Controle Command summary

No.	Command	Function	
1	HT	Horizontal tab	
2	LF	Print and line feed	
3	CR	Print and carriage return	
4	FF	Print end position label to start printing	
5	CAN	Cancel print data in page mode	
6	DLE EOT	Real-time status transmission	
7	DLE ENQ	Real-time request to printer	
8	DLE DC4	Generate pulse at real-time	
9	ESC FF	Print data in page mode	
10	ESC SP	Set character right-side spacing	
11	ESC !	Set print mode	
12	ESC $	Set absolute print position	
13	ESC %	Select/cancel user-defined character set	
14	ESC &	Define user-defined characters	
15	ESC *	Set bit image mode	
16	ESC -	Turn underline mode on/off	
17	ESC 2	Set 1/6 inch line spacing	
18	ESC 3	Set line spacing using minimum units	
19	ESC =	Select peripheral device	
20	ESC ?	Cancel user-defined characters	
21	ESC @	Initialize printer	
22	ESC D	Set horizontal tab positions	
23	ESC E	Select emphasized mode	
24	ESC G	Select double-strike mode	
25	ESC J	Print end feed paper using minimum units	
26	ESC L	Select page mode	
27	ESC M	Select character font	
28	ESC R	Select international character set	
29	ESC S	Select standard mode	
30	ESC T	Select print direction in page mode	
31	ESC V	Set/cancel 90° cw rotated character	
32	ESC W	Set printing area in page mode	
33	ESC \	Set relative position	
34	ESC a	Align position	
35	ESC c 3	Select paper sensor(s) to output paper-end signals	
36	ESC c 4	Select paper sensor(s) to stop printing	
37	ESC c 5	Enable/disable panel buttons	
38	ESC d	Print and feed paper *n* lines	
39	ESC p	General pulse	
40	ESC t	Select character code table	
41	ESC {	Set/cancel upside-down character printing	
42	FS p	Print NV bit image	
43	FS q	Define NV bit image	
44	GS !	Select character size	
45	GS $	Set absolute vertical print position in page mode	
46	GS *	Define downloaded bit image	
47	GS /	Print down-loaded bit image	
48	GS :	Start/end macro definition	Not avalible
49	GS B	Turn white/black reverse printing mode on/off	
50	GS H	Select printing position of HRI characters	

51	GS I	Transmit printer ID	
52	GS L	Set left margin	
53	GS P	Set horizontal and vertical motion units	
54	GS V	Cut paper	
55	GS W	Set printing area width	
56	GS \	Set relative vertical print position in page mode	
57	GS ^	Execute macro	Not avalible
58	GS a	Enable/disable Automatic Status Back(ASB)	
59	GS b	Turn smooting mode on/off	Not avalible
60	GS f	Select font for HRI characters	
61	GS h	Set bar code height	
62	GS k	Print bar code	
63	GS r	Transmit status	
64	GS v 0	Print raster bit image	
65	GS w	Set bar code width	
	< Add >		
1	ESC i	Full cut	
2	ESC m	Partial cut	

Command Descriptions

Command Notation

[Name] The name of the control command.

[Format] The code sequence.
In this description, < > H denotes hexadecimal numbers, < >denotes decimal numbers and < > B denotes binary numbers.
[ ] k indicates the contents of the [ ] should be repeated k times.

[Range] The allowable range for the arguments.

[Description] Description of the command function.

[Details] If necessary provides important information on setting and using the printer command.

[Default] The default values for the commands.

[Reference] List related commands.

[Example] Example of using the commands.

The numbers denoted by <>H is hexadecimal.
The numbers denoted by <>B is binary**.**

Print Commands

The WTP series supports the following commands for printing characters and advancing paper.

HT

[Name] Horizontal tab

[Format]

ASCII	HT
Hex	09
Decimal	9

[Description] Moves the print position to the next tab position.

[Details]
·This command is ignored unless the next tab position has been set.
·If the next horizontal tab position exceeds the printing area, the printer sets the printing position to [Printing area width + 1].
·Horizontal tab positions are set using "**ESC D"**.
·If this command is received when the printing position is at [printing area width +1], the printer executes print buffer-full printing of the current line and horizontal tab processing from the beginning of the next line.
·The default setting of the horizontal tab position for the paper roll is font A (12 x 24) every 8th character (9th, 17th, 25th, … column).

[Reference] **ESC D**

LF

[Name] Print and line feed

[Format]
ASCII LF
Hex 0A
Decimal 10

[Description]
·Prints the data in the print buffer and feeds one line based on the current line spacing.

[Details]
·This command sets the print position to the beginning of the line.

[Reference] **ESC 2, ESC 3**

CR

[Name] Print and carriage return.

[Format]
ASCII CR
Hex 0D
Decimal 13

[Description]
When automatic line feed is enabled, this command functions the same as LF; when automatic line feed is disabled, this command is ignored.

[Details]
·Sets the print starting position to the beginning of the line.
·The automatic line feed is ignored.

[Reference] **LF**

FF

[Name] Print and return to standard mode in page mode.

[Format]
ASCII FF
Hex 0C
Decimal 12

[Description] Prints the data in the print buffer and returns to standard mode.

[Details]
·The buffer data is deleted after being printed.
·The printing area set by **ESC W** is reset to the default setting.
·The printer does not execute paper cutting.
·This command sets the print position to the beginning of the line.
·This command is enabled only in page mode.

[Reference] **ESC FF, ESC L, ESC S**

CAN

[Name] Cancel print data in page mode

[Format]

ASCII	CAN
Hex	18
Decimal	24

[Description] In page mode, delete all the print data in the current printable area.

[Details]
·This command is enabled only in page mode.
·If data that existed in the previously specified printable area also exists in the currently specified printable area, it is deleted.

[Reference] **ESC L, ESC W**

DLE EOT *n*

[Name] Real-time status transmission.

[Format]

ASCII	DLE	EOT	*n*
Hex	10	04	*n*
Decimal	16	4	*n*

[Range] 1≤n≤4

[Description] Transmits the selected printer status specified by n in real-time, according to the following parameters:

n=1 : Transmit printer status
n=2 : Transmit off-line status
n=3 : Transmit error status
n=4 : Transmit paper roll sensor status

[Details]
·The printer transmits the current status. Each status is represented by one-byte data.
·The printer transmits the status without confirming whether the host computer can receive data.
·The printer executes this command upon receiving it.
·This command is executed even when the printer is offline, the receive buffer is full, or there is an error status.
·When Auto Status Back (ASB) is enabled using the **GS** a command, the status transmitted by the **DLE EOT** command and the ASB status must be differentiated.

·Even though the printer is not selected using **ESC =** (select peripheral device), this command is effective.

[Notes]
·The status is transmitted whenever the data sequence of <10>H<04>H<n> (1≤n≤4) is received.

Example :
In **ESC** * ***m nL nH d1...dk*** d1=<10>H, d2=<04>H, d3=<01>H

·This command should not be used within the data sequence of another command that consists of 2 or more bytes.

Example :

If you attempt to transmit **ESC 3 *n*** to the printer, but DTR (DSR for the host computer) goes to MARK before *n* is transmitted and then **DLE EOT 3** interrupts before *n* is received, the code <10> H for **DLE EOT 3** is processed as the code for **ESC 3** <10>H.

n = 1: Printer status

Bit	Off/On	Hex	Decimal	Function
0	Off	00	0	Not used. Fixed to Off
1	On	02	2	Not used. Fixed to On
2	Off	00	0	Drawer open/close signal is LOW (connector pin 3).
	On	04	4	Drawer open/close signal is HIGH (connector pin 3).
3	Off	00	0	On-line
	On	08	8	Off-line.
4	On	10	16	Not used. Fixed to On
5,6	-	-	-	Undefined.
7	Off	00	0	Not used. Fixed to Off.

n = 2: Off-line status

Bit	Off/On	Hex	Decimal	Function
0	Off	00	0	Not used. Fixed to Off
1	On	02	2	Not used. Fixed to On
2	Off	00	0	Cover is closed
	On	04	4	Cover is open
3	Off	00	0	Paper is not being fed by using the FEED button
	On	08	8	Paper is being fed by the FEED button
4	On	10	16	Not used. Fixed to On
5	Off	00	0	No paper-end stop
	On	20	32	Printing is being stopped
6	Off	00	0	No error
	On	40	64	Error occurs
7	Off	00	0	Not used. Fixed to Off

Bit 5: Becomes on when the paper end sensor detects paper end and printing stops.

n= 3: Error status

Bit	Off/On	Hex	Decimal	Function
0	Off	00	0	Not used. Fixed to Off
1	On	02	2	Not used. Fixed to On
2	-	-	-	Undefined
3	Off	00	0	No auto-cutter error
	On	08	8	Auto-cutter error occurs
4	On	10	16	Not used. Fixed to On
5	Off	00	0	No unrecoverable error
	On	20	32	Unrecoverable error occurs
6	Off	00	0	No auto-recoverable error
	On	40	64	Auto recoverable error occurs
7	Off	00	0	Not used. Fixed to Off

Bit 3: If these errors occur due to paper jams or the like, it is possible to recover by correcting the cause of the error and executing **DLE ENQ n** ($1 \le n \le 2$). If an error due to a circuit failure (e.g. wire break) occurs, it is impossible to recover.

Bit 6: When printing is stopped due to high print head temperature until the print head temperature drops sufficiently or when the paper roll cover is open during printing, bit 6 is On.

n = 4: Continuous paper sensor status

Bit	Off/On	Hex	Decimal	Function
0	Off	00	0	Not used. Fixed to Off
1	On	02	2	Not used. Fixed to On
2,3	Off	00	0	Paper roll near-end sensor: paper adequate
	On	0C	12	Paper near-end is detected by the paper roll near-end sensor.
4	On	10	16	Not used. Fixed to On
5,6	Off	00	0	Paper roll sensor: Paper present
	On	60	96	Paper roll end detected by paper roll sensor
7	Off	00	0	Not used. Fixed to Off

[Reference] **DLE ENQ, GS a, GS r**

DLE ENQ n

[Name] Real-time request to printer

[Format]

ASCII	DLE	ENQ	n
Hex	10	05	n
Decimal	16	5	n

[Range] 1≤n≤2

[Description] Responds to a request from the host computer.
n specifies the requests as follows:

n	Request
1	Recover from an error and restart printing from the line where the error occurred
2	Recover from an error aft clearing the receive and print buffers

[Details]

- ·When the printer is disabled with ESC = (Select peripheral device), this command is effective.
- ·This command is effective only when an auto-cutter error occurs.
- ·The printer starts processing data upon receiving this command.
- ·This command is executed even when the printer is offline, the receive buffer is full, or there is an error status with a serial interface model.
- ·The status is also transmitted whenever the data sequence of <10>H<05>H< n> (1≤n≤2) is received.

  Example:

  In **ESC * ** * m nL nH d**k, d1 = <10>H, d2 = <05>H, d3 = <01>H
- ·This command should not be contained within another command that consists of two or more bytes.

  Example:

  If you attempt to transmit **ESC 3 n** to the printer, but DTR (DSR for the host computer) goes to MARK before n is transmitted, and **DLE ENQ 2** interrupts before n is received, the code <10>H for **DLE ENQ 2** is processed as the code for **ESC 3** <10>H.

[Reference] **DLE EOT**

DLE DC4 *n m t*

[Name] Generate pulse at real-time

[Format]

ASCII	DLE	DC4	n	m	t
Hex	10	14	n	m	t
Decimal	16	20	n	m	t

[Range] n=1
m=0,1
1≤t≤8

[Description] Outputs the pulse specified by t to connector pin m as follows:

m	Connector pin
0	Drawer kick-out connector pin 2.
1	Drawer kick-out connector pin 5.

The pulse **ON** time is [t x 100 ms] and the **OFF** time is [t x 100 ms].

[Details]
- ·When the printer is in an error status when this command is processed, this command is ignored.
- ·When the pulse is output to the connector pin specified while **ESC p** or **DEL DC4** is executed while this command is processed, this command is ignored.
- ·The printer executes this command upon receiving it.
- ·This command is executed even when the printer is off-line, the receive buffer is full, or there is an error status.
- ·If print data includes the same character strings as this command, the printer performs the same operation specified by this command. The user must consider this.
- ·This command should not be used within the data sequence of another command that consists of 2 or more bytes.
- ·This command is effective even when the printer is disabled with **ESC =** (Select peripheral device).

[Reference] **ESC p**

ESC FF

[Name] Print data in page mode

[Format]

ASCII	ESC	FF
Hex	1B	0C
Decimal	27	12

[Description] In page mode, prints all buffered data in the printable area collectively.

[Details]
- ·This command is enabled only in page mode.
- ·After printing, the printer does not clear the buffered data, setting value for **ESC T** and **ESC W**, and the position for buffering character data.

