

CSN-80V Thermal Receipt printer



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CSN-80V User manual

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PREFACE

It is very honor to cooperate with you. Before using the printer, please read this user manual carefully, in order to properly use and better show the characteristics of this Printer.

CAUTIONS

1. The printer should be installed in stable place to avoid vibration and impact.
2. Do not use and store printers in high humidity and dirty places.
3. Connect the power adapter of the printer to an appropriate grounding socket to avoid using the same socket with a large motor or other device that can cause a power supply voltage fluctuation.
4. Avoid water or conductive material (such as metal) inside the printer and turn off the power as soon as it occurs.
5. If the printer is not used for a long time, please disconnect the power of the printer power adapter.
6. The user shall not remove the printer for repair or modification without authorization.
7. The power adapter uses only a random power adapter that specially designed for.
8. In order to guarantee the quality and the life of the printer, it is recommended to use high-quality printing paper in priority.

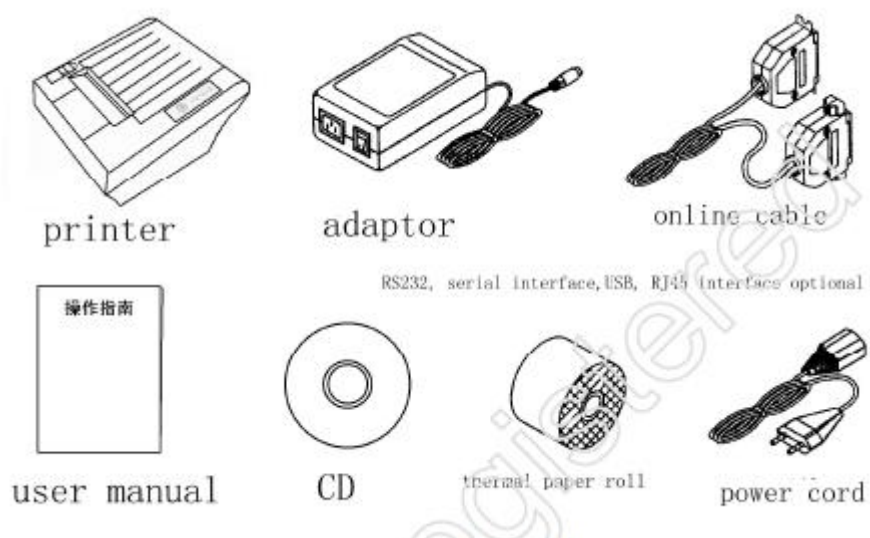
APPLICATIONS

1. Print POS system receipts.
2. Print EFT POS system receipts.
3. Print Gym, Post, Hospital, Civil Aviation system receipts.
4. Print inquiry, service system receipts.
5. Print instrument test receipts.
6. Print tax, tab receipts.

1.Introduction

1. 1 Unpacking

While open, make sure that the following parts are present and not damaged in transportation.If have any question, please contact the supplier immediately!



1.2 Name of each part of the printer



- (1) Power (2)Key for opening the top cover (3)control panel
 (4)paper out mouth (5)Top cover/paper cover (6)printer case (7)Functional dial
 code switch cover (8)Adjustment cover of cutter (9)USB port (10) Serial port (DB9)
 (11)Lan port (RJ45) (12)Cashdrawer port (RJ11) (13)DC outlet (DIN-3P)

2. Specifications

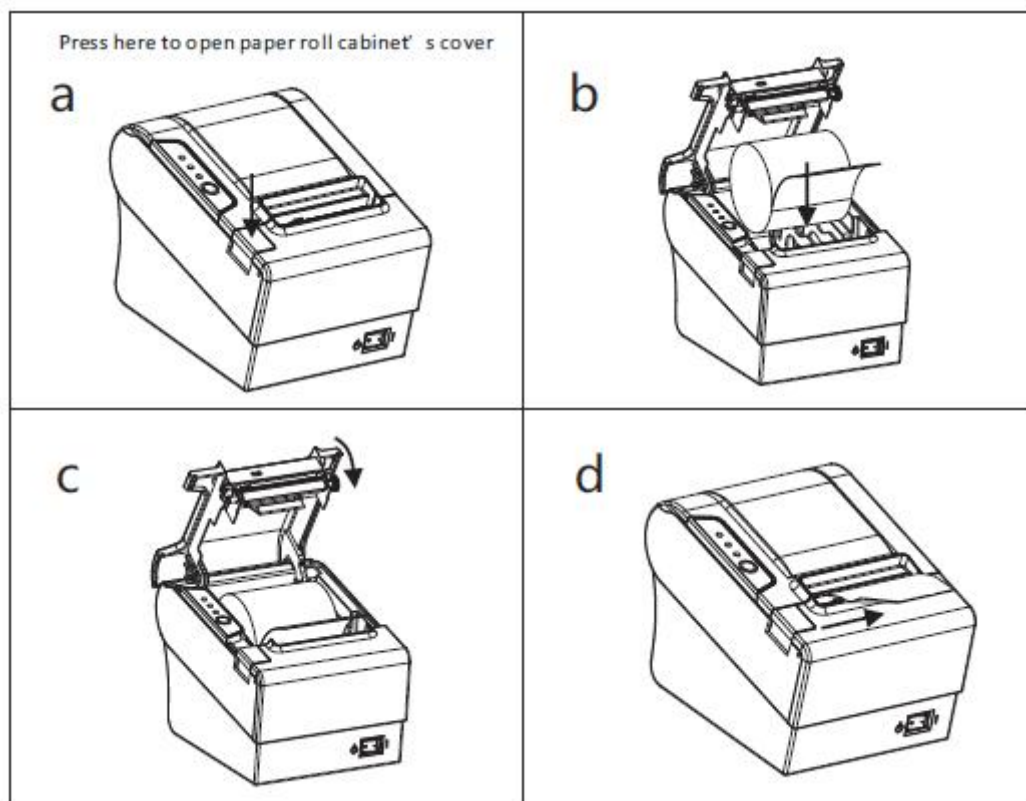
Printing	Printing method	Thermal printing	
	Printing speed	Max:250mm/s	
	Resolution	8dots/mm	
	Printing width	72mm	
Character	Character set	ANK: 12*24 GBK: 24*24	
	Character font	ANK: (9*17,12*24)	
Paper roll	Paper typr	Thermal paper	
	Paper width	80±0.5mm	
	Paper roll diameter	max: 83mm	
	Paper thickness	50-80 μ m	
Reliability	MCBF	15 million lines	
	TPH	>100km	
	Cutter life	>1 million cuts	
Interfaces		Serial port/USB/LAN/Cashdr awe	Serial port/USB/Cashdr awer
Command		ESC/POS compatible command sets	
Cutter type		Full cutter/Partial cutter	
Cashdrawer control		24V/1A (support 12V and 24V cashdrawer)	
Power supply		DC24V /2A	
Dimensions (width * depth * height)		88*87*57mm	
Environment	Operating temp	0°C ~ 50°C	
	Operating Humidity	20% ~ 85%RH	
	Storage temp	-20°C ~ 60°C	
	Storage Humindity	5% ~ 90%RH	

3. Basic operation and usage

3.1 open the paper bin cover

When the printer needs to change the paper, the paper cover must be opened. When it is

opened, please press the open button on the left of the printer with your finger and press down slightly to make the paper cover bounce up. Then, hold the paper cover with your hand and flip it backwards.(see as image 1)

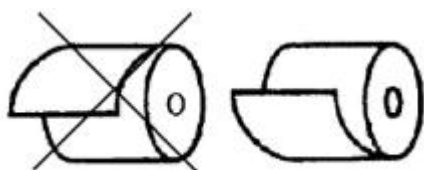


1

3.2 install the paper roll

Please use the correct type of paper roll.

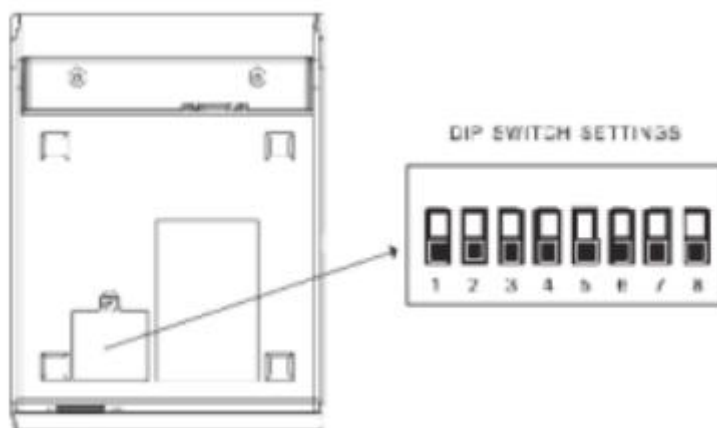
1. Power off the printer;
2. Open the top cover(paper cover),
3. Take out the used up paper roll,(skip this step if the printer unused before),
4. install the new paper roll as shown in image 2,
5. Pull the paper out of the paper mouth;
6. Gently close the paper cover and buckle it in place.



2

3.3 set the printing mode (DIP switch)

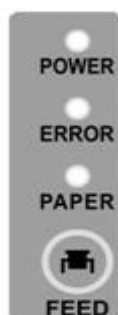
From setting the DIP switch can change the cutter, language, speed, buzzer, printing density and other settings mode of the printer.



ON-OFF	Function	ON	OFF
F			
1	cutter	No cutter	Have cutter
2	Beep reminder	close	open
3	Printing density	High density	Normal density
4	/	/	/
5	characters per line printed	64	48
6	/	/	/
7-8	Transmission speed (only useful to serial port) - baud rate		
	SW7	SW8	Transmission speed (bps) -bits/sec
	ON	ON	9600
	ON	OFF	19200
	OFF	ON	38400
	OFF	OFF	115200

Note: language and baud rate can be setted via printer setting tool.

3.4 Control panel



(1) Feed

Press this key to feed the paper. Press this key continuously to keep feeding the paper .

(2) Paper

If both the light and Error light are on at the same time, the printer is run out of paper; if both the light and Error light are off, the printer has paper.

(3) Power

This light on means the printer power on, this light off means the printer power off.

(4) Error

When the printer is out of paper, cutter error, printed head overheated and other errors occurs, lights flashing.

3.5 self-test

After the printer is connected, power off the printer firstly, and then press the Feed button and power on of the printer simultaneously. After about 2 seconds, release the button and the printer will print out the current status and printer Settings.

3.6 printer connection

POS80V interfaces: serial+USB+ Ethernet

3.6.1 Serial interface:

- 1) Data transmission mode: serial
- 2) Synchronous mode: asynchronous
- 3) Handshake signal: DTR / DSR or XON / XOFF control mode
- 4) Bit rate: .115200,57600,38400, 19200, 9600, 4800 the BPS is optional.
- 5) Word size: 8
- 6) Parity: no parity, odd parity, even parity optional.
- 7) Stop Bits: 1
- 8) Enter the polarity of the information:
Symbol (MARK) = logic 1 (-3 to -15VDC)
Space (SPACE) = logical 0 (+3 to +15 VDC)

Interface cable that along with the printer could be connected with the computer's serial port.

3.6.2 USB interface:

- 1) USB outlet: type B.
- 2) With WINDOWS95/98, need to install the driver (the CD-ROM); with WINDOWS2000, XP, NT, do not need to install the driver.

3.6.3 Ethernet interface:

- 1) Need use setting software that are along with the printer to set IP address of the printer (192.168.1.87) same as the IP of your computer when use Ethernet interface.
- 2) The setup software, refer to the CD's documentation.

4. Printer fault analysis

4.1 Paper jam inclusion



In the process of using the printer, if you come across the phenomenon of paper jam, please stop printing in time and power off the printer. The paper jam is usually caused by the failure of the automatic cutting cutter head to fully back into the body of the paper cutter after the paper cutting.

When the phenomenon of paper jam occurs, it usually causes paper cover to be unable to open normally. At this time, please do not forcibly open the cover to avoid damaging to the printer.

The paper jam exclusion method is as follows:

1. Power off the printer and remove all connecting wires connected to the printer;
2. Pull out the paper cutter cover horizontally and forward as shown in image 4;
3. Rotate the cutter wheel with your finger to rewind the cutter head into the cutter body;
4. Press the "paper cover switch" button vertically downward to open the paper cover and remove paper jam;
5. If the printing and paper out are normal, then reinstall the paper cutter cover.

4.2 printer cleaning

When one of the following situations occurs to the printer, the print head should be cleaned:

- 4.2.1 printing is not clear;
- 4.2.2 The printed page for a column is not clear;
- 4.2.3 The paper is making a lot of noise.

The cleaning steps of the print head are as follows:

- (1) Power off the printer, open the top cover, if there is paper, remove it;
- (2) If you have just finished printing, wait for the print head to cool completely;
- (3) with a soft cotton cloth dipped in anhydrous ethanol (should be wring dry) wipe off the print head of the thermal sensor surface dust, stains;
- (4) wait for anhydrous ethanol completely volatilization, close the cover, retry printing.

Note:

- 1 daily maintenance of printers must ensure that the power supply is turned off;
- 2 do not touch the surface of the print head with your hands and metal objects, do not use tweezers and other tools to scratch the print head, printing cots and sensor surface;
- 3 can not use gasoline, acetone and other organic solvents;
- 4 wait for anhydrous ethanol completely evaporated, then turn on the power supply to continue to print.

