KB) (in units of 64 KB)

bb: Size for bit map writable character storage area (omissible)

00 to 13 (0 KB to 832 KB) (in units of 64 KB)

Explanation

(1) The storage area in expanded flash ROM has a total capacity of 832 KB.

- (2) If the above command is received, the complete area in expanded flash ROM is cleared.
- (3) If the above command is not sent, all storage area in expanded flash ROM is used for the bit map writable character storage area. Another 7 KB of the PC save area are allocated.
- (4) The area specified by the above command is allocated in order from the TrueType font storage area to the bit map writable character storage area. The remaining area is used for the PC save storage area.
- (5) If the sum of TrueType font storage area and bit map writable character storage area specified by the above command is 832 KB, each specified capacity of the TrueType font storage area and bit map writable character storage area is allocated. Another 7 KB of the PC save storage area are allocated.
- (6) If the sum of the TrueType font storage area and bit map writable character storage area specified by the above command exceeds 832 KB, the TrueType font storage area is allocated as specified, and the remaining area is used for the bit map writable character storage area. Another 7 KB of the PC save storage area are allocated.
- (7) When "00" (0 KB) is specified for the bit map writable character storage area, the TrueType font storage area is allocated as specified, and the remaining area is used for the PC save storage area. Therefore, the bit map font storage area is not allocated.
- (8) When "00" (0 KB) is specified for the TrueType font storage area, the bit map writable character storage area is allocated as specified, and the remaining area is used for the PC save storage area. Therefore, the TrueType font storage area is not allocated.
- (9) When "13" (832 KB) is specified for the TrueType font storage area, all area is used for the TrueType font storage area. Therefore, the writable character storage area is not allocated. However, another 7 KB of the PC save area are allocated.
- (10) When "00" (0 KB) and "13" (832 KB) are specified for the TrueType font storage area and the bit map writable character font storage area, respectively, all area is used for the bit map writable character storage area. Therefore, the TrueType font storage area is not allocated. However, another 7 KB of the PC save area are allocated.

- (11) When "00" (0 KB) is specified for both the TrueType font storage area and the bit map writable character font storage area, all area is used for the PC save storage area. Therefore, neither the TrueType font storage area nor bit map writable character storage area is allocated.
- (12) If the size of the bit map writable character storage area is not specified, the TrueType font storage area is allocated as specified, and the remaining area is used for the bit map writable character storage area. Another 7 KB of the PC save area are allocated.

Refer to

- Bit Map Writable Character Command ({XD)
- Save Start Command ({XO)
- Memory Card Format Command ({J1)
- 2-byte Writable Character Code Range Command ({XE)

Example

The TrueType font storage area and bit map writable characters storage area are set to 512 KB and 192 KB, respectively.

(PC save storage area: 832 KB - 512 KB - 192 KB = 128 KB)

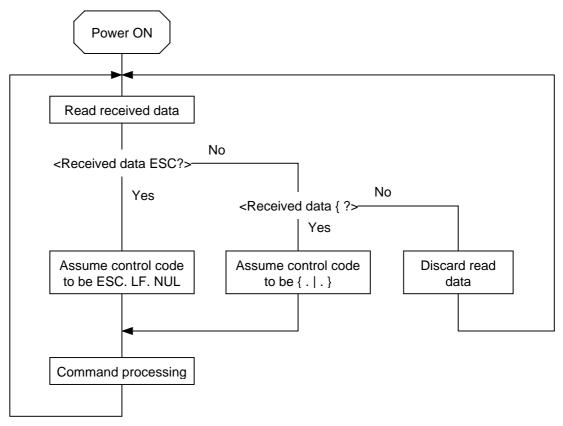
{XF; 08, 03|}

7. CONTROL CODE SELECTION

(1) Automatic Selection

This machine 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 data whichever has been sent first to be a control code.

For example, if [ESC] is sent first after the power is turned on, [ESC]. [LF]. [NUL] becomes a control code, and if $\{$ is sent first, $\{$. | . $\}$ becomes a control code. Control code selection is made for every command. If the first command is [ESC] \sim [LF] [NUL], followed by [ESC], the control code becomes [ESC]. [LF]. [NUL], and if it is followed by $\{$, the control code for the next command becomes $\{$. | . $\}$. When $\{$. | . $\}$ is a control code, the data of 00H to 1FH in $\{$ \sim | $\}$ is ignored. However, the data of 00H to 1FH becomes valid while processing the Graphic Command or Writable Character Command in hexadecimal mode. When $\{$. | . $\}$ is a control code, $\{$. | . $\}$ cannot be used in the data of the Data 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 Writable Character Command in hexadecimal mode. { . | . } cannot be used in the data of the Data Command.

8. ERROR PROCESSING

If the printer detects any of the following errors, it indicates an error state (LED), makes a status response (serial interface, parallel interface), and stops operating.

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 results if the Format Command of a field is not transmitted and its Data Command is transmitted. When calling the PC Save Command of the field which is not saved is attempted, an error results. An undefined command is not detected as an error, and data is discarded until [NUL] or [] is received.

(2) Hardware Errors

An error results if a framing error, overrun error or parity error is found during data reception when using the serial interface (RS-232C).

* At the moment a command error or hardware error occurs, the printer lights the LED to indicate an error state and makes a status response before stopping. The Status Request Command and Reset Command only can be processed and other commands are not processed. When the printer is restored by the [PAUSE] key, the printer enters the initial state which is obtained after the power is turned on.

8.2 ERRORS IN ISSUING OR FEEDING

(1) Feed Jam

- When the relation between the programmed label pitch (A) and the label pitch detected by the sensor (B) is not indicated by the following formula, an error will result: (A) x 50% ≤ (B) ≤ (A) x 150%
 - A paper jam has occurred during paper feed.
 - The paper is not placed properly.
 - The actual label does not match the type of the sensor.
 - The sensor position is not aligned with the black mark.
 - The actual label size does not meet the designated label length.
 - No label-to-label gap is detected due to preprint.
 - The sensor is not thoroughly adjusted.
 (The sensor is not adjusted for the label to be used.)
- ② If the stripped label does not cover the strip sensor when printing or feeding is completed in the strip mode, an error will result.

(2) Cutter Error

The cutter home position sensor does not operate 1.5 seconds or more after the cutter motor is driven, an error will result.

- A paper jam has occurred at the cutter. (The cutter does not return to the home position.)
- The cutter does not move from the home position.

(3) Label End

- ① When the transmissive sensor and reflective sensor detect the label end state for 3 mm continuously, an error will result.
- ② If the transmissive sensor and reflective sensor detect the label end state when an issue, feed and ejection is attempted when the printer stops, an error will result.

(4) Head Open Error

- ① If the head open sensor detects the open state for 5 mm continuously, an error will result.
- ② If the head open sensor detects the open state when an issue, feed and ejection is attempted in the printer stop state, an error will result.

However, this does not include feeding by the [FEED] key on the printer.

(5) Thermal Head Temperature Abnormal

- ① When the open-air temperature detection thermistor detects a high temperature, an error will result
- ② When the thermal head temperature detection thermistor detects a high temperature, an error will result.
- ③ When the heat sink sensor detects a high temperature, an error will result.

(6) Ribbon Error

- ① If the motor speed calculated from the ribbon rewind motor sensor and ribbon back tension motor sensor is not in the acceptable range, an error will result.
 - The ribbon has been used up.
 - The ribbon is not installed.
 - A ribbon jam has occurred.
 - The ribbon has been torn.
 - An abnormal condition has occurred in the ribbon motor sensor.

(7) Connection of the open-air temperature detection thermistor connector

If the open-air temperature detection thermistor connector is not connected properly, an error occurs.

8.3 ERRORS IN WRITABLE CHARACTER AND PC COMMAND ENTRY MODES

- (1) Write Error
 - An error has occurred in writing data to flash memory.
- (2) Format Error
 - An erase error has occurred in formatting flash memory.
- (3) Memory Full
 - Storing is impossible because of the insufficient flash memory capacity.
 - * At the moment an error occurs, the printer lights the LED to indicate an error state and makes a status response before stopping. The Status Request Command and Reset Command only can be processed and other commands are not processed. Restoration using the [PAUSE] key is impossible.

8.4 SYSTEM ERRORS

- (1) Zero Dividing Error
 - The CPU has detected a zero dividing error. (The program is not running normally.)
- (2) Momentary Power Interruption Error
 - A momentary power interruption has occurred.
 - * At the moment an error occurs, the printer lights the LED to indicate an error state and makes a status response before stopping. (None of the commands and key operations will be processed.)
- (3) EEPROM Error
 - The EEPROM for back-up cannot be read/written properly.

8.5 RESET PROCESSING

When the [PAUSE] key is pressed for more than 3 seconds during the error which can be cleared by the [PAUSE] key and during a pause, the printer returns to the initial status which is obtained after the power is turned on.

9. STATUS RESPONSE

9.1 SERIAL INTERFACE

9.1.1 Functions

There are the following two kinds of status response functions.

(1) Status transmission function at the end of normal transmission and occurrence of an error (auto status transmission)

If the option for "status response" has been selected, the printer sends the status to the host computer at the feeding and at the issuing normally (batch/cut mode: after the designated number of labels are printed, strip mode: after printing one label). In the online mode, the head up/down status is sent to the host computer.

When each error occurs, the status is sent to the host computer.

The remaining count of the status response indicates the remaining count of the batch currently being printed. No remaining count of the batch waiting to be printed is transmitted.

(2) Status transmission function by status request (Status Request Command)

Upon request to send status by the Status Request Command, the printer sends the latest status indicating its current status to the host computer, regardless of the option for "status response/no status response." The remaining count indicates the remaining count of the batch currently being printed. No remaining count of the batch waiting to be printed is transmitted. This command is not stored in the receive buffer and executed immediately after reception.

Strip status

How the strip status (05H) is returned by the Status Request Command varies depending on the setting.

When the setting is "without strip status":

If the Status Request Command is sent when a label is on the strip shaft (for example, while idling, after feeding a label, after printing all labels), the printer returns (00H).

When the setting is "with strip status":

If the Status Request Command is sent when a label is on the strip shaft (for example, while idling, after feeding a label, after printing all labels), the printer returns (05H).

If the Status Request Command is sent while a label is being printed or issued, the strip status (05H) is returned for both settings.

9.1.2 Status Format

SOH	STX	Status			Remaining count			ETX	EOT	CR	LF	
01H	02H	3ХН	3XH	3ХН	3ХН	3ХН	3ХН	3ХН	03H	04H	0DH	0AH
Remaining count • 0000 ~ 9999 (Fixed as 0000 in save mode) — Type of status • "1" (31H) (Status Request Command) • "2" (32H) (Auto status transmission)												
Detail status												

9.1.3 Detail Status

	Detail Status			
Printer Status	Auto Status Transmission	Status Request Command		
Idling state		_	00	
The head was closed with the head open.	00	_		
The head was opened in the online mode.	01	01		
In operation (Analyzing command, drawing, prir	_	02		
In a pause state		-	04	
Strip waiting state		_	05	
A command error was found in analyzing the co	ommand.	06	06	
A parity error, overrun error or framing error occommunication by RS-232C	07	07		
A paper jam occurred during paper feed.	11	11		
An abnormal condition occurred at the cutter.	12	12		
The label has run out.	13	13		
An attempt was made to feed or issue with the (except the [FEED] key).	15	15		
The thermal head temperature has become exc	cessively high.	18	18	
Ribbon error (The ribbon has been used up, or	21	21		
Disconnection of the open-air temperature dete	22	22		
The label issue has been completed normally.		40	_	
The feed has been completed normally.	41	_		
In writable character or PC command save mode		-	55	
An error has occurred in writing data to flash memory.	Writable character,	50	50	
An erase error has occurred in formatting flash memory.	PC command, save mode	51	51	
Saving failed because of the insufficient capacity of flash memory.		54	54	
A zero dividing error has occurred.	_	_		
A momentary power interruption has occurred.	_	_		
An EEPROM for back up cannot be read/writter	n properly.	_	_	

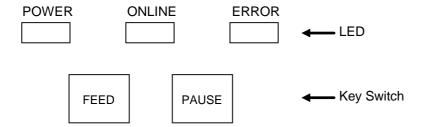
9.2 PARALLEL INTERFACE

Printer Status	Output Signal				
	BUSY	PAUSE	FAULT	PE	
In the online mode	L	Н	Н	L	
In the online mode (communicating)	L, H	Н	Н	L	
The head was opened in the online mode.	Η	L	L	L	
In a pause state	Н	L	L	L	
Data was sent from the host with the receive buffer full.	Н	Н	Н	L	
After data was sent from the host with the receive buffer full, some data is processed and room becomes available.	L	Н	Н	L	
Initialization process is being executed (after the power is turned on or INPUT • PRIME is received)	Н	L	L	L	
A command error has occurred in analyzing the command.	Н	L	L	L	
A paper jam occurred during paper feed.	Н	L	L	L	
An abnormal condition occurred at the cutter.	Н	L	L	L	
The label has run out.	Н	L	L	Н	
An attempt was made to feed or issue with the head open (except the [FEED] key).	Н	L	L	L	
The thermal head temperature has become excessively high.	Н	L	L	L	
Ribbon error (The ribbon has been used up, or been torn.)	Н	L	L	L	
Disconnection of the open-air temperature detection thermistor connector	Н	L	L	L	
In writable character or PC command save mode	L	Н	Н	L	
An error has occurred in writing in flash memory.	Н	L	L	L	
An erase error has occurred in formatting flash memory.	Н	L	L	L	
Saving failed because of the insufficient capacity of flash memory.	Н	L	L	L	
A zero dividing error has occurred.	Н	L	L	L	
A momentary power interruption has occurred.	Н	L	L	L	
An EEPROM for back-up cannot be read/written properly.	Н	L	L	L	

10. KEY OPERATION

Key operation, using the keys on the printer, will be possible when the power is turned on with the external keyboard, KB-80, attached. However, it is impossible when the power is turned on with the external keyboard, KB-60, attached.

10.1 OPERATION PANEL



10.2 ONLINE MODE

10.2.1 Key Function

[FEED] key: Feeds one sheet of paper.

• This key is used to eject one sheet of paper.

This key is also used to adjust the paper to the proper position when the paper is not properly positioned. If printing is attempted when the paper is not properly positioned, printing will not be performed at the proper position. One or two sheets of paper should be fed to adjust the paper position before printing

F.....

[PAUSE] key: Stops label printing temporarily and resumes printing after a temporary stop in

label printing or after an error.

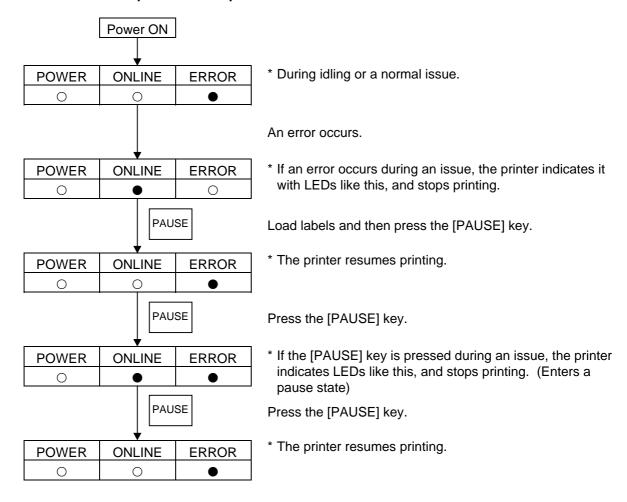
10.2.2 LED Function

[POWER] LED: Indicates that the printer power is ON.