[Reference] **FF, ESC L, ESC S**

ESC SP *n*

[Name] Set right-side character spacing

[Format]

ASCII	ESC	SP	*n*
Hex	1B	20	*n*
Decimal	27	32	*n*

[Range] 0≤*n* ≤255

[Description] Sets the character spacing for the right side of the character to [*n* x horizontal or vertical motion units].

[Details]
- The right-side character spacing for double-width mode is twice the normal value. When characters are enlarged, the right-side character spacing is *n* times normal value.
- This command does not affect the setting of Kanji characters.
- This command sets values independently in each mode (standard and page modes).
- The horizontal and vertical motion units are specified by **GS P.** Changing the horizontal or vertical motion units does not affect the current right-side spacing.
- The **GS P** command can change the horizontal (and vertical) motion unit. However, the value cannot be less than the minimum horizontal movement amount, and it must be in even units of the minimum horizontal movement amount.
- In standard mode, the horizontal motion unit is used.

- In page mode, the horizontal or vertical motion unit differs in page mode, depending on starting position of the printable area as follows:
  ①When the starting position is set to the upper left or lower right of the printable area using **ESC T,** the horizontal motion unit (x) is used.
  ②When the starting position is set to the upper right or lower left of the printable area using **ESC T,** the vertical motion unit (y) is used.
- The maximum right-side spacing is 35.983 mm {255/180”}. Any setting exceeding the maximum is converted to the maximum automatically.

[Default] *n* = 0

[Reference] **GS P**

ESC ! *n*

[Name] Select print mode(s)

[Format]

ASCII	ESC	!	*n*
Hex	1B	21	*n*
Decimal	27	33	*n*

[Range] 0≤*n* ≤255

[Description] Selects print mode(s) using *n* as follows:

Bit	Off/On	Hex	Decimal	Function
0	Off	00	0	Character font A (12x24)
	On	01	1	Character font B (9x24)
1	-	-	-	Undefined.
2	-	-	-	Undefined.
3	Off	00	0	Emphasized mode not selected.
	On	08	8	Emphasized mode selected.
4	Off	00	0	Double-height mode not selected.
	On	10	16	Double-height mode selected.
5	Off	00	0	Double-width mode not selected.
	On	20	32	Double-width mode selected.
6	-	-	-	Undefined.
7	Off	00	0	Underline mode not selected.
	On	80	128	Underline mode selected.

[Details]
- ·When both double-height and double-width modes are selected, quadruple size characters are printed.
- ·The printer can underline all characters, but can not underline the space set by **HT** or 90° clockwise rotated characters.
- ·The thickness of the underline is selected by **ESC-,** regardless of the character size.
- ·When some characters in a line are double or more height, all the characters on the line are aligned at the baseline.
- ·**ESC E** Can also turn on or off emphasized mode. However, the setting of the last received command is effective.
- ·**ESC -** Can also turn on or off underline mode. However, the setting of the last received command effective.
- ·**GS !** Can also select character size, However, the setting of the last received command is effective.
- ·Emphasized mode is effective for alphanumeric and Kanji. All print modes except emphasized mode is effective only for alphanumeric.

[Default] *n* = 0

[Reference] **ESC E, ESC -, GS !**

ESC $ *nL nH*

[Name] Set absolute print position

[Format]

ASCII	ESC	$	*nL*	*nH*
Hex	1B	24	*nL*	*nH*
Decimal	27	36	*nL*	*nH*

[Range] 0≤*nL*≤255
0≤*nH*≤255

[Description] Sets the distance from the beginning of the line to the position at which subsequent characters are to be printed.

[Details]
·The distance from the beginning of the line to the print position is
[(*nL* + *nH* x 256) x (vertical or horizontal motion unit)] inches.
·Settings outside the specified printable area are ignored.
·The horizontal and vertical motion units are specified by "**GS P".**
·The **GS P** command can change the horizontal (and vertical) motion unit.
However, the value cannot be less than the minimum horizontal movement amount, and it must be in even units of the minimum horizontal movement amount. In standard mode, the horizontal motion unit is used.
·In page mode, the horizontal or vertical motion unit differs depending on the starting position of the printable area as follows :
1. When the starting position is set to the upper left or lower right of the printable area using **ESC T,** the horizontal motion unit (x) is used.
2. When the starting position is set to the upper right or lower left of the printable area using **ESC T,** the vertical motion unit (y) is used.

[Reference] **ESC ＼, GS $, GS ＼, GS P**

ESC % n

[Name] Select/cancel user-defined character set

[Format]

ASCII	ESC	%	*n*
Hex	1B	25	*n*
Decimal	27	37	*n*

[Range] 0≤*n* ≤255

[Description] Selects or cancels the user-defined character set
·When the LSB of n is 0, the user-defined character set is canceled.
·When the LSB of n is 1, the user-defined character set is selected.

[Details]
·When the user-defined character set is canceled, the internal character set is automatically selected.
·*n* is available only for the least significant bit.

[Default] n = 0

[Reference] **ESC &**, **ESC ?**

ESC & y c1 c2 [x1 d1…d(y x x1)]..[xk d1..d(y x xk)]

[Name] Define user-defined characters

[Format]

ASCII	ESC	&	y	c1	c2	*[x1 d1...d(y × x1)]...[xk d1...d(y × xk)]*
Hex	1B	26	y	c1	c2	*[x1 d1...d(y × x1)]...[xk d1...d(y × xk)]*
Decimal	27	38	y	c1	c2	*[x1 d1...d(y × x1)]...[xk d1...d(y × xk)]*

[Range]
y = 3
32 ≤*c1* ≤ *c2* ≤ 126
0 ≤ x ≤ 12 Font A (when font A (12 x 24) is selected)
0 ≤ x ≤ 9 Font B (when font B (9 x 17) is selected)
0 ≤ d1 ... d(*y* x *x*k) ≤ 255

[Description]
Defines user-defined characters
·y specifies the number of bytes in the vertical direction.
·c1 specifies the beginning character code for the definition, and c2 specifies the final code.
·X specifies the number of dots in the horizontal direction.

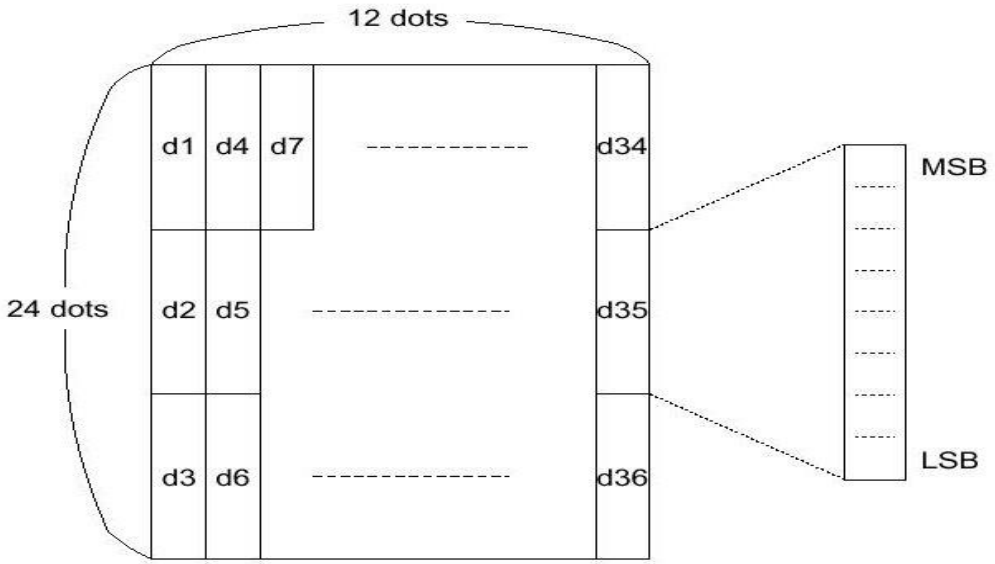
[Details]
·The allowable character code range is from ASCII code <20>H to <7E>(95characters).
·It is possible to define multiple characters for consecutive character codes.
·If only one character is desired, use c1 = c2.
·d is the dot data for the characters. The dot pattern is in the horizontal direction from the left side. Any remaining dots on the right side are blank.
·The data to define a user-defined character is (y × x) bytes.
·Set a corresponding bit to 1 to print a dot or 0 to not print a dot.
·This command can define different user-defined character patterns by each fonts. To select a font, use **ESC !**
·A user-defined character and a downloaded bit image cannot be defined simultaneously. When this command is executed, the downloaded bit image is cleared.
·The user-defined character definition is cleared when:
① **ESC @** is executed.
② **ESC ?** is executed.
③ **FS q** is executed.
④ **GS *** is executed.
⑤ The printer is reset or the power is turned off.
·When the user-defined characters are defined in font B (9 x 24), only the most significant bit of the 3rd byte of data in vertical direction is effective.

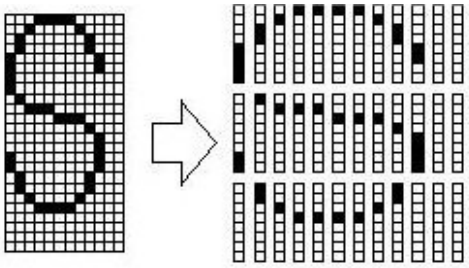
[Default] The internal character set

[Reference] **ESC %, ESC ?**

[Example]

• When font A (12 × 24) is selected.



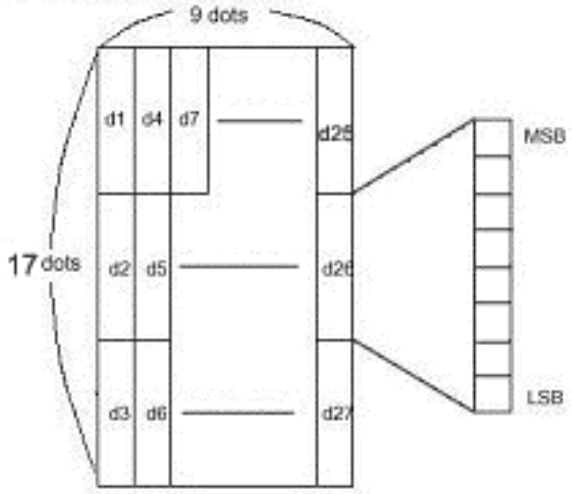


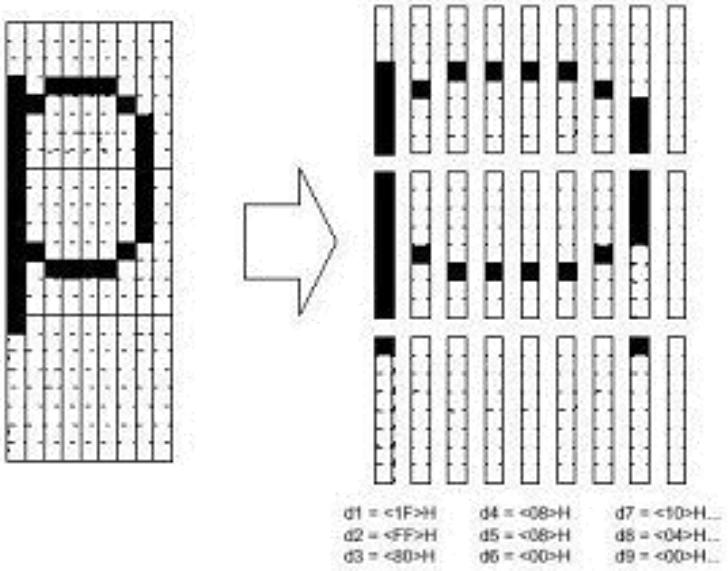
d1= <0F>H d4 = <30>H d7 = <40>H . . . .

d2 = <03>H d5 = <80>H d8 = <40>H . . . .

d3 = <00>H d6 = <00>H d9 = <20>H . . . .

• When font B (9 ×17) is selected.