5. Command Introduction

5.1 Command List

ESC Command	
ESC !	Set character printing method
ESC - n	Set and delete underline
ESC E n	Set and delete bold printing
ESC G n	Set and delete overlapping printing
ESC { n	Set and delete inversion printing
ESC V n	Set and delete 90° rotate printing
ESC 1	Set line space n dots (same as ESC3)
ESC 2	Set default line space
ESC 3	Set line space n dots
ESC *	Bitmap vertical modulus data fillings
ESC d	Print and paper feed n lines
ESC % n	Choose and delete customized characters
ESC &	Define customized characters
ESC ? n	Delete customized character
ESC R n	International character sets
ESC t n	Select the character code page
ESC D	Set horizontal tabulation position
ESC J	Print and paper feed n dots
ESC p	Produce cashdrawer pulse
ESC c 5 n	Allow or prohibit to switch printer by button
ESC C	Undefined
ESC T n	Set printing direction in page print mode
ESC u	Peripheral device status transmission
ESC v	Printer status transmission
ESC i	Full cuts
ESC @	Printer reset
ESC =	Select peripherals device
ESC a	Setting position alignment mode
ESC \$ nL nH	Set absolute print position
ESC \ nL nH	Set relative print position
ESC W	Page print mode print area setting
ESC L	Page print mode select
ESC S	Line print mode select
ESC FF	Data print in page print mode
ESC SP n	Character rightspace setting
ESC Z	Two-dimension Bar Code print
ESC M n	Set character print font

ESC m	Partly cuts
ESC q	Undefined
ESC Q	Undefined

GS Command	
GS ! n	Set character size
GS *	Define download bitmap
GS / m	Print download bitmap
GS :	Start or end macro definition
GS ^ r t m	Run macros
GS V m	Choose cut mode and cut
GS P x y	Set horizontal and vertical movement units
GS I n	Printer ID transmission
GS B n	Set and delete white printing
GS b	Undefined
GS H	Set 1-D barcode readable character(HRI) print position
GS f n	Set HRI character
GS h	Set 1-D barcoe hight
GS w	Set 1-D barcode width
GS k	1-D barcode
GS L nL nH	Set left margin amount
GS a n	Allow or prohibit to upload the status automatically
GS r n	Transmission status
GS v	Transfer printer status to host
GS v 0	Bitmap horizontal modulus data print
GS (2-D barcode print
GS \$nL nH	Vertical absolute position setting in page print mode
GS \ nL nH	Vertical relative position setting in page print mode

FS Command	
FS ! n	Kanji printing mode stored setting
FS &	Set Chinese character mode
FS .	Delete Chinese character mode
FS q	Define NV bitmap
FS p n m	Print NV bitmap
FS W n	Kanji quadruple size printing specification/ cancellation
FS – n	Set and delete kanji characterunderline
FS S n1 n2	Kanji character space Setting
FS 2	Undefined
FS A	Undefined

US Command	
US Q	Print double QR CODE
US A	Set paper type

DLE Command	
DLE EOT n	Real-time transmission status
DLE ENQ n	Real-time request
DLE DC4 fn m t	Real- time pulse

DC2 command	
DC2T	Printing self-test page
DC2 *	Print bitmap
DC2 V	Print MSB bitmap
DC2 v	Print LSB bitmap

LF	Line feed
CR	Enter
FF	Forms feed
HT	Horizontal tab
SO	Paper feed to initial position at the next label

5.2 Commands details

① Printing and paper feed commands

Printing and paper feed

Name	print and paper feed
Code	ASCII : LF DEC : 10 HEX : 0A
Function	Print the buffer contest,and set the paper feed as per line space,then adjust print position to initial position at the next line.
Range	None
Default	None
Notes	None
Example	None

Enter

Name	Enter
Code	ASCII : CR DEC : 13 HEX : 0D
Function	Adjust print position to initial position of the same line.
Range	None
Default	None
Notes	After executing, R command, the new printing data will cover old data in the printing buffer.
Example	None

Print and paper feed dots

Name	Print and paper feed n dots
Code	ASCII : ESC J n DEC : 27 74 n HEX : 1B 4A n
Function	Print the buffer content and paper feed
Range	$0 \leq n \leq 255$
Default	None
Notes	Paper feed n dots when printing buffer is empty. After executing this command, printing position is moved to initial
Example	1b 40 30 31 32 1b 4a 10

Print and paper feed n line

Name	Print and paper feed n lines
Code	ASCII : ESC d n DEC : 27 100 n HEX: 1B 64 n
Function	Print the contents in printing buffer and paper feed n lines.
Range	$0 \leq n \leq 255$
Default	None
Notes	Print this command set as initial position of the same line
Example	1b 40 30 31 32 1b 64 01

② Printing set commands

Set print position

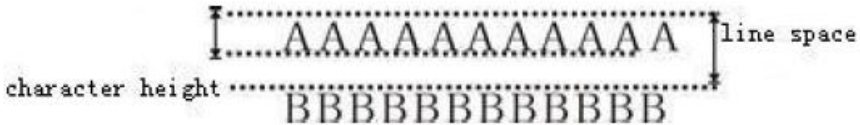
Name	Set print position
Code	ASCII : ESC \$ nL nH DEC : 27 36 nL nH HEX : 1B 24 nL nH
Function	Set left side blank area as (nL + nH × 256) dots
Range	0 ≤ nL ≤ 255 0 ≤ nH ≤ 255
Default	None
Notes	Set left side blank area as[(nL+nH*256)]*0.125mm] This command is only effective with the initial position of the line. This command is unavailable if it sets beyond the printing area.
Example	None

Character right space setting

Name	Character right space setting
Code	ASCII : ESC SP n DEC : 27 32 n HEX : 1B 20 n
Function	Character right space setting as (n*0.125mm)
Range	0 ≤ n ≤ 255
Default	n = 0
Notes	When characters double width,Character right space is twice of normal.When characters amplified,Character right space is n times of normal. This command doesn't affect the setting of Chinese characters. This command sets the standard values independently in each mode.
Example	None

Set line space as n dots

Name	Set line space as n dots
Code	ASCII : ESC 3 n DEC : 27 51 n HEX : 1B 33 n
Function	Set line space as n dots
Range	0 ≤ n ≤ 255
Default	n = 33
Notes	Line space as below:

	 <p>If the line space settedis less than the highest character in that line,then this line space is equal to the height of the highest character. If ESC2,ESC@,reset the printer, the printer blackout,and the line spaceturns to default.</p>
Example	<pre>1b 40 1b 33 30 30 31 32 0d 0a 30 31 32 0d 0a 1b 32 30 31 32 0d 0a 30 31 32 0d 0a</pre>

Set horizontal and vertical movement units

Name	Set horizontal and vertical movement units
Code	ASCII : GSP x y DEC : 29 80 x y HEX : 1D 50 x y
Function	Horizontal movement unit =25.4/x mm(1/x inch) Vertica movement unit =l25.4/y mm(1/y inch) When set X=0,Y=0, X and Y will display default value.
Range	$0 \leq x \leq 255, 0 \leq y \leq 255$
Default	x=180,y=360
Notes	None
Example	None

Set line space to default

Name	Set line space to default
Code	ASCII : ESC 2 DEC: 27 50 HEX : 1B 32
Function	Set line space to default 30 dots
Range	None
Default	None
Notes	Line space in details pls check ESC 3 command. If the line spacesettedis less than the height character in the line,the line space of this line is equal to the height of the highest character It can use ESC 3 to define line space.
Example	None

Set character print font

Name	set character print font
Code	ASCII : ESC M n DEC : 27 77 n HEX : 1B 4D n
Function	set character print font parameter n bit definition as below n = 0, font 12*24 n = 1, font 9*17
Range	None
Default	n = 0
Notes	The command is effective with character. The command is disabled when ESC@, printer reset or blackout.
Example	1B 40 1B 4D 00 30 31 32 0D 0A 1B 40 1B 4D 01 30 31 32 0D 0A

Set character printing method

Name	Set character printing method
Code	ASCII : ESC ! n DEC : 27 33 n HEX: 1B 21 n
Function	Set character printing methods(font,highlight,inversion,bold,double high,double width and underline),parameter n bit definition as below: Bit Function Value 0 1 0 FontNormal Small character 1 Undefined 2 Undefined 3Bold CancelSetting 4 Double highCancel Setting 5 Double widthCancel Setting 6 Undefined 7 Underline Cancel Setting
Range	None
Default	n = 0
Notes	The command is effective with Chinese and foreign languages. The command is disabled when ESC@, printer reset or power off
Example	1B 40 1B 21 01 30 31 32 0D 0A 1B 40 1B 21 02 30 31 32 0D 0A 1B 40 1B 21 04 30 31 32 0D 0A 1B 40 1B 21 08 30 31 32 0D 0A

	1B 40 1B 21 10 30 31 32 0D 0A 1B 40 1B 21 20 30 31 32 0D 0A 1B 40 1B 21 40 30 31 32 0D 0A 1B 40 1B 21 80 30 31 32 0D 0A
--	----------------------------------------------------------------------------------------------------------------------------------

Set character size

Name	Set character size																																																						
Code	ASCII : GS ! n DEC : 29 33 n HEX : 1d 21 n																																																						
Function	<p>Set character size as 1-8 times width,1-8 times height. Definition is as below: Use 0-3 set character height 4 - 7 bits set character width show as below:</p> <div style="display: flex; justify-content: space-around;"> <div style="text-align: center;"> <p>Chart 1 Character width setting</p> <table border="1"> <thead> <tr> <th>HEX</th> <th>DEC</th> <th>width</th> </tr> </thead> <tbody> <tr><td>00</td><td>0</td><td>1(Normal)</td></tr> <tr><td>10</td><td>16</td><td>2(doublewidth)</td></tr> <tr><td>20</td><td>32</td><td>3</td></tr> <tr><td>30</td><td>48</td><td>4</td></tr> <tr><td>40</td><td>64</td><td>5</td></tr> <tr><td>50</td><td>80</td><td>6</td></tr> <tr><td>60</td><td>96</td><td>7</td></tr> <tr><td>70</td><td>112</td><td>8</td></tr> </tbody> </table> </div> <div style="text-align: center;"> <p>Chart 2 Character height setting</p> <table border="1"> <thead> <tr> <th>HEX</th> <th>DEC</th> <th>height</th> </tr> </thead> <tbody> <tr><td>00</td><td>0</td><td>1(Normal)</td></tr> <tr><td>01</td><td>1</td><td>2(double height)</td></tr> <tr><td>02</td><td>2</td><td>3</td></tr> <tr><td>03</td><td>3</td><td>4</td></tr> <tr><td>04</td><td>4</td><td>5</td></tr> <tr><td>05</td><td>5</td><td>6</td></tr> <tr><td>06</td><td>6</td><td>7</td></tr> <tr><td>07</td><td>7</td><td>8</td></tr> </tbody> </table> </div> </div>	HEX	DEC	width	00	0	1(Normal)	10	16	2(doublewidth)	20	32	3	30	48	4	40	64	5	50	80	6	60	96	7	70	112	8	HEX	DEC	height	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
HEX	DEC	width																																																					
00	0	1(Normal)																																																					
10	16	2(doublewidth)																																																					
20	32	3																																																					
30	48	4																																																					
40	64	5																																																					
50	80	6																																																					
60	96	7																																																					
70	112	8																																																					
HEX	DEC	height																																																					
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																																																					
Range	None																																																						
Default	n = 0																																																						
Notes	This command is effective with Chinese and other foreign languages, except for HRI character. The command setting is disable when ESC@, printer reset or power off.																																																						
Example	1b 40 1d 21 11 30 31 32 0d 0a 30 31 32 0d 0a																																																						

Set, remove white printing

Name	Set, remove white printing
Code	ASCII : GS B n DEC : 29 66 n HEX : 1d 42 n
Function	Set and remove white printing When the LSB of n is 0,white printing mode is off.

	When the LSB of n is 1, white printing mode is on.
Range	None
Default	n = 0
Notes	<p>It is only effective for LSB of n.</p> <p>This command is all effective with built-in characters and user-defined characters.</p> <p>It is effective with blank, which is set by ESC CP, when white printing mode is on.</p> <p>This command is not effective with bitmap, user-defined bitmap, barcode, HRI character and vaulting space of HT, ESC \$.</p> <p>This command is not effective with line space.</p> <p>The white printing mode is prior to underline mode. When it is white printing mode, even underline mode is open, which can also be forbidden. (But it not be canceled).</p> <p>This command is disabled when ESC @, printer reset or power off.</p>
Example	<pre>1b 40 1d 42 01 30 31 32 0d 0a 30 31 32 0d 0a</pre>

Set, remove underline

Name	Set, remove underline								
Code	ASCII : ESC - n DEC : 27 45 n HEX : 1B 2D n								
Function	Set/ remove underline mode, based on the value of n as follow: <table border="1" style="margin-left: 20px;"> <thead> <tr> <th>n</th> <th>Functions</th> </tr> </thead> <tbody> <tr> <td>0, 48</td> <td>Remove underlinemode</td> </tr> <tr> <td>1, 49</td> <td>Set underlinemode(1 dot coarse)</td> </tr> <tr> <td>2, 50</td> <td>Set underlinemode(2 dot coarse)</td> </tr> </tbody> </table>	n	Functions	0, 48	Remove underlinemode	1, 49	Set underlinemode(1 dot coarse)	2, 50	Set underlinemode(2 dot coarse)
n	Functions								
0, 48	Remove underlinemode								
1, 49	Set underlinemode(1 dot coarse)								
2, 50	Set underlinemode(2 dot coarse)								
Range	$0 \leq n \leq 2, 48 \leq n \leq 50$								
Default	n = 0								
Notes	<p>Printer can print underline for all characters (including the space to the right of the character), except for the space set by HT.</p> <p>Printer can not print underline for clockwise rotated 90 ° characters and white printing characters.</p> <p>When n is set as 0 or 48, remove underline mode. Other data is not printed as underline, and the set underline coarseness does not change before removing underlinemode. The default underline coarseness is 1 dot.</p> <p>It is not effective with underline coarseness to change character size.</p> <p>Using ESC ! can also set and remove underline mode. However be aware that the last received command must be effective.</p>								

Example	1b 40 1b 2d 01
	30 31 32 0d 0a
	1b 40 1b 2d 02
	30 31 32 0d 0a
	1b 40 1b 2d 00
	30 31 32 0d 0a

Set, remove bold print

Name	Set , remove bold print
Code	ASCII : ESC E n DEC : 27 69 n HEX : 1B 45 n
Function	Set and remove bold print set and remove bold print When LSB of n is 0, remove bold print mode When MSB of n is 1, set bold print mode
Range	$0 \leq n \leq 255$
Default	n = 0
Notes	Only allow to use when LSB of n
Example	None

Set, remove overlapping

Name	Set , remove overlapping
Code	ASCII : ESC G n DEC : 27 71n HEX : 1B 47 n
Function	Set and remove overlapping print mode When LSB of n is 0, remove overlapping print mode When MSB of n is 1, set overlapping print mode
Range	$0 \leq n \leq 255$
Default	n = 0
Notes	Only allow to use when LSB of n The printer output is the same in overlapping mode and bold mode
Example	None