[ONLINE] LED: Indicates that the printer is ready for communication.

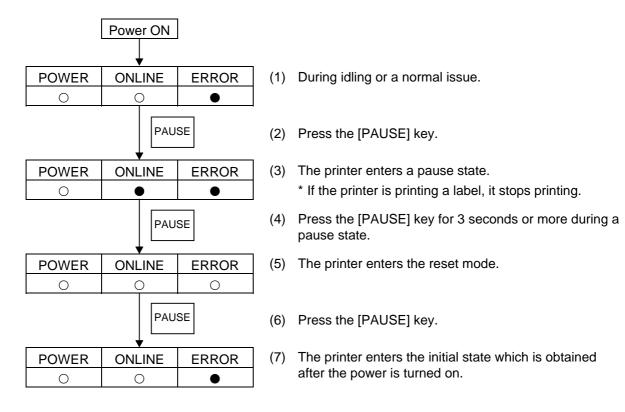
[ERROR] LED: Indicates that the printer is in an error state.

10.2.3 Online Mode Operation Example



○: ON⊙: Blinks●: OFF

10.2.4 Reset



○: ON⊙: Blinks●: OFF

<Supplementary Explanation>

- (1) If the [PAUSE] key is pressed for 3 seconds or more when the printer can resume printing (the state of "Restoration by [PAUSE] key"), the printer enters the reset mode.
- (2) When the [PAUSE] key is released within 3 seconds after being pressed during an error or pause state, the printer resumes printing the label. (The printer does not enter the reset mode.) When a communication error or command error has occurred, however, the printer enters the usual initial state which is obtained after the power is turned on when the [PAUSE] key is pressed.
- (3) If the printer is reset by using the key on the printer, the data stored by the PC save command is not called automatically.

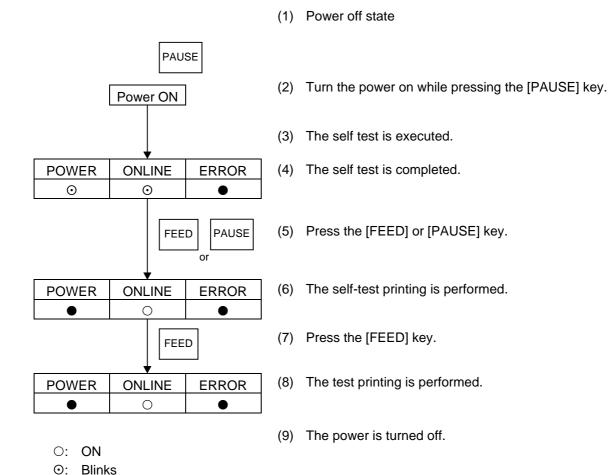
10.3 LED INDICATIONS

No.	Printer Status		LED Indication		Restoration by [PAUSE] key Yes/No	Acceptance of Status Request Reset Command	
		POWER	ONLINE	ERROR		Yes/No	
1	In the online mode	0	0	•	-	Yes	
	In the online mode (Communicating)	0	0	•	-	Yes	
2	The head was opened in the online mode.	0	•	•	-	Yes	
3	In a pause state	0	•	•	Yes	Yes	
4	A parity error, overrun error or framing error has occurred during communication by RS-232C.	0	•	0	Yes	Yes	
5	A paper jam occurred during paper feed.	0	•	0	Yes	Yes	
6	An abnormal condition occurred at the cutter.	0	•	0	Yes	Yes	
7	The label has run out.	0	•	0	Yes	Yes	
8	An attempt was made to feed or issue with the head open (except the [FEED] key).	0	•	0	Yes	Yes	
9	The thermal head temperature has become excessively high.	0	•	0	If the head temperature is 60°C or less and the ambient temperature is 50°C or less, the printer restarts automatically.	Yes	
10	Ribbon error (The ribbon has been used up or been torn.)	0	•	0	Yes	Yes	
11	In writable character or PC command save mode	0	0	•	-	Yes	
12	An error has occurred in writing data to flash memory.	0	•	0	No	Yes	
13	An erase error has occurred in formatting flash memory.	0	•	0	No	Yes	
14	Saving failed because of the insufficient capacity of flash memory.	0	•	0	No	Yes	
15	A command error has occurred in analyzing the command.	0	•	0	Yes	Yes	
16	A zero dividing error has occurred.	0	•	0	No	No	
17	A momentary power interruption has occurred.	0	•	0	No	No	
18	An EEPROM for back-up cannot be read/written properly.	0	•	0	No	No	
19	Disconnection of the open-air temperature detection thermistor connector	0	•	0	No	Yes	

NOTE: ○: ON ⊙: Blinks •: OFF

10.4 SELF-TEST/TEST PRINTING

10.4.1 Self-test/Test Printing Operation Example



NOTES:

●: OFF

- 1. Printing conditions: 105 mm of label length, no sensor used, 2"/sec, one sheet to print, batch issue
- 2. If an error occurs during printing, the printer indicates the ERROR LED and stops printing. The error state is cleared by pressing the [PAUSE] key. After the error is cleared, the printer does not reprint automatically.
- 3. Even if the printer enters an automatic forward feed standby state in the online mode, the automatic reverse feed is not performed when the test printing is started.
- 4. Even if the printer enters an automatic forward feed standby state in the online mode, the automatic reverse feed is not performed after the self-test printing is performed.
- 5. If the head is opened or closed, the automatic forward feed standby is not performed.

10.4.2 Self-test Items

- (1) Maintenance Counter/Various Parameters Printouts
 - ① Maintenance Counter
 - Total label distance covered (cannot be cleared)
 - · Label distance covered
 - Print distance
 - Cut count
 - Ribbon motor drive time
 - RS-232C hardware error count
 - System error count
 - · Momentary power interruption count
 - ② Various Parameters

[Values programmed on the PC]

- Feed fine adjustment value
- Cut position (or strip position) fine adjustment value
- · Back feed fine adjustment value
- Print density fine adjustment value (Thermal transfer)
- Print density fine adjustment value (Direct thermal)
- Ribbon motor drive voltage fine adjustment
- Print shrinkage correction value setting

[Values programmed using the external keyboard]

- · Feed fine adjustment value
- Cut position (or strip position) fine adjustment value
- · Back feed fine adjustment value
- Print density fine adjustment value (Thermal transfer)
- Print density fine adjustment value (Direct thermal)
- Ribbon motor drive voltage fine adjustment
- Print shrinkage correction value setting
- Reflective sensor manual threshold fine adjustment value
- Transmissive sensor manual threshold fine adjustment value
- · X-coordinate fine adjustment value
- Character code type
- Font "0"
- Control code type
- Code 5CH selection ("\") or "\")
- Kanji code type
- Transmission control protocol
- Strip status selection
- Euro code
- Stacker use selection
- TrueType font block setting
- Ribbon type
- · Bit map writable character block setting
- PC save block setting

[Values set by DIP SW]

- · Communication speed
- Parity

(2) Automatic Self-test

- ① Memory Check
 - Program area (version, part number, checksum)
 - Boot area checksum
 - Font area checksum
 - Head heat history configuration data area checksum
 - Kanji ROM checksum
 - EEPROM check
 - DRAM check

② Sensor Check

- Strip sensor
- Thermal head open sensor
- Cutter home position sensor
- Ribbon rewind motor sensor
- · Back tension motor sensor
- Thermal head temperature sensor
- Open-air temperature sensor
- · Reflective sensor
- Transmissive sensor
- Thermal head resistance rank
- Reflective/transmissive sensor status without paper
- 3 Switch Check
 - DIP SW
- Loop Back Check
 - DIN loop back check
 - Expansion I/O loop back check

10.4.3 Self-test Results Printout Samples

(1) Maintenance Counter/Various Parameters Printout

TL FEED	0.0km	[PC]
FEED	0.0km	FEED +0.0mm
PRINT	0.0km	CUT +0.0mm
CUT	64	BACK +0.0mm
RIBBON	0h	TONE(T) +0step
232C ERR	255	TONE(D) +0step
SYS ERR	0	[KEY]
PW FAIL	0	FEED +0.0mm
PRINT SP	PEED	CUT +0.0mm
[PC]	+1.0%	BACK +0.0mm
[KEY]	+0.0%	TONE(T) +0step
X ADJ.	+0.0mm	TONE(D) +0step
RIBN ADJ	.[PC]+0	+0 [KEY] +0 +0
FONT	[PC-850]	[0] [¥]
SPEED	[9600]	PARITY [EVEN]
CONTROL	[XON/XOF	F]
CODE	[AUTO]	STATUS [OFF]
THRESHOL	DR 1.	OV T 0.7V
KANJI	[TYPE1]	EURO CODE FFH
STACKER	[OFF]	TT BLOCK [0]
GAIJI BL	K[15]	PCSAV BLK[0]
RBN TYP	[00]	

(2) Automatic Self-test Printout

```
PROGRAM V1.3 FMRM0050901 :EC00
                        (5300)
     CA00 HDCNF 1200
FONT
KANJI 9D00
HDCFG
      1200
EEPROM OK
DRAM
       2048KB
SENSOR1 00000000,00010110
SENSOR2 [H]28°C [A]28°C
       [R]3.9V [T]1.6V
       [RANK]10
PE LV. [R]1.8V [T]4.5V
DIP SW 00010110
DIN
       NG
EXP.I/O NG
```

NOTE: Print Conditions: 105 mm of label length, no sensor used, 2"/sec, one sheet to print, batch issue.

[&]quot;o" cannot be printed correctly in some character code types.

10.4.4 Self-test Printout Contents

(1) Maintenance Counter

Item	Contents	Range
TL FEED Total label distance covered (cannot be cleared)		0.0 to 3200.0 km
FEED	Label distance covered	0.0 to 200.0 km
PRINT	Print distance	0.0 to 200.0 km
CUT	Cut count	0 to 1000000
RIBBON	Ribbon motor drive time	0 to 2000 hours
232C ERR	RS-232C hardware error count	0 to 255
SYS ERR	System error count	0 to 15
PW FAIL	Momentary power interruption count	0 to 15

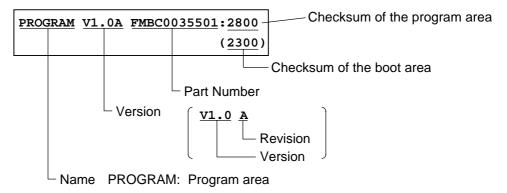
Maintenance Counter	Count Conditions	
Total label distance covered	Counts when the paper feed motor is driven to perform	
Label distance covered	paper feed, print and eject operations.	
	(Counts also during a reverse feed operation.)	
	When the power is off, a label distance of 4.1 m or less is	
	rounded down and backed up as 0.0 m.	
	If a label distance is less than 0.5 km, it is printed as 0.0	
	km.	
Print distance	Counts while printing. (Counting is not performed during	
	eject and reverse feed operations.)	
	When the power is off, a label distance of 4.1 m or less is	
	rounded down and backed up as 0.0 m.	
	If a print distance is less than 0.5 km, it is printed as 0.0	
	km.	
Cut count	Every cut operation is counted.	
	When the power is off, a cut count of 31 or less is rounded	
	down and backed up as 0.	
Ribbon motor drive time	Counts when the ribbon motor is driven to perform paper	
	feed, print and eject operations. (Counts also during a	
	reverse feed operation.)	
	When the power is off, a drive time of 32 seconds or less is	
DC 2020 handaran anan	rounded down and backed up as 0.	
RS-232C hardware error	Counts when a parity, overrun, or framing error occurs.	
count	* When data of several bytes is transmitted continuously,	
System error count	counting is performed per byte.	
System error count	Counts when a zero-dividing error occurs or non-defined command is fetched.	
Momentary nower interruption	Counts when a momentary power interruption occurs.	
count	Counts when a momentary power interruption occurs.	
oount		

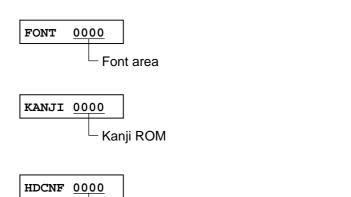
(2) Various Parameters Check Contents

	Item	Contents	Remarks
[PC]	FEED	Feed fine adjustment	-50.0 mm to +50.0 mm
	CUT	Cut position (or strip position)	-50.0 mm to +50.0 mm
		fine adjustment	
	BACK	Back feed fine adjustment	-9.9 mm to +9.9 mm
	TONE (T)	Print density fine adjustment	-10 to +10 step
		(Thermal transfer)	
	TONE (D)	Print density fine adjustment (Direct thermal)	-10 to +10 step
	RIBN ADJ.	Ribbon motor drive voltage	-15 to +0 step
		fine adjustment	
[KEY]	FEED	Feed fine adjustment	-50.0 mm to +50.0 mm
	CUT	Cut position (or strip position)	-50.0 mm to +50.0 mm
		fine adjustment	
	BACK	Back feed fine adjustment	-9.9 mm to +9.9 mm
	TONE (T)	Print density fine adjustment	-10 to +10 step
		(Thermal transfer)	
	TONE (D)	Print density fine adjustment	-10 to +10 step
		(Direct thermal)	
	RIBN ADJ.	Ribbon motor drive voltage fine adjustment	-15 to 0 step
	X ADJ.	X-coordinate fine adjustment	-99.5 mm to +99.5 mm
FONT		Character code selection	PC-850: PC-850
			PC-8: PC-8
			PC-852: PC-852
			PC-857: PC-857
			PC-851: PC-851
			PC-855: PC-855
			PC-1250: PC-1250
			PC-1251: PC-1251
			PC-1252: PC-1252
			PC-1253: PC-1253
			PC-1254: PC-1254
			PC-1257: PC-1257
			LATIN9: LATIN9
		Font "O" coloction	ARABIC: ARABIC
		Font "0" selection	0: No slash used
		Code 5CH coloction ("Y" or "\")	0 : Slash used ¥: ¥
		Code 5CH selection ("¥" or "\")	
SPEE		Transmission speed	2400: 2400 bps
01 221	_	Transmission specu	4800: 4800 bps
			9600: 9300 bps
			19200: 19200 bps
PARIT	Υ	Parity	NONE: NONE parity
	-	,	EVEN: EVEN parity
		l	Levels. Evels painty

Item	Contents	Remarks
CONTROL	Transmission control method	XON/XOFF: XON/XOFF protocol (No XON output at power on time, no XOFF output at power off time) READY/BUSY: READY/BUSY (DTR) protocol (No XON output at power on time, no XOFF output at power off time) XON+READY AUTO: XON/XOFF+READY/BUSY (DTR) protocol (XON output at power on time, XOFF output at power off time) XON/XOFF AUTO: XON/XOFF Protocol (XON output at power on time, XOFF output at power off time) READY/BUSY RTS: READY/BUSY (RTS) protocol (No XON output at power on time, no XOFF output at power off time)
CODE	Control code type	AUTO: Automatic selection ESC: ESC LF NUL method { }: { } method
STATUS	Strip status selection	OFF: Without strip status ON: With strip status
THRESHOLD R	Reflective sensor manual threshold fine adjustment value	0.0 V to 4.0 V
THRESHOLD T	Transmissive sensor manual threshold fine adjustment value	0.0 V to 4.0 V
KANJI	Kanji code type	TYPE1: For Windows codes TYPE2: For original codes
PRINT SPEED	Print shrinkage correction value	-10.0% to +10.0%
EURO CODE	Euro code	20H to FFH
STACKER	Stacker use selection	ON: Used OFF: Not used
TT BLOCK	TrueType font block	0 to 13
GAIJI BLK	Bit map writable character block	0 to 13
PCSAV BLK	PC save block	0 to 13

(3) Memory Check Contents

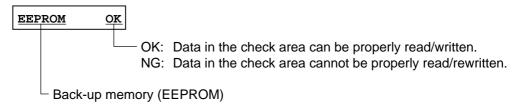


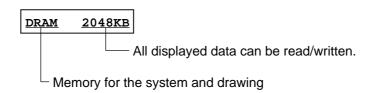


<Supplementary Explanation>

- The last two digits of the checksum are usually 0.
- The checksum should be calculated whether the Kanji ROM is installed or not.
 However, when any data in the four Kanji ROMs is not proper, the checksum is not calculated and "0000" is printed.
- The version, part number, and checksum vary according to software version.