ESC * *m nL nH* [*d1...dk*]

[Name] Select bit-image mode

[Format]

ASCII	ESC	*	*m*	*nL*	*nH*	*d1...dk*
Hex	1B	2A	*m*	*nL*	*nH*	*d1...dk*
Decimal	27	42	*m*	*nL*	*nH*	*d1...dk*

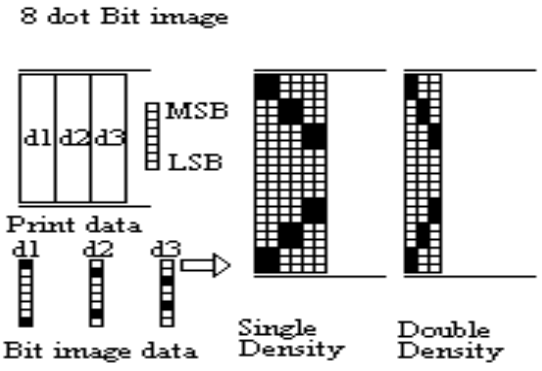
[Range] *m* = 0, 1, 32, 33
0≤*nL* ≤255
0≤*nH* ≤3
0≤*d* ≤255

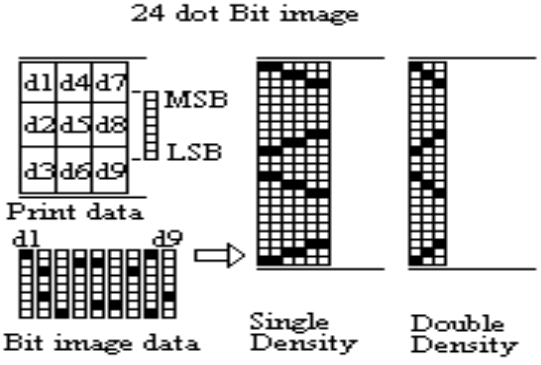
[Description] Selects a bit-image mode using *m* for the number of dots specified by *nL* and *nH*, as follows:

m	Mode	Vertical Direction		Horizontal Direction	
		NO. of Dots	Dot Density	Dot Density	Number of (Data(K)
0	8-dot single-density	8	60 DPI	90 DPI	*nL + nH* x *256*
1	8-dot double-density	8	60 DPI	180 DPI	*nL + nH* x *256*
32	24-dot single-density	24	180 DPI	90 DPI	*(nL + nH x 256)* x *3*
33	24-dot double-density	24	180 DPI	180 DPI	*(nL + nH x 256)* x *3*

[dpi : dots per 25.4 mm{1"}]

[Details]
- ·If the values of m is out of the specified range, nL and data following are processed as normal data.
- ·The *nL* and *nH* indicate the number of dots of the bit image in the horizontal direction. The number of dots is calculated *by nL + nH x 256*.
- ·If the bit-image data input exceeds the number of dots to be printed on a line, the excess data is ignored.
- ·*d* indicates the bit-image data. Set a corresponding bit of 1 to print a dot or to 0 to not print a dot.
- ·If the width of the printing area set by **GS L** and **GS W** less than the width required by the data sent with the **ESC** * command the following will be performed on the line in question (but the printing cannot exceed the maximum printable area) :
  - ① The width of the printing area is extended to the right to accommodate the amount of data.
  - ② If step ① does not provide sufficient width for the data, the left margin is reduced to accommodate the data.
- ·After printing a bit image, the printer returns to normal data processing mode.
- ·This command is not affected by print modes(emphasized, double-strike, underline, character size or white/black reverse printing), except upside-down printing mode.
- ·Refer to Figure 3.12.3 for the bit image development position in page mode.
- ·The relationship between the image data and the dots to be printed is as follows:
- ·When 8-dot bit image is selected:





ESC - *n*

[Name] Turn underline mode on/off

[Format]

ASCII	ESC	-	*n*
Hex	1B	2D	*n*
Decimal	27	45	*n*

[Range] $0 \le n \le 2$, $48 \le n \le 50$

[Description] Turns underline mode on or off, based on the following values of *n*.

n	Function
0, 48	Turns off underline mode
1, 49	Turns on underline mode (1-dot thick)
2, 50	Turns on underline mode (2-dots thick)

[Details]
- The printer can underline all characters (including right-side character spacing), but cannot underline the space set by **HT**.
- The printer cannot underline 90° clockwise rotated characters and white/black inverted characters.
- When underline mode id turned off by setting the value of *n* to 0 or 48, the following data is not underlined, and the underline thickness set before the mode is turned off does not change. The default underline thickness is 1 dot.
- Changing the character size does not affect the current underline thickness.
- Underline mode can also be turned on or off by using **ESC**!. Note, however, that the last received command is effective.
- This command does not affect Kanji printing.

[Default] *n* = 0

[Reference] **ESC !**

ESC 2

[Name] Select default line spacing

[Format]

ASCII	ESC	2
Hex	1B	32
Decimal	27	50

[Description] Selects approximately 4.23 mm {1/6"} spacing.

[Details]
- The line spacing can be set independently in standard mode and in page mode.

[Reference] **ESC 3**

ESC 3 *n*

[Name] Set line spacing

[Format]

ASCII	ESC	3	*n*
Hex	1B	33	*n*
Decimal	27	51	*n*

[Range] 0≤*n* ≤255

[Description] Sets the line spacing to [*n* x (vertical or horizontal motion unit)] inches.

[Details]
- ·The line spacing can be set independently in standard mode and in page mode.
- ·The horizontal and vertical motion unit is specified by **GS P.** Changing the horizontal or vertical motion unit does not affect the current line spacing.
- ·The **GS P** command can change the horizontal (and vertical) motion unit. However, the value cannot be less than the minimum vertical movement amount, and it must be in even units of the minimum vertical movement amount.
- ·In standard mode, the vertical motions until (y) is used.
- ·In page mode, this command function as follows, depending on the starting position of the printable area :
  - ①When the starting position is set to the upper left or lower right to the printable area using **ESC T**, the vertical motion unit *(y)* is used.
  - ②When the starting position is set to the upper right or lower left of the printable area using **ESC T**, the horizontal motion unit *(x)* is used.
- ·The maximum paper feed amount is 1016 mm {40"}. Even if a paper feed amount of more than 1016 mm{40"}is set, the printer feeds the paper only 1016 mm{40"}

[Default] Line space is equivalent to approximately 4.23 mm{1/6"}.

[Reference] **ESC 2, GS P**

ESC = *n*

[Name] Set peripheral device

[Format]

ASCII	ESC	=	*n*
Hex	1B	3D	*n*
Decimal	27	61	*n*

[Range] 1≤*n* ≤255

[Description] Selects device to which host computer sends data, using n as follows:

Bit	Off/On	Hex	Decimal	Function
0	Off	00	0	Printer disabled
	On	01	1	Printer enabled
1-7	-	-	-	Undefined

[Details] ·When the printer is disabled, it ignores all data except for error-recovery

commands (**DLE EOT, DLE ENQ, DLE DC4**) until it is enabled by this command.

[Default] n=1

ESC ? n

[Name] Cancel user-defined characters

[Format]

ASCII	ESC	?	*n*
Hex	1B	3F	*n*
Decimal	27	63	*n*

[Range] 32 ≤*n* ≤126

[Description] Cancels user-defined characters.

[Details]
- This command cancels the pattern defined for the character code specified by n. After the user-defined characters is canceled, the corresponding pattern for the internal character is printed.
- This command deletes the pattern defined for the specified code in the font selected by **ESC** !.
- If a user-defined character has not been defined for the specified character code, the printer ignores this command.

[Reference] **ESC &**, **ESC %**

ESC @

[Name] Initialize printer

[Format]

ASCII	ESC	@
Hex	1B	40
Decimal	27	64

[Description] Clears the data in the print buffer and resets the printer mode to the mode that was in effect when the power was turned on.

[Details]
- The DIP switch settings are not checked again.
- The data in the receive buffer is not cleared.
- The macro definition is not cleared.
- The NV bit image data is not cleared.
- The data of the NV user memory is not cleared.

ESC D [*n1*...*nk*] NUL

[Name] Set horizontal tab positions

[Format]

ASCII	ESC	D	*n1……nk*	*NUL*
Hex	1B	44	*n1……nk*	*00*
Decimal	27	68	*n1……nk*	*0*

[Range] 1≤*n* ≤255
0≤*k* ≤32

[Description] Set is horizontal tab positions.
·*n* specifies the column number for setting a horizontal tab position from the beginning of the line.
·*k* indicates the total number of horizontal tab positions to be set.

[Details]
·The horizontal tab position is stored as a value of [character width x *n*] measured from the beginning of the line. The character width includes the right-side character spacing, and double-width characters are set with twice the width of normal characters.
·This command cancels the previous horizontal tab settings.
·When setting *n* = 8, the print position is moved to column 9 by sending **HT.**
·Up to 32 tab positions (*k*=32) can be set. Data exceeding 32-tab positions s is processed as normal data.
·Transmit [*n*]*k* in ascending order and place a **NUL** code 0 at the end.
·When [*n*]k is less than or equal to the preceding value [*n*]*k*-1, tab setting is finished and the following data is processed as normal data,
·**ESC D NUL** cancels all horizontal tab positions.
·The previously specified horizontal tab positions do not change, even if the character width changes.
·The character width is memorized for each standard and page mode.

[Default] The default tab positions are at intervals of 8 characters (columns 9, 17, 25, ...) for the font A (12 X 24).

[Reference] **HT**

ESC E *n*

[Name] Turn emphasized mode on/off

[Format]

ASCII	ESC	E	*n*
Hex	1B	45	*n*
Decimal	27	69	*n*

[Range] 0≤*n* ≤255

[Description] Turns emphasized mode on or off.
·When the LSB of *n* is 0, emphasized mode is turned off.
·When the LSB of *n* is 1, emphasized mode is turned on.

[Details] ·Only the least significant bit of *n* is enabled.
·This command and **ESC!** Turn on and off emphasized mode in the same way. Be careful when this command is used with **ESC!.**

[Default] *n* = 0

[Reference] **ESC !**

ESC G *n*

[Name] Turn on/off double-strike mode

[Format]

ASCII	ESC	G	*n*
Hex	1B	47	*n*
Decimal	27	71	*n*

[Range] 0≤*n* ≤255
[Description] Turns double-strike mode on or off.
·When the LSB of *n* is 0, double-strike mode is turned off.
·When the LSB of *n* is1, double-strike mode is turned on.

[Details] ·Only the lowest bit of *n* is enabled.
·Printer output is the same in double-strike mode and in emphasized mode.

[Default] *n* = 0

[Reference] **ESC E**

ESC J *n*

[Name] Print and feed paper

[Format]

ASCII	ESC	J	*n*
Hex	1B	4A	*n*
Decimal	27	74	*n*

[Range] 0≤*n* ≤255

[Description] Prints the data in the print buffer and feeds the paper [*n* x vertical or horizontal motion unit].

[Details]
- ·After printing is completed, this command sets the print starting position to the beginning of the line.
- ·The paper feed amount set by this command does not affect the values set by **ESC 2** or **ESC 3.**
- ·The horizontal and vertical motion unit is specified by **GS P.**
- ·The **GS P** command can change the vertical (and horizontal) motion unit. However, the value cannot be less than the minimum vertical movement, and it must be in even units of the minimum vertical movement amount.
- ·In standard mode, the printer uses the vertical motion unit(*y*).
- ·In page mode, this command functions as follows, depending on the starting position of the printable area.
  - ①When the starting position is set to the upper left or lower right of the printable area using **ESC T,** the vertical motion unit (y) is used.
  - ②When the starting position is set to the upper right or lower left of the printable area using **ESC T,** the horizontal motion unit (x) is used.

- ·The maximum line spacing is 1016 mm{40”}. When the setting value exceeds the maximum, it is converted to the maximum automatically.

[Reference] **GS P**

ESC L

[Name] Select page mode

[Format]

ASCII	ESC	L
Hex	1B	4C
Decimal	27	76

[Description] Switches from standard mode to page mode.

[Details]

·This command is enabled only when input at the beginning of a line in standard mode.
·This command has no effect in page mode.
·After printing by **FF** is completed or by using **ESC S**, the printer returns to standard mode.
·This command sets the position where data is buffered to the position specified by **ESC T** within the printing area defined by **ESC W**.
·This command is switches the setting for the following commands (in which the values can be set independently in standard mode and page mode) to those for page mode.
① Set right-side character spacing : **ESC SP, FS S**
② Select default line spacing : **ESC 2, ESC3**
·Only valve settings is possible for the following commands in page mode; these commands are not executed.
① Turn 90° clockwise rotation mode on/off: **ESC V**
② Select justification: **ESC a**
③ Turn upside-down printing mode on/off: **ESC {**
④ Set left margin: **GS L**
⑤ Set printable area width: **GS W**
·The following command is ignored in page mode:
①Execute test print: **GS W**
·The following command is not available in page mode:
① Print NV bit image : **FS p**
② Define NV bit image : **FS q**
③ Print raster bit image : **GS v 0**
·The printer returns to standard mode when power is turned on, the printer is reset, or **ESC @** is used.

[Reference] **FF, CAN, ESC FF, ESC S, ESC T, ESC W, GS $, GS** \

ESC M n

[Name] Select character font

[Format]

ASCII	ESC	M	n
Hex	1B	4D	n
Decimal	27	77	n

[Range] n= 0, 1 , 48, 49

[Description] Selects character fonts

n	Function
0, 48	Character font A (12 X 24) Selected
1, 49	Character font B (9 X 24) Selected

[Details] ·The **ESC !** command can also select the character fonts. However, the setting of the last received command is effective.