Set, cancel characters upside down

Name	Set, cancel characters upside down
Code	ASCII : ESC { n DEC : 27 123 n HEX : 1B 7B n
Function	n=1: set character upside down

	n=0: cancel character upside down
Default	n=0
Notes	None
Example	None

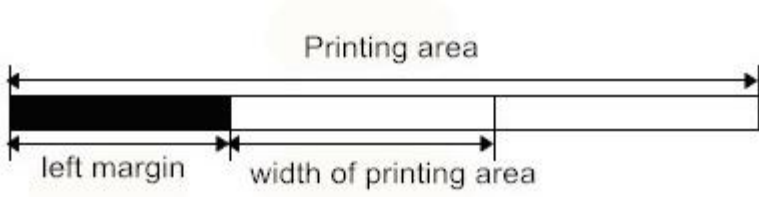
Set, remove 90°revolving printing

Name	Set , remove 90°revolving printing
Code	ASCII : ESC V n DEC : 27 86 n HEX : 1B 56 n
Function	Set orremove 90°revolving printing When n is equal to 0 or 48,remove 90°revolving printing. When n is equal to 1 or 49,set 90°revolving printing.
Range	$0 \leq n \leq 1$, $48 \leq n \leq 49$
Default	n = 0
Support Model	All
Notes	When it is setted to underline mode, the printer is not underlined for characters rotated 90°. In the 90° rotation mode, the multiplier and double width commands magnify the character in the opposite direction to the multiplier command in the normal mode. When ESC @, printer reset, power off, the setting of this instruction is invalid.
Example	1b 40 1b 56 01 30 31 32 0d 0a 30 31 32 0d 0a

Allow, orbid key switch

Name	Allow and forbid key switch
Code	ASCII : ESC c 5 n DEC : 27 99 53 n HEX : 1B 63 35 n
Function	n=1, Forbid key switch n=0,Allow key switch
Default	n = 0
Notes	None
Example	None

Set the left margin

Name	Set the left margin
Code	ASCII : GS L nL nH DEC : 29 76 nL nH HEX : 1D 4C nL nH
Function	Set the left margin as (nL + nH × 256) dots
Range	0 ≤ nL ≤ 255, 0 ≤ nH ≤ 255
Default	None
Support Model	All
Notes	<p>This command is only effective with the initial position of the line. The illustration is as follows:</p>  <p>Use the maximum value of the printable unit,if the setting is beyond the printable area.</p>
Example	1b 40 1d 4c 08 00 30 31 32 0d 0a 30 31 32 0d 0a

Set relative printing position

Name	Set relative printing position
Code	ASCII : ESC \ nL nH DEC : 27 92 nL nH HEX : 1B 5c nL nH
Function	Based on the current position, using horizontal or vertical motion unit, set the printing start position This command sets the printing position from the current position to the distance of [(nL+nH*256)]*0.125 mm]
Range	0 ≤ nL ≤ 255 0 ≤ nH ≤ 255
Default	None
Notes	<p>Any out of the printable area of the Settings are ignored When distance N point to right: nL+nH*256=N When distance N point to left: (reverse direction) nL+nH*256=65536-N</p>

	In standard mode, use level of motor unit
Example	None

Set printing alignment

Name	Set print alignment (Left, middle, right)
Code	ASCII : ESC a n DEC : 27 97 n HEX : 1B 61 n
Function	Align all data in one line, the meaning of n values as below: n mode 0, 48 left 1, 49 middle 2, 50 right
Range	$0 \leq n \leq 2$ or $48 \leq n \leq 50$
Default	n = 0
Notes	This command setting is disabled when ESC@, printer resets or power off.
Example	1B 40 1B 61 02 30 31 32 0D 0A 1B 40 1B 61 01 30 31 32 0D 0A 1B 40 1B 61 00 30 31 32 0D 0A

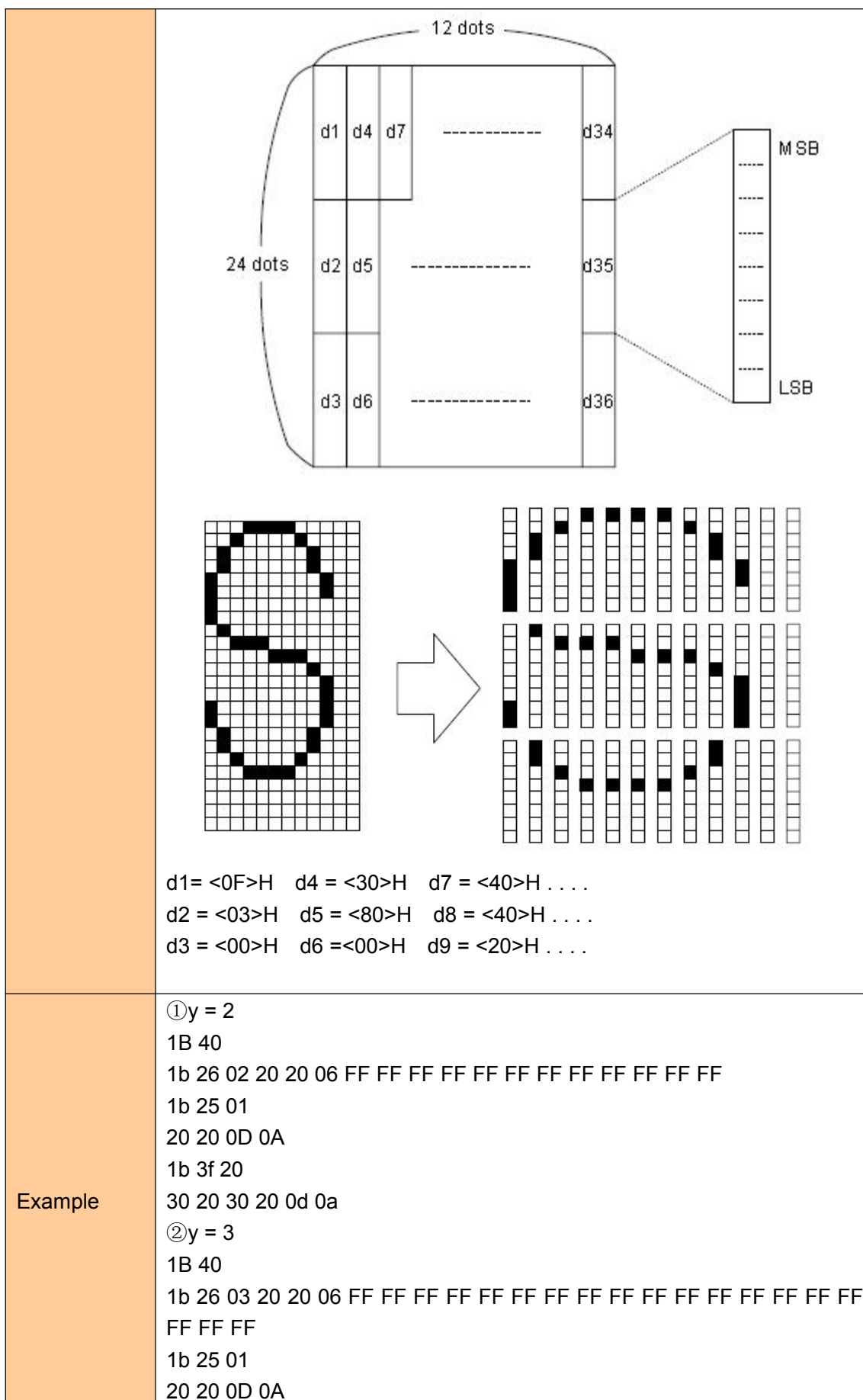
Select, cancel user customized characters

Name	Select, cancel user customized characters
Code	ASCII : ESC % n DEC : 27 37 n HEX : 1B 25 n
Function	Select, cancel user customized characters When n LSB is 0, delete customized characters When n LSB is 1, select customized characters
Range	$0 \leq n \leq 255$
Default	0
Notes	When cancel customized characters, automatically select the internal character set.
Example	None

Define user customized characters

Name	Define user customized characters
Code	ASCII : ESC & y c1 c2 [x1 d1 ... d (yx1)] ... [xk d1 ... d(y x k)] DEC : 27 38 y c1 c2 [x1 d1 ... d(yx1)] ... [xk d1 ... d(yxk)]

	HEX : 1B 26 y c1 c2 [x1 d1...d(y x1)]...[xk d1...d(yxk)]
Function	<p>Define user customized characters.</p> <p>y specifies vertical direction bytes.</p> <p>c1 specifies the starting character encoding, c2 specifies the ending character encoding</p> <p>xk specifies horizontal direction dots.</p>
Range	<p>The range of x 、 y, are correspond with internal fonts.</p> <p>If choosing Font 6*12, y = 2, 0 ≤ x ≤ 6</p> <p>If choosing Font 12*24, y= 3, 0 ≤ x ≤ 12</p> <p>32 ≤ c1 ≤ c2 ≤ 126</p> <p>0 ≤ d1 ... d(y*xk) ≤ 255</p>
Default	None
Notes	<p>Definable character code range: from <20>H to <7E>H ASCII code (95 characters).</p> <p>It can define continuous characters encoding for several characters. When it need one character only, make c1=c2.</p> <p>d is character's dot data, dot mode starts from left side in the horizontal direction. It is blank for the rest dots in the right side.</p> <p>Defined user defines characters data is (y*x) byte.</p> <p>Set corresponding bit of printing dots as 1, or corresponding bit of no printing dots as 0.</p> <p>This command defines different customized characters for each type of font. Set font with ESC !.</p> <p>Customized characters and downlink bitmaps cannot be defined at the same time. When the command is executed, the downlink bitmap is cleared.</p> <p>User Customized characters will be cleared in these situations:</p> <p>Execute ESC @.</p> <p>Execute GS *.</p> <p>Execute ESC ?.</p> <p>Printer reset or power off</p> <p>Graphic:</p> <p>When set font A(12 24).</p>



	1b 3f 20 30 20 30 20 0d 0a
--	-------------------------------

Cancel user customized characters

Name	Cancel user customized characters
Code	ASCII : ESC ? n DEC : 27 63 n HEX : 1B 3F n
Function	Cancel user customized characters of specified code by n
Range	$32 \leq n \leq 126$
Default	None
Notes	This command terminates the use of styles defined for character encoding, which is specified by n. After the user customized character is canceled, it is printed in the corresponding mode of the internal character. In the font selected with ESC !, the command removes the style defined for the specified encoding. If a user customized character is not defined, the printer ignores the command.
Example	None

Set / remove quadruple angle of Chinese print

Name	Set / remove quadruple angle of Chinese print
Code	ASCII : FS W n DEC : 28 87 n HEX : 1C 57 n
Function	Set or remove quadruple angle of Chinese print When LSB of n is 0, Remove quadruple angle of character mode When LSB of n is 1, Set quadruple angle of character mode
Range	$0 \leq n \leq 255$
Default	n=0
Notes	Only the lowest bit of n is valid; In quadruple angle mode, printing character size is the same as set double width and double height mode to print character size at the same time When the quadruple angle mode is canceled with this command, the characters are printed according to the size of the pass-through character; When the height of some characters in a line is different, all the characters in the line are aligned on the basis of the baseline; When the character is enlarged in the horizontal direction, the character is enlarged to the right with the left side of the character as the reference.
Example	None

Set the Angle of Chinese character word space

Name	Set the Angle of Chinese character word space
Code	ASCII : FS S n1 n2 DEC : 28 83 n1 n2 HEX : 1C 53 n1 n2
Function	Set the left and right Chinese character space to n1 and n2 respectively. The left character space is [n1*0.125 mm], and the right character space is [n2*0.125 mm]
Range	0 ≤ n1 ≤ 255 0 ≤ n2 ≤ 255
Default	n1=0,n2=0
Notes	This command sets the left and right character space of the variable size characters. When set to double width mode, the left and right character space is twice of the normal mode. You can set the space separately in standard mode. In standard mode, use horizontal motion units
Example	None

Set up the Chinese characters to print mode combination

Name	Set up the Chinese characters to print mode combination																																																									
Code	ASCII : FS ! n DEC : 28 33 n HEX : 1C 21 n																																																									
Function	Set up Chinese characters print mode, the setting of n as follows: <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>Bit</th> <th>OFF/ON</th> <th>HEX</th> <th>DEC</th> <th>ASB status</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>--</td> <td>--</td> <td>--</td> <td>None</td> </tr> <tr> <td>1</td> <td>--</td> <td>--</td> <td>--</td> <td>None</td> </tr> <tr> <td rowspan="2">2</td> <td>OFF</td> <td>00</td> <td>0</td> <td>Double-width mode is forbidden</td> </tr> <tr> <td>ON</td> <td>04</td> <td>4</td> <td>Allow Double-height mode</td> </tr> <tr> <td rowspan="2">3</td> <td>OFF</td> <td>00</td> <td>0</td> <td>Double-height mode is forbidden</td> </tr> <tr> <td>ON</td> <td>08</td> <td>8</td> <td>Allow Double-height mode</td> </tr> <tr> <td>4</td> <td>--</td> <td>--</td> <td>--</td> <td>None</td> </tr> <tr> <td>5</td> <td>--</td> <td>--</td> <td>--</td> <td>None</td> </tr> <tr> <td>6</td> <td>--</td> <td>--</td> <td>--</td> <td>None</td> </tr> <tr> <td rowspan="2">7</td> <td>OFF</td> <td>00</td> <td>0</td> <td>Underline mode is forbidden</td> </tr> <tr> <td>ON</td> <td>80</td> <td>128</td> <td>Allow the underline mode</td> </tr> </tbody> </table>	Bit	OFF/ON	HEX	DEC	ASB status	0	--	--	--	None	1	--	--	--	None	2	OFF	00	0	Double-width mode is forbidden	ON	04	4	Allow Double-height mode	3	OFF	00	0	Double-height mode is forbidden	ON	08	8	Allow Double-height mode	4	--	--	--	None	5	--	--	--	None	6	--	--	--	None	7	OFF	00	0	Underline mode is forbidden	ON	80	128	Allow the underline mode
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7	OFF	00	0	Underline mode is forbidden																																																						
	ON	80	128	Allow the underline mode																																																						
Range	0 ≤ n ≤ 255																																																									
Default	n=0																																																									
Notes	Setting both double width mode and double height mode ,(including the right and left character space),it will print out character in four times of the size.																																																									

	<p>The printer can underline all characters (including the right and left character space), but not the spaces set by the HT command, and clockwise 90°rotation characters underlined;</p> <p>When some characters in a line are double height or higher, all characters in the line will be aligned along the baseline;</p> <p>The width of the underline is specified by FS – regardless of the character size;</p>
Example	None