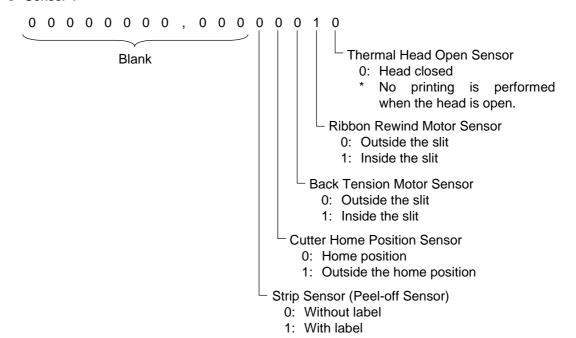
Head heat history configuration data area



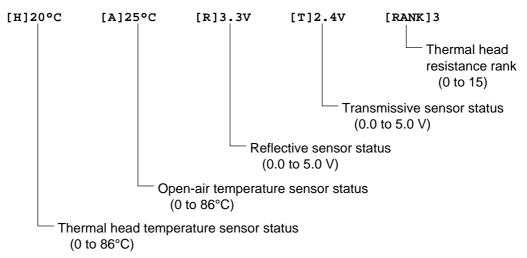


(4) Sensor Check Contents

① Sensor 1







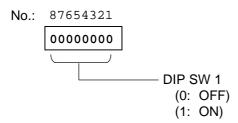
* Thermal Head Resistance Rank

Resistance Rank	Average Resistance (ohm)
0	1584 to 1611
1	1612 to 1638
2	1639 to 1665
3	1666 to 1692
4	1693 to 1719
5	1720 to 1746
6	1747 to 1773
7	1774 to 1800
8	1801 to 1827
9	1828 to 1854
10	1855 to 1881
11	1882 to 1908
12	1909 to 1935
13	1936 to 1962
14	1963 to 1989
15	1990 to 2016

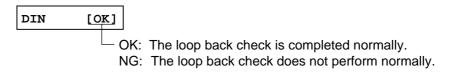
* Reflective/transmissive sensor status without paper



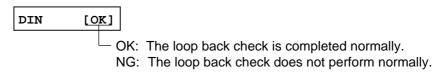
(5) Switch Check Contents



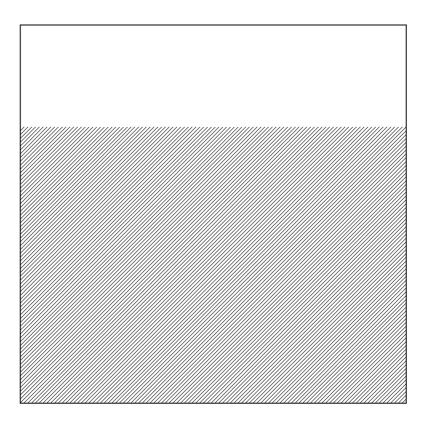
(6) Loop Back Check By Using DIN Cable



(7) Expansion I/O Loop Back Check



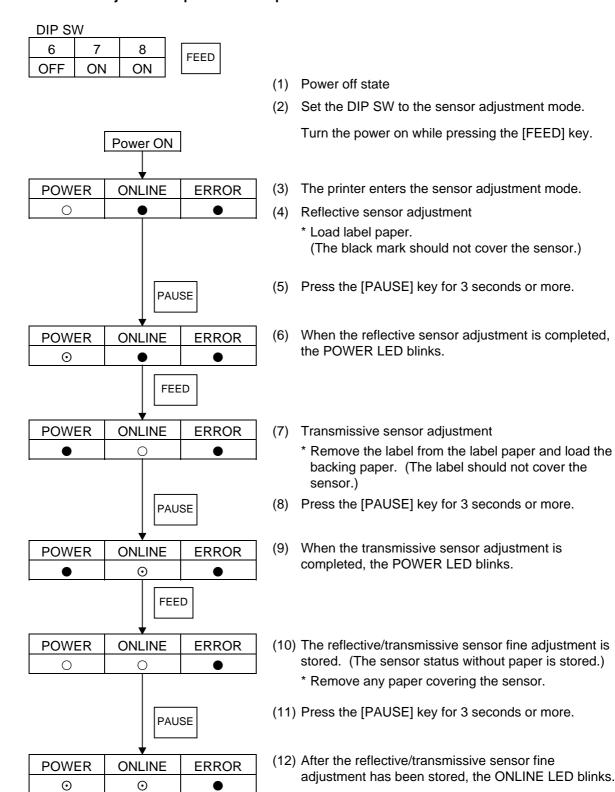
10.4.5 Test Print Samples



3-dot slant line printout

10.5 SENSOR ADJUSTMENT

10.5.1 Sensor Adjustment Operation Example



○: ON⊙: Blinks●: OFF

(13) The power is turned off.

10.6 THRESHOLD SETTING (PREPRINTED LABEL)

10.6.1 Outline of Threshold Setting

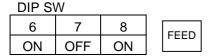
When a label is printed, the printer detects the gap between the labels using the transmissive sensor, and corrects the print position automatically to obtain a constant print position. When a preprinted label is used, some inks may prevent proper positioning correction. Also when a perforated label is used, the same problem will occur. If this is the case, determine the transmissive sensor threshold by key operation and store the value in the non-volatile memory (EEPROM).

A constant print position on the preprinted labels can be obtained since the print position is always corrected using the threshold stored in the non-volatile memory (EEPROM) by selecting "3: Transmissive Sensor (when using a manual threshold value)" for the sensor type of the Issue Command.

When a label is printed by detecting the black mark on the back of the label, the reflective rate variation of a place other than the black mark (for example, perforation) may prevent the proper positioning correction. In this case, determine the reflective sensor threshold by key operation and store the value in the non-volatile memory (EEPROM).

A constant print position can also be obtained when printing on a label since the print position is always corrected using the threshold stored in the non-volatile memory (EEPROM) by selecting "4: Reflective Sensor (when using a manual threshold value)" for the sensor type of the Issue Command.

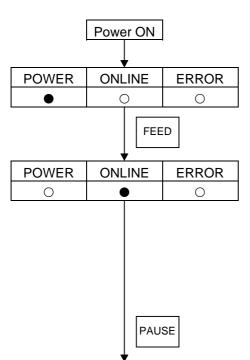
10.6.2 Threshold Setting Operation Example



- (1) Power off state
- (2) Set the DIP SW to the threshold setting mode.

Turn the power on while pressing the [FEED] key.

(3) The printer enters the transmissive sensor threshold



ONLINE

ERROR

0

- manual setting mode.
- (4) Press the [FEED] key.
- (5) The printer enters the reflective sensor threshold manual setting mode.

Every time the [FEED] key is pressed, the sensor is changed between reflective and transmissive. Load the preprinted label.

(No particular positioning is required.)

- (6) Continue pressing the [PAUSE] key.
- (7) The printer feeds the label until the [PAUSE] key is released.
- (8) When the [PAUSE] key is released after more than 1.5 sheets of the label are fed, the printer stops feeding the label. (Threshold setting for the selected sensor is completed. If the selected sensor is the transmissive sensor, the ONLINE LED blinks.)
- (9) The power is turned off.

O: ON O: Blinks ●: OFF

POWER

0

<Supplementary Explanation>

- (1) When the threshold is set, 1.5 sheets of the label or more should be fed. (If the label is not fed by the above amount, the threshold may not be properly set. In this case, reprogramming is required.)
- (2) If the [PAUSE] key is pressed for 3 seconds or more in a head-up state, the [PAUSE] key is invalid.
- (3) During a label feed, an error including the paper end or cutter error is not detected.
- (4) When the proper print position is not obtained after threshold setting, the transmissive (or reflective) sensor may be improperly adjusted. In this case, readjust the transmissive (or reflective) sensor, and set the threshold.

When the backing paper of the label is too thick, the transmissive (or reflective) sensor should be readjusted.

In addition, make sure that "3: Transmissive sensor (when using a manual threshold value)" or "4: Reflective sensor (when using a manual threshold value)" is selected for sensor type of the Feed Command and the Issue Command.

When the proper print position is not obtained even though the above adjustment and threshold setting were attempted, change the transmissive (or reflective) sensor manual threshold fine adjustment value. For details, refer to the descriptions for parameters "kk" and "II" in "6.29 Parameter Set Command" in this specification, and (13) and (14) in "6.3.2 Setting Contents" in the Key Operation Specification for KB-80 (TAA-1091).

10.7 RAM CLEAR OPERATION EXAMPLE

10.7.1 RAM Clear Operation Example

DIP SW

Parameter clear				
6 7 8				
ON	ON	ON		

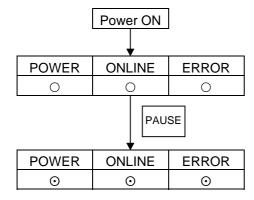
Mainte	nance o	counter	clear
_	_		Ī

6	7	8	
OFF	OFF	ON	

(1) Power off state



(2) Set the DIP SW to the RAM clear mode Turn the power on while pressing the [FEED] and [PAUSE] keys.



(3) The printer enters the RAM clear mode.

- (4) RAM clear is executed.
- (5) RAM clear is completed.
- (6) The power is turned off.

○: ON⊙: Blinks●: OFF

10.7.2 RAM Clear Contents

(1) Supplementary Explanation

- After RAM clear is complete, be sure to turn off the power.
- The total label distance covered, sensor adjustment value and the contents of flash memory are not cleared by the RAM clear operation.

(2) Initial Values After Maintenance Counter Clear

Item	Initial Value
Label distance covered	0 km
Print 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

(3) Initial Values After Parameter Clear

Parameter	Initial Value
Feed fine adjustment (PC)	0 mm
Cut position (or strip position) fine adjustment	0 mm
(PC)	
Back feed fine adjustment (PC)	0 mm
Print density fine adjustment:	0
Thermal transfer print mode (PC)	
Print density fine adjustment:	0
Direct thermal print mode (PC)	
Ribbon motor drive voltage fine adjustment (PC)	0
Feed fine adjustment (Keyboard)	0 mm
Cut position (or strip position) fine adjustment	0 mm
(Keyboard)	
Back feed fine adjustment (Keyboard)	0 mm
Print density fine adjustment:	0
Thermal transfer print mode (Keyboard)	
Print density fine adjustment:	0
Direct thermal print mode (Keyboard)	
Ribbon motor drive voltage fine adjustment	0
(Keyboard)	
X-coordinate fine adjustment	0 mm
Character code selection	PC-850
Font "0" selection	"0" without slash mark
Code 5CH selection	When RAM clear is performed,
	"\" if the Kanji ROM has not been
	installed
	"¥" if the Kanji ROM has been
	installed

Parameter	Initial Value
Transmission control method	XON/XOFF+READY/BUSY
	protocol (DTR protocol)
	(XON output at a power on time,
	XOFF output at a power off time)
Control code type	Automatic selection
Status response	With
Strip status selection	OFF
Reflective sensor manual threshold fine	1.0 V
adjustment value	
Transmissive sensor manual threshold fine	0.7 V
adjustment value	
Label pitch	104.8 mm
Effective print length	99.8 mm
Effective print width	103.6 mm
Sensor type	Transmissive sensor
Feed speed	2"/sec
Issue mode	Batch (without cutting)
PC-save automatic call	With
Kanji code	TYPE 1
Print shrinkage correction value (PC)	0%
Print shrinkage correction value (Keyboard)	0%
Euro code	ВОН
TrueType font block	Not initialized
Bit map writable character block	Not initialized
PC save block	Not initialized
Ribbon type	00

11. CHARACTER CODE TABLE

The followings are the character code tables. However, the characters which can be printed are different according to the character type. For the character which can be printed, refer to the print sample described below. Code 5CH depends on the setting for the selection of "¥" or "\".