[Reference] **ESC !**

ESC R *n*

[Name] Select an international character set

[Format]

ASCII	ESC	R	*n*
Hex	1B	52	*n*
Decimal	27	82	*n*

[Range] 0≤*n* ≤13

[Description] Selects an international character set *n* from the following table:

n	Character Set
0	U. S. A
1	France
2	Germany
3	U. K.
4	Denmark I
5	Sweden
6	Italy
7	Spain I
8	Japan
9	Norway
10	Denmark II
11	Spain II
12	Latin America

[Default] *n* = 0

[Reference] 3.2.12 International Character Set

Country	ASCII code (Hex)											
	23	24	40	5B	5C	5D	5E	60	7B	7C	7D	7E
U.S.A	#	$	@	[	\	]	^	`	{	|	}	~
France	#	$	à	°	ç	§	^	`	é	ù	è	¨
Germany	#	$	§	Ä	Ö	Ü	^	`	ä	ö	ü	ß
U.K.	£	$	@	[	\	]	^	`	{	|	}	~
Denmark I	#	$	@	Æ	Ø	Å	^	`	æ	ø	å	~
Sweden	#	¤	É	Ä	Ö	Å	Ü	é	ä	ö	å	ü
Italy	#	$	@	°	\	é	^	ù	à	ò	è	ì
Spain I	Pt	$	@	¡	Ñ	¿	^	`	¨	ñ	}	~
Japan	#	$	@	[	¥	]	^	`	{	|	}	~
Norway	#	¤	É	Æ	Ø	Å	Ü	é	æ	ø	å	ü
Denmark II	#	$	É	Æ	Ø	Å	Ü	é	æ	ø	å	ü
Spain II	#	$	á	¡	Ñ	¿	é	`	í	ñ	ó	ú
Latin America	#	$	á	¡	Ñ	¿	é	ü	í	ñ	ó	ú

ESC S

[Name] Select standard mode

[Format]

ASCII	ESC	S
Hex	1B	53
Decimal	27	83

[Description] Switches from page mode to standard mode.

[Details]
- ·This command is effective only in page mode.
- ·Data buffered in page mode and the printable area developed in page mode are cleared.
- ·This command is switches the setting for the following command (in which the values can be set independently in standard mode and page mode) to those for standard mode:
  - ① Set right-side character spacing: **ESC SP, FS S**
  - ② Select default line spacing : **ESC 2, ESC 3**
- ·The following commands are enabled only to set in standard mode.
  - ① Set printing area in page mode : **ESC W**
  - ② Set print direction in page mode : **ESC T**
- ·The following commands are ignored in standard mode.
  - ① Set absolute vertical print position in page mode : **GS $**
  - ② Set relative vertical print position in page mode : **GS** \
- ·Standard mode is selected automatically when power is turned on, the printer is reset, or command **ESC @** is used.

[Reference] **FF, ESC FF, ESC L**

ESC T *n*

[Name] Select print direction in page mode

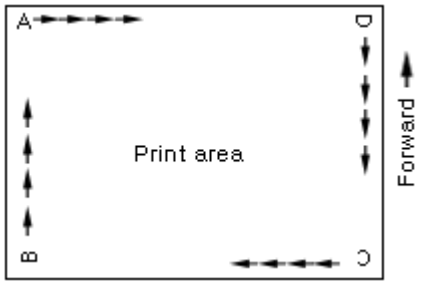
[Format]

ASCII	ESC	T	*n*
Hex	1B	54	*n*
Decimal	27	84	*n*

[Range] 0≤*n* ≤3,
48≤*n* ≤51

[Description] Select the print direction and starting position in page mode.
n specifies the print direction and starting position as follows:

n	Print Direction	Starting Position
0, 48	Left to right	Upper left(A in the figure)
1, 49	Bottom to top	Lower left(B in the figure)
2, 50	Right to left	Lower right(C in the figure)
3, 51	Top to bottom	Upper right(D in the figure)



[Details]
·When the command is input in standard mode, the printer executes only internal flag operation. This command does not affect printing in standard mode.
·This command sets the position where data is buffered within the printing area set by **ESC W**.
·Parameters for horizontal or vertical motion units *(x or y)* differ as follows, depending on the starting position of the printing area:
①If the starting position is the upper left or lower right of the printing area, data is buffered in the direction perpendicular to the paper feed direction:
Commands using horizontal motion units: **ESC SP, ESC $, ESC **
Commands using vertical motion units: **ESC 3, ESC J, GS $, GS **
②If the starting position is the upper right or lower left of the printing area, data is buffered in the paper feed direction :
Commands using horizontal motion units : **ESC 3, ESC J, GS &, GS **
Commands using vertical motion units : **ESC SP, ESC $, ESC **

[Default] *n* = 0

[Reference] **ESC $, ESC L, ESC W, ESC \ , GS $, GS P, GS **

ESC V *n*

[Name] Turn 90° clockwise rotation mode on/off

[Format]

ASCII	ESC	V	*n*
Hex	1B	56	*n*
Decimal	27	86	*n*

[Range] 0≤*n* ≤1,48≤*n* ≤49

[Description] Turns 90° clockwise rotation mode on or off.
n is used as follows:

n	Function
0, 48	Turns off 90˚ clockwise rotation mode
1, 49	Turns on 90˚ clockwise rotation mode

[Details]
·When underline mode is turned on, the printer does not underline 90° clockwise-rotated characters.
·Double-width and double-height commands in 90° rotation mode enlarge characters in the opposite directions from double height and double-width commands in normal mode.
·This command affects printing in standard mode. However, the setting is always effective.

[Default] *n* = 0

[Reference] **ESC !, ESC –**

ESC W *xL xH yL yH dxL dxH dyL dyH*

[Name] Set printing area in page mode

[Format]

ASCII	ESC	W	*xL xH yL yH dxL dxH dyL dyH*
Hex	1B	57	*xL xH yL yH dxL dxH dyL dyH*
Decimal	27	87	*xL xH yL yH dxL dxH dyL dyH*

[Range] 0≤ *xL xH yL yH dxL dxH dyL dyH* ≤255 (except *dxL=dxH=0 or dyL=dyH=0*)

[Description]

·The horizontal starting position, vertical starting position, printing area width, and printing area height are defined as x0, y0, dx, dy, respectively.

Each setting for the printable area is calculated as follow:

x0 = [(xL + xH x 256) x (horizontal motion unit)]
y0 = [(yL + yH x 256) x (vertical motion unit)]
dx = [(dxL + dxH x 256) x (horizontal motion unit)]
dy = [(dyL + dyH x 256) x (vertical motion unit)]

The printing area is set as shown in the figure below.

[Details]

·If this command is input in standard mode, the printer executes only internal flag operation. This command does not affect printing in standard mode.

·If the horizontal or vertical starting position is set outside the printable area, the printer stops command processing and processes the following data as normal data.

·If the printing area width or height is set to 0, the printer stops command processing and processes the following data as normal data.

·This command sets the position where data is buffered to the position specified by **ESC T** within the printing area.

·If (horizontal starting position + printing area width) exceeds the printable area, the printing area width is a automatically set to (horizontal printable - horizontal starting position).

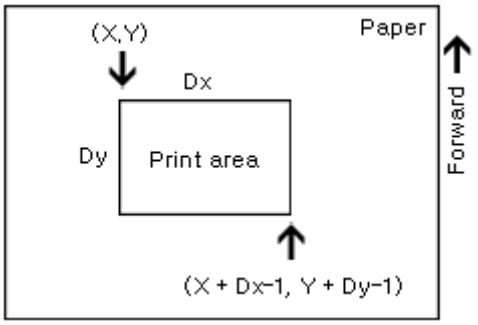
·If (vertical starting position + printing area height) exceeds the printable area, the printing area height is automatically set to(vertical printable area - vertical starting position).

·The horizontal and vertical motion units are specified by **GS P**.
Changing the horizontal or vertical motion unit does not affect the current printing area.

·The **GS P** command can change the horizontal (and vertical) motion unit.
However, the value cannot be less than the minimum horizontal movement amount, and it must be in even units of minimum horizontal movement amount.

·Use the horizontal motion unit for setting the horizontal starting position area width, and use the vertical motion unit for setting the vertical starting position and printing area height.

·When the horizontal starting position, vertical starting position, printing area width, and printing area height are defined as *X* ,*Y, Dx*, and *Dy* respectively, the printing area is set as shown in the figure below.



·This printable area for this printer is approximately 72.2 mm {512/180"} in the horizontal direction and approximately 117.3 mm {1662/360"} in the vertical direction.

[Default] *xL = xH = yL = yH* = 0
dxL = 0, dxH = 2, dyL =126, dyH = 6

[Reference] **CAN, ESC L, ESC T, GS P**

ESC \ *nL nH*

[Name] Set relative print position

[Format]

ASCII	ESC	\	*nL*	*nH*
Hex	1B	5C	*nL*	*nH*
Decimal	27	92	*nL*	*nH*

[Range] 0≤*nL*≤255
0≤*nH*≤255

[Description] Sets the print starting position based on the current position by using the horizontal or vertical motion unit.
·This command sets the distance from the current position to [(*nL*+ *nH x 256) x* (horizontal or vertical unit)].

[Details]
·Any setting that exceeds the printable area is ignored.
·When pitch *N* is specified to the right :
nL + *nH* x 256 = *N*
When pitch *n* is specified to the left (the negative direction), use the complement of 65536.
When pitch *n* is specified to the left : *nL* + *nH* x 256 = 65536 – *n.*
·The print starting position moves from the current position to [*n* x horizontal or vertical motion unit].
·The horizontal and vertical motion units are specified by **GS P.**
·The **GS P** command can change the horizontal (and vertical) motion unit.
However, the value cannot be less than the minimum horizontal movement amount, and it must be in even units of the minimum horizontal movement amount.
·In standard mode, the horizontal motion unit is used.
·In page mode, the horizontal or vertical motion unit differs as follows, depending on the starting point of the printing area :
①When the starting position is set to the upper left or lower right of the printable area using **ESC T**, the horizontal motion unit (*x*) is used.
②When the starting position is set to the upper right or lower left of the printable area using **ESC T,** the vertical motion unit (*y*) is used.

[Reference] **ESC $, GS P**

ESC a *n*

[Name] Select justification

[Format]

ASCII	ESC	a	*n*
Hex	1B	61	*n*
Decimal	27	97	*n*

[Range] 0≤*n* ≤2,48 ≤*n* ≤50

[Description] Aligns all the data in one line to the specified position
n selects the justification as follows:

n	Justification
0, 48	Left justification
1, 49	Centering
2, 50	Right justification

[Details]
- The command is enabled only when processed at the beginning of the line in standard mode.
- If this command is input in page mode, the printer performs only internal flag operation.
- This command has no effect in page mode.
- This command executes justification in the printing area.
- This command justifies the space area according to **HT**, **ESC $** or **ESC** \

[Default] *n* = 0

[Example]

Left justification

```
ABC
ABCD
ABCDE
```

Centering

```
  ABC
 ABCD
ABCDE
```

Right justification

```
  ABC
 ABCD
ABCDE
```

ESC c 3 *n*

[Name] Select paper sensor(s) to output paper end signals

[Format]

ASCII	ESC	c	3	n
Hex	1B	63	33	n
Decimal	27	99	51	n

[Range] 0≤*n* ≤255

[Description] Selects the paper sensor(s) to output paper end signals.
·Each bit of *n* is used as follows:

Bit	Off / On	Hex	Decimal	Function
0	Off	00	0	Paper roll near-end sensor disabled
	On	01	1	Paper roll near-end sensor enabled
1	Off	00	0	Paper roll near-end sensor disabled
	On	02	2	Paper roll near-end sensor enabled
2	Off	00	0	Paper roll end sensor disabled
	On	04	4	Paper roll end sensor enabled
3	Off	00	0	Paper roll end sensor disabled
	On	08	8	Paper roll end sensor enabled
4 – 7	-	-	-	Undefined

{Details}
·It is possible to select multiple sensors to output signals. Then, if any of the sensors detects a paper end, the paper end signal is output.
·The command is available only with a parallel interface and is ignored with a serial interface.
·Sensor is switched when executing this command. The paper end signal switching be delayed depending on the receive buffer state.
·If either bit 0 or bit 1 is on, the paper roll near-end sensor is selected as the paper sensor outputting paper-end signals
·If either bit 2 or bit 3 is on, the paper roll end sensor is selected as the paper sensor outputting paper-end signals.
·When all the sensors are disabled, the paper end signal always outputs a paper present status.

[Default] *n* = 15

ESC c 4 *n*

[Name] Select paper sensor(s) to stop printing

[Format]

ASCII	ESC	c	4	*n*
Hex	1B	63	34	*n*
Decimal	27	99	52	*n*

[Range] 0≤*n* ≤255

[Description] Selects the paper sensor(s) used to stop printing when a paper-end is detected, using *n* as follows.

Bit	Off / On	Hex	Decimal	Function
0	Off	00	0	Paper roll near end sensor disabled.
	On	01	1	Paper roll near end sensor enabled
1	Off	00	0	Paper roll near end sensor disabled
	On	02	2	Paper roll near end sensor enabled
2 – 7	-	-	-	Undefined

[Details]
·When a paper sensor is enabled with this command, printing is stopped only when the corresponding paper is selected for printing.
·When a paper-end is detected by the paper roll sensor, the printer goes off-line after printing stops.
·When either bit 0 or 1 is on, the printer selects the paper roll near-end sensor for the paper sensor to stop printing.