Set Chinese mode

Name	Set Chinese mode
Code	ASCII : FS & DEC : 28 38 HEX: 1C 26
Function	Set Chinese mode
Range	None
Default	None
Notes	<p>When the Chinese character mode is selected, the printer processes all Chinese character codes(ASCII code) , two bytes at a time.</p> <p>The Chinese character code(ASCII code) is processed in the order of the first byte and the second byte.</p>
Example	1b 40 1C 26 B0 AE C9 CF D7 D4 BC BA 0d 0a 1C 2E B0 AE C9 CF D7 D4 BC BA 0d 0a

Exit Chinese character mode

Name	Exit Chinese character mode
Code	ASCII: FS . DEC : 28 46 HEX: 1C 2E
Function	Exit Chinese character mode, cancel Chinese character mode
Range	None
Default	None
Notes	None
Example	None

Set and cancel under line of Chinese character mode

Name	Set and cancel under line of Chinese character mode
Code	ASCII : FS – n DEC : 28 45 n HEX: 1C 2D n

Function	Set/cancel underline mode, based on n value as below:	
	n	Function
	0,48	Cancel underlinemode
	1,49	Set underlinemode(1 dot coarse)
	2,50	Set underlinemode(2 dot coarse)
Range	$0 \leq n \leq 2, 48 \leq n \leq 50$	
Default	n=0	
Notes	<p>Printer can print underline for all characters(including characters space in left and right), but expect for setted blank by HT and Clockwise 90° rotation character underlined;</p> <p>Setting n to 0, after cancel under line of Chinese character, the underline printing will not be performed, but the previously specified underline width remains unchanged. The default underline width is 1 dot.t</p> <p>The specified slip line width remains the same even if the character size had changed</p>	
Example	None	

Selecting international character set

Name	Selecting international character set																																		
Code	ASCII : ESC R n DEC : 27 82 n HEX: 1B 52 n																																		
Function	Selecting international character set n from the following table: <table style="margin-left: 40px;"> <tr> <td>n</td> <td>Character</td> </tr> <tr> <td>0</td> <td>U.S.A</td> </tr> <tr> <td>1</td> <td>France</td> </tr> <tr> <td>2</td> <td>Germany</td> </tr> <tr> <td>3</td> <td>U.K</td> </tr> <tr> <td>4</td> <td>Denmark I</td> </tr> <tr> <td>5</td> <td>Sweden</td> </tr> <tr> <td>6</td> <td>Italy</td> </tr> <tr> <td>7</td> <td>Spain I</td> </tr> <tr> <td>8</td> <td>Japan</td> </tr> <tr> <td>9</td> <td>Norway</td> </tr> <tr> <td>10</td> <td>Denmark II</td> </tr> <tr> <td>11</td> <td>Spain II</td> </tr> <tr> <td>12</td> <td>Latin America</td> </tr> <tr> <td>13</td> <td>Korea</td> </tr> <tr> <td>14</td> <td>Slovenia</td> </tr> <tr> <td>15</td> <td>China</td> </tr> </table>	n	Character	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	13	Korea	14	Slovenia	15	China
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15	China																																		
Range	$0 \leq n \leq 15$																																		
Default	0																																		

Notes	None
Example	<pre> 1B 40 1B 52 00 20 21 22 23 24 25 26 27 28 29 2A 2B 2C 2D 2E 2F 30 31 32 33 34 35 36 37 38 39 3A 3B 3C 3D 3E 3F 40 41 42 43 44 45 46 47 48 49 4A 4B 4C 4D 4E 4F 50 51 52 53 54 55 56 57 58 59 60 6A 6B 6C 6D 6E 6F 70 71 72 73 74 75 76 77 78 79 7A 7B 7C 7D 7E 0D 0A </pre>

Select character code

Name	Select character code																																																										
Code	<pre> ASCII : ESC t n DEC : 27 116 n HEX : 1B 74 n </pre>																																																										
Function	<p>Selects n from character code</p> <table> <thead> <tr> <th>N</th> <th>Code Page</th> </tr> </thead> <tbody> <tr><td>0</td><td>CP437[U.S.A., Standard Europe]</td></tr> <tr><td>1</td><td>KataKana</td></tr> <tr><td>2</td><td>CP850 [Multilingual]</td></tr> <tr><td>3</td><td>CP860 [Portuguese]</td></tr> <tr><td>4</td><td>CP863 [Canadian-French]</td></tr> <tr><td>5</td><td>CP865 [Nordic]</td></tr> <tr><td>6</td><td>WCP1251 [Cyrillic]</td></tr> <tr><td>7</td><td>CP866 Cyrillic #2</td></tr> <tr><td>8</td><td>MIK [Cyrillic /Bulgarian]</td></tr> <tr><td>9</td><td>CP755 [East Europe, Latvian 2]</td></tr> <tr><td>10</td><td>Iran</td></tr> <tr><td>11</td><td>Reserve</td></tr> <tr><td>12</td><td>Reserve</td></tr> <tr><td>13</td><td>Reserve</td></tr> <tr><td>14</td><td>Reserve</td></tr> <tr><td>15</td><td>CP862 [Hebrew]</td></tr> <tr><td>16</td><td>WCP1252 Latin I</td></tr> <tr><td>17</td><td>WCP1253 [Greek]</td></tr> <tr><td>18</td><td>CP852 [Latina 2]</td></tr> <tr><td>19</td><td>CP858 Multilingual Latin I +Euro)</td></tr> <tr><td>20</td><td>Iran II</td></tr> <tr><td>21</td><td>Latvian</td></tr> <tr><td>22</td><td>CP864 [Arabic]</td></tr> <tr><td>23</td><td>ISO-8859-1 [West Europe]</td></tr> <tr><td>24</td><td>CP737 [Greek]</td></tr> <tr><td>25</td><td>WCP1257 [Baltic]</td></tr> <tr><td>26</td><td>Thai</td></tr> <tr><td>27</td><td>CP720[Arabic]</td></tr> </tbody> </table>	N	Code Page	0	CP437[U.S.A., Standard Europe]	1	KataKana	2	CP850 [Multilingual]	3	CP860 [Portuguese]	4	CP863 [Canadian-French]	5	CP865 [Nordic]	6	WCP1251 [Cyrillic]	7	CP866 Cyrillic #2	8	MIK [Cyrillic /Bulgarian]	9	CP755 [East Europe, Latvian 2]	10	Iran	11	Reserve	12	Reserve	13	Reserve	14	Reserve	15	CP862 [Hebrew]	16	WCP1252 Latin I	17	WCP1253 [Greek]	18	CP852 [Latina 2]	19	CP858 Multilingual Latin I +Euro)	20	Iran II	21	Latvian	22	CP864 [Arabic]	23	ISO-8859-1 [West Europe]	24	CP737 [Greek]	25	WCP1257 [Baltic]	26	Thai	27	CP720[Arabic]
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Range	$0 \leq n \leq 255$
Default	0
Notes	None
Example	1B 40 1C 2E 1B 74 00 80 81 82 83 84 85 86 87 88 89 8A 8B 8C 8D 8E 8F 90 91 92 93 94 95 96 97 98 9A 9B 9C 9D 9E 9F A0 A1 A2 A3 A4 A5 A6 A7 A8 A9 AA AB AC AD AE AF B0 B1 B2 B3 B4 B5 B6 B7 B8 B9 BA BB BC BD BE BF C0 C1 C2 C3 C4 C5 C6 C7 C8 C9 CA CB CC CD CE CF D0 D1 D2 D3 D4 D5 D6 D7 D8 D9 DA DB DC DD DE DF E0 E1 E2 E3 E4 E5 E6 E7 E8 E9 EA EB EC ED EE EF F0 F1 F2 F3 F4 F5 F6 F7 F8 F9 FA FB FC FD FE FF 0D 0A

③ Graphic printing command

Fill Graphics vertical module data

Name	Fill Graphics vertical module data
Code	ASCII : ESC * m HI Hh [d]k DEC : 27 42 m HI Hh [d]k HEX : 1B 2A m HI Hh [d]k

<p>Function</p>	<p>Print vertical module graphic data,the parameters are as below: m is bit map format: m mode horizontal scale vertical scale 0 8dots single density ×2 ×3 1 8dots double density ×1 ×3 32 24dots single density ×2 ×1 33 24dots double density ×1 ×1 Hl、Hh is horizontal direction dots(Hl+256×Hh) [d]k is bit map data K used for indicating bit map data bytes,not for transfer.</p>
<p>Parameter range</p>	<p>XX58: m=0、1、32、33 $1 \leq Hl + Hh \times 256 \leq 384$ $0 \leq d \leq 255$ k=Hl+Hh×256 (when m=0、1) k=(Hl +Hh×256) ×3 (when m=32、33) XX80: m=0、1、32、33 $1 \leq Hl + Hh \times 256 \leq 576$ $0 \leq d \leq 255$ k=Hl+Hh×256 (when m=0、1) k=(Hl +Hh×256) ×3 (when m=32、33)</p>
<p>Default</p>	<p>None</p>
<p>Notes</p>	<p>[d]k corresponding bit is 1,which means that this bit can print.While it is 0,it means that this bit can not print. The part of graphics horizontal direction which exceeds the printing area will be ignored. The relations between Bit map data and printing effects is as below:</p> <div style="text-align: center;"> <p>The diagram illustrates the mapping of bit map data to printing effects. On the left, '8 dot' graphics are shown where three data bytes (d1, d2, d3) are mapped to a vertical column of 8 bits. On the right, '24 dot' graphics are shown where three data bytes (d1, d2, d3) are mapped to a vertical column of 24 bits. The top of the bit column is labeled 'high' and the bottom is labeled 'low'.</p> </div> <p>The command fills only the printing buffer,graphics printing can start only after receiving the printing commands.Printing buffer will be cleared after graphic printing. If you need to print higher graphics,you can divide it into several sections which has 8 (m = 0、1) or 24 (m = 32、33) dots graphics to print.</p>

	<p>After filling graphic data,you can continue to fill other information to make graphic and other information print simultaneously.</p> <p>After filling bitmap,you can use ESC J(n=24)command to print,and also can use LF command to print.But using LF command will cause paper feeding(feeding paper according to the line space),and make graphic continuous between different lines.And can set line space as 0 to avoidfeeding too much.(Dot matrix printer may drift when it starts,pls send data continuously if occurs line broken.</p>
Example	<pre>1B 40 1b 2a 00 0C 00 FF FF FF FF FF FF FF FF FF FF FF FF 1B 33 00 0A</pre>

Print Graphics horizontal module data

Name	Print Graphics horizontal module data																				
Code	<p>ASCII : GS v 0</p> <p>DEC : 29 118 48 m xL xH yL yH [d]k</p> <p>HEX : 1D 76 30 m xL xH yL yH [d]k</p>																				
Function	<p>Print horizontal module graphic data,the parametersare as below: m as bitmap method:</p> <table border="1"> <thead> <tr> <th>m</th> <th>Model</th> <th>Horizontal scale</th> <th>Vertical scale</th> </tr> </thead> <tbody> <tr> <td>0,48</td> <td>Normal</td> <td>× 1</td> <td>× 1</td> </tr> <tr> <td>1,49</td> <td>Double-width</td> <td>× 2</td> <td>× 1</td> </tr> <tr> <td>2,50</td> <td>Double-height</td> <td>× 1</td> <td>× 2</td> </tr> <tr> <td>3,51</td> <td>Quadruple</td> <td>× 2</td> <td>× 2</td> </tr> </tbody> </table> <p>xL、xH were selected as the data bytes (xL+xH×256) in the horizontal direction for the bitmap. yL、yH were selected as the data bytes(yL+yH×256) in the vertical direction for the bitmap. [d]k for bitmap data k for bitmap data bytes, k used for indicating, not for transfer.</p>	m	Model	Horizontal scale	Vertical scale	0,48	Normal	× 1	× 1	1,49	Double-width	× 2	× 1	2,50	Double-height	× 1	× 2	3,51	Quadruple	× 2	× 2
m	Model	Horizontal scale	Vertical scale																		
0,48	Normal	× 1	× 1																		
1,49	Double-width	× 2	× 1																		
2,50	Double-height	× 1	× 2																		
3,51	Quadruple	× 2	× 2																		
Parameter range	<p>XX58:</p> <p>$0 \leq m \leq 3; 48 \leq m \leq 51$ $1 \leq xL + xH \times 256 \leq 48$ $0 \leq yL \leq 255, 0 \leq yH \leq 255$ $0 \leq d \leq 255$ $k = (Hl + Hh \times 256) \times (yL + yH \times 256)$</p> <p>XX80:</p> <p>$0 \leq m \leq 3; 48 \leq m \leq 51$ $1 \leq xL + xH \times 256 \leq 72$ $0 \leq yL \leq 255, 0 \leq yH \leq 255$</p>																				