11.1 TIMES ROMAN, HELVETICA, LETTER GOTHIC, PRESTIGE ELITE, COURIER

(1) PC-850

	0	1	2	3	4	5	6	7	8	9	Α	В	С	D	Е	F
0				0	@	Р	`	р	Ç	É	á	€		ð	Ó	-
1			!	1	Α	Q	а	q	ü	æ	ĺ			Đ	ß	±
2			"	2	В	R	Ь	r	é	Æ	Ó			Ê	Ô	=
3			#	3	O	S	O	S	â	ô	ú			Ë	Ò	3/4
4			\$	4	D	Т	d	t	ä	ö	ñ			È	õ	¶
5			%	5	Е	כ	Φ	u	à	ò	Ñ	Á		1	Õ	§
6			&	6	F	٧	f	٧	å	û	a	Â	ã	ĺ	μ	÷
7			,	7	G	W	g	W	Ç	ù	Q	À	Ã	Î	þ	5
8			(8	Η	Χ	h	Х	ê	ÿ	ن	(O		Ϊ	Þ	0
9)	9		Υ		у	ë	Ö	®				Ú	
Α			*	:	J	Ζ	j	Z	è	Ü	Г				Û	•
В			+	,	K	[k	{	Ï	Ø	1/2				Ù	1
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(2) PC-8

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1			!	1	Α	Q	а	q	ü	æ	í				β	±
2			=	2	В	R	Ь	r	é	Æ	Ó				Γ	<u>></u>
3			#	3	С	S	C	S	â	ô	ú				π	\
4			\$	4	D	Т	d	t	ä	ö	ñ				Σ	
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7			-	7	G	W	g	w	Ç	ù	Q				τ	a
8			(8	Н	Χ	h	Х	ê	ÿ	ن				Φ	0
9)	9	I	Υ	i	у	ë	Ö					Θ	•
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(3) PC-852

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5			%	5	Е	כ	Ф	u				Á				§
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7			,	7	G	W	g	W	Ç					Î		د
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(4) PC-857

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1			!	1	Α	Q	а	q	ü	æ	ĺ			ā	ß	±
2			=	2	В	R	b	r	é	Æ	Ó			Ê	Ô	
3			#	3	С	S	C	s	â	ô	ú			Ë	Ò	3/4
4			\$	4	D	Т	d	t	ä	ö	ñ			È	õ	¶
5			%	5	Е	U	е	u	à	ò	Ñ	Á			Õ	§
6			&	6	F	٧	f	٧	å	û		Â	ã	ĺ	μ	÷
7			1	7	G	W	g	W	Ç	ù		À	Ã	Î		
8			(8	Н	Χ	h	Х	ê		ن	©		Ϊ	×	0
9)	9	I	Υ	i	У	ë	Ö	®				Ú	
Α			*	:	J	Z	j	Z	è	Ü	Г				Û	•
В			+	;	K	[k	{	Ϊ	Ø	1/2				Ù	1
С			,	<	L	١	I		î	£	1/4				ì	3
D			_	=	М]	m	}		Ø	i	¢		-	ÿ	2
Е				>	Ν	٨	n	~	Ä		«	¥		Ì	-	
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(5) PC-851

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1				1	Α	Ø	а	q	ü							±
2			"	2	В	R	Ь	r	é							
3			#	3	O	S	С	S	â	ô						
4			\$	4	D	Т	d	t	ä	ö						
5			%	5	Е	כ	Ф	u	à							§
6			&	6	F	>	f	٧		û						
7			,	7	G	W	g	W	Ç	ù						د
8			(8	Τ	Χ	h	Х	ê							0
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(6) PC-855

	0	1	2	3	4	5	6	7	8	9	Α	В	С	D	Е	F
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1			!	1	Α	Q	а	q								
2			"	2	В	R	b	r								
3			#	3	O	S	C	s								
4			\$	4	D	Т	d	t								
5			%	5	Ε	U	е	u								
6			&	6	F	V	f	٧								
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8			(8	Н	Χ	h	Х								
9)	9	ı	Υ	i	у								
Α			*	:	J	Ζ	j	Z								
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D			-	=	М]	m	}								§
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(7) PC-1250

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1			!	1	Α	Q	а	q				±	Á		á	
2			"	2	В	R	b	r					Â		â	
3			#	3	O	S	С	S						Ó		Ó
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5			%	5	Е	כ	е	u				μ				
6			&	6	F	٧	f	٧				¶		Ö		ö
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(8) PC-1251

	0	1	2	3	4	5	6	7	8	9	Α	В	С	D	Е	F
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1			!	1	Α	Q	а	q				±				
2			=	2	В	R	b	r								
3			#	3	O	S	C	s								
4			\$	4	D	Т	d	t			¤					
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7			1	7	G	W	g	W			§					
8			(8	Н	Χ	h	Х								
9)	9	I	Υ	i	у			©					
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(9) PC-1252

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2			"	2	В	R	Ь	r			¢	2	Â	Ò	â	Ò
3			#	3	O	S	С	S	f		£	3	Ã	Ó	ã	ó
4			\$	4	D	Т	d	t			¤	`	Ä	Ô	ä	ô
5			%	5	Е	כ	Φ	a			¥	μ	Å	Õ	å	õ
6			&	6	F	٧	f	٧				¶	Æ	Ö	æ	ö
7			,	7	G	W	g	W			Ø	•	Ç	×	Ç	÷
8			(8	Τ	Χ	h	Х	^	?		د	Ή	Ø	è	Ø
9)	9	I	Υ	i	у			(1	É	Ú	é	ù
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(10) PC-1253

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1			!	1	Α	Q	а	q				±				
2			=	2	В	R	b	r				2				
3			#	3	O	S	C	s	f		£	3				
4			\$	4	D	Т	d	t			¤					
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6			&	6	F	V	f	٧			-	¶				
7			1	7	G	W	g	W			§	•				
8			(8	Н	Χ	h	Х								
9)	9	ı	Υ	i	у			©					
Α			*	:	J	Ζ	j	Z			а					
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(11) PC-1254

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2			,,	2	В	R	b	r			¢	2	Â	Ò	â	ò
3			#	3	С	S	С	S	f		£	3	Ã	Ó	ã	ó
4			\$	4	D	Т	d	t	,		¤	,	Ä	Ô	ä	ô
5			%	5	Е	U	е	u			¥	μ	Å	Õ	å	õ
6			&	6	F	٧	f	٧			-	¶	Æ	Ö	æ	ö
7			,	7	G	W	g	W			§		Ç	×	ç	÷
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9)	9	I	Υ	i	У			©	1	É	Ù	é	ù
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(12) PC-1257

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1			!	1	Α	Q	а	q				±				
2			"	2	В	R	b	r			¢	2				
3			#	3	С	S	С	s			£	3		Ó		ó
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5			%	5	Е	\Box	е	u				μ	Å	Õ	å	õ
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7			-	7	G	W	g	W			Ø			×		÷
8			(8	Ι	Χ	h	Х			Ø	Ø				
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(13) LATIN9

	0	1	2	3	4	5	6	7	8	9	Α	В	С	D	Е	F
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1				1	Α	Ø	а	q				±	Á	Ñ	á	ñ
2			"	2	В	R	Ь	r			¢	2	Â	Ò	â	ò
3			#	3	O	S	O	s			£	3	Ã	Ó	ã	ó
4			\$	4	D	Т	d	t			₩		Ä	Ô	ä	ô
5			%	5	Е	כ	Φ	a			¥	μ	Å	Õ	å	õ
6			&	6	F	٧	f	٧				¶	Æ	Ö	æ	ö
7			,	7	G	W	g	W			§		Ç	×	ç	÷
8			(8	Τ	Χ	h	Χ					È	Ø	è	Ø
9)	9	I	Υ	i	у			(1	É	Ú	é	ù
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В			+	٠,	K	[k	{			«	»	ËΕ	Û	ë	û
С			,	٧	Ш	\		_			Г		<i>`</i> —	Ü	ì	ü
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(14) ARABIC

	0	1	2	3	4	5	6	7	8	9	Α	В	С	D	Е	F
0				0	@	Р	`	р				€				
1			!	1	Α	Q	а	q								
2			=	2	В	R	b	r								
3			#	3	С	S	С	s								
4			\$	4	D	Т	d	t								
5			%	5	Ε	U	е	u								
6			&	6	F	V	f	٧								
7			1	7	G	W	g	W								
8			(8	Н	Χ	h	Х								
9)	9	I	Υ	i	у								
Α			*	:	J	Ζ	j	Z								
В			+	;	K	[k	{								
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11.2 PRESENTATION

(1) PC-850, PC-857

	0	1	2	3	4	5	6	7	8	9	Α	В	С	D	Ε	F
0				0	@	Р	`	Р				€				-
1				1	Α	Q	Α	Q								
2			"	2	В	R	В	R								
3			#	3	O	S	C	S								
4			\$	4	D	Т	D	Т								
5			%	5	Е	J	Е	U								
6			&	6	F	>	F	>								
7			-	7	G	W	G	V								
8			(8	Τ	Χ	Ι	Х								
9)	9	ı	Υ	-	Υ								
Α			*	• •	J	Ζ	J	Z								
В			+	,	K	[K	~								
С			,	٧	L	\	٦									
D			ı	II	М]	М	}								
Е				^	Ν	٨	N	~				¥				
F			/	?	0	_	0									

(2) PC-8

The symbol "¥" is indicated by BEh for the PC-850 and by 9Dh for the PC-8. The symbol "-" is indicated by F0h for the PC-850 and this symbol does not exist for the PC-8.

(3) PC-852

The symbol "¥" is indicated by BEh for the PC-850 but this symbol does not exist for the PC-852.

(4) PC-851, PC-855, PC-1250, PC-1251, PC-1257, ARABIC

The symbol "¥" indicated by BEh and the symbol "-" indicated by F0h for the PC-850 does not exist for PC-851, PC-855, PC-1250, PC-1251, PC-1257 and ARABIC.

(5) PC-1252, PC-1254

The symbol "¥" indicated by BEh for the PC-850 is indicated by A5h for PC-1252 and PC-1254. The symbol "-" indicated by F0h for the PC-850 does not exist for PC-1252 and PC-1254. 88h indicates the symbol "^" and 98h indicates the symbol "~" for PC-1252 and PC-1254.

(6) PC-1253

The symbol "¥" indicated by BEh for the PC-850 is indicated by A5h for the PC-1253.

(7) LATIN9

The symbol "¥" indicated by BEh for the PC-850 is indicated by A5h for the LATIN9. A4h indicates the Euro font for the LATIN9.

11.3 OCR-A

(1) PC-850, PC-857

	0	1	2	3	4	5	6	7	8	9	Α	В	С	D	Е	F
0				0	@	Р	Н	р								_
1			!	1	А	Q	а	q								
2			=	2	В	R	b	r								
3			#	3	U	S	U	Ø								
4			\$	4	D	Т	d	Ł								
5			00	5	E	U	е	u								
6			&	6	F	V	f	V								
7			•	7	G	W	g	W								
8			(8	Н	Х	h	х								
9)	9	I	Y	i	У								
Α			*	:	J	Z	j	Z								
В			+	;	K]	k	{								
С			,	٧	L	/	1									
D			ı	Ш	М]	m	}								
Е				^	N	^	n	5				¥				
F			/	?	0	Y	0									

(2) PC-8

The symbol "¥" is indicated by BEh for the PC-850 and by 9Dh for the PC-8. The symbol "-" is indicated by F0h for the PC-850 and this symbol does not exist for the PC-8.

(3) PC-852

The symbol "¥" is indicated by BEh for the PC-850 but this symbol does not exist for the PC-852.

(4) PC-851, PC-855, PC-1250, PC-1251, PC-1257, LATIN9

The symbol "¥" indicated by BEh and the symbol "-" indicated by F0h for the PC-850 does not exist for PC-851, PC-855, PC-1250, PC-1251 PC-1257, and LATIN9.

(5) PC-1252, PC-1254

The symbol "¥" indicated by BEh for the PC-850 is indicated by A5h for PC-1252 and PC-1254. 88h indicates the symbol "^" and 98h indicates the symbol "~" for PC-1252 and PC-1254.

(6) PC-1253

The symbol "¥" indicated by BEh for the PC-850 is indicated by A5h for the PC-1253.

(7) LATIN9

The symbol "¥" indicated by BEh for the PC-850 is indicated by A5h for the LATIN9.

The symbol "-" indicated by F0h for the PC-850 does not exist for the LATIN9.

11.4 OCR-B

(1) PC-850, PC-857

	0	1	2	3	4	5	6	7	8	9	Α	В	С	D	Е	F
0				0	@	Р	`	р	0							-
1			!	1	А	Q	a	q	1							
2			ıı	2	В	R	b	r	2							
3			#	3	С	S	С	ದ	3							
4			\$	4	D	Т	d	t	4							
5			00	5	E	U	е	u	5							
6			&	6	F	V	f	V	6							
7			1	7	G	W	a	W	7							
8			(8	Н	Х	h	х	8							
9)	9	Ι	Y	i	У	9							
Α			*	:	J	Z	j	Z								
В			+	;	K	[k	{								
С			,	٧	L	/	1									
D			-	=	М]	m	}								
Ε			•	^	N	<	n	?				¥				
F			/	?	0		0									

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

(2) PC-8

The symbol "¥" is indicated by BEh for the PC-850 and by 9Dh for the PC-8. The symbol "-" is indicated by F0h for the PC-850 but this symbol does not exist for the PC-8.

(3) PC-852

The symbol "¥" is indicated by BEh for the PC-850 and this symbol does not exist for the PC-852.

(4) PC-851, PC-855, PC-1250, PC-1251, PC-1257, ARABIC

The symbol "¥" indicated by BEh and the symbol "-" indicated by F0h for the PC-850 does not exist for PC-851, PC-855, PC-1250, PC-1251, PC-1257 and ARABIC.

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

The symbol "¥" indicated by BEh for the PC-850 is indicated by A5h for PC-1252, PC-1254 and LATIN9.

The symbol "-" indicated by F0h for the PC-850 does not exist for PC-1252, PC-1254 and LATIN9. 98h indicates the symbol "~" for PC-1252, PC-1254 and LATIN9.

(6) PC-1253

The symbol "¥" indicated by BEh for the PC-850 is indicated by A5h for the PC-1253.

The symbol "-" indicated by F0h for the PC-850 does not exist for the PC-1253.

11.5 TEC OUTLINE FONT 1

In the case that "¥" is set for code 5CH

(1) All types of character code

	0	1	2	3	4	5	6	7	8	9	Α	В	С	D	Е	F
0				0	@	Р	`	р								
1			!	1	Α	Q	а	q								
2			"	2	В	R	b	r								
3			#	3	С	S	С	S								
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^{*} The shaded parts are Japanese. They are omitted here.