[Default] n = 0

ESC c 5 n

[Name] Enable / disable panel buttons

[Format]

ASCII	ESC	c	5	*n*
Hex	1B	63	35	*n*
Decimal	27	99	53	*n*

[Range] 0≤*n* ≤255

[Description] Enables or disables the panel buttons.
·When the LSB of n is 0, the panel buttons are enabled.
·When the LSB of n is 1, the panel buttons are disabled.

[Details]
·Only the lowest bit of n is valid.
·When the panel buttons are disabled, none of them are usable when the printer cover is closed.
·In this printer, the panel buttons are the FEED button.
·In the macro ready mode, the FEED button are enabled regardless of the settings of this command; however, the paper cannot be fed by using these buttons.

[Default] *n* = 0

ESC d *n*

[Name] Print and feed *n* lines

[Format]

ASCII	ESC	d	*n*
Hex	1B	64	*n*
Decimal	27	100	*n*

[Range] 0≤*n* ≤255

[Description] Prints the data in the print buffer and feeds *n* lines.

[Details]
- This command sets the print starting position to the beginning of the line
- This command does not affect the line spacing set by **ESC 2** or **ESC 3**.
- The maximum paper feed amount is 1016 mm{40"}. If the paper feed amount(n x line spacing) of more than 1016 mm{40"} is specified, the printer feeds the paper only 1016 mm{40"}.

[Reference] **ESC 2, ESC 3**

ESC p *m t1 t2*

[Name] Generate pulse

[Format]

ASCII	ESC	p	*m*	*t1*	*t2*
Hex	1B	70	*m*	*t1*	*t2*
Decimal	27	112	*m*	*t1*	*t2*

[Range] m = 0, 1, 48, 49
0≤*t1* ≤255, 0≤*t2* ≤255

[Description] Outputs the pulse specified by t1 and t2 to connector pin m as follows:

m	Connector pin
0, 48	Drawer kick-out connector pin2.
1, 49	Drawer kick-out connector pin5.

[Details]
- The pulse ON time is [*t1* x 2 ms] and the OFF time is [*t2* x 2 ms].
- If *t2* < *t1*, the OFF time is [*t1* x 2 ms]

[Reference] **DLE DC4**

ESC t *n*

[Name] Select character code table

[Format]

ASCII	ESC	t	*n*
Hex	1B	74	*n*
Decimal	27	116	*n*

[Range] 0≤*n*≤5, 16≤*n*≤26, *n* = 255

[Description] Selects a page *n* from the character code table.

n	Page
0	PC437 [U.S.A., Standard Europe]
1	Katakana
2	PC850 [Multilingual]
3	PC860 [Portuguese]
4	PC863 [Canadian-French]
5	PC865 [Nordic]
16	PC1252 [Spanish]
17	PC866 [Cyrillic #2]
18	PC852 [Latin2]
19	PC858 [Multilingual Latin I + Euro]
40	PC1253 [Greek]
41	PC737 [Greek]
42	PC857 [Turkish]
43	ISO8859-9 [Turkish]
44	PC864 [Arabic]
45	PC862MD [Hebrew(RSD)]
46	ISO8859-2 [Latin 2]
47	MOZOVIA
48	PC1250 [Central Europe]
49	PC1254 [Turkish]
50	PC1251 [Cyrillic]
51	PC1257 [Baltic]
52	PC1258 [Vietnam]
53	ISO8859-7 [Greek]
54	PC1256 [Arabic]
55	ISO8859-1 [Latin 1]
255	Space page

[Default] *n* = 0

[Reference] Factory default set code page

Code page	Language
CP737	Greek
CP852	Latin2
CP857	Turkish
CP862	Hebrew
CP864	Arabic

CP866	Cyrillic
CP1252	Latin1(Spanish)
CP1253	Greek
ISO8859	Latin5(Turkish)

ESC { *n*

[Name] Turns on/off upside-down printing mode

[Format]

ASCII	ESC	{	*n*
Hex	1B	7B	*n*
Decimal	27	123	*n*

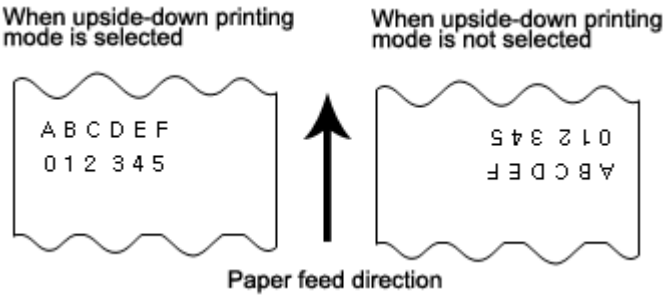
[Range] $0 \le n \le 255$

[Description] Turns upside-down printing mode on or off.
·When the LSB of *n* is 0, upside-down printing mode is turned off.
·When the LSB of *n* is 1, upside-down printing mode is turned on.

[Details]
·Only the lowest bit of *n* is valid.
·This command is enabled only when processed at the beginning of a line in standard mode.
·When this command is input in page mode, the printer performs only internal flag operations.
·This command does not affect printing in page mode.
·In upside-down printing mode, the printer rotates the line to be printed by 180˚ and then prints it.

[Default] *n* = 0

[Example]



FS p *n m*

[Name] Print NV bit image

[Format]

ASCII	FS	p	*n*	*m*
Hex	1C	70	*n*	*m*
Decimal	28	112	*n*	*m*

[Range] $1 \le n \le 255$
$0 \le m \le 3, 48 \le m \le 51$

[Description] Prints a NV bit image *n* using the mode specified by *m*.

m	Mode	Vertical Dot Density	Horizontal Dot Density
0, 48	Normal	180 dpi	180 dpi
1, 49	Double-width	180 dpi	90 dpi
2, 50	Double-height	90 dpi	180 dpi
3, 51	Quadruple	90 dpi	90 dpi

[dpi : dots per 25.4mm {1"}]

[Details]

·*n* is the number of the NV bit image (defined using the **FS q** command).

·*m* specifies the bit image mode.

·*NV* bit image means a bit image which is defined in a non-volatile memory by **FS q** and printed by **FS p**.

·This command is not effective when the specified NV bit image has not been defined.

·In standard mode, this command is effective only when there is no data in the print buffer.

·In page mode, the command is not effective.

·This command is not affected by print modes (emphasized, double-strike, underline, character size, white/black reverse printing, or 90° rotated characters, etc.), except upside-down printing mode.

·If the printing area width set by **GS L** and **GS W** for the NV bit image is less than one vertical line the following processing is performed only on the line in question. However, in NV bit image mode, one vertical line means 1 dot in normal mode (m=0,48) and in double-height mode (m=2,50), and it means 2 dots in double-width mode (m=1,49) and in quadruple mode (m=3,51).

①The printing area width is extended to the right in NV bit image mode

②If the printing area width cannot be extended by one line vertically, the left margin is reduced to accommodate one line vertically.

·If the downloaded bit-image to be printed exceeds one line, the excess data is not printed.
·This command feeds dots (for the height n of the NV bit-image) in normal and double-width modes, and(for the height *n* x 2 of the NV bit-image) in double-height and quadruple modes, regardless of the line spacing specified by **ESC 2** or **ESC 3**.
·After printing the bit image, this command sets the print position to the beginning of the line and processes the data that follows as normal data.

[References] **ESC *, FS q, GS/, GS v 0**

FS q *n* [*xL xH yL yH d1...dk*] 1...[*xL xH yL yH d1...dk*]*n*

[Name] Define NV bit image

[Format]

ASCII	FS	q	n	*[xL xH yL yH d1...dk]1...[xL xH yL yH d1...dk]n*
Hex	1C	71	n	*[xL xH yL yH d1...dk]1...[xL xH yL yH d1...dk]n*
Decimal	28	113	n	*[xL xH yL yH d1...dk]1...[xL xH yL yH d1...dk]n*

[Range]
$1 \le n \le 255$
$0 \le xL \le 255$
$0 \le xH \le 3$ (when $1 \le (xL + xH \times 256) \le 1023$)
$0 \le yL \le 255$
$0 \le yL \le 1$ (when $1 \le (yL + yH \times 256) \le 288$)
$0 \le d \le 255$
$k = (xL + xH \times 256) \times (yL + yH \times 256) \times 8$
Total defined data area = 2M bits (256K bytes)

[Description] Define the NV bit image specified by *n*.

[Details]
·*n* specifies the number of the defined NV bit image.
·xL, xH specifies $(xL + xH \times 256) \times 8$ dots in the horizontal direction for the NV bit image you are defining.
·yL, yH specifies $(yL + yH \times 256) \times 8$ dots in the vertical direction for the NV bit image you are defining.
·This command cancels all NV bit image that have already been defined by this command. The printer can not redefine only one of several data definitions previously defined. In this case, all data needs to be sent again.
·From the beginning of the processing of this command till the finish of hardware reset, mechanical operations (including initializing the position of the printer head when the cover is open, paper feeding by using the **FEED** button, etc.) cannot be performed.
·During processing this command, the printer is in BUSY when writing the data to the NV user memory and stops receiving data. Therefore it is prohibited to transmit the data including the real-time commands during

the execution of this command.

·NV bit image means a bit image which is defined in a non-volatile memory by **FS q** and printed by **FS p**.

·In standard mode, this command is effective only when processed at the beginning of the line.

·In page mode, this command is not effective.

·This command is effective when 7 bytes <FS-yH> is processed as a normal value.

·When the amount of the data exceeds the capacity left in the range defined by xL, xH, yL, yH, the printer processes xL, xH, yL, yH out of the defined range.

·In the first group of NV bit image, when any of the parameters xL, xH, yL, yH, is out of the definition range, the command is disabled.

·In groups of NV bit image other than the first one, when the printer processes xL, xH yL, yH out of the defined range, it stops processing this command and stars writing into the NV images. At this time, NV bit image that haven't been defined are disabled (undefined), but any NV bit images before that are enabled.

·The *d* indicates the definition data. In data (d) a 1 bit specifies a dot to be printed and a 0 bit specifies a dot not to be printed.

·This command defines n as the number of a NV image. Number rise in order from NV bit image 01H. Therefore, the first data group [xL xH yL yH d1...dk] is NV bit image 01H, and the last data group [xL xH yL yH d1...dk] is NV bit image *n*. The total agrees with the number of NV bit images specified by command **FS p**.

·A definition data of a NV bit image consists of [xL xH vL vH d1...dk]. Therefore, when only one NV bit image is defined n=1, the printer processes a data group [xL xH yL yH d1...dk] once. The printer uses ([data:(xL + xH ×256) × (yL + yH × 256) × 8] + [header:4]) bytes of NV memory.

·The definition area in this printer is a maximum of 2M bits (256K bytes). This command can define several NV bit image, but cannot define a bit image data whose total capacity [bit image data + header] exceeds 2M bytes (256K bytes).

·The printer is busy immediately before writing into NV memory, regardless of the setting of DIP switch 2-1.

·The printer does not transmit ASB status and perform status detection

during processing of the command even when ASB is specified.

·When this command is received during macro definition, the printer ends macro definition, and begins performing this command.

·Once a NV bit image is defined, it not erased by performing **ESC @**, reset, and power off.

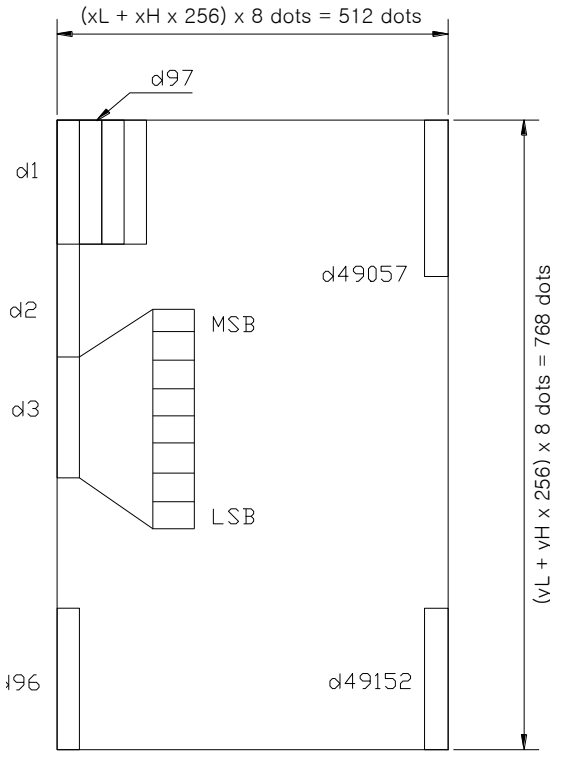
·This command performs only definition of a NV bit image and does not perform printing. Printing of the NV bit image is performed by the **FS q** command.