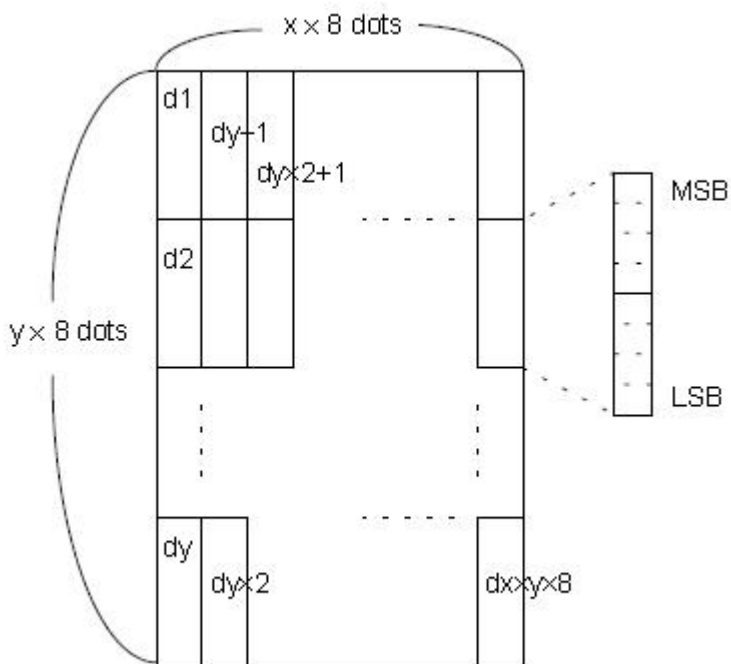
	$0 \leq d \leq 255$ $k = (Hl + Hh \times 256) \times (yL + yH \times 256)$																
Default	None																
Notes	<p>[d] k corresponding bit is 1, which means that this bit can print. While it is 0, it means that this bit can not print.</p> <p>If the horizontal bytes exceed printing area, then the exceeding part will be ignored.</p> <p>The paper feeds accordingly to the image size when this commanding is using, not influenced by the setting of ESC 2, ESC 3 line space.</p> <p>After this command, the printing coordinates will be reset to the left margin and the image content will be cleared.</p> <p>the relationship between bitmap data and the printing effect is as below:</p> <table border="1" style="margin-left: auto; margin-right: auto;"> <tr> <td>d1</td> <td>d2</td> <td>.....</td> <td>dx</td> </tr> <tr> <td>d(x+1)</td> <td>d(x+2)</td> <td>.....</td> <td>d(x+2)</td> </tr> <tr> <td> </td> <td> </td> <td>.....</td> <td> </td> </tr> <tr> <td>.....</td> <td>d(k-2)</td> <td>d(k-1)</td> <td>dk</td> </tr> </table> <p style="text-align: center;">MSB LSB MSB LSB MSB LSB MSB LSB</p> <p>This command has the printing function, data will be transferred while printing, no need to use the printing command again</p>	d1	d2	dx	d(x+1)	d(x+2)	d(x+2)			d(k-2)	d(k-1)	dk
d1	d2	dx														
d(x+1)	d(x+2)	d(x+2)														
																
.....	d(k-2)	d(k-1)	dk														
Example	<pre>1B 40 1d 76 30 00 03 00 09 00 FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF</pre>																

Define downloaded bitmap

Name	Define downloaded bitmap
Code	ASCII : GS * x y d1...d(x*y*8) DEC : 29 42 x y d1 ...d(x*y*8) HEX : 1D 2A x y d1...d(x*y*8)
Function	using x and y to appoint dots to define the downloaded bitmap x appoints that the horizontal dots as 8*x. y appoints that the vertical dots as 8*y.
Parameter range	$1 \leq x \leq 255$ $1 \leq y \leq 48$ $x*y \leq 1536$ $0 \leq d \leq 255$
Default	None
Notes	<p>If x*y is out of the specified range, this command will be forbidden.</p> <p>The d indicates bitmap data. Data (d) specifies the printing bit as 1 and the not printing bit as 0.</p>

The downloaded bitmap definition will be cleared when:
 ESC @ is executed.
 ESC & is executed.
 Printer is reset or the power is turned off.

The following figure shows the relationship between the downloaded bitmap and the printed data



Example	1B 40 1D 2A 03 03 FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF 1D 2F 00
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Print downloaded bitmap

Name	Print downloaded bitmap	
Code	ASCII : GS / m	
	DEC : 29 47 m	
	HEX : 1D 2F m	
Function	Prints a downloaded bitmap using the mode specified by m. Using the mode that m appointed to print downloaded bitmap	
	m	Model

	<table border="1"> <tr> <td>0, 48</td> <td>Normal</td> </tr> <tr> <td>1, 49</td> <td>Double-width</td> </tr> <tr> <td>2, 50</td> <td>Double-height</td> </tr> <tr> <td>3, 51</td> <td>Quadruple</td> </tr> </table>	0, 48	Normal	1, 49	Double-width	2, 50	Double-height	3, 51	Quadruple
0, 48	Normal								
1, 49	Double-width								
2, 50	Double-height								
3, 51	Quadruple								
Parameter range	$0 \leq m \leq 3$ $48 \leq m \leq 51$								
Default	None								
Notes	<p>This command will be ignored if the bitmap data has not been defined.</p> <p>In standard mode, this command is effective only when there is no data in the buffer area.</p> <p>This command has no effect in the print modes (emphasized, double-strike, downloadedline, character size, or white/black reverse printing), except for upsidedown printing mode.</p> <p>If the downloaded bitmap which will be printed exceeds the printing area, then the excess data will not be printed.</p>								
Example	No								

Define NV bitmap

Name	Define NV bitmap
Code	ASCII : FS q n [xL xH yL yH d1...dk]1...[xL xH yL yH d1...dk]n DEC : 28 113 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
Function	Define the NV bitmap using the specified n. n specifies the number of the defined NV bitmap. xL, xH means that the defined NV bitmap specifies the horizontal dots as $(xL+xH*256)*8$ yL, yH means that the defined NV bitmap specifies the vertical dots as $(yL + yH*256)*8$
Parameter range	$1 \leq n \leq 255$ $0 \leq xL \leq 255$ $0 \leq xH \leq 3$ $(1 \leq (xL+xH*256) \leq 1023)$ $0 \leq yL \leq 255$ $0 \leq yH \leq 1$ $(1 \leq (yL+yH*256) \leq 288)$ $0 \leq d \leq 255$ $k = (xL+xH*256)*(yL+yH*256)*8$ Totalled the defined data Area = 64 k bytes
Default	None
Support Model	All

Notes	<p>Frequent writing command executions may damage the NV memory. Therefore, it is recommended to write the NV memory no more than 10 times per day.</p> <p>The printer performs a hardware reset operation after the procedure of placing the image into the NV memory. Therefore, user-defined characters, downloaded bitmaps should be defined only after completing this command. The printer clears the receiving and printing buffers and resets the printer to the mode that workable when power on. (hardware reset interface is not supported)</p> <p>This command cancels all NV bitmaps that have already been defined by this command.</p> <p>From the beginning of the processing of this command till the accomplishment of hardware reset, mechanical operations (including initializing the position of the print head when the cover is open, paper feeding using the FEED button, etc.) cannot be performed.</p> <p>During this command processing, the printer is busy and stops receiving data when writing data to the user's NV memory. Therefore, data transmission, including real-time commands, is prohibited during the execution of this command.</p> <p>NV bitmap is a bitmap defined in non-volatile memory, Define FS p printing with FS q.</p> <p>In standard mode, this command is valid only when processed at the beginning of the line.</p> <p>This command is valid when 7 bytes <FS yH> of the command are processed normally.</p> <p>When the data volume exceeds the left capacity of the range defined by xL, xH, yL, and yH, the printer will process the range defined by xL, xH, yL, and yH outside the defined range.</p> <p>In the first group of NV bitmaps, when any one of xL, xH, yL, yH is out of the definition range, this command is disabled.</p> <p>In groups of NV bitmaps other than the first group, when xL, xH, yL, yH out of the defined range, it stops processing this command and starts writing into the NV images. At this time, NV bitmaps that haven't been defined are disabled (undefined), but any NV bitmaps before that are enabled.</p> <p>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.</p> <p>This command defines n as the number of a NV bitmap. Numbers rise in order from NV bitmap 01H. Therefore, the first data group [xL xH yL yH d1...dk] is NV bitmap 01H, and the last data group [xL xH yL yH d1...dk] is NV bitmap n. The total agrees with the number of NV bitmaps specified by the command FS p.</p> <p>The definition data for an NV bitmap consists of [xL xH yL yH d1...dk]. Therefore, when only one NV bitmap is defined n=1, the</p>
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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.

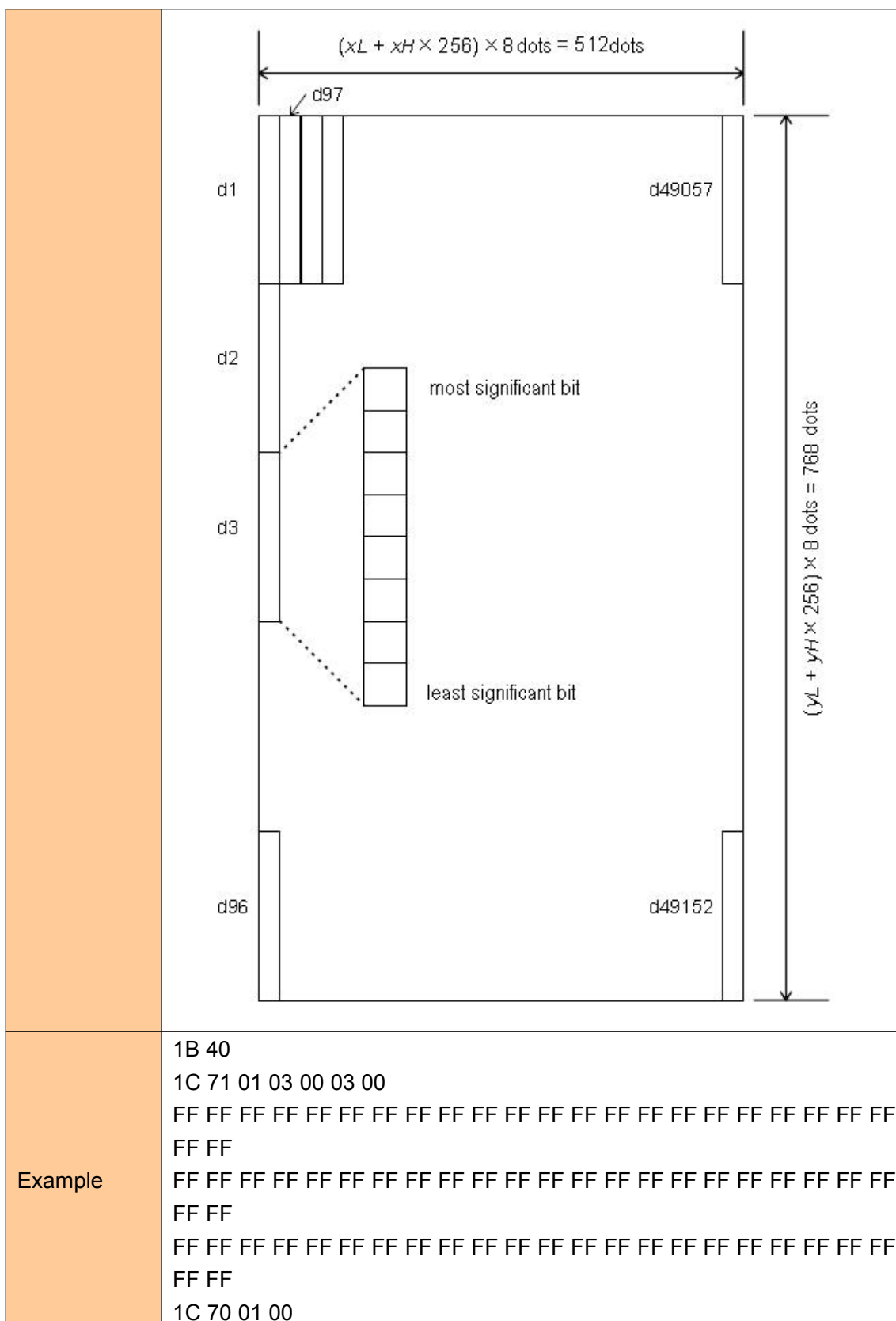
The definition area in this printer is a maximum of 192K bytes. This command can define several NV bitmaps, but cannot define bitmap data whose total capacity [bitmap data header] exceeds 192K bytes.

The printer does not transmit ASB status or perform status detection during processing of this command even when ASB is specified.

Once an NV bitmap is defined, it is not erased by performing ESC @, reset, and power off.

This command performs only definition of an NV bitmap and does not perform printing. Printing of the NV bitmap is performed by the FS pcommand.

Diagram: when xL = 64, xH = 0, yL = 96, yH = 0



Print NV bitmap

Name	Print NV bitmap
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Code	ASCII : FS p n m DEC : 28 112 n m HEX : 1C 70 n m										
Function	Print NV bitmap n using the mode specified by m. <table border="1" style="margin-left: 20px;"> <thead> <tr> <th>m</th> <th>Mode</th> </tr> </thead> <tbody> <tr> <td>0, 48</td> <td>Normal</td> </tr> <tr> <td>1, 49</td> <td>Double-width</td> </tr> <tr> <td>2, 50</td> <td>Double-height</td> </tr> <tr> <td>3, 51</td> <td>Quadruple</td> </tr> </tbody> </table>	m	Mode	0, 48	Normal	1, 49	Double-width	2, 50	Double-height	3, 51	Quadruple
m	Mode										
0, 48	Normal										
1, 49	Double-width										
2, 50	Double-height										
3, 51	Quadruple										
Parameter range	0 ≤ m ≤ 3 48 ≤ m ≤ 51 1 ≤ n ≤ 255										
Default	None										
Support	All										
Notes	<p>n is the number of the NV bitmap (defined using the FS q command). m specifies the bitmap mode.</p> <p>NV bitmap is a bitmap defined in non-volatile memory by FS q and printed by FS p.</p> <p>This command is not effective when the specified NV bitmap has not been defined.</p> <p>In standard mode, this command is effective only when there is no data in the print buffer.</p> <p>This command is not affected by print modes (Bold printing, overlapping, underline, character size, white/black reverse printing, or 90°rotated characters, etc.), except upside-down printing mode.</p> <p>If the downloaded bit-image to be printed exceeds one line, the excess data is not printed.</p> <p>This command feeds dots (for the height n of the NV bitmap) in normal and double-width modes, and (for the height n / 2 of the NV bitmap) in doubleheight and quadruple modes, regardless of the line space specified by ESC 2 or ESC 3.</p> <p>After printing the bitmap, this command sets the print position to the beginning of the line and processes the data that follows as normal data.</p>										
Example	None										

Print bitmap

Name	Print bitmap
Code	ASCII : DC2 * r n [d1...dn] DEC : 18 41 r n [d1...dn] HEX : 12 2A r n [d1...dn]

Function	<p>r:Stands for height of bitmap n:Stands for width of bitmap Bitmap format</p>	
	Parameter range	None
	Default	None
	Support	All
	Notes	None
	Example	None

Print MSB bitmap

Name	Print MSBbitmap
Code	<p>ASCII : DC2 V nL nH [d1...dn] DEC : 18 86 nL nH [d1...dn] HEX : 12 56 nL nH [d1...dn]</p>
Function	<p>The width of the bitmap must be the same as that of the printer Bitmap Height: nL+nH*256 Bitmap format</p>
Parameter range	<p>$0 \leq m \leq 3$ $48 \leq m \leq 51$ $1 \leq n \leq 255$</p>
Default	None
Support	All
Notes	None