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(1) PC-850

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(5) PC-851

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11.6 PRICE FONT

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11.7 TEC OUTLINE FONT 2, 3

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6	&	6	F	V	f	v	†	-		•	Ć	Ö	ć	ö
7	,	7	G	w	g	w	‡	_	§		Ç	×	ç	÷
8	(8	Н	X	h	x					Č	Ř	č	ř
9)	9	I	Y	i	у	‰	тм	©	ą	É	Ů	é	ů
Α	*	:	J	Z	j	z	Š	š	Ş	ş	Ę	Ú	ę	ú
В	+	;	K	[k	{	<	>	«	»	Ë	Ű	ë	ű
С	,	<	L	١	1	1	Ś	ś	_	Ľ	Ě	Ü	ě	ü
D	-	=	М]	m	}	Ť	ť	-	~	Í	Ý	í	ý
Е		>	N	^	n	~	Ž	ž	®	ľ	Î	Ţ	î	ţ
F	/	?	o	_	o	**	Ź	ź	Ż	ż	Ď	ß	ď	

(8) PC-1251

	2	3	4	5	6	7	8	9	Α	В	С	D	Е	F
0		0	@	P	`	p	ъ	ħ		0	Α	P	a	p
1	!	1	Α	Q	a	q	ŕ		ÿ	±	Б	С	б	С
2	"	2	В	R	b	r	,	,	ў	I	В	Т	В	Т
3	#	3	С	s	С	s	ŕ	"	J	i	Γ	У	Г	у
4	\$	4	D	Т	d	t	,,	"	¤	г	Д	Φ	д	ф
5	%	5	Е	U	e	u		•	Γ	μ	Е	X	e	x
6	&	6	F	v	f	v	†	_	1	•	ж	Ц	ж	ц
7	•	7	G	w	g	w	‡		§		3	Ч	3	ч
8	(8	Н	X	h	x	€		Ë	ë	И	Ш	и	ш
9)	9	I	Y	i	у	%0	тм	©	№	Й	Щ	й	щ
Α	*	:	J	Z	j	z	љ	љ	ϵ	€	к	ъ	к	ъ
В	+	;	K	[k	{	<	>	«	»	Л	ы	л	ы
С	,	<	L	١	1		њ	њ	_	j	M	Ь	м	ь
D	_	_	М]	m	}	Ŕ	ŕ	-	s	Н	Э	н	Э
Е		>	N	^	n	~	ħ	ħ	(R)	s	o	Ю	o	ю
F	/	?	o	_	o	**	Ų	Ų	Ϊ	ï	П	Я	п	я

(9) PC-1252

	2	3	4	5	6	7	8	9	Α	В	С	D	Е	F
0		0	@	P	`	p	€			0	À	Đ	à	ð
1	!	1	Α	Q	a	q		•	i	±	Á	Ñ	á	ñ
2	"	2	В	R	b	r	,	,	¢	2	Â	Ò	â	ò
3	#	3	С	s	С	s	f	"	£	3	Ã	Ó	ã	ó
4	\$	4	D	Т	d	t	,,	"	¤	,	Ä	ô	ä	ô
5	%	5	Е	U	e	u		•	¥	μ	Å	Õ	å	õ
6	&	6	F	v	f	v	†	_	1	4	Æ	Ö	æ	ö
7		7	G	w	g	w	#	_	§		Ç	×	ç	÷
8	(8	Н	X	h	x	^	~		د	È	Ø	è	ø
9)	9	I	Y	i	у	‰	тм	©	1	É	Ù	é	ù
Α	*	:	J	Z	j	z	Š	š	а	o	Ê	Ú	ê	ú
В	+	;	K	[k	{	<	>	«	»	Ë	Û	ë	û
С	,	<	L	١	1		Œ	æ	_	1/4	Ì	Ü	ì	ü
D	-	=	М]	m	}			-	1/2	Í	Ý	í	ý
E		>	N	^	n	~	ž	ž	®	3/4	Î	Þ	î	þ
F	/	?	О	_	o	**		Ÿ	_	i	Ï	ß	ï	ÿ

(10) PC-1253

Γ	г						Γ	Γ			Γ		Ι	·
	2	3	4	5	6	7	8	9	Α	В	С	D	Ε	F
0		0	@	P	•	p	€			0	ΐ	П	ΰ	π
1	!	1	Α	Q	a	q		•		±	Α	P	α	ρ
2	"	2	В	R	b	r	,	,	Ά	2	В		β	ς
3	#	3	C	s	с	s	f	"	£	3	Γ	Σ	γ	σ
4	\$	4	D	Т	d	t	,,	,,	¤		Δ	Т	δ	τ
5	%	5	Е	U	e	u		•	¥	μ	E	Y	з	υ
6	&	6	F	v	f	v	†	_		•	Z	Φ	ζ	φ
7	•	7	G	w	g	w	‡		§		Н	X	η	χ
8	(8	Н	X	h	x				Έ	Θ	Ψ	θ	Ψ
9)	9	I	Y	i	у	‰	тм	©	Ή	I	Ω	ι	ω
Α	*	:	J	Z	j	z			a	Ί	K	Ϊ	κ	ï
В	+	;	K	[k	{	<	>	«	»	Λ	Ÿ	λ	ΰ
С	,	<	L	١	1	1			_	O	M	ά	μ	ó
D	-	=	M]	m	}			-	1/2	N	έ	ν	ύ
Е		>	N	^	n	~			®	Υ	Ξ	ή	ξ	ώ
F	/	?	o		o	**			_	Ώ	О	ί	o	

(11) PC-1254

	2	3	4	5	6	7	8	9	Α	В	С	D	Ε	F
0		0	@	P	`	p	€			0	À	Ğ	à	ğ
1	!	1	Α	Q	a	q		•	i	±	Á	Ñ	á	ñ
2	"	2	В	R	b	r	,	,	¢	2	Â	Ò	â	ò
3	#	3	C	s	с	s	f	"	£	3	Ã	Ó	ã	ó
4	\$	4	D	Т	d	t	,,	,,	¤	,	Ä	Ô	ä	ô
5	%	5	Е	U	e	u		•	¥	μ	Å	Õ	å	õ
6	&	6	F	v	f	v	†	_	-	4	Æ	Ö	æ	ö
7	,	7	G	w	g	w	#	_	§		Ç	×	ç	÷
8	(8	Н	X	h	x	^	~			È	Ø	è	ø
9)	9	I	Y	i	у	‰	тм	©	1	É	Ù	é	ù
Α	*	:	J	z	j	z	Š	š	a	o	Ê	Ú	ê	ú
В	+	;	K	[k	{	<	>	«	»	Ë	Û	ë	û
С	,	<	L	١	1		Œ	æ	_	1/4	Ì	Ü	ì	ü
D	-	=	М]	m	}			-	1/2	Í	İ	í	1
E		>	N	^	n	~			®	3/4	Î	Ş	î	ş
F	/	?	О	_	o	**		Ÿ	_	i	Ϊ	ß	ï	ÿ

(12) PC-1257

	2	3	4	5	6	7	8	9	Α	В	С	D	E	F
0		0	@	P		р	€			0	Ą	Š	a	š
1	!	1	A	Q	a	q				±	Į	Ń	i	ń
2	"	2	В	R	b	r	,	,	¢	2	Ā	Ņ	ā	ņ
3	#	3	С	S	С	S		"	£	3	Ć	Ó	ć	ó
4	\$	4	D	Т	d	t	,,	,,	¤	,	Ä	Ō	ä	ō
5	%	5	Е	U	e	u		•		μ	Å	Õ	å	õ
6	&	6	F	v	f	v	†	_	1	4	Ę	Ö	ę	ö
7		7	G	w	g	w	#	_	§	•	Ē	×	ē	÷
8	(8	Н	X	h	x			ø	ø	Č	Ų	č	ų
9)	9	I	Y	i	у	‰	TM	0	1	É	Ł	é	ł
Α	*	:	J	z	j	z			Ŗ	ŗ	Ź	Ś	ź	ś
В	+	;	K	[k	{	<	>	«	»	Ė	Ū	ė	ū
С	,	<	L	١	1	1			-	1/4	Ģ	Ü	ģ	ü
D	-	=	М]	m	}		-	-	1/2	Ķ	Ż	ķ	Ż
Е		>	N	^	n	~	v		Œ.	3/4	Ī	Ž	ī	ž
F	/	?	О	_	0	**	و		Æ	æ	Ļ	ß	ļ	

(13) LATIN9

	2	3	4	5	6	7	8	9	Α	В	С	D	Ε	F
0		0	@	P	,	p				0	À	Ð	à	ð
1	!	1	Α	Q	a	q			i	±	Á	Ñ	á	ñ
2	:	2	В	R	b	r			¢	2	Â	Ò	â	ò
3	#	3	С	S	с	s			£	3	Ã	Ó	ã	ó
4	\$	4	D	Т	d	t			€	Ž	Ä	Ô	ä	ô
5	%	5	Е	U	e	u			¥	μ	Å	Õ	å	õ
6	&	6	F	V	f	v			Š	¶	Æ	Ö	æ	ö
7	•	7	G	W	g	w			§		Ç	×	ç	÷
8	(8	Н	X	h	х			š	ž	È	Ø	è	ø
9)	9	Ι	Y	i	у			©	1	É	Ù	é	ù
Α	*	:	J	Z	j	z			а	o	Ê	Ú	ê	ú
В	+	;	K	[k	{			«	»	Ë	Û	ë	û
С	,	<	L	/	1				Г	Œ	Ì	Ü	ì	ü
D	_	=	M]	m	}			-	œ	Í	Ý	í	ý
Е		^	N	^	n	~			®	Ϋ	Î	Þ	î	þ
F	/	?	О	_	О	*			-	i	Ϊ	ß	ï	ÿ

(14) ARABIC

	2	3	4	5	6	7	8	9	Α	В	С	D	Ε	F
0	I		٤.	ت	١					ی	ؤ		£	
1	Ť	-	=	ث]	ح			١	ی	Z		5	
2	ſ		,	ث	,	ع			J	s	Ж	s	2	
3	1	/	9	-	_	غ			م	ٿ	لأ	s	,	
4			_	ىج	ز	×			م	ئ	51	2	1	
5	!	,	J	ج	س	غ			ن ـ	0	٧			
6	н	۲	L	_	س	غ			ھ	1	51	ŧ	ىڭد	
7	«	٣	į.	ح	ش	ف			4	2	¥	*	ن	
8	»	٤	t	ح	ش	ذ		E	a	3	Ķ	,		
9	7.	٥	ĩ	خـ	صد	ف			٥	4	-	٠		
Α	×	٦	ĩ	خ	صر	ف			,	5		*		
В	÷	٧	į	خ	ضد	دَ				6	•	,4		
С	(٨	ļ	د	ضر	ق			ي	7	,	-		
D)	٩	.	ذ	ط	≥			ي	8	,a			
E	*	:	ب	ر	ظ	ك			ä	9	-	,		
F	+	٤	ت	[ع				ā	ئ	-	*		

12. BAR CODE TABLE

(1) WPC (JAN, EAN, UPC) ITF, MSI, UCC/EAN128, Industrial 2 of 5

	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				
Α						
В						
С						
D						
Е						
F						

(2) CODE39 (Standard)

	2	3	4	5	6	7
0	SP	0		Р		
1		1	Α	Q		
2		2	В	R		
3		3	С	S		
4	\$	4	D	Τ		
5	%	5	Е	כ		
6		6	F	>		
7		7	G	W		
8		8	Η	Χ		
9		9	ı	Υ		
Α	*		J	Z		
В	+		K			
С			L			
D	_		М			
Е	•		Ν			
F	/		0			

(3) CODE39 (Full ASCII)

[Transfer code]

	2	3	4	5	6	7
0	SP	0	@	Р	`	р
1	!	1	Α	Q	а	q
2	"	2	В	R	b	r
3	#	3	С	S	С	S
4	\$	4	D	Т	d	t
5	%	5	Е	U	е	u
6	&	6	F	V	f	٧
7	'	7	G	W	g	W
8	(8	Н	Χ	h	Х
9)	9		Υ	·i	у
Α	*	• •	J	Z	j	Z
В	+	,	K	[k	{
С	,	٧	L	\		
D	_	Ш	М]	m	}
Е		^	N	۸	n	~
F	/	?	0	_	0	Δ

[Drawing code]

	2	3	4	5	6	7
0	SP	0	%V	Р	%W	+P
1	/A	1	Α	Q	+A	+Q
2	/B	2	В	R	+B	+R
3	/C	3	С	S	+C	+S
4	/D	4	D	Т	+D	+T
5	/E	5	Ш	J	+E	+
6	/F	6	F	>	¥	+\
7	/G	7	G	W	Ģ	+W
8	/H	8	Ι	Χ	Ŧ +	+X
9	/I	9		Υ	+	+ Y
Α	/J	/Z	7	Z	+	+Z
В	/K	%F	K	%K	+K	%P
С	/L	%G	L	%L	-	%Q
D	_	%H	М	%M	+M	%R
Е		%l	Ν	%N	+N	%S
F	/0	%J	0	%O	+0	%T



(4) NW-7

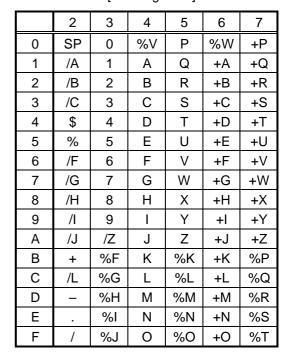
	2	3	4	5	6	7
0	SP	0				
1		1	Α		а	
2		2	В		b	
3		3	С		С	
4	\$	4	D		d	t
5		5			е	
6		6				
7		7				
8		8				
9		9				
Α	*	:				
В	+					
С						
D	_					
Е	•				n	
F	/					

(5) CODE93

[Transfer code]

	2	3	4	5	6	7
0	SP	0	@	Р	`	р
1	!	1	Α	Q	а	q
2	=	2	В	R	b	r
3	#	3	C	S	С	S
4	\$	4	D	Τ	d	t
5	%	5	Е	כ	е	u
6	&	6	F	>	f	>
7	•	7	G	W	g	W
8	(8	Ι	Χ	h	Х
9)	9	ı	Υ	i	у
Α	*	••	7	Z	j	Z
В	+	,	K		k	{
С	,	٧	لــ	\		
D	_	Ш	М]	m	}
Е		^	Ν	۸	n	~
F	/	?	0		0	\triangle

[Drawing code]

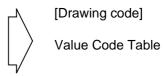




(6) CODE128

[Transfer code]

	_	_	2	3	4	5	6	7
0	NUL	DLE	SP	0	@	Р	,	р
1	SOH	DC1	!	1	Α	Q	а	q
2	STX	DC2		2	В	R	b	r
3	ETX	DC3	#	3	С	S	С	S
4	EOT	DC4	\$	4	D	Т	d	t
5	ENQ	NAK	%	5	Е	U	е	u
6	ACK	SYN	&	6	F	V	f	٧
7	BEL	ETB	1	7	G	W	g	W
8	BS	CAN	(8	Н	Χ	h	Х
9	HT	EM)	9		Υ	i	у
Α	LF	SUB	*	:	J	Z	j	Z
В	VT	ESC	+	,	K	[k	{
С	FF	FS	,	<	L	\		
D	CR	GS	_	=	М]	m	}
Е	SO	RS		>	N	٨	n	~
F	SI	US	/	?	0	_	0	Δ



① How to transmit control code data:

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

$$\begin{array}{cccc} {\sf START} \; ({\sf CODE} \; {\sf A}) & \to & >7 \\ {\sf START} \; ({\sf CODE} \; {\sf B}) & \to & >6 \\ {\sf START} \; ({\sf CODE} \; {\sf C}) & \to & >5 \end{array}$$

Value Code Table

VALUE	CODE	CODE	CODE
	Α	В	С
0	SP	SP	00
1	!	!	01
2	II.	=	02
3	#	#	03
4	\$	\$	04
5	%	%	05
6	&	&	06
7	'	1	07
8	((08
9))	09
10	*	*	10
11	+	+	11
12	,	,	12
13	_	ı	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	В	В	34
35	С	С	35

VALUE	CODE	CODE	CODE
	Α	В	С
36	D	D	36
37	Е	Е	37
38	F	F	38
39	G	G	39
40	Н	Н	40
41	I	I	41
42	J	J	42
43	K	K	43
44	L	L	44
45	М	М	45
46	N	N	46
47	0	0	47
48	Р	Р	48
49	Q	Q	49
50	R	R	50
51	S	S	51
52	Т	Т	52
53	U	U	53
54	V	V	54
55	W	W	55
56	Х	Х	56
57	Υ	Υ	57
58	Z	Z	58
59		ſ	59
60	\	\	60
61]]	61
62	٨	٨	62
63			63
64	NUL	`	64
65	SOH	а	65
66	STX	b	66
67	ETX	С	67
68	EOT	d	68
69	ENQ	е	69
70	ACK	f	70
71	BEL	g	71

VALUE	CODE	CODE	CODE
	Α	В	С
72	BS	h	72
73	HT	i	73
74	LF	j	74
75	VT	k	75
76	FF	I	76
77	CR	m	77
78	SO	n	78
79	SI	0	79
80	DLE	р	80
81	DC1	q	81
82	DC2	r	82
83	DC3	s	83
84	DC4	t	84
85	NAK	u	85
86	SYN	>	86
87	ETB	W	87
88	CAN	х	88
89	EM	у	89
90	SUB	Z	90
91	ESC	{	91
92	FS		92
93	GS	}	93
94	RS	~	94
95	US	DEL	95
96	FNC3	FNC3	96
97	FNC2	FNC2	97
98	SHIFT	SHIFT	98
99	CODE C	CODE C	99
100	CODE B	FNC4	CODE B
101	FNC4	CODE A	CODE A
102	FNC1	FNC1	FNC1

103	START CODE A
104	START CODE B
105	START CODE C

(7) Data Matrix

The code to be used is designated using the format ID.