[Notes] ·Frequent write command execution may cause damage the NV memory. Therefore, it is recommended to write the NV memory 10 times or less a day.

·The printer performs a hardware reset after the procedure to place the image into the NV memory. Therefore, user-defined characters, downloaded bit image, and macros should be defined only after completing this command. The printer clears the receive and print buffers and resets the mode to the mode that was in effect at power on. At this time, DIP switch setting are checked again.
n is the number of the NV bit

[Reference] **FS p**

[Example] When *x*L = 64, *x*H = 0, *y*L = 96, *y*H = 0



GS ! *n*

[Name] Select character size

[Format]

ASCII	GS	!	*n*
Hex	1D	21	*n*
Decimal	29	33	*n*

[Range] $0 \le n \le 255$
($1 \le$ vertical number of times ≤ 8, $1 \le$ horizontal number of times ≤ 8)

[Description] Selects the character height using bits 0 to 3 and selects the character width using bits 4 to 7, as follows:

Bit	Off/On	Hex	Decimal	Function
0	Character height selection. See Table 2.			
1				
2				
3				
4	Character width selection. See Table 1.			
5				
6				
7				

Table 1. Character Width Selection.

Hex	Decimal	Width
00	0	1 (normal)
10	16	2 (double-width)
20	32	3
30	48	4
40	64	5
50	80	6
60	96	7
70	112	8

Table 2. Character Height Selection.

Hex	Decimal	Width
00	0	1 (normal)
01	1	2 (double-height)
02	2	3
03	3	4
04	4	5
05	5	6
06	6	7
07	7	8

[Details]
- ·This command is effective for all characters (except for HRI characters).
- ·If *n* is outside of the defined range, this command is ignored.
- ·In standard mode, the vertical direction is the paper feed direction, and the horizontal direction is perpendicular to the paper feed direction. However, when character orientation changes in 90° clockwise-rotation mode, the relationship between vertical and horizontal directions is reversed.
- ·In page mode, vertical and horizontal directions are based on the character orientation.
- ·When characters are enlarged with different sizes on one line, all the characters on the line are aligned at the baseline.
- ·The **ESC !** command can also turn double-width and double- height modes on or off. However, the setting of the last received command is effective.

[Default] *n* = 0

[Reference] **ESC !**

GS $ *nL nH*

[Name] Set absolute vertical print position in page made

[Format]

ASCII	GS	$	*nL*	*nH*
Hex	1D	24	*nL*	*nH*
Decimal	29	36	*nL*	*nH*

[Range] $0 \le nL \le 255$, $0 \le nH \le 255$

[Description]
- Sets the absolute vertical print starting position for buffer character data in page mode.
- This command sets the absolute print position to [($nL + nH \times 256$) × (vertical or horizontal motion unit)] inches.
- If the [($nL + nH \times 256$) × (vertical or horizontal motion unit)] exceeds the specified printing area, this command is ignored.
- The horizontal starting buffer position does not move.
- The reference starting position is that specified by **ESC T**.
- This command operates as follows, depending on the starting position of the printing area specified by **ESC T**:
  - ①When the starting position is set to the upper left or lower right, this command sets the absolute position in the vertical direction.
  - ②When the starting position is set to the upper right or lower left, this command sets the absolute position in the horizontal direction.
- The horizontal and vertical motion units are specified by **GS P**.
- The **GS P** command can change the horizontal and vertical motion unit. However, the value cannot be less than the minimum horizontal movement amount, and it must be in even units of the minimum horizontal movement amount.

[Reference] **ESC $, ESC T, ESC W, ESC ＼, GS ＼, GS P**

GS * x y *d1...d* (x × y × 8)

[Name] Define downloaded bit image

[Format]

ASCII	GS	*	*x*	*y*	*d1* … *d* (*x* x *y* x 8)
Hex	1D	2A	*x*	*y*	*d1* … *d* (*x* x *y* x 8)
Decimal	29	42	*x*	*y*	*d1* … *d* (*x* x *y* x 8)

[Range]
$1 \le x \le 255$
$1 \le y \le 48$
$x \times y \le 1536$
$0 \le d \le 255$

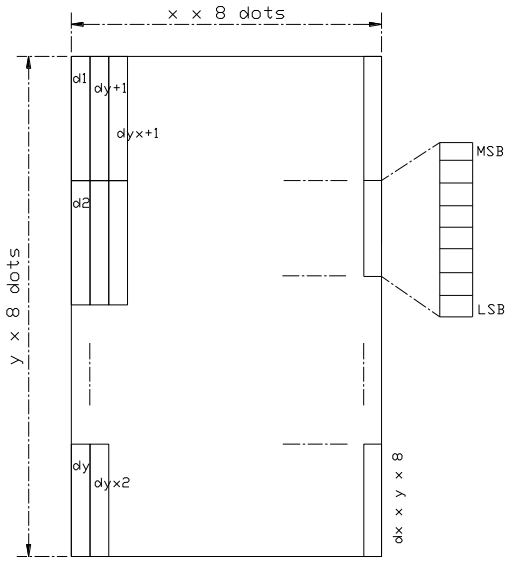
[Description] Defines a downloaded bit image with the number of dots specified by *x* and *y*.
- *x* indicates the number of dots in the horizontal direction.
- *y* indicates he number of dots in the vertical direction.

[Details]
- The number of dots in the horizontal direction is *x* x 8, in the vertical direction it is *y* x 8.
- If *x* x *y* is out of the specified range, this command is disabled.
- The d indicates bit-image data. Data *(d)* specifies a bit printed to 1 and not printed to 0.

·The downloaded bit image definition is cleared when:

① ESC@ is executed.
② ESC & is executed.
③ FS q is executed.
④ Printer is reset or the power is turned off.

·The following figure shows the relationship between the downloaded bit image and the printed data.



[Reference] **GS** \

GS / *m*

[Name] Print down-loaded bit image

[Format]

ASCII	GS	/	*m*
Hex	1D	2F	*m*
Decimal	29	47	*m*

[Range] $0 \le m \le 3, 48 \le m \le 51$

[Description] Prints a downloaded bit image using the mode specified by *m*.
m selects a mode from the table below:

m	Mode	Vertical Dot Density	Horizontal Dot Density
0, 48	Normal	180 DPI	180 DPI
1, 49	Double-width	180 DPI	90 DPI
2, 50	Double-height	90 DPI	180 DPI
3, 51	Quadruple	90DPI	90 DPI

[dpi : dots per 25.4 mm {1"}]

[Details]
·This command is ignored if a downloaded bit image has not been defined.
·In standard mode, this command is effective only when the on data exists in the print buffer.
·This command is not affected by print modes (emphasized, double-strike, underline, or character size, white/black reverse printing), except for upside down mode.

·If the downloaded bit-image to be printed exceeds the printable area, the excess data is not printed.
·If the printing area width set by GS L and GS W is less than one line vertical, the following processing is performed only on the line in question:
① The printing area width is extended to the right up to one line in vertical. In this case, printing does not exceed the printable area.
② If the printing area width cannot be extended by one line in vertical, the left margin is reduced to accommodate one line in vertical.

[Reference] **GS ***

GS :

[Name] Start/end macro definition

[Format]

ASCII	GS	:
Hex	1D	3A
Decimal	29	58

[Description] Starts or ends macro definition.

[Details]
·Macro definition starts when this command is received during normal operation.
·Macro definition ends when this command is received during macro definition.
·When **GS ^** is received during macro definition, the printer ends macro definition and clears the definition.
·Macro is not defined when the power is turned on.
·The defined contents of the macro are not cleared by **ESC** @. Therefore, **ESC @** can be included in the contents of the macro definition.
·If the printer receives **GS :** again immediately after previously receiving **GS :** the printer remains in the macro undefined state.
·The contents of the macro can be defined up to 2048 bytes. If the macro definition exceed 2048 bytes, excess data is not stored.

[Reference] **GS ^**

GS B *n*

[Name] Turn white/black reverse printing mode

[Format]

ASCII	GS	B	*n*
Hex	1D	42	*n*
Decimal	29	66	*n*

[Range] $0 \leq n \leq 255$

[Description] Turns on or off white/black reverse printing mode.
·When the LSB of *n* is 0, white/black reverse printing mode is turned off.
·When the LSB of *n* is 1, white/black reverse printing mode is turned on.

[Details]
·Only the LSB of *n* is effective.
·This command is available for built-in characters and user-defined

characters.
·When white/black reverse printing mode is on, it also applied to character spacing set by **ESC SP**.
·This command does not affect bit image, user-defined bit image, bar code, HRI characters, and spacing skipped by **H**T, **ESC $**, and **ESC** \ .
·This command does not affect the space between lines.

·White/black reverse mode has a higher priority than underline mode. Even if underline mode is on, it is disabled (but not canceled) when white/black reverse mode is selected.

[Default] *n* = 0

GS H *n*

[Name] Select printing position of HRI characters

[Format]

ASCII	GS	H	*n*
Hex	1D	48	*n*
Decimal	29	72	*n*

[Range] $0 \le n \le 3, 48 \le n \le 51$

[Description] Selects the printing position of HRI characters when printing a bar code.
n selects the printing position as follows:

n	Printing position
0, 48	Not printed
1, 49	Above the bar code
2, 50	Below the bar code
3, 51	Both above and below the bar code

[Details] ·HRI means Human Readable Interpretation.
·HRI characters are printed using the font specified by **GS f**.

[Default] *n* = 0

[Reference] **GS f, GS k**

GS L *nL nH*

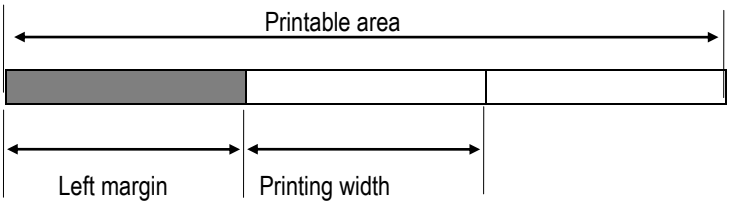
[Name] Set left margin

[Format]

ASCII	GS	L	*nL*	*nH*
Hex	1D	4C	*nL*	*nH*
Decimal	29	76	*nL*	*nH*

[Range] $0 \le nL \le 255$
$0 \le nH \le 255$

[Description] Sets the left margin using *nL* and *nH*.
·The left margin is set to [(*nL* + *nH* × 256) × (horizontal motion unit)] inches.



[Details] ·This command is effective only of the beginning of a line.
·If this command is input in page made, the printer performs only internal flag operations.
·This command does not affect printing in page made.
·If the setting exceeds the printable area, the maximum value of the printable area is used.
·The horizontal and vertical motion units are specified by **GS P**. Changing the horizontal or vertical motion unit does not affect the current left margin.
·The horizontal motion unit (x) is used for calculating the left margin. The calculated result is truncated to the minimum value of the mechanical pitch.

[Default] *nL* = 0, *nH* = 0

[Reference] **GS W, GS P**

GS P *x y*

[Name] Set horizontal and vertical motion units

[Format]

ASCII	GS	P	*x*	*y*
Hex	1D	50	*x*	*y*
Decimal	29	80	*x*	*y*

[Range] $0 \le x \le 255$
$0 \le y \le 255$

[Description] Sets the horizontal and vertical motion units to 1/x inch and 1/y inch, respectively.
When x and u are set to 0, the default setting of each value is used. (*x* = 180, *y* = 360)

[Details] ·The horizontal direction is perpendicular to the paper feed direction and the vertical direction is the paper feed direction.
·In standard mode, the following commands use x or y, regardless character rotation (upside-down or 90° clockwise rotation):
① Command using x : **ESC SP, ESC $, ESC ＼, FS S, GS L, GS W**
② Command using y : **ESC 3, ESC J, GS V**
·In page mad, the following command use x or y, depending on character orientation:
①When the print starting position is set to the upper left or lower right of the printing area using **ESC T** (data is buffered in the direction perpendicular to the paper feed direction):
Command using x : **ESC SP, ESC $, ESC W, ESC ＼, FS S**
Command using y : **ESC 3, ESC J, ESC W, GS $, GS ＼, GS V**
②When the print starting position is set to the upper right or lower left of the printing area using **ESC T** (data is buffered in the paper feed direction):
Command using x: **ESC 3, ESC J, ESC W, GS $, GS ＼**
Command using y: **ESC SP, ESC $, ESC W, ESC ＼, FS S, GS V**
·The command does not affect the previously specified values.
·The calculated result from combining this command with others is truncated to the minimum value of the mechanical pitch.