Example	None
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Print LSB bitmap

Name	Print LSBbitmap
Code	ASCII : DC2 v nL nH [d1...dn] DEC : 18 118 nL nH [d1...dn] HEX : 12 76 nL nH [d1...dn]
Function	<p>The width of the bitmap must be the same as that of the printer Bitmap Height: nL+nH*256 Bitmap format</p> <p style="text-align: right;"><< n = nL + nH*256 >></p>
Parameter range	None
Default	None
Support	All
Notes	None
Example	None

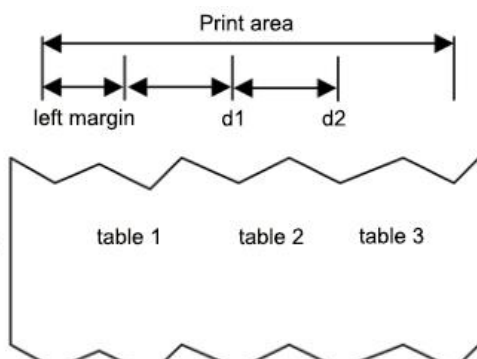
④ Tab Commands

Horizontal tab

Name	Horizontal tab
Code	ASCII : HT DEC : 9 HEX : 09
FUNCTION	Move the print position to the next tab position
Parameter range	None
Defaults	None
Notes	<p>Tab position set by ESC D</p> <p>If the tab position is not set(the default is no horizontal position),this command will be treated as an LF command</p> <p>If the tab position exceeds the print area,the coordinates will move to the</p>

	star position of the next line(as the data is full,print and wrap)
Example	none

Horizontal tab position setting

Name	horizontal tab position setting
Code	ASCII : ESC D [d]k NUL DEC : 27 68 [d]k 0 HEX : 1B 44 [d]k 00
Function	Set horizontal tab position, parameter meaning as below: d1 ... dk: horizontal position,in 8 as unit,null as the terminator
Parameter range	XX58: $1 \leq d \leq 46$ ($d_1 < d_2 < \dots < d_k$, $1 \leq k \leq 16$) XX80: $1 \leq d \leq 70$ ($d_1 < d_2 < \dots < d_k$, $1 \leq k \leq 16$)
Defaults	The default positioning position is the 8-character interval(Column 9 17 25...) of the font A(12-24)
Support model	All
Notes	<p>Tab position as below:</p>  <p>TAB position d1 and d2 setting</p> <p>Maximum support for the setting of 16 tab position Using this command,the setting of previous tab position will be canceled k is for indication purpose,no transmission When transport [d]k,and come across NULL,should be considered over If dk less than or equal to dk-1,should be considered over,and balance data is treated as normal data processing TAB position could be changed by HT command When the left margin changes, the TAB position changes simultaneously The command setting will be valid after ESC @、 printer reset、 power off</p>
Example	1B 44 04 06 08 0A 00 09 30 09 31 09 32 09 33 0D 0A

⑤ One-dimension bar code command

1D bar code readable character(HRI) print position setting



Name	1D bar code readable character(HRI)print position setting
Code	ASCII : GS H n DEC : 29 72 n HEX : 1D 48 n
Function	Set 1D bar code readable character(HRI)print position,n parameter meaning as below: n print position 0, 48 don't print 1, 49 above the bar code 2, 50 below the bar code 3, 51 above and below the bar code
Parameter range	$0 \leq n \leq 3$ or $48 \leq n \leq 51$
Defaults	n = 0
Notes	The command setting will be valid after ESC @、 printer reset、 power off
Example	None

1D bar code readable character(HRI)font type selection

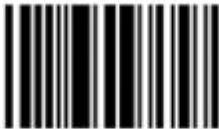

Name	1D bar code readable character(HRI)font type selection						
Code	ASCII : GS f n DEC : 29 102 n HEX : 1D 66 n						
Function	Select a font for the HRI character to be used when print the bar code The relationship between n and selection contents as below <table border="1" style="margin-left: 20px;"> <thead> <tr> <th>n</th> <th>Font</th> </tr> </thead> <tbody> <tr> <td>0,48</td> <td>Font A (12*24)</td> </tr> <tr> <td>1,49</td> <td>Font B (9*17)</td> </tr> </tbody> </table>	n	Font	0,48	Font A (12*24)	1,49	Font B (9*17)
n	Font						
0,48	Font A (12*24)						
1,49	Font B (9*17)						
Parameter range	n =0,1,48,49						
Defaults	n = 0						
Notes	None						
Example	None						

1D bar code height setting

Name	1D bar code height setting
Code	ASCII : GS h n

	DEC : 29 104 n DEX : 1D 68 n
Function	Parameter n specifies the height of a bar code in dots: <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;">  Height 50 </div> <div style="text-align: center;">  Height 100 </div> </div>
Parameter range	$1 \leq n \leq 255$
Defaults	n = 64
Notes	The command setting will be valid after ESC @、 printer reset、 power off
Example	None

1D bar code width setting

Name	1D bar code width setting
Code	ASCII : GS w n DEC : 29 119 n HEX : 1D 77 n
Function	Parameter n specifies the unit of a bar code in dots: <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;">  Width 3 </div> <div style="text-align: center;">  Width 4 </div> </div>
Parameter range	$1 \leq n \leq 6$
Defaults	n = 2
Noted	The command setting will be valid after ESC @、 printer reset、 power off
Example	None

1D bar code printing

Name	1D bar code printing
Code	(A) ASCII : GS k m [d]k NUL DEC : 29 107 m [d]k NUL Hex : 1D 6B m [d]k NUL (B) ASCII : GS k m n [d]k DEC : 29 107 m n [d]k

		Hex : 1D 6B m n [d]k				
Function	<p>1D bar code printing,the parameters meaning as below: m is encoding n is code data length,only for (command B),the difference between (A) and (B)is that the data (A) end with NULL,but (B) indicates the data length [d]k is bar code data K is the length of the bar code data,for sign,no transmission Parameters relationship as below: (Command A)</p>					
			Bar code length (SP show space)			
	m	Coding system	Data length	k	Character set	Data (d)
	0	UPC-A	fixed	k = 11, 12	0~9	48≤d≤57
	1	UPC-E	fixed	6≤k≤8, k = 11, 12	0~9	48≤d≤57 [when k = 7,8,11,12, d1 = 48]
	2	JAN13 (EAN13)	fixed	k = 12, 13	0~9	48≤d≤57
	3	JAN8 (EAN8)	fixed	k = 7, 8	0~9	48≤d≤57
	4	CODE39	changeable	1≤k	0~9, A~Z SP, \$, %, *, +, -, ., /	48≤d≤57, 65≤d≤90, d = 32, 36, 37, 42, 43, 45, 46, 47
	5	ITF (Interleaved 2 of 5)	changeable	2≤k≤255 (even numbers)	0~9	48≤d≤57
	6	CODABAR (NW-7)	changeable	1≤k	0~9, A~D, a~d \$, +, -, ., /, :	48≤d≤57, 65≤d≤68, 97≤d≤100, d = 36, 43, 45, 46, 47, 58 (65≤d1≤68, 65≤dk≤68, 97≤d1≤100, 97≤dk≤100)
(Command B)						
		Bar code length (SP show space)				
m	Coding system	Dat	n	Character set	Data (d)	

		a leng th			
65	UPC-A	fixe d	n = 11, 12	0~9	48≤d≤57
66	UPC-E	fixe d	6≤n≤8, n = 11, 12	0~9	48≤d≤57 [when n = 7,8,11,12, d1 = 48]
67	JAN13 (EAN13)	fixe d	n = 12, 13	0~9	48≤d≤57
68	JAN8 (EAN8)	fixe d	n = 7, 8	0~9	48≤d≤57
69	CODE3 9	cha nge able	1≤n	0~9, A~Z SP, \$, %, *, +, -, ., /	48≤d≤57, 65≤d≤90, d = 32, 36, 37, 42, 43, 45, 46, 47
70	ITF (Interlea ved 2 of 5)	cha nge able	2≤n≤255 (even numbers)	0~9	48≤d≤57
71	CODAB AR (NW-7)	cha nge able	1≤n	0~9, A~D, a~d \$, +, -, ., /, :	48≤d≤57, 65≤d≤68, 97≤d≤100, d = 36, 43, 45, 46, 47, 58 (65≤d1≤68, 65≤dk≤68, 97≤d1≤100, 97≤dk≤100)
72	CODE9 3	cha nge able	1≤n≤255	00H~7FH	0≤d≤127
73	CODE1 28	cha nge able	1≤n≤255	00H~7FH C1H~C4H(FN C)	0≤d≤127 d = 193, 194,195,196
74	UCC/EA N128	cha nge able	1≤n≤255	00H~7FH C1H~C4H(FN C)	0≤d≤127 d = 193, 194,195,196
Parameter range	(A) 0 ≤ m ≤ 6 (B) 65 ≤ m ≤ 74				
Defaults	None				
Notes	If the bar code width exceed the printable area,the printer does not				

perform barcode printing
 Paper feed as needed when the command is carried out,that not affected by ESC2,ESC3 line space settings,and do not influence line space settings The command is not affected by ESC !character style setting
 The print position is resorted to the print start location after the command is executed
 m parameter 0 ~ 6(A) and 65 ~ 71(B) select the same coding system,the same printing effect
 m parameter is 0 ~ 6(A),barcode data end with NULL
 m parameter is 65 ~ 74(B),barcode data n stand for data length
 K is for sign,no transmission
 When print UPCA (m = 0 or 65) ,Please pay attention for the following points:
 Whatever the input data length is 11 or 12,the check bit is automatically inserted or corrected
 Initial character,central split character,and terminator are inserted automatically
 When print UPCE (m = 1 or 66) ,Please pay attention as following:
 The system character (NSC) 0 will be inserted automatically when data length is 6
 The first system character (NSC) d1 must be 0 when the data length is 7,8,11 and 12.
 Whatever the data length is 6,7,8,11 and 12,the check bit inserted or corrected automatically
 Whatever the input data length is 6,7,8,11,and 12,the barcode readable character(HRI) just show 6 as data,but excluded system character (NSC) and check code;
 The transition relation between transmission and printing data as below:

Transmitted data										Printed data					
d2	d3	d4	d5	d6	d7	d8	d9	d10	d11	d1	d2	d3	d4	d5	d6
0~9	0~9	0	0	0	-	-	0~9	0~9	0~9	d2	d3	d9	d10	d11	0
0~9	0~9	1	0	0	-	-	0~9	0~9	0~9	d2	d3	d9	d10	d11	1
0~9	0~9	2	0	0	-	-	0~9	0~9	0~9	d2	d3	d9	d10	d11	2
0~9	0~9	3~9	0	0	-	-	-	0~9	0~9	d2	d3	d4	d10	d11	3
0~9	0~9	0~9	1~9	0	-	-	-	-	0~9	d2	d3	d4	d5	d11	4
0~9	0~9	0~9	0~9	1~9	-	-	-	-	5~9	d2	d3	d4	d5	d6	d11

When d6 is 1~9,be sure d7,d8,d9,d10 are 0,and d11 is 5~9
 Initial character,terminator automatically inserted
 When print EAN13(m = 2 or 67),Please pay attention as following:

	<p>Whatever the input data length is 12 or 13,check bit is automatically inserted or corrected</p> <p>Initial character,central split character and terminator inserted automatically</p> <p>When print EAN8(m = 3 or 68),please pay attention as following: Whatever input data length is 7 or 8,the check bit is automatically inserted or corrected</p> <p>Initial character,central split character and terminator inserted automatically</p> <p>When print CODE39(m = 4 or 69),please pay attention as following: When d1 or dn are not Initial character/terminator "*", encoder is automatically inserted "*"</p> <p>When middle of the data encounter "*", the encoder regard it as terminator, the other data as the normal data; The check bit could not calculate and add automatically</p> <p>When print ITF25(m = 5 or 70), please pay attention as following: Initial character and terminator inserted automatically The check bit could not calculate and add automatically</p> <p>When print CODABAR (NW-7) (m = 6 or 71),please pay attention as following: Initial character and terminator could not inserted automatically,but manual addition by user, that the range from "A"~"D" or "a"~"d" Check bit could not calculate and add automatically</p> <p>When print CODE93(m = 72),please pay attention as following: Initial character and terminator inserted automatically The two check code are automatically calculated and then inserted When barcode readable character(HRI) is set to print, there is no HRI character which indicating start/end When barcode readable character(HRI) is set to print,the control character will be replaced with space</p> <p>When print CODE128(m = 73),please pay attention as following: The encoding system intelligently identifies data and implements minimum length encoding without the user set character (include starting character set) or switch character Function character FNC1~FNC4 use C1H~C4H and input it The check bit could calculate and add automatically When barcode readable character(HRI) is set to print,the control character and FNC1~FNC4 will be replaced with space</p> <p>When print EAN128(m = 74),please pay attention as following: Basic construction as below:</p>							
	<table border="1"> <tr> <td>Initial character set</td> <td>FNC1</td> <td>AI</td> <td>Data part</td> <td>Check bit A</td> <td>Check bit B</td> <td>Terminator</td> </tr> </table>	Initial character set	FNC1	AI	Data part	Check bit A	Check bit B	Terminator
Initial character set	FNC1	AI	Data part	Check bit A	Check bit B	Terminator		

	Inserted automatically	(d1...dk)						Inserted automatically			
	Connection structure as below:										
	Initial character set	FNC1	AI	Data part	Check bit A	FNC1	AI	Data part	Check bit A	Check bit B	Terminator
	Inserted automatically	(d1...dk)						Inserted automatically			
<p>The encoding system intelligently identifies data and implements minimum length encoding without the user set character (include starting character set) or switch character</p> <p>Function character FNC1~FNC4 use C1H~C4H and input it</p> <p>User input data AI,which do not need "()" for indication,encoding system inserted automatically,otherwise it will be wrong.For example,GS k 74 18 "019501234567890*", 01 is AI,the following will be wrong:GS k 74 18 "(01)9501234567890**"</p> <p>When user use the connection structure,need to insert FNC1(C1H"Decimal=193") in the middle.The input example as following: GS k 74 18 "019501234567890*" 193 "029501234567890**"</p> <p>When barcode readable character(HRI) is set to print,the control character will be replaced with space,then cancel FNC1~FNC4</p>											
Example	<pre> 1b 40 1d 48 02 1d 6b 41 0c 31 32 33 34 35 36 37 38 39 30 31 32 1d 6b 42 0c 30 32 33 34 35 36 30 30 30 30 38 39 1d 6b 43 0c 30 32 33 34 35 36 30 30 30 30 38 39 1d 6b 44 08 30 32 33 34 35 36 30 30 1d 6b 45 08 30 32 33 34 35 36 30 30 1d 6b 46 08 30 32 33 34 35 36 30 30 1d 6b 47 08 41 32 33 34 35 36 30 41 1d 6b 48 08 41 30 32 33 34 35 36 41 1d 6b 49 08 41 30 32 33 34 35 36 41 </pre>										