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

[Transfer Code]

	0	1	2	3	4	5	6	7	8	9	Α	В	С	D	Е	F
0	NUL	DLE	SP	0	@	Р	`	р								
1	SOH	DC1	!	1	Α	Q	а	q								
2	STX	DC2	"	2	В	R	b	r								
3	ETX	DC3	#	3	С	S	С	S								
4	EOT	DC4	\$	4	D	Т	d	t								
5	ENQ	NAK	%	5	Е	J	е	u								
6	ACK	SYN	&	6	F	V	f	V								
7	BEL	ETB	,	7	G	W	g	W								
8	BS	CAN	(8	Н	Χ	h	х								
9	HT	EM)	9	I	Υ	i	у								
Α	LF	SUB	*	•••	J	Z	j	Z								
В	VT	ESC	+	;	K	[k	{								
С	FF	FS	,	٧	L	\	I									
D	CR	GS	-	=	М]	m	}								
Е	SO	RS		۸	Z	^	n	~								
F	SI	US	/	?	0	_	0	\triangle								

① How to send control code data

 NUL (00H)
 \rightarrow >@ (3EH, 40H)

 SOH (01H)
 \rightarrow >A (3EH, 41H)

 STX (02H)
 \rightarrow >B (3EH, 42H)

 to
 \rightarrow >] (3EH, 5DH)

 RS (1EH)
 \rightarrow >^ (3EH, 5EH)

 US (1FH)
 \rightarrow >_ (3EH, 5FH)

② How to send a special code

> (3EH) \rightarrow >0 (3EH, 30H)

3 How to send a Kanji code

Shift JIS

JIS hexadecimal

(For details, refer to the section for the Bar Code Data Command.)

(8) PDF417

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

Mode	Code	Details
EXC mode	Alphanumerics, symbol	0 to 9 A to Z a to z space! "
		# \$ % & ' () * + ,
		/:; < = > ? @ [\]^
		_ ` { } ~ \(\text{CR HT} \)
Binary/ASCII Plus	Binary International	00H to FFH (Kanji)
mode	Character Set	
Numeric	Numerics	0 to 9
Compaction mode		

[Transfer Code]

	0	1	2	3	4	5	6	7	8	9	Α	В	С	D	Е	F
0	NUL	DLE	SP	0	@	Р	`	р								
1	SOH	DC1	!	1	Α	Q	а	q								
2	STX	DC2	"	2	В	R	b	r								
3	ETX	DC3	#	3	C	S	C	s								
4	EOT	DC4	\$	4	D	Т	d	t								
5	ENQ	NAK	%	5	Е	U	е	u								
6	ACK	SYN	&	6	F	V	f	>								
7	BEL	ETB	,	7	G	W	g	W								
8	BS	CAN	(8	Н	Χ	h	Х								
9	HT	EM)	9	I	Υ	i	У								
Α	LF	SUB	*	:	J	Z	j	Z								
В	VT	ESC	+	;	K	[k	{								
С	FF	FS	,	<	L	\	- 1									
D	CR	GS	_	=	М]	m	}								
Е	SO	RS		^	Ν	٨	n	~								
F	SI	US	/	?	0		0	\triangle								

① How to send control code data

② How to send a special code

$$>$$
 (3EH) \rightarrow $>$ 0 (3EH, 30H)

3 How to send a Kanji code

Shift JIS

JIS hexadecimal

(For details, refer to the section for the Bar Code Data Command.)

(9) 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 "," (comm	n) Data
----------------	---------

The QR code can handle all codes including alphanumerics, symbols and Kanji. Since the 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
Α	Alphanumerics, symbols	A to Z 0 to 9 space
		\$ % * + / :
В	Binary (8-bit)	00H to FFH
K	Kanji	Shift JIS, JIS hexadecimal

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

When the automatic mode is selected in the Format Command for a QR code:

Data to be printed

[Transfer code for QR code]

	0	1	2	3	4	5	6	7	8	9	Α	В	С	D	Е	F
0	NUL	DLE	SP	0	@	Р	`	р								
1	SOH	DC1	!	1	Α	Q	а	q								
2	STX	DC2	"	2	В	R	b	r								
3	ETX	DC3	#	3	С	S	С	s								
4	EOT	DC4	\$	4	D	Т	d	t								
5	ENQ	NAK	%	5	Е	U	е	u								
6	ACK	SYN	&	6	F	V	f	٧								
7	BEL	ETB	,	7	G	W	g	W								
8	BS	CAN	(8	Н	Χ	h	Х								
9	HT	EM)	9	I	Υ	i	у								
Α	LF	SUB	*	:	J	Z	j	Z								
В	VT	ESC	+	;	K	[k	{								
С	FF	FS	,	<	L	\	I									
D	CR	GS	-	=	М]	m	}								
Е	SO	RS	•	>	Ν	٨	n	~								
F	SI	US	/	?	0		0	DEL								

^{*} The shaded parts are Japanese. They are omitted here.

① How to send control code data

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

② How to send a special code

> (3EH) \rightarrow >0 (3EH, 30H)

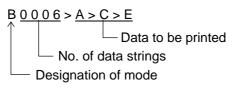
Examples of data designation for QR code

① Alphanumeric mode: ABC123

A A B C 1 2 3

Data to be printed
Designation of mode

② Binary mode: 01H, 03H, 05H

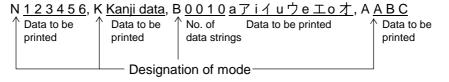


3 Mixed mode

Numeric mode: 123456 Kanji mode: Kanji data

Binary mode: aアiイuウeエoオ

Alphanumeric and symbol mode: ABC



Automatic mode

When the same data as 3 above is designated in automatic mode:

<u>123456 Kanji data a ア i イ u ウ e 工 o 才 A B C</u>

Data to be printed

(10) Postal code

Customer bar code

	2	3	4	5	6	
0		0		Р		
1		1	Α	Q		
2		2	В	R		
3		3	O	S		
4		4	D	Т		
5		5	Е	J		
6		6	F	٧		
7		7	G	W		
8		8	Н	Χ		
9		9	I	Υ		
Α			J	Z		
В			K			
С			٦			
D	_		М			
Е			Ν			
F			0			

RM4SCC

	2	3	4	5	6	
0		0		Р		
1		1	Α	Q		
2		2	В	R		
3		3	С	S		
4		4	D	Т		
5		5	Е	U		
6		6	F	V		
7		7	G	W		
8	(8	Н	Χ		
9)	9	I	Υ		
Α			J	Z		
В			K			
С			L			
D E			М			
Е			Ν			
F			0			

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				
Α						
В						
С						
D						
Е						
F						

KIX CODE

	2	3	4	5	6	7
0		0		Р		р
1		1	Α	Q	а	q
2		2	В	R	b	r
3		3	С	S	С	S
4		4	D	Т	d	t
5		5	Е	U	е	u
6		6	F	V	f	٧
7		7	G	W	g	W
8		8	Н	Χ	h	Х
9		9	ı	X Y	i	У
Α			J	Z	j	Z
В			K		k	
С			L		ı	
D			М		m	
Е			N		n	
F			0		0	

^{* &}quot;(" or ")" can be designated only as a start/stop code.

These should not be entered in data.

If these are entered between data, no bar code is drawn.

(11) MaxiCode

	Character	Code	Set A	Code Set B		Code Set C		Code Set D		Code Set E	
	lue										
Decimal	Binary	Character	Decimal	Character	Decimal	Character	Decimal	Character	Decimal	Character	Decimal
0	000000	CR	13		96	Á	192	à	224	NUL	0
1	000001	A	65 66	a	97	Á Â	193	á	225	SOH	1
2 3	000010 000011	B C	66 67	b c	98 99	Ã	194 195	â ã	226 227	STX ETX	2 3
4	000011	D	68	d	100	Ä	195	ä	228	EOT	4
5	000100	E	69	e e	101	Å	197	å	229	ENQ	5
6	000101	F	70	f	102	Æ	198	æ	230	ACK	6
7	000111	G	71	g	103		199	ç	231	BEL	7
8	001000	Н	72	h	104	Ç É É Ë	200	è	232	BS	8
9	001001	1	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		203	ë	235	VT	11
12	001100	L	76	I	108	Ì	204	ì	236	FF	12
13	001101	M	77	m	109	ĺ	205	ĺ	237	CR	13
14	001110	N	78	n	110	Î	206	î 	238	SO	14
15	001111	0	79	0	111	Ï	207	ï *	239	SI	15
16 17	010000 010001	P Q	80 81	р	112 113	Đ Ñ	208 209	ð ñ	240 241	DLE DC1	16 17
18	010001	R	82	q r	113	Ò	209 210	n ò	241 242	DC1 DC2	17
19	010010	S	83	S	115	Ó	210	ó	242 243	DC2 DC3	19
20	010110	T	84	t	116	ô	212	ô	244	DC4	20
21	010101	Ü	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	Х	88	х	120	Ø	216	Ø	248	CAN	24
25	011001	Υ	89	у	121	Ų	217	ù	249	EM	25
26	011010	Z	90	Z	122	Ú	218	ú	250	SUB	26
27	011011	[E([E([E		[E		[E0	
28	011100	FS	28	FS	28	FS	28	FS	28	[Pa	-
29	011101	GS	29	GS	29	GS	29	GS RS	29	[Pa ESC	-
30 31	011110 011111	RS [N:	30	RS [N:	30	RS [N	30	K5 N	30	ESC N	27
32	100000	Space	32	(ری 123	Û	219	û	251	FS FS	28
33	100000	[Pa		(Pa		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	ā	170	i	161	NBSP	160
38	100110	&	38	<	60	¬	172	•	168	¢	162
39	100111	í	39	=	61	±	177	«	171	£	163
40	101000	(40	>	62	2	178	_	175	¤	164
41	101001) "	41	?	63	3	179	0	176	¥	165
42	101010		42	l l	91 92	1	181 185	•	180	ء	166 167
43 44	101011 101100	+	43 44]	92 93	0	185 186	•	183 184	§ ©	167 169
45	101100	-	4 4 45	V 1	94	1/4	188	»	187	SHY	173
46	101110	l .	46		95	1/2	189	¿	191	®	174
47	101111	,	47	Space	32	3/4	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 55	110110	6	54	[124	{C134}	134	{C145}	145	{C155}	155 156
55 56	110111	7	55 56	[Pa	•	{C135}	135 136	{C146}	146 147	{C156}	156 157
56 57	111000 111001	8 9	56 57	[2 Sh [3 Sh		{C136} {C137}	136	{C147} {C148}	147	{C157} {C158}	157
57 58	111001		57 58	Pa		[Late		{C146} [Late		[Latc	
59	111010	[Shif		[Shif		Space	32	Space	32	Space	32
60	111100	[Shif		[Shif		[Lock		[Shit		[Shif	
61	111101	[Shif	-	[Shif	-	[Shir		[Lock		[Shif	-
62	111110	[Shif		[Shif		[Shi		[Shi		[Lock	
63	111111	[Latc	h B]	[Latc	h A]	[Lato		[Late	h B]	[Latc	h B]

 $\ensuremath{\mathbb{O}}$ How to send control code data

② How to send a special code

> (3EH) \rightarrow >0 (3EH, 30H)

NOTE: NUL data in the table cannot be used.

(12) MicroPDF417

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

Mode	Details				
Upper case letters,	A to Z, space				
space					
Binary International	00H to FFH (Kanji)				
Character Set					
Numerics	0 to 9				

[Transfer Code]

	0	1	2	3	4	5	6	7	8	9	Α	В	С	D	Е	F
0	NUL	DLE	SP	0	@	Р	`	р								
1	SOH	DC1	!	1	Α	Q	а	q								
2	STX	DC2	"	2	В	R	b	r								
3	ETX	DC3	#	3	С	S	С	s								
4	EOT	DC4	\$	4	D	Т	d	t								
5	ENQ	NAK	%	5	Е	U	е	u								
6	ACK	SYN	&	6	F	V	f	٧								
7	BEL	ETB	,	7	G	W	g	W								
8	BS	CAN	(8	Н	Χ	h	Х								
9	HT	EM)	9	I	Υ	i	У								
Α	LF	SUB	*		J	Z	j	Z								
В	VT	ESC	+	,	K	[k	{								
С	FF	FS	,	٧	L	\	I									
D	CR	GS	_	II	М]	m	}								
Е	SO	RS		>	N	٨	n	~								
F	SI	US	/	?	0	_	0	\triangle								

① How to send control code data

② How to send a special code

$$>$$
 (3EH) \rightarrow >0 (3EH, 30H)

3 How to send a Kanji code

Shift JIS

JIS hexadecimal

(For details, refer to the section for the Bar Code Data Command.)