[Default] *x* = 180, *y* = 360

[Reference] **ESC SP, ESC $, ESC 3, ESC J, ESC W, ESC ＼, GS $, GS L, GS V, GS W, GS ＼**

① GS V *m* ② GS V *m n*

[Name] Select cut mode and cut paper

[Format]

①ASCII	GS	V	*m*		
Hex	1D	56	*m*		
Decimal	29	86	*m*		
②ASCII	GS	V	*m*	*n*	
Hex	1D	56	*m*	*n*	
Decimal	29	86	*m*	*n*	

[Range] ① *m*= 1,49
② *m*=66 , 0 ≤ *n* ≤ 255

[Description] Selects a mode for cutting paper and executes paper cutting. The value of *m* selects the mode as follows:

m	Print mode
1, 49	Partial cut(one point center uncut)
66	Feeds paper(cutting position + [n x(vertical motion unit)]) , and cuts the paper partially(one point center uncut)

[Details for①and②]

·This command is effective only processed at the beginning of a line.

[Note for ①]

·Only the partial cut is available; there is no full cut.

[Details for②]

·When n = 0, the printer feeds the paper to the cutting position and cuts it.
·When n ≠ 0, the printer feeds the paper to (cutting position + [n ´ vertical motion unit) and cuts it.
·The horizontal and vertical motion unit are specified by **GS P**.
·The paper feed amount is calculated using the vertical motion unit (y).
However, the value cannot be less than the minimum horizontal movement amount, and it must be in even units of the minimum horizontal movement amount.

GS W *nL nH*

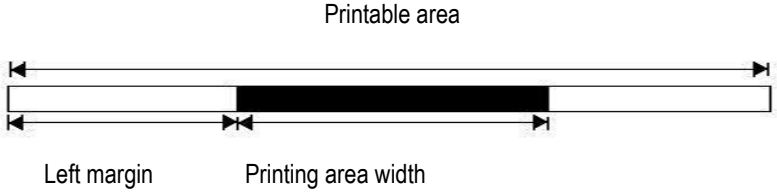
[Name] Set printing area width

[Format]

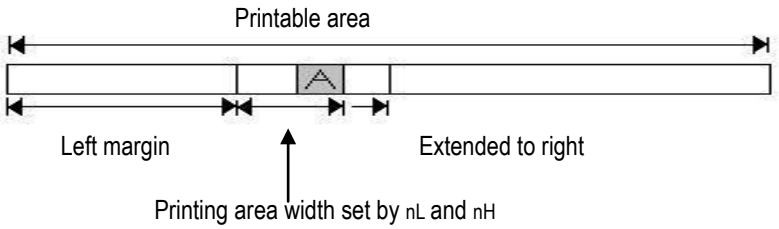
ASCII	GS	W	*nL*	*nH*		
Hex		1D	57		*nL*	*nH*
Decimal	29	87	*nL*	*nH*		

[Range] $0 \le nL \le 255$
$0 \le nH \le 255$

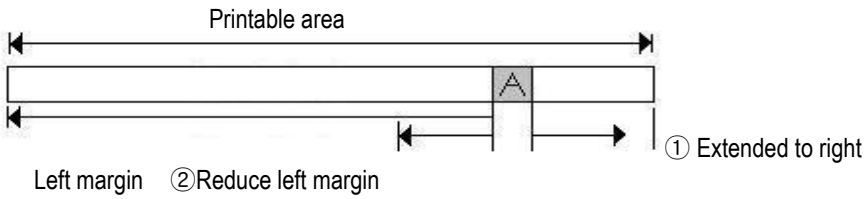
[Description] Sets the printing area width to the area specified by *nL* and *nH.*
·The printing area width is set to [(*nL* + *nH* x 256) x horizontal motion unit]].



[Details]
·This command is effective only processed at the beginning of the line.
·In page mode, the printer performs only internal flag operations.
·This command does not affect printing in page mode.
·If the [left margin + printing area width] exceeds the printable area, [printable area width - left margin] is used.
·The horizontal and vertical motion units are specified by **GS** P. Changing the horizontal and vertical motion units does not affect the current left margin.
·The horizontal motion unit (x) is used for calculating the printing area width. The calculated result is truncated to the minimum value of the mechanical pitch.
·If the width set for the printing area is less than the width of one character, when the character data is developed, the following processing is performed:
① The printing area width is extended to the right to accommodate one character.



② f the printing area width cannot be extended sufficiently, the left margin is reduced to accommodate one character



③ If the printing area width cannot be extended sufficiently, the right space is reduced.

·If the width set for the printing area is less than one line in vertical, the following processing is performed only on the line in question when data other than character data (e.g., bit image, user-defined bit image) is developed:

① The printing area width is extended to the right to accommodate one line in vertical for the bit image within the printable area.

② If the printing area width cannot be extended sufficiently, the left margin is reduced to accommodate one line in vertical.

·The commands which set the printing area width for bit image printing and its minimum widths are as follows:

·Bit image (**ESC** *) :
Single density mode = 2 dots
Double density mode = 1 dot

·Downloaded bit image (**GS** /):
Double width mode or Quadruple mode = 2 dots
Normal mode or Double-height mode = 1 dot

·NV bit image (**FS p**) :
Double width mode or Quadruple mode = 2 dots
Normal mode or Double-height mode = 1 dot

·Raster bit image (**GS v 0**) :
Double width mode or Quadruple mode = 2 dots
Normal mode or Double-height mode = 1 dot

[Default] *nL* = 0, *nH* = 2

[Reference] **GS L**, **GS P**

GS \ *nL nH*

[Name] Set relative vertical print position in page mode

[Format]

ASCII	GS	\	*nL*	*nH*
Hex	1D	5C	*nL*	*nH*
Decimal	29	92	*nL*	*nH*

[Range] $0 \le nL \le 255$
$0 \le nH \le 255$

[Description] Sets the relative vertical print starting position from the current position in page mode.
·This command sets the distance from the current position to [(nL + nH x 256) vertical or horizontal motion unit] inches.

[Details] ·This command is ignored unless page mode is selected.
·When pitch N is specified to the movement downward:
nL + nH x 256 = N

When pitch N is specified to the movement upward (the negative direction), use the complement of 65536.
When pitch N is specified to the movement upward:
nL + nH x 256 = 65536 – N

·Any setting that exceeds the specified printing area is ignored.
·This command function as follows, depending on the print starting position set by **ESC T:**

① When the starting position is set to the upper left or lower right of the printing, the

vertical motion unit (*y*) is used.

② When the starting position is set to the upper right or lower left of the printing area, the horizontal motion unit (*x*) is used.

·The horizontal and vertical motion unit are specified by **GS** P.

·The **GS P** command can change the horizontal (and vertical) motion unit.
However, the value cannot be less than the minimum horizontal movement amount, and it must be in even units of the minimum horizontal movement amount.

[Reference] **ESC $**, **ESC T**, **ESC W**, **ESC** \, **GS $**, **GS P**

GS ^ *r t m*

[Name] Execute macro

[Format]

ASCII	GS	^	*r*	*t*	*m*
Hex	1D	5E	*r*	*t*	*m*
Decimal	29	94	*r*	*t*	*m*

[Range]
$0 \leq r \leq 255$
$0 \leq t \leq 255$
m=0,1

[Description] Executes a macro.
·r specifies the number of times to execute the macro.
·t specifies the waiting time for executing the macro.
·m specifies macro executing mode.
When the LSB of m = 0:
The macro executes r times continuously at the interval specified by t.
When the LSB of m = 1:
After waiting for the period specified by t, the PAPER OUT LED indicators blink and the printer waits for the FEED button to be pressed. After the button is pressed, the printer executes the macro once. The printer repeats the operation r times.

[Details] ·The waiting time is t * 100 ms for every macro execution.
·If this command is received while a macro is being defined, the macro definition is aborted and the definition is cleared.
·If the macro is not defined or if r is 0, nothing is executed.
·When the macro is executed (m = 1), paper always cannot be fed by using the FEED button.

[Reference] **GS :**

GS a *n*

[Name] Enable/Disable Automatic Status Back (ASB)

[Format]

ASCII	GS	a	*n*
Hex	1D	61	*n*
Decimal	29	97	*n*

[Range] $0 \le n \le 255$

[Description] Enables or disables ASB and specifies the status items to include, using n as follows:

Bit	Off/ On	Hex	Decimal	Status for ASB
0	Off	00	0	Drawer kick-out connector pin 3 status disabled.
	On	01	1	Drawer kick-out connector pin 3 status enabled.
1	Off	00	0	On-line/off-line status disabled.
	On	02	2	On-line/off-line status enabled
2	Off	00	0	Error status disabled
	On	04	4	Error status enabled.
3	Off	00	0	Paper roll sensor status disabled.
	On	08	8	Paper roll sensor status enabled.
4–7	-	-	-	Undefined.

[Details]

- If any of the status items in the table above are enabled, the printer transmits the status when this command is executed. The printer automatically transmits the status whenever the enabled status item changes. The disabled status items may change, in this case, because each status transmission represents the current status.
- If all status items are disabled, the ASB function is also disabled.
- If the ASB is enabled as a default, the printer transmits the status when the printer data reception and transmission is possible at the first time from when the printer is turned on.
- The following four status bytes are transmitted without confirming whether the host is ready to receive data. The four status bytes must be consecutive, except for the XOFF code.
- Since this command is executed after the data is processed in the receive buffer, there may be a time lag between data reception and status transmission.
- When the printer is disabled by **ESC =** (Select peripheral device), the four status bytes are transmitted whenever the status changes.
- When using **DLE EOT**, **GS I** , or **GS r**, the status transmitted by these commands and ASB status must be differentiated.
- The status to be transmitted are as follows:

First byte (printer information)

Bit	Off/On	Hex	Decimal	Status for ASB
0	Off	00	0	Not used. Fixed to Off
1	Off	00	0	Not used. Fixed to Off
2	Off	00	0	Drawer kick-out connector pin 3 is LOW
	On	04	4	Drawer kick-out connector pin 3 is HIGH
3	Off	00	0	On-line
	On	08	8	Off-line
4	On	10	16	Not used. Fixed to On
5	Off	00	0	Cover is closed
	On	20	32	Cover is open
6	Off	00	0	Paper is not being fed by using the PAPER FEED button
	On	40	64	Paper is being fed by using the PAPER FEED button
7	Off	00	0	Not used. Fixed to Off

Second byte (printer information)

Bit	Off / On	Hex	Decimal	Status for ASB
0	-	-	-	Undefined.
1	-	-	-	Undefined.
2	-	-	-	Undefined.
3	Off	00	0	No auto cutter error
	On	08	8	Auto cutter error occurred
4	Off	00	0	Not used. Fixed to Off
5	Off	00	0	No unrecoverable error
	On	20	32	Unrecoverable error occurred
6	Off	00	0	No automatically recoverable error
	On	40	64	Automatically recoverable error occurred
7	Off	00	0	Not used. Fixed to Off

Bit 3: If these errors occur due to paper jams or the like, it is possible to recover by correcting the cause of the error and executing **DLE ENQ *n*** ($1 \le n \le 2$). If an error due to a circuit failure (e.g. wire break) occurs, it is impossible to recover.

Bit 6: When printing is stopped due to high print head temperature until the print head temperature drops sufficiently or when the paper roll cover is open during printing, bit 6 is On.

Third byte (paper sensor information)

Bit	Off / On	Hex	Decimal	Status for ASB
0,1	Off	00	0	Paper roll near-end sensor: paper adequate
	On	03	3	Paper roll near-end sensor: paper near end
2,3	Off	00	0	Paper roll end sensor: paper present
	On	0C	12	Paper roll end sensor: paper not present
4	Off	00	0	Not used. Fixed to Off
5,6	-	-	-	Undefined
7	Off	00	0	Not used. Fixed to Off

Fourth byte (paper sensor information)

Bit	Off / On	Hex	Decimal	Status for ASB
0-3	-	-	-	Undefined
4	Off	00	0	Not used. Fixed to Off
5,6	-	-	-	Undefined
7	Off	00	0	Not used. Fixed to Off.

[Default] n = 0.

[Reference] **DLE EOT**, **GS r**

GS f *n*

[Name] Select font for Human Readable Interpretation (HRI)characters

[Format]

ASCII	GS	f	*n*
Hex	1D	66	*n*
Decimal	29	102	*n*

[Range] *n* = 0, 1, 48, 49

[Description] selects a font for the HRI characters used when printing a bar code.
n selects the font from the following table:

n	Font
0, 48	Font A (12 x 24)
1, 49	Font B (9 x 24)

[Details] ·HRI means Human Readable Interpretation.
·HRI characters are printed of the position specified by **GS H**.

[Default] *n* = 0

[Reference] **GS H, GS k**

GS h *n*

[Name] Select bar code height

[Format]

ASCII	GS	h	*n*
Hex	1D	6B	*n*
Decimal	29	104	*n*

[Range] $1 \leq n \leq 255$

[Description] Select the height of the bar code.
n specifies the number of dots in the vertical direction.