⑥ Two-dimensional bar code commands

Mode type of QR code

Name	Mode type of QR code
Code	ASCII : GS (k pL pH cn fn n Decimal : 29 40 107 pL pH cn fn n Hexadecimal : 1D 28 6b pL pH cn fn n

Function	Setting mode type of QR code
Parameter range	pL=3, pH=0 cn=49 fn=67 $0 \leq n \leq 16$
Default	n=3
Notes	Setting mode type of QR code to [n dot × n dot].
Example	None

Setting error correction level of QR code

Name	Setting error correction level of QR code															
Code	ASCII : GS (k pL pH cn fn n DEC : 29 40 107 pL pH cn fn n HEX : 1D 28 6b pL pH cn fn n															
Function	Setting error correction level of QR code															
Parameter range	pL=3, pH=0 cn=49 fn=69 $48 \leq n \leq 51$															
Default	n=48															
Notes	Setting error correction level of QR code <table border="1" style="margin-left: 20px;"> <thead> <tr> <th>n</th> <th>Function</th> <th>Approximate Amount of correction</th> </tr> </thead> <tbody> <tr> <td>4 8</td> <td>Error correction level (L)</td> <td>7%</td> </tr> <tr> <td>4 9</td> <td>Error correction level (M)</td> <td>15%</td> </tr> <tr> <td>5 0</td> <td>Error correction level(Q)</td> <td>25%</td> </tr> <tr> <td>5 1</td> <td>Error correction level (H)</td> <td>30%</td> </tr> </tbody> </table>	n	Function	Approximate Amount of correction	4 8	Error correction level (L)	7%	4 9	Error correction level (M)	15%	5 0	Error correction level(Q)	25%	5 1	Error correction level (H)	30%
n	Function	Approximate Amount of correction														
4 8	Error correction level (L)	7%														
4 9	Error correction level (M)	15%														
5 0	Error correction level(Q)	25%														
5 1	Error correction level (H)	30%														
Example	None															

Store QR code data to QR code data buffer

Name	Store QR code data to QR code data buffer
Code	ASCII : GS (k pL pH cn fn m d1...dk DEC : 29 40 107 pL pH cn fn m d1...dk

	HEX : 1D 28 6b pL pH cn fn m d1...dk
Function	Store QR code data to QR code data buffer
Parameter range	$4 \leq (pL + pH \times 256) \leq 7092$ ($0 \leq pL \leq 255, 0 \leq pH \leq 28$) cn=49 fn=80 m=48 $0 \leq d \leq 255$ $k = (pL + pH \times 256) - 3$
Default	No
Notes	Store two-dimensional code data (d1...dk) to data buffer. ((pL + pH×256) - 3) bytes is processed as a graphic data after the m (d1...dk).
Example	None

Printing QR code

Name	Printing QR code
Code	ASCII : GS (k pL pH cn fn m DEC : 29 40 107 pL pH cn fn m HEX : 1D 28 6b pL pH cn fn m
Function	Printing QR code
Parameter range	pL=3, pH=0 cn=49 fn=81 m=48
Default	None
Notes	Printing QR code. Users must consider QR code graph space. (The space of up and down, left and right of QR code graph is specified in the specification.)
Example	1b 40 1d 28 6b 03 00 31 43 03 1d 28 6b 03 00 31 45 30 1d 28 6b 06 00 31 50 30 41 42 43 1b 61 01 1d 28 6b 03 00 31 52 30 1d 28 6b 03 00 31 51 30

Setting QR code graph information

Name	Setting QR code graph information
Code	ASCII : GS (k pL pH cn fn m DEC : 29 40 107 pL pH cn fn m HEX : 1D 28 6b pL pH cn fn m

Function	Setting QR code graph information																																												
	The detailed graph information is as follows:																																												
	<table border="1"> <thead> <tr> <th>Transmit data</th> <th>Hexadecimal</th> <th>Decimal</th> <th>Data type</th> </tr> </thead> <tbody> <tr> <td>Header</td> <td>37H</td> <td>55</td> <td>1byte</td> </tr> <tr> <td>Flag</td> <td>36H</td> <td>54</td> <td>1byte</td> </tr> <tr> <td>Width</td> <td>30H-39H</td> <td>48-57</td> <td>1-5byte</td> </tr> <tr> <td>Separator</td> <td>1FH</td> <td>31</td> <td>1byte</td> </tr> <tr> <td>Height</td> <td>30H-39H</td> <td>48-57</td> <td>1-5byte</td> </tr> <tr> <td>Separator</td> <td>1FH</td> <td>31</td> <td>1byte</td> </tr> <tr> <td>Fixed Value</td> <td>31H</td> <td>49</td> <td>1byte</td> </tr> <tr> <td>Separator</td> <td>1FH</td> <td>31</td> <td>1byte</td> </tr> <tr> <td>Other Information</td> <td>30H or 31H</td> <td>48 or 49</td> <td>1byte</td> </tr> <tr> <td>NUL</td> <td>00H</td> <td>0</td> <td>1byte</td> </tr> </tbody> </table>	Transmit data	Hexadecimal	Decimal	Data type	Header	37H	55	1byte	Flag	36H	54	1byte	Width	30H-39H	48-57	1-5byte	Separator	1FH	31	1byte	Height	30H-39H	48-57	1-5byte	Separator	1FH	31	1byte	Fixed Value	31H	49	1byte	Separator	1FH	31	1byte	Other Information	30H or 31H	48 or 49	1byte	NUL	00H	0	1byte
	Transmit data	Hexadecimal	Decimal	Data type																																									
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NUL	00H	0	1byte																																										
and H data transmit graph: use dot for unit.																																													
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“Hexadecimal=30H/Decimal=48”: Data is not printed.																																													
“Hexadecimal=31H/Decimal=49”: Data is not printed.																																													
Parameter range	pL=3, pH=0 cn=49 fn=82 m=48																																												
Default	None																																												
Notes	This command do not print QR code graph. Users must consider QR code graph space. (The space of up and down, left and right of QR code graph is specified in the specification.)																																												
Example	None																																												

Printing two dimensional code

Name	Printing two dimensional code
Code	ASCII : GS k m v r nL nH d1...dk DEC : 29 107 97 v r nL nH d1...dk HEX : 1D 6B 61 v r nL nH d1...dk
Function	Printing two dimensional code. v: describes two dimensional code specification v=0: describes automatically select two dimensional code specification

	r: describes error correction rank nL nH: describes data length d1...dk: describes two dimensional code to be printed
Parameter range	$0 \leq v \leq 17$ $1 \leq r \leq 4$ $k = nL + 256 * nH$
Default	None
Notes	Printing QR code.
Example	1b 40 1D 6B 61 08 02 08 00 30 31 32 33 34 35 36 37

Printing two dimensional code

Name	Printing two dimensional code																																							
Code	ASCII : ESC Z m n k dL dH d1...dn DEC : 27 90 m n k dL dH d1...dn HEX : 1B 5A m n k dL dH d1...dn																																							
Function	<p>①PDF417: bar code type 0 m specify the number of columns of two dimensional code. ($1 \leq m \leq 30$) When the bar code image is damaged, n specify a safety and stable recovery. ($1 \leq n \leq 8$) K defines horizontal and vertical ratios. ($2 \leq K \leq 5$) d is the data length and contains 2 bytes. dL: the first byte is the low-order byte. dH: the second byte is the high-order byte. d1...dn is bar code data affect PDF417 type by the bar code width command.</p> <p>②QR-CODE: bar code type 2 m specify version flag. (1~40, 0: auto size) N specify EC level. (L: 7%, M: 15%, Q: 25%, H:30%) K specify component type. (1~8) d is the data length and contains 2 bytes. dL: the first byte is the low-order byte. dH: the second byte is the high-order byte. QR-CODE model form is as follows:</p> <table border="1"> <thead> <tr> <th rowspan="2">Version</th> <th colspan="4">Capacity (encoding) via EC level</th> </tr> <tr> <th>L: 7%</th> <th>M: 15%</th> <th>Q: 25%</th> <th>H: 30%</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>19</td> <td>16</td> <td>13</td> <td>9</td> </tr> <tr> <td>2</td> <td>34</td> <td>28</td> <td>22</td> <td>16</td> </tr> <tr> <td>3</td> <td>55</td> <td>44</td> <td>34</td> <td>26</td> </tr> <tr> <td>4</td> <td>80</td> <td>64</td> <td>48</td> <td>36</td> </tr> <tr> <td>5</td> <td>108</td> <td>86</td> <td>62</td> <td>46</td> </tr> <tr> <td>6</td> <td>136</td> <td>108</td> <td>76</td> <td>60</td> </tr> </tbody> </table>	Version	Capacity (encoding) via EC level				L: 7%	M: 15%	Q: 25%	H: 30%	1	19	16	13	9	2	34	28	22	16	3	55	44	34	26	4	80	64	48	36	5	108	86	62	46	6	136	108	76	60
Version	Capacity (encoding) via EC level																																							
	L: 7%	M: 15%	Q: 25%	H: 30%																																				
1	19	16	13	9																																				
2	34	28	22	16																																				
3	55	44	34	26																																				
4	80	64	48	36																																				
5	108	86	62	46																																				
6	136	108	76	60																																				

	7	156	124	88	66
	8	194	154	110	86
	9	232	182	132	100
	10	274	216	154	122
	11	324	254	180	140
	12	370	290	206	158
	13	428	334	244	180
	14	461	365	261	197
	15	523	415	195	223
	16	589	453	325	253
	17	647	507	367	283
	18	721	563	397	313
	19	795	627	445	341
Range	None				
Default	None				
Notes	None				
Example	None				

Printing double QR code

Name	Printing double QR code
Code	ASCII : US Q m n p1H p1L l1H l1L ecc1 v1 d1...dn p2H p2L l2H l2L ecc2 v2 dk...dm DEC : 27 81 m n p1H p1L l1H l1L ecc1 v1 d1...dn p2H p2L l2H l2L ecc2 v2 dk...dm HEX : 1F 51 m n p1H p1L l1H l1L ecc1 v1 d1...dn p2H p2L l2H l2L ecc2 v2 dk...dm
Function	Printing double QR code
Range	QR code numbers: 0<m>3 QR code size: n(1~8) P1H,p1L specify the location of QR1: (p1H*256+p1L) L1H,l1L specify the data length of QR1: (l1H*256+l1L) Ecc1 specify error correction level about QR1 : (0:7%, 1:15%,2:25%,3:30%) V1 specify QR1 version of the symbol.(1~40, 0:auto size) D1...d2 as the data of QR1; P2H,p2L specify the location of QR2: (p2H*256+p2L) L2H,l2L specify the data length of QR2: (l2H*256+l2L) Ecc2 specify error correction level about QR2 : (0:7%, 1:15%,2:25%,3:30%) V2 specify QR2 version of the symbol.(1~40, 0:auto size) Dk...dm as the data of QR2
Default	None
Notes	If module size is bigger than printing width, the QR data will be treated as

	normal data
Example	<p>To Print string “0123456789” in QR Code at position 32 with ecc 1 and Print string “987654321” in QR Code at position 192 with ecc 2, and module size 3, you should send command as follow.</p> <p>1f 51 02 03</p> <p>00 20 00 0a 01 06 30 31 32 33 34 35 36 37 38 39</p> <p>00 C0 00 0a 02 00 39 38 37 36 35 34 33 32 31 30</p>

⑦ Status querying Commands

Transmission status

Name	Transmission status											
Code	ASCII : GS r n DEC : 29 114 n HEX : 1D 72 n											
Function	Transmits the status specified by n as follows: <table border="1" data-bbox="438 925 1013 1041"> <thead> <tr> <th>n</th> <th>Function</th> </tr> </thead> <tbody> <tr> <td>1, 49</td> <td>Transmits paper sensor status</td> </tr> </tbody> </table>		n	Function	1, 49	Transmits paper sensor status						
n	Function											
1, 49	Transmits paper sensor status											
Range	n = 1, 49											
Default	None											
Notes	<p>When using a serial interface</p> <p>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 will wait until the host is ready.</p> <p>When XON/XOFF control is selected, the printer transmits only 1 byte without confirming the status of the DSR signal.</p> <p>This command is executed when data is generated in the print buffer. Therefore, there may be a time interval between receiving the command and sending status, depending on the status of the receiving buffer.</p> <p>When Auto Status Back (ASB) is enabled using GS a, the status transmitted by GS r and the ASB status must be differentiated using.</p> <p>The status types to be transmitted are shown as below:</p> <table border="1" data-bbox="438 1960 1337 2016"> <thead> <tr> <th>Bit</th> <th>Off/On</th> <th>Hex</th> <th>Decima</th> <th>Status for ASB</th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </tbody> </table>		Bit	Off/On	Hex	Decima	Status for ASB					
Bit	Off/On	Hex	Decima	Status for ASB								

			I	
0,1	-	-	-	Undefined.
2,3	Off	00	0	Paperend sensor: paper adequate.
	On	(0C)	(12)	Paperend sensor: paper near end.
4	Off	00	0	unused. fixed to be Off.
5,6	-	-	-	Undefined.
7	Off	00	0	unused. fixed to be Off.

Paper sensor status (n = 1, 49):
 Bits 2 and 3: When the paper end sensor detects the paper end, the printer goes offline and does not execute this command. Therefore, bits 2 and 3 do not transmit the status of paper end.