13. DRAWING OF BAR CODE DATA

:	(The abs	ield to be incremented/decremented The absence of a solid line invalidates incrementing/decrementing.) The absence of a solid line invalidates incrementing/decrementing.)							
ype of Bar Code: JAN8, EAN8 (1) No affix									
No. of Input Digits									
8 digits	Input Data	D ₁ D ₂ D ₃ D ₄ D ₅ D ₆ D ₇ D ₈ To be checked as modulus 10 C/D							
	Drawing Data	D1 D2 D3 D4 D5 D6 D7 D8							
Other than 8 digits		Not to be drawn							
(2) Modulus 10 ch	neck								
No. of Input Digits									
8 digits	Input Data	D ₁ D ₂ D ₃ D ₄ D ₅ D ₆ D ₇ D ₈ To be checked as modulus 10 C/D							
	Drawing Data	D1 D2 D3 D4 D5 D6 D7 D8							
Other than 8 digits		Not to be drawn							
(3) Auto affix of m	odulus 10)							

No. of Input Digits		
	Input Data	D1 D2 D3 D4 D5 D6 D7
7 digits	Drawing Data	D ₁ D ₂ D ₃ D ₄ D ₅ D ₆ D ₇ C/D Affix a modulus 10 C/D.
Other than 7 digits		Not to be drawn

Type of Bar Code: JAN13, EAN13

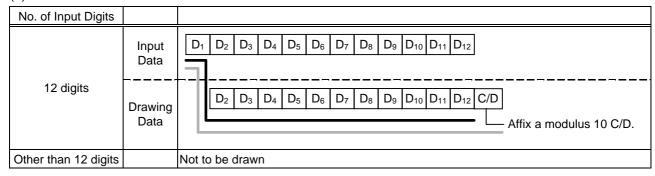
(1) No affix

No. of Input Digits		
13 digits	Input Data	D1 D2 D3 D4 D5 D6 D7 D8 D9 D10 D11 D12 D13 To be checked as modulus 10 C/D
, c	Drawing Data	D ₂ D ₃ D ₄ D ₅ D ₆ D ₇ D ₈ D ₉ D ₁₀ D ₁₁ D ₁₂ D ₁₃
Other than 13 digits		Not to be drawn

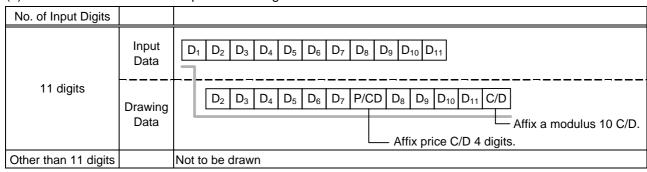
(2) Modulus 10 check

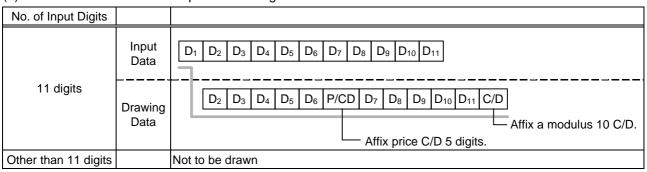
No. of Input Digits		
13 digits	Input Data	D1 D2 D3 D4 D5 D6 D7 D8 D9 D10 D11 D12 D13 To be checked as modulus 10 C/D
	Drawing Data	D2 D3 D4 D5 D6 D7 D8 D9 D10 D11 D12 D13
Other than 13 digits		Not to be drawn

(3) Auto affix of modulus 10



(4) Auto affix of modulus 10 + price C/D 4 digits





Type of Bar Code: UPC-A

(1) No affix

No. of Input Digits		
12 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 To be checked as modulus 10 C/D
. Z digito	Drawing Data	$ \begin{array}{ c c c c c c c c c c c c c c c c c c c$
Other than 12 digits		Not to be drawn

(2) Modulus 10 check

No. of Input Digits		
	Input Data	D1 D2 D3 D4 D5 D6 D7 D8 D9 D10 D11 D12
12 digits		To be checked as modulus 10 C/D
	Drawing Data	D1 D2 D3 D4 D5 D6 D7 D8 D9 D10 D11 D12
Other than 12 digits		Not to be drawn

(3) Auto affix of modulus 10

No. of Input Digits		
	Input Data	$ \begin{array}{ c c c c c c c c c c c c c c c c c c c$
11 digits	Drawing Data	D ₁ D ₂ D ₃ D ₄ D ₅ D ₆ D ₇ D ₈ D ₉ D ₁₀ D ₁₁ C/D Affix a modulus 10 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	$ \begin{array}{ c c c c c c c c c c c c c c c c c c c$
	Drawing Data	D1 D2 D3 D4 D5 D6 P/CD D7 D8 D9 D10 C/D
		Affix a modulus 10 C/D.
		Affix price C/D 4 digits.
Other than 10 digits		Not to be drawn

No. of Input Digits		
10 digits	Input Data	$ \begin{array}{ c c c c c c c c c c c c c c c c c c c$
	Drawing	D ₁ D ₂ D ₃ D ₄ D ₅ P/CD D ₆ D ₇ D ₈ D ₉ D ₁₀ C/D
	Data	Affix a modulus 10 C/D.
		Affix price C/D 5 digits.
Other than 10 digits		Not to be drawn

Type of Bar Code: UPC-E

(1) No affix

No. of Input Digits		
7 digits	Input Data	D ₁ D ₂ D ₃ D ₄ D ₅ D ₆ D ₇ To be checked as modulus 10 C/D
	Drawing Data	$ \begin{array}{ c c c c c c c c c c c c c c c c c c c$
Other than 7 digits		Not to be drawn

(2) Modulus 10 check

No. of Input Digits		
7 digits	Input Data	D ₁ D ₂ D ₃ D ₄ D ₅ D ₆ D ₇ To be checked as modulus 10 C/D
	Drawing Data	0 D ₁ D ₂ D ₃ D ₄ D ₅ D ₆ D ₇
Other than 7 digits		Not to be drawn

(3) Auto affix of modulus 10

No. of Input Digits		
6 digits	Input Data	$oxed{D_1} oxed{D_2} oxed{D_3} oxed{D_4} oxed{D_5} oxed{D_6}$ Calculate and reflect modulus 10 in the bar code.
	Drawing Data	$0 \boxed{\begin{array}{c c c c c c c c c c c c c c c c c c c$
Other than 6 digits		Not to be drawn

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

(1) No affix

No. of Input Digits		
10 digits	Input Data	D1 D2 D3 D4 D5 D6 D7 D8 D9 D10 To be checked as modulus 10 C/D
	Drawing Data	D1 D2 D3 D4 D5 D6 D7 D8
Other than 10 digits		Not to be drawn

(2) Modulus 10 check

No. of Input Digits		
10 digits	Input Data	D1 D2 D3 D4 D5 D6 D7 D8 D9 D10 To be checked as modulus 10 C/D
	Drawing Data	$ \begin{array}{ c c c c c c c c c c c c c c c c c c c$
Other than 10 digits		Not to be drawn

(3) Auto affix of modulus 10

No. of Input Digits		
	Input Data	$oxed{ egin{array}{ c c c c c c c c c c c c c c c c c c c$
9 digits	Drawing Data	D ₁ D ₂ D ₃ D ₄ D ₅ D ₆ D ₇ C/D D ₈ D ₉ Affix a modulus 10 C/D.
Other than 9 digits		Not to be drawn

Type of Bar Code: JAN8 +5 digits, EAN8 + 5 digits

(1) No affix

No. of Input Digits		
13 digits	Input Data	D1 D2 D3 D4 D5 D6 D7 D8 D9 D10 D11 D12 D13 To be checked as modulus 10 C/D
	Drawing Data	$ \begin{array}{ c c c c c c c c c c c c c c c c c c c$
Other than 13 digits		Not to be drawn

(2) Modulus 10 check

No. of Input Digits		
13 digits	Input Data	D1 D2 D3 D4 D5 D6 D7 D8 D9 D10 D11 D12 D13 To be checked as modulus 10 C/D
	Drawing Data	D1 D2 D3 D4 D5 D6 D7 D8 D9 D10 D11 D12 D13
Other than 13 digits		Not to be drawn

(3) Auto affix of modulus 10

No. of Input Digits		
	Input Data	$ \begin{array}{ c c c c c c c c c c c c c c c c c c c$
12 digits	Drawing Data	D ₁ D ₂ D ₃ D ₄ D ₅ D ₆ D ₇ C/D D ₈ D ₉ D ₁₀ D ₁₁ D ₁₂ Affix a modulus 10 C/D.
Other than 12 digits		Not to be drawn

Type of Bar Code: JAN13 +2 digits, EAN13 + 2 digits

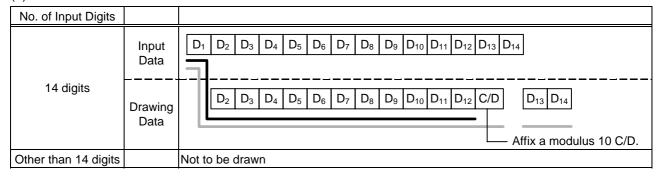
(1) No affix

No. of Input Digits																
	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
15 digits			To be checked as modulus 10 C/D													
	Drawing Data		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
Other than 15 digits		Not t	ot to be drawn													

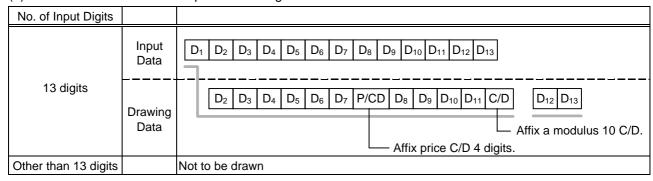
(2) Modulus 10 check

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 To be checked as modulus 10 C/D
, and the second	Drawing Data	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
Other than 15 digits		Not to be drawn

(3) Auto affix of modulus 10



(4) Auto affix of modulus 10 + price C/D 4 digits





Type of Bar Code: JAN13 +5 digits, EAN13 + 5 digits

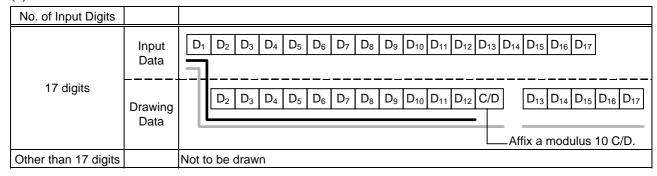
(1) No affix

No. of Input Digits																				
	Input	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	
18 digits	Data 		To be checked as modulus 10 C/D																	
	Drawing Data		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 I	O ₁₈
Other than 18 digits		Not to	lot to be drawn																	

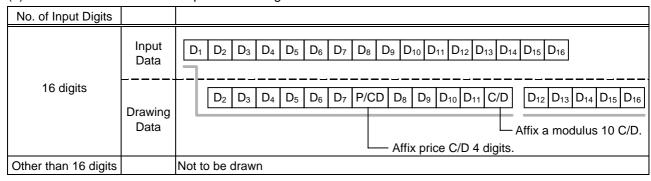
(2) Modulus 10 check

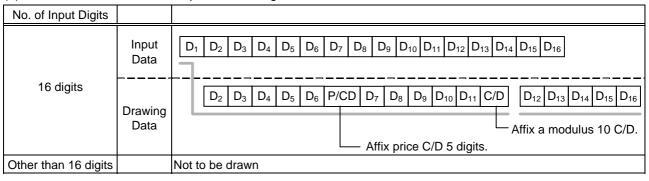
No. of Input Digits																				
18 digits	Input Data		D ₂	D ₃	D ₄		D ₆							T	D ₁₄	D ₁₅	D ₁₆	D ₁₇	D ₁₈]
	Drawing Data		D ₂	D ₃	D ₄	D ₅	D ₆	D ₇	D ₈	D ₉	D ₁₀	D ₁₁	D ₁₂	D ₁₃		D ₁₄ [D ₁₅ [D ₁₆	D ₁₇ [D ₁₈
Other than 18 digits		Not to be drawn																		

(3) Auto affix of modulus 10



(4) Auto affix of modulus 10 + price C/D 4 digits





Type of Bar Code: UPC-A + 2 digits

(1) No affix

No. of Input Digits												
	Input Data	D1 D2 D3 D4 D5 D6 D7 D8 D9 D10 D11 D12 D13 D14										
14 digits	Dala	To be checked as modulus 10 C/D										
	Drawing Data	D1 D2 D3 D4 D5 D6 D7 D8 D9 D10 D11 D12										
Other than 14 digits		Not to be drawn										

(2) Modulus 10 check

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 To be checked as modulus 10 C/D
, and the second	Drawing Data	$ \begin{array}{ c c c c c c c c c c c c c c c c c c c$
Other than 14 digits		Not to be drawn

(3) Auto affix of modulus 10

No. of Input Digits		
	Input Data	$ \begin{array}{ c c c c c c c c c c c c c c c c c c c$
13 digits	Drawing Data	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 ₁₂ D ₁₃
		☐ Affix a modulus 10 C/D.
Other than 13 digits		Not to be drawn

(4) Auto affix of modulus 10 + price C/D 4 digits

No. of Input Digits		
	Input Data	$ \begin{array}{ c c c c c c c c c c c c c c c c c c c$
12 digits	Drawing Data	D1 D2 D3 D4 D5 D6 P/CD D7 D8 D9 D10 C/D D11 D12 Affix a modulus 10 C/D.
Other than 12 digits		Not to be drawn



Type of Bar Code: UPC-A + 5 digits

(1) No affix

No. of Input Digits		
17 digits	Input Data	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 To be checked as modulus 10 C/D
	Drawing Data	D1 D2 D3 D4 D5 D6 D7 D8 D9 D10 D11 D12 D13 D14 D15 D16 D17
Other than 17 digits		Not to be drawn

(2) Modulus 10 check

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 To be checked as modulus 10 C/D
Ü	Drawing Data	$ \begin{array}{ c c c c c c c c c c c c c c c c c c c$
Other than 17 digits		Not to be drawn

(3) Auto affix of modulus 10

No. of Input Digits		
	Input Data	D1 D2 D3 D4 D5 D6 D7 D8 D9 D10 D11 D12 D13 D14 D15 D16
16 digits	Drawing Data	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 ₁₂ D ₁₃ D ₁₄ D ₁₅ D ₁₆ 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		
	Input Data	$ \begin{array}{ c c c c c c c c c c c c c c c c c c c$
15 digits	Drawing Data	D1 D2 D3 D4 D5 D6 P/CD D7 D8 D9 D10 C/D D11 D12 D13 D14 D15 Affix a modulus 10 C/D.
		Affix price C/D 4 digits.
Other than 15 digits		Not to be drawn

(5) Auto affix of modulus 10 + price C/D 5 digits

<u>` '</u>		1 3
No. of Input Digits		
	Input Data	D1 D2 D3 D4 D5 D6 D7 D8 D9 D10 D11 D12 D13 D14 D15
15 digits	Drawing Data	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 ₁₁ D ₁₂ D ₁₃ D ₁₄ D ₁₅ Affix a modulus 10 C/D.
		Affix price C/D 5 digits.
Other than 15 digits		Not to be drawn

Type of Bar Code: UPC-E + 2 digits

(1) No affix

No. of Input Digits		
9 digits	Input Data	D ₁ D ₂ D ₃ D ₄ D ₅ D ₆ D ₇ D ₈ D ₉ To be checked as modulus 10 C/D
	Drawing Data	0 D ₁ D ₂ D ₃ D ₄ D ₅ D ₆ D ₇ D ₈ D ₉
Other than 9 digits		Not to be drawn

(2) Modulus 10 check

No. of Input Digits		
9 digits	Input Data	D ₁ D ₂ D ₃ D ₄ D ₅ D ₆ D ₇ D ₈ D ₉ To be checked as modulus 10 C/D
	Drawing Data	0 D ₁ D ₂ D ₃ D ₄ D ₅ D ₆ D ₇ D ₈ D ₉
Other than 9 digits		Not to be drawn

(3) Auto affix of modulus 10

No. of Input Digits		
	Input Data	
8 digits	Drawing Data	$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$
Other than 8 digits		Not to be drawn

Type of Bar Code: UPC-E + 5 digits

(1) No affix

No. of Input Digits		
12 digits	Input Data	D ₁ D ₂ D ₃ D ₄ D ₅ D ₆ D ₇ D ₈ D ₉ D ₁₀ D ₁₁ D ₁₂ To be checked as modulus 10 C/D
	Drawing Data	$ \begin{array}{ c c c c c c c c c c c c c c c c c c c$
Other than 12 digits		Not to be drawn