[Default] *n* = 162

[Reference] **GS k**

①GS k m d1…dk NUL ② GS k m n d1…dn

[Name] Print bar code

[Format]

①	ASCII	GS	k	*m*	*d1…dk*		*NUL*
	Hex	1D	6B	*m*	*d1…dn*		*00*
	Decimal	29	107	*m*	*d1…dn*		*0*
②	ASCII	GS	k	*m*	*n*	*d1…dn*	
	Hex	1D	6B	*m*	*n*	*d1…dn*	
	Decimal	29	107	*m*	*n*	*d1…dn*	

[Range] ① $0 \le m \le 6$(k and d depends on the code system used)
② $65 \le m \le 73$ *n* and d depends on the code system used)

[Description] Selects a bar code system and prints the bar code.
m selects a bar code system as follows:

m		Bar Code System	Number of Character	Remarks
①	0	UPC – A	$11 \le k \le 12$	$48 \le d \le 57$
	1	UPC – E	$11 \le k \le 12$	$48 \le d \le 57$
	2	EAN13	$12 \le k \le 13$	$48 \le d \le 57$
	3	EAN8	$7 \le k \le 8$	$48 \le d \le 57$
	4	CODE39	$1 \le k$	$48 \le d \le 57$, $65 \le d \le 90$, 32,36,37,43,45,46,47
	5	ITF	$1 \le k$ (even number)	$48 \le d \le 57$
	6	CODABAR	$1 \le k$	$48 \le d \le 57$, $65 \le d \le 68$, 36,43,45,46,47,58
②	65	UPC – A	$11 \le n \le 12$	$48 \le d \le 57$
	66	UPC – E	$11 \le n \le 12$	$48 \le d \le 57$
	67	EAN13	$12 \le n \le 13$	$48 \le d \le 57$
	68	EAN8	$7 \le n \le 8$	$48 \le d \le 57$
	69	CODE39	$1 \le n \le 255$	$48 \le d \le 57$, $65 \le d \le 90$, 32,36,37,43,45,46,47
	70	ITF	$1 \le n \le 255$ (even number)	$48 \le d \le 57$
	71	CODABAR	$1 \le n \le 255$	$48 \le d \le 57$, $65 \le d \le 68$, 36,43,45,46,47,58
	72	CODE93	$1 \le n \le 255$	$0 \le d \le 127$
	73	CODE128	$2 \le n \le 255$	$0 \le d \le 127$

[Details for ①] ·This command ends with a NUL code.
·When the bar code system used is UPC-A or UPC-E, the printer prints the bar code data after receiving 12 bytes bar code data and processes the following data as normal data.
·When the bar code system used is JAN 13, the printer prints the bar code after receiving 13 bytes bar code data and processes the following date as normal data.
·When the bar code system used is JAN 8, the printer prints the bar code after receiving 8 bytes bar code data and processes the following data as normal data.
·The number of data for ITF bar code must be even numbers. When an odd number of data is input, the printer ignores the last received data.

[Details for②] ·*n* indicates the number of bar code data, and the printer processes n bytes from the next character data as bar code data.
·If *n* is outside of the specified range the printer stops command processing and processes the following data as normal data.

[Details in standard made]
·If *d* is outside of the specified range, the printer only feeds paper and process the following

data as normal data.
·If the horizontal size exceeds printing area, the printer only feeds the paper.
·This command feeds as much paper as is required to print the bar code, regardless of the line spacing specified by **ESC 2** or **ESC 3**.
·This command is enabled only when on data exists in the print buffer.
When data exists in the print butter, the printer processes the data following m as normal data.
·After printing bar code, this command sets the print position to the beginning of the line.
·This command is not affected by print modes (emphasized, double-strike, underline, character size, white/black reverse printing, or 90° rotated character, etc), except for upside-down printing mode.

[Details in page made]

·This command develops bar coed data in the print buffer, but does not print it. After processing bar cod data, this command moves the print position to the right side dot of the bar code.
·If d is out of the specified rang, the printer stops command processing and processes the following data as normal data. In this case, the data butter position does not change.
·If bar code width exceeds the printing area, the printer does not print the bar code but moves the data buffer position to the left side out of the printing area.
·Refer to Figure 3.12.3 for bar code data buffer position.

When CODE93 (m=72) is used :

·The printer prints an HRI character (□)as start character at the beginning of the HRI character string.
·The printer prints an HRI character(□)as a stop character at the end of the HRI character string.
·The printer HRI characters (■+an alphabetic character) as a control character(<00>H to <1F>H and <7F>H):

Control character			HRI character	Control character			HRI character
ASC II	Hex	Decimal		ASC II	Hex	Decimal	
NUL	00	0	■U	DLE	10	16	■P
SOH	01	1	■A	DC1	11	17	■Q
STX	02	2	■B	DC2	12	18	■R
ETX	03	3	■C	DC3	13	19	■S
EOT	04	4	■D	DC4	14	20	■T
ENQ	05	5	■E	NAK	15	21	■U
ACK	06	6	■F	SYN	16	22	■V
BEL	07	7	■G	ETB	17	23	■W
BS	08	8	■H	CAN	18	24	■X
HT	09	9	■I	EM	19	25	■Y
LF	0A	10	■J	SUB	1A	26	■Z
VT	0B	11	■K	ESC	1B	27	■A
FF	0C	12	■L	FS	1C	28	■B
CR	0D	13	■M	GS	1D	29	■C
SO	0E	14	■N	RS	1E	30	■D
SI	0F	15	■0	US	1F	31	■E
				DEL	7F	127	■T

[Example] Printing **GS k** 72 7 67 111 100 101 13 57 51

When CODE 128 (m = 73) is used:

·Refer to Appendix J for the information of the CODE 128 bar code and is code table.

·When using the CODE 128 in this printer, take the following points into account for data transmission:

① The top of the bar code data string must be code set selection character (any of CODE A, CODE B or CODE C) which selects the first code set.

② Special characters are defined by combining two characters "{" and one character. The ASC II character "{" is defined by transmitting "{" twice consecutively.

Specific character	Transmit data		
	ASC II	Hex	Decimal
SHIFT	{S	7B,53	123,83
CODE A	{A	7B,41	123,65
CODE B	{B	7B,42	123,66
CODE C	{C	7B,43	123,67
FNC1	{1	7B,31	123,49
FNC2	{2	7B,32	123,50
FNC3	{3	7B,33	123,51
FNC4	{4	7B,34	123,52
"{"	{{	7B,7B	123,123

[Example] Example data for printing "No. 123456"

In this example, the printer first prints "No." using CODE B, then prints the following numbers using CODE C.

GS k 73 10 123 66 78 111 46 123 67 12 34 56

·If the top of the bar code data is not the code set selection character, the printer stops command processing and processes the following data as normal data.

·If combination of "{"and the following character does not apply any special character, the printer stops command processing and processes the following data as normal data.

·If the printer receives characters that cannot be used in the special code set, the printer stops command processing and processes the following data as normal data.

·The printer does not print HRI characters that correspond to the shift characters or code set selection characters.

·HRI character for the function character is space.

·HRI characters for the control character (<00>H to <1F>H and <7F>H)are space.

<Others> Be sure to keep spaces on both right and left sides of a bar code.
(Spaces are different depending on the types of the bar code.)

[Reference] **GS H, GS f, GS h, GS w**

GS r *n*

[Name] Transmit status

[Format]

ASCII	GS	r	*n*
Hex	1D	72	*n*
Decimal	29	114	*n*

[Range] n=1, 2, 49, 50

[Description] Transmits the status specified by n as follows:

n	Function
1,49	Transmits paper sensor status
2,50	Transmits drawer kick-out connector status

[Details]
·When using a serial interface
·When DTR/DSR control is selected, the printer transmits only 1 byte after confirming the host is ready to receive data (DSR signal is SPACE). If the host computer is not ready to receive data (DSR signal is MARK), the printer waits until the host is ready.
When XON/XOFF control is selected, the printer transmits only 1 byte without confirming the condition of the DSR signal.
·This command is executed when the data in the receive buffer is developed. Therefore, there may be a time lag between receiving this command and transmitting the status, depending on the receive buffer status.
·When Auto Status Back (ASB) is enabled using **GS** a, the status transmitted by **GS r** and the ASB status must be differentiated using the table in Appendix G.
·The status types to be transmitted are shown below:

Paper sensor status (n = 1, 49):

Bit	Off / On	Hex	Decimal	Status for ASB
0,1	Off	00	0	Paper roll near-end sensor: paper adequate.
	On	03	3	Paper roll near-end sensor: paper near end.
2,3	Off	00	0	Paper roll end sensor: paper adequate.
	On	(0C)	(12)	Paper roll end sensor: paper near end.
4	Off	00	0	Not used. Fixed to Off.
5,6	-	-	-	Undefined.
7	Off	00	0	Not used. Fixed to Off.

Bits 2 and 3: When the paper end sensor detects a paper end, the printer goes off-line and does not execute this command. Therefore, bits 2 and 3 do not transmit the status of paper end.

Drawer kick-out connector status (n = 2, 50):

Bit	Off / On	Hex	Decimal	Function
0	Off	00	0	Drawer kick-out connector pin 3 is LOW.
	On	01	1	Drawer kick-out connector pin 3 is HIGH.
1-3	-	-	-	Undefined.
4	Off	00	0	Not used. Fixed to Off.
5,6	-	-	-	Undefined.
7	Off	00	0	Not used. Fixed to Off.

[Reference] **DLE EOT**, **GS a**

GS v 0 m xL xH yL yH d1....dk

[Name] Print raster bit image

[Format]

ASCII	GS	v	0	m	xL	xH	yL	yH	d1...dk
Hex	1D	76	30	m	xL	xH	yL	yH	d1...dk
Decimal	29	118	48	m	xL	xH	yL	yH	d1...dk

[Range] $0 \le m \le 3, 48 \le m \le 51$
$0 \le xL \le 255$
$0 \le xH \le 255$
$0 \le yL \le 255$
$0 \le yH \le 8$
$0 \le d \le 255$
$k=(xL + xH \times 256) \times (yL + yH \times 256)$ $(k \neq 0)$

[Description] Selects Raster bit-image mode.
The value of m selects the mode, as follows:

m	Mode	Vertical Dot Density	Horizontal Dot Density
0, 48	Normal	180 dpi	180 dpi
1, 49	Double-width	180 dpi	90 dpi
2, 50	Double-height	90 dpi	180 dpi
3, 51	Quadruple	90 dpi	90 dpi

[dpi : dots per 25.4mm {1"}]

·xL, xH, select the number of data bytes (xL+xH×256) in the horizontal direction for the bit image.

·yL, yH, select the number of data bytes (xL+xH×256) in the vertical direction for the bit image.

[Details] ·In standard mode, this command is effective only when there is no data in the print buffer.

·This command has no effect in all print modes (character size, emphasized, double-strike, upside-down, underline, white/black reverse printing, etc.) for raster bit image.

·If the printing area width set by **GS L** and **GS W** is less than the minimum

width, the printing area is extended to the minimum width only on the line in question. The minimum width means 1 dot in normal (m=0,48) and double-height (m=2,50), 2dots in double-width (m=1,49) and quadruple (m=3,51) modes.

·Data outside the printing area is ready in and discarded on a dot-by-dot basis.

·The position at which subsequent characters are to be printed for raster bit image is specified by **HT**(Horizontal Tab) **ESC $** (Set absolute print position), **ESC** \ (Set relative print position), and **GS L** (Ste left margin). If the position at which subsequent characters are to be printed is not a multiple of 8, print speed may decline.

·The **ESC a** (Select justification) setting is also effective on raster bit image.

·When this command is received during macro definition, the printer ends macro definition, and begins performing this command. The definition of the command should be cleared.

·d indicates the bit-image data. Set time a bit to 1 prints a dot and setting it to 0 does not print a dot.

GS w *n*

[Name] Set bar code width

[Format]

ASCII	GS	w	*n*
Hex	1D	77	*n*
Decimal	29	119	*n*

[Range] $2 \le n \le 6$

[Description] Set the horizontal size of the bar code.
n specifies the bar code width as follows:

n	Module width (mm) for Mult-level Bar code	Binary-level Bar Code	
		Thin element width (mm)	Thick element width (mm)
2	0.282	0.282	0.706
3	0.423	0.423	1.129
4	0.564	0.564	1.411
5	0.706	0.706	1.834
6	0.847	0.847	2.258

·Multi-level bar codes are as follows:
UPC-A, UPC-E, JAN13 (EAN13), JAN8 (EAN8), CODE93, CODE128
·Binary-level bar codes are as follows:
CODE39, ITF, CODABAR

[Default] *n* = 3

[Reference] **GS k**

ESC i

[Name] Execute paper full cut.

[Format]

ASCII	ESC	i	
Hex		1B	69
Decimal		27	105

[Description] When this command is received, paper is cut (only when the auto cutter is loaded).

ESC m

[Name] Execute paper partial cut.

[Format]

ASCII	ESC	m	
Hex		1B	6D
Decimal	27	109	

[Description] When this command is received, paper is cut (only when the auto cutter is loaded).