(2) Modulus 10 check

No. of Input Digits		
12 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 To be checked as modulus 10 C/D
	Drawing Data	0 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		
	Input Data	$ \begin{array}{ c c c c c c c c c c c c c c c c c c c$
11 digits	Drawing Data	$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$
Other than 11 digits		Not to be drawn

Type of Bar Code: MSI

(1) No affix

No. of Input Digits		
Max. 15 digits	Input Data	D1 D2 D3 D4 D5 D6 D7 D8 D9 Not recognized as a check digit.
	Drawing Data	$\begin{array}{ c c c c c c c c c c c c c c c c c c c$
16 digits or more		Not to be drawn

(2) IBM modulus 10 check

No. of Input Digits		
Min. 2 digits Max. 15 digits	Input Data	D1 D2 D3 D4 D5 D6 D7 D8 D9 D10 To be checked IBM modulus 10
(including C/D)	Drawing Data	D1 D2 D3 D4 D5 D6 D7 D8 D9 D10
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	$oxed{ egin{array}{ c c c c c c c c c c c c c c c c c c c$
	Drawing Data	D ₁ D ₂ D ₃ D ₄ D ₅ D ₆ D ₇ D ₆ D ₉ C/D Affix IBM modulus 10.
15 digits or more		Not to be drawn

(4) IBM modulus 10 + Auto affix of IBM modulus 10

No. of Input Digits		
	Input Data	$oxed{ f D_1 \ f D_2 \ f D_3 \ f D_4 \ f D_5 \ f D_6 \ f D_7 \ f D_8 \ f D_9 }$
Max. 13 digits	Drawing Data	D1 D2 D3 D4 D5 D6 D7 D6 D9 C/D1 C/D2 Affix IBM modulus 10. Affix IBM modulus 10.
14 digits or more		Not to be drawn

(5) IBM modulus 11 + Auto affix of IBM modulus 10

No. of Input Digits		
	Input Data	D1 D2 D3 D4 D5 D6 D7 D8 D9
Max. 13 digits	Drawing Data	D ₁ D ₂ D ₃ D ₄ D ₅ D ₆ D ₇ D ₆ D ₉ C/D ₁ C/D ₂ Affix IBM modulus 10. Affix IBM modulus 11.
14 digits or more		Not to be drawn

Type of Bar Code: Interleaved 2 of 5

(1) No affix

No. of Input Digits		
Max. 126 digits	Input Data	D1 D2 D3 D4 D5 D6 D7 D8 D9 Not recognized as a check digit.
	Drawing Data	0 D ₁ D ₂ D ₃ D ₄ D ₅ D ₆ D ₇ D ₈ D ₉
127 digits or more		Not to be drawn

(2) Modulus 10 check

No. of Input Digits		
Min. 2 digits Max. 126 digits	Input Data	D ₁ D ₂ D ₃ D ₄ D ₅ D ₆ D ₇ D ₈ D ₉ To be checked as modulus 10 C/D
(including C/D)	Drawing Data	0 D ₁ D ₂ D ₃ D ₄ D ₅ D ₆ D ₇ D ₈ D ₉
1 digit 127 digits or more		Not to be drawn

(3) Auto affix of modulus 10

No. of Input Digits		
	Input Data	$oxed{ egin{array}{ c c c c c c c c c c c c c c c c c c c$
Max. 125 digits	Drawing Data	D1 D2 D3 D4 D5 D6 D7 D6 D9 C/D Affix a modulus 10 C/D.
126 digits or more		Not to be drawn

(4) Auto affix of DBP modulus 10

No. of Input Digits		
	Input Data	$oxed{ egin{array}{ c c c c c c c c c c c c c c c c c c c$
Max. 125 digits	Drawing Data	D₁ D₂ D₃ D₄ D₅ D₀ D₀ D₀ C/D Affix a DBP modulus 10.
126 digits or more		Not to be drawn

Type of Bar Code: Industrial 2 of 5

(1) No affix

No. of Input Digits		
Max. 126 digits	Input Data	D1 D2 D3 D4 D5 D6 D7 D8 D9 Not recognized as a check digit.
	Drawing Data	$ \begin{array}{ c c c c c c c c c c c c c c c c c c c$
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	D1 D2 D3 D4 D5 D6 D7 D8 D9 To be checked as a modulus check character
	Drawing Data	D1 D2 D3 D4 D5 D6 D7 D8 D9
1 digit 127 digits or more		Not to be drawn

(3) Auto affix of modulus check character

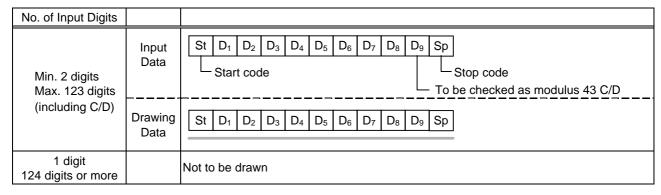
No. of Input Digits		
	Input Data	$oxed{ egin{array}{ c c c c c c c c c c c c c c c c c c c$
Max. 125 digits	Drawing Data	D ₁ D ₂ D ₃ D ₄ D ₅ D ₆ D ₇ D ₆ D ₉ C/D Affix a modulus check character.
126 digits or more		Not to be drawn

Type of Bar Code: CODE39 (Standard)

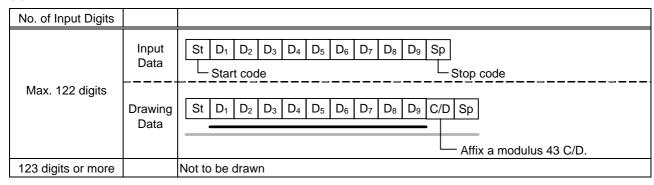
(1) No affix

No. of Input Digits		
Max. 123 digits	Input Data	St D ₁ D ₂ D ₃ D ₄ D ₅ D ₆ D ₇ D ₈ D ₉ Sp Start code Stop code Not recognized as a check digit.
	Drawing Data	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



(3) Auto affix of modulus 43



Type of Bar Code: CODE39 (Full ASCII)

(1) No affix

No. of Input Digits		
Max. 60 digits	Input Data Drawing Data	St D1 D2 D3 D4 D5 D6 D7 D8 D9 Sp Start code Stop code Not recognized as a check digit. St D1 D2 D3 D4 D5 D6 D7 D8 D9 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 Drawing Data	St D1 D2 D3 D4 D5 D6 D7 D8 D9 Sp Start code Stop code To be checked as modulus 43 C/D St D1 D2 D3 D4 D5 D6 D7 D8 D9 Sp
1 digit 61 digits or more		Not to be drawn

(3) Auto affix of modulus 43

No. of Input Digits		
	Input Data	St D1 D2 D3 D4 D5 D6 D7 D8 D9 Sp Start code Stop code
Max. 60 digits	Drawing Data	St D ₁ D ₂ D ₃ D ₄ D ₅ D ₆ D ₇ D ₈ D ₉ C/D Sp
		Affix a modulus 43 C/D.
61 digits or more		Not to be drawn

NOTE: Numerals under bars are not characters corresponding to the bars but the characters of the codes received are drawn.

Type of Bar Code: NW7

(1) No affix C/D check Auto affix

No. of Input Digits		
Max. 125 digits	Input Data	St D1 D2 D3 D4 D5 D6 D7 D8 D9 Sp Start code Stop code
	Drawing Data	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 affix
PSEUDO103 check
Auto affix of PSEUDO103

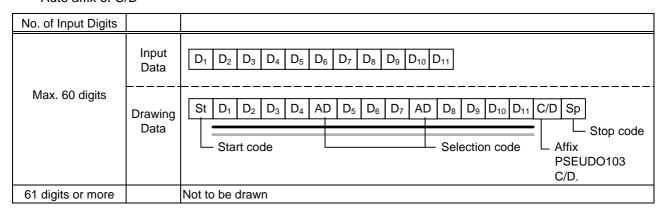
No. of Input Digits		
Min. 3 digits Max. 125 digits (including start code)	Input Data	St D ₁ D ₂ D ₃ D ₄ D ₅ D ₆ D ₇ D ₈ D ₉ D ₁₀ D ₁₁
	Drawing Data	St D ₁ D ₂ D ₃ D ₄ D ₅ D ₆ D ₇ D ₈ D ₉ D ₁₀ D ₁₁ C/D Sp Affix PSEUDO103 C/D.
2 digits or less 126 digits or more		Not to be drawn

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 CODE 128

(1) No affix C/D check Auto affix of C/D

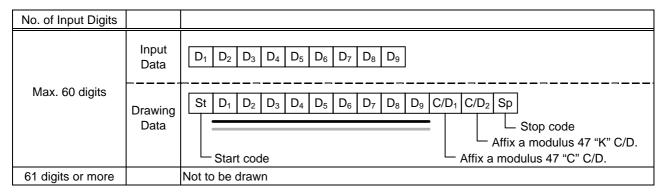


NOTE: The following characters are not drawn as numerals under bars.

NUL (00H) to US (1FH), FNC1, FNC2, FNC3, SHIFT, CODE A, CODE B, CODE C

Type of Bar Code: CODE93

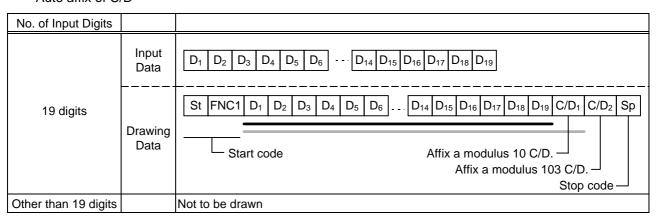
(1) No affix C/D check Auto affix of C/D



NOTE: Numerals under bars are not characters corresponding to the bars but the characters of the codes received are drawn.

Type of Bar Code: UCC/EAN128

(1) No affix C/D check Auto affix of C/D



Type of Bar Code: POSTNET

(1) Auto affix of dedicated C/D

No. of Input Digits		
	Input Data	D1 D2 D3 D4 D5
5 digits	Drawing Data	St D ₁ D ₂ D ₃ D ₄ D ₅ C/D Sp Start code Stop code Dedicated check digit
	Input Data	$oxed{ egin{array}{ c c c c c c c c c c c c c c c c c c c$
9 digits	Drawing Data	St D ₁ D ₂ D ₃ D ₄ D ₅ D ₆ D ₇ D ₈ D ₉ C/D Sp Start code Stop code Dedicated check digit
	Input Data	D1 D2 D3 D4 D5 D6 D7 D8 D9 D10 D11
11 digits	Drawing Data	St D ₁ D ₂ D ₃ D ₄ D ₅ C/D Sp Fr D ₆ D ₇ D ₈ D ₉ D ₁₀ D ₁₁ C/D Fr Start code Frame Stop code Dedicated check digit
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																			
	Input Data	(St)	D₁ Star	D ₂	D ₃	D ₄	D ₅	D ₆	D ₇	D ₈	D ₉	D ₁₀	D ₁₁	D ₁₂	(Sp)	Stop	code_		
12 digits	Drawing 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	C/D	Sp]		
			Star	t cod	le											Dec	- Stop dicated	code check	diait
13 digits or more		Not to	be o	draw	n												aloutou.	OHOOK	uigit

Type of Bar Code: KIX CODE

(1) No affix

No. of Input Digits		
18 digits	Input Data	D1 D2 D3 D4 D5 D6 D7 D8 D9 D10 D11 D12 D13 D14 D15 D16 D17 D18
	Drawing Data	D1 D2 D3 D4 D5 D6 D7 D8 D9 D10 D11 D12 D13 D14 D15 D16 D17 D18
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							
	Input Data	D1 D2 D3 D4 D5 D6 D7 D8 D9 D10 D11 D12 D13 D14 D15 D16 D17 D18 D19 D20					
20 digits	Drawing Data	St D1 D2 D3 D4 D5 D6 D7 D8 D9 D10 D11 D12 D13 D16 D16 D17 D18 D19 D20 C/D Sp Start code Dedicated check digit Stop code					
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		
	Input Data	$ \begin{array}{ c c c c c c c c c c c c c c c c c c c$
19 digits	Drawing 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 D ₁₃ D ₁₄ D ₁₅ D ₁₆ D ₁₇ D ₁₈ D ₁₉ CC7 C/D Sp Start code CC7 Dedicated check digit Stop code
20 digits or more		Data of up to 19 digits is drawn. Data of 20 digits or more is discarded.

14. AUTOMATIC ADDING OF START/STOP CODE

Type of Bar Code	Designation of Start/Stop Code	Input Data	Dra	Drawing Data				
		12345ABC	Standard	*12345ABC*				
			Full ASCII	*12345ABC*				
		*12345ABC	Standard	*12345ABC*				
			Full ASCII	*12345ABC*				
		12345ABC*	Standard	*12345ABC*				
			Full ASCII	*12345ABC*				
		12345ABC	Standard	*12345ABC*				
	Omit		Full ASCII	*12345ABC*				
	(No designation)	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*				
		12345ABC	Standard	*12345ABC				
			Full ASCII	*12345ABC				
		*12345ABC	Standard	**12345ABC				
			Full ASCII	*/J12345ABC				
		12345ABC*	Standard	*12345ABC*				
			Full ASCII	*12345ABC*				
		12345ABC	Standard	**12345ABC*				
CODE 39	Add start code		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*				
		12345ABC	Standard	12345ABC*				
			Full ASCII	12345ABC*				
		*12345ABC	Standard	*12345ABC*				
			Full ASCII	*12345ABC*				
		12345ABC*	Standard	12345ABC**				
			Full ASCII	12345ABC/J*				
	Add stop code	*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 Code	Input Data	Drawing Data		
		12345ABC	Standard	12345ABC	
			Full ASCII	12345ABC	
		*12345ABC	Standard	*12345ABC	
			Full ASCII	*12345ABC	
		12345ABC*	Standard	12345ABC*	
			Full ASCII	12345ABC*	
		12345ABC	Standard	*12345ABC*	
CODE 39	Start/stop code		Full ASCII	*12345ABC*	
	not added	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 Code	Input Data	Drawing Data
		12345678	a12345678a
		a12345678	a12345678
		12345678c	12345678c
	Omit	b12345678d	b12345678d
	(No designation)	12345a678	a12345a678a
		ab12345678	ab12345678
		a12345678bc	a12345678bc
		d12345b678c	d12345b678c
		12345678	a12345678
		a12345678	aa12345678
		12345678c	a12345678c
	Add start code	b12345678d	ab12345678d
		12345a678	a12345a678
		ab12345678	aab12345678
		a12345678bc	aa12345678bc
		d12345b678c	ad12345b678c
NW7		12345678	12345678a
		a12345678	a12345678a
		12345678c	12345678ca
		b12345678d	b12345678da
	Add stop code	12345a678	12345a678a
		ab12345678	ab12345678a
		a12345678bc	a12345678bca
		d12345b678c	d12345b678ca
		12345678	12345678
		a12345678	a12345678
		12345678c	12345678c
	Start/stop code	b12345678d	b12345678d
	not added	12345a678	12345a678
		ab12345678	ab12345678
		a12345678bc	a12345678bc
		d12345b678c	d12345b678c