Example	None
---------	------

Transit the printer status to host

Name	Transit the printer status to host																												
Code	ASCII : GS v DEC : 27 118 HEX : 1B 76																												
Function	transit a byte printer status to host. Only works in serial printer. Send bytes are defined as follows: <table border="1" data-bbox="438 1243 1184 1630"> <thead> <tr> <th>byte</th> <th>function</th> <th>number</th> </tr> </thead> <tbody> <tr> <td>0</td> <td></td> <td></td> </tr> <tr> <td>1</td> <td></td> <td></td> </tr> <tr> <td>2</td> <td>No paper</td> <td>1</td> </tr> <tr> <td>3</td> <td>Printer failure</td> <td>1</td> </tr> <tr> <td>4</td> <td>0</td> <td>0</td> </tr> <tr> <td>5</td> <td></td> <td></td> </tr> <tr> <td>6</td> <td>The heating plate is overheated</td> <td>1</td> </tr> <tr> <td>7</td> <td></td> <td></td> </tr> </tbody> </table>		byte	function	number	0			1			2	No paper	1	3	Printer failure	1	4	0	0	5			6	The heating plate is overheated	1	7		
byte	function	number																											
0																													
1																													
2	No paper	1																											
3	Printer failure	1																											
4	0	0																											
5																													
6	The heating plate is overheated	1																											
7																													
Default	None																												
Notes	None																												
Example	None																												

Transit printer ID

Name	Transit printer ID
Code	ASCII : GS l n DEC : 29 73 n

	HEX : 1D 49 n																																												
Function	Transit printer ID or the information that specified by printer Send bytes are defined as follows:																																												
	<table border="1"> <tr> <td>n</td> <td>ID type of printer</td> <td>ID</td> </tr> <tr> <td>1,49</td> <td>ID of printer type</td> <td>HEX: 20/DEC: 32</td> </tr> <tr> <td>2,50</td> <td>ID type</td> <td>Check below</td> </tr> <tr> <td></td> <td></td> <td></td> </tr> </table>	n	ID type of printer	ID	1,49	ID of printer type	HEX: 20/DEC: 32	2,50	ID type	Check below																																			
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	Bites	Off/on	HEX	DEC	Content																																								
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	5	--	--	--	retain																																								
	6	--	--	--	unused																																								
7	off	00	0	fixed																																									
Information B can be specified																																													
<table border="1"> <thead> <tr> <th>n</th> <th>Printer type</th> <th>Content</th> </tr> </thead> <tbody> <tr> <td>65</td> <td>Fixed version</td> <td>Depends on software version</td> </tr> <tr> <td>66</td> <td>manufacturer</td> <td>"Cashino"</td> </tr> <tr> <td>67</td> <td>Printing name</td> <td>"LPM260"or"PTP-II"</td> </tr> <tr> <td>68</td> <td>Printing ID</td> <td>Seiral No.</td> </tr> <tr> <td rowspan="2">69</td> <td rowspan="2">Chinese characters</td> <td>Simplified Chinese mode: GBK</td> </tr> <tr> <td>Traditional Chinese mode: BIG-5</td> </tr> </tbody> </table>	n	Printer type	Content	65	Fixed version	Depends on software version	66	manufacturer	"Cashino"	67	Printing name	"LPM260"or"PTP-II"	68	Printing ID	Seiral No.	69	Chinese characters	Simplified Chinese mode: GBK	Traditional Chinese mode: BIG-5																										
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66	manufacturer	"Cashino"																																											
67	Printing name	"LPM260"or"PTP-II"																																											
68	Printing ID	Seiral No.																																											
69	Chinese characters	Simplified Chinese mode: GBK																																											
		Traditional Chinese mode: BIG-5																																											
Range	n=1,2,49,50 [printer ID] 65 ≤ n ≤ 69[printer information B]																																												
Default	None																																												
Notes	None																																												
Example	None																																												

Select peripherals

Name	Select peripherals		
Code	ASCII : ESC=N DEC : 27 61 n HEX : 1B 3D n		
Function	Select host device to transit the data <table border="1"> <tr> <td>n</td> <td>function</td> </tr> </table>	n	function
n	function		

	1,3	Enable printer	
	2	Forbid printer	
Range	0 ≤ n ≤ 255		
Default	N=1		
Notes	None		
Example	None		

Transit the status of peripherals to host

Name	Transit the status of peripherals to host		
Code	ASCII : ESC u DEC: 27 117 HEX :1B 75		
Function	Transit the status of peripherals to host, only works in serial printer. Senddefinition of bytes byte 0: drawer kick (0) /close electrical level (1) byte 4: constant to be0		
Default	None		
Notes	None		
Example	None		

Allow, forbid status uploading automatically

Name	Allow, forbid status uploading automatically			
Code	ASCII : GS a n DEC : 27 97 n HEX : 1D 61 n			
Function	Only works in serial printer n are defined as follows:			
	byte	Function	Number	
			0	1
	0	fixed to be 0		
	1			
	2	Forbid, allow status uploading automatically	Forbid	Allow
	3-4			
	5	Forbid,allowERROR set BUSYRTS=BUSY	Forbid	Allow
	6-7			
Default	None			
Notes	When effective, printer found status changed, the statuswill be automatically sent to the host			
Example	None			

Real-time transmission status

Name	Real-time transmission status
------	-------------------------------

Code	ASCII : DLE EOT n DEC : 16 4 n HEX : 10 04 n																																											
Function	According to below parameters, transit the real-time status of printer,n stands for printer status: N=1:transmit printer status N=2:transmit off-line status N=3:transmit error status N=4:transmit paper sensor status																																											
Range	1 ≤ n ≤ 4																																											
Default	None																																											
Support	All																																											
Notes	<p>•Printer return to the relative status immediately after receiving the command</p> <p>• this command try not to put in command list between 2 or more bite . Though printer being forbid by ESC=,this command still effective.</p> <p>Printer transmit current situation ,each situation show by 1 bite data. It is not sure host computer will receive printer transmit situation.</p> <p>Printer executed immediately after received the command.</p> <p>The command only effective for serial printer.Printer start to work immediately after receiving this command at any situation.</p> <p>n=1: printer status</p> <table border="1"> <thead> <tr> <th>Bit</th> <th>0/1</th> <th>Hexadecimal</th> <th>decimalis m</th> <th>Function</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>00</td> <td>0</td> <td>Fixed to be 0</td> </tr> <tr> <td>1</td> <td>1</td> <td>02</td> <td>2</td> <td>Fixed to be 1</td> </tr> <tr> <td rowspan="2">2</td> <td>0</td> <td>00</td> <td>0</td> <td>Two drawers kick(no drawer, fixed to be 0)</td> </tr> <tr> <td>1</td> <td>04</td> <td>4</td> <td>Turn off two cashbox</td> </tr> <tr> <td rowspan="2">3</td> <td>0</td> <td>00</td> <td>0</td> <td>On-line</td> </tr> <tr> <td>1</td> <td>08</td> <td>8</td> <td>Off-line</td> </tr> <tr> <td>4</td> <td>1</td> <td>10</td> <td>16</td> <td>Fixed to be 1</td> </tr> <tr> <td>5,</td> <td></td> <td>--</td> <td>--</td> <td>undefined</td> </tr> </tbody> </table>	Bit	0/1	Hexadecimal	decimalis m	Function	0	0	00	0	Fixed to be 0	1	1	02	2	Fixed to be 1	2	0	00	0	Two drawers kick(no drawer, fixed to be 0)	1	04	4	Turn off two cashbox	3	0	00	0	On-line	1	08	8	Off-line	4	1	10	16	Fixed to be 1	5,		--	--	undefined
Bit	0/1	Hexadecimal	decimalis m	Function																																								
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4	1	10	16	Fixed to be 1																																								
5,		--	--	undefined																																								

	6					
	7	0	00	00	The paper has been torn away	
		1	80	96	The paper hasn't been torn away	
	n=2: transit off-line status					
	bite	0	Hexadecim	decimalism	Function	
		/	al			
		1				
	0	0	00	0	Fixed to be 0	
		1	02	2	Fixed to be 1	
	2	0	00	0	Turn off upper cover	
		1	04	4	Open upper cover	
	3	0	00	0	Not press feed key	
		1	08	8	press feed key	
	4	1	10	16	Fixed to be 1	
	5	0	00	0	Paper adequate	
		1	20	32	Paper shortage	
	6	0	00	00	No error	
		1	40	64	Error	
	7	0	00	0	Fixed to be 0	
	n=3: transmit error status					
	bite	0	Hexadecim	decimalis	Function	
		/	al	m		
		1				
	0	0	00	0	Fixed to be 0	
	1	1	02	2	Fixed to be 1	
	2		--	--	Undefined	
	3	0	00	0	No cutter error	
		1	08	8	Cutter error	
	4	1	10	16	Fixed to be 1	
	5	0	00	0	No unrecoverable error	

		1	20	32	Unrecoverable error
	6	0	00	00	Printer head temp and voltage are normal
		1	40	64	Printer head temp. and voltage are exceed
	7	0	00	0	Fixed to be 0
	Unrecoverable error: abnormal input voltage				
	Automatic recovery error: refers to the printing head overheating error. When the printing head overheating error occurs, wait for a period of time. When the printing head temperature drops, the error will be automatically recovered.				
	n=4: paper sensor status				
	bite	0	Hexadecim	decimalis	Function
		/	al	m	
		1			
0	0	00	0	Fixed to be 0	
1	1	02	2	Fixed to be 1	
2, 3	0	00	0	Paper	
	1	0C	12	Paper near-end	
4	1	10	16	Fixed to be 1	
5, 6	0	00	0	Paper	
	1	60	96	Paper end	
7	0	00	0	Fixed to be 0	
Example	10 04 01 10 04 02 10 04 03 10 04 04				

Real-time request

Name	Real-time request	
Code	ASCII : DLE ENQ n DEC : 16 5 n HEX : 10 05 n	
Function	The printer responds to the request n of the host by specifying the following request	
	n	Request

	1	Restart printing from the error recovery and from the line where the error occurred This command is ignored unless a recoverable error occurs
	2	Restore the printer from the error status and empty the command receiving buffer and printing buffer, which is ignored unless a failure is too lazy to occur
Range	N=1,2	
Default	None	
Notes	<p>This command valid only when the cutter goes wrong Consider the following:</p> <ol style="list-style-type: none"> If the printer data contains the same data as the command, the data will be executed as the command. Users need to consider this situation. Example: the graphic data may contain strings that matches it Do not embed this command into another command Example: the graphical data may contain this command 	
Example	None	

Real-time pulse

Name	Real-time pulse							
Code	ASCII : DLE DC4 fn m t DEC : 16 20 fn m t HEX : 10 14 fn m t							
Function	<p>T stands for the real-time output pulse, and m is the connection pin</p> <table border="1"> <tr> <td>m</td> <td>Connection pin</td> </tr> <tr> <td>0</td> <td>drawer socket pin 2</td> </tr> <tr> <td>1</td> <td>drawer socket pin 2</td> </tr> </table> <p>T specifies that the starting/closing time of the pulse is (t*100ms)</p>		m	Connection pin	0	drawer socket pin 2	1	drawer socket pin 2
m	Connection pin							
0	drawer socket pin 2							
1	drawer socket pin 2							
Range	Fn=1, m=0,1, 10 ≤ t ≤ 8							
Default	None							
Notes	<p>Consider the following:</p> <ol style="list-style-type: none"> If the printer data contains the same data as the command, the data will be executed as the command. Users need to consider this situation. Example: the graphic data may contain strings that matches it Do not embed this command into another command Example: the graphical data may contain this command 							
Example	None							

⑧ Commands in page print mode

Forms feed

Name	Forms feed
Code	ASCII : FF Decimal : 12 Hex : 0C
Function	The FF command prints the data already contained in the print buffer, then sets the next-data receive position at the leftmost column on the next page.
Range	None
Default value	None
Notes	Valid only when this command is input in page print mode. Remove data from print buffers after printing This command sets the print location as the starting point for the line
Example	None

Data print in page print mode

Name	Data print in page print mode
Code	ASCII : ESC FF Decimal : 27 12 Hex : 1B 0C
Function	Performs the batch printing of data developed in the entire print area in page print mode.
Range	None
Default value	None
Notes	Valid only when this command is input in page print mode.
Example	None

Page print mode select

Name	Page print mode select
Code	ASCII : ESC L Decimal : 27 76 Hex : 1B 4C
Function	Switches from standard mode to page mode.
Range	None
Default value	None
Notes	Valid only when this command is input in page print mode. In the line print mode, this function is valid only when this command is input in the beginning of the line

	After turning on power , or resetting printer printing by ESC@ ,page print mode is returned to line print mode.
Example	None

Line print mode select.

Name	Line print mode select.
Code	ASCII : ESC S Decimal : 27 83 Hex : 1B 53
Function	The ESC S command selects line print mode.
Range	None
Default value	None
Notes	Valid only when this command is input in page print mode. Data developed in page print mode is erased. This command sets the print location as the starting point for the line. The print locale set by ESC W is initialized
Example	None

Character development angle select in page print mode.

Name	Character development angle select in page print mode.																
Code	ASCII : ESC T n Decimal : 27 84 n Hex : 1B 54 n																
Function	<p>This command sets the print direction of characters in the page print mode and the start position of data development.</p> <p>The relationship of n, print direction and start position of data development is as follows.:</p> <table border="1" style="margin-left: 20px;"> <thead> <tr> <th>a</th> <th>Development direction</th> <th>Development start position</th> </tr> </thead> <tbody> <tr> <td>0,48</td> <td>Left → right</td> <td>Upper left [(a) in drawing at right]</td> </tr> <tr> <td>1,49</td> <td>Bottom → top</td> <td>Lower left [(b) in drawing at right]</td> </tr> <tr> <td>2,50</td> <td>Right → left</td> <td>Lower right [(c) in drawing at right]</td> </tr> <tr> <td>3,51</td> <td>Top→bottom</td> <td>Upper right [(d) in drawing at right]</td> </tr> </tbody> </table>		a	Development direction	Development start position	0,48	Left → right	Upper left [(a) in drawing at right]	1,49	Bottom → top	Lower left [(b) in drawing at right]	2,50	Right → left	Lower right [(c) in drawing at right]	3,51	Top→bottom	Upper right [(d) in drawing at right]
a	Development direction	Development start position															
0,48	Left → right	Upper left [(a) in drawing at right]															
1,49	Bottom → top	Lower left [(b) in drawing at right]															
2,50	Right → left	Lower right [(c) in drawing at right]															
3,51	Top→bottom	Upper right [(d) in drawing at right]															

Range	$0 \leq n \leq 3, 48 \leq n \leq 51$
Default value	$n=0$
Notes	<p>When line mode is specified, only the internal set values are changed, and printing in line mode is not influenced by this command.</p> <p>If page area is changed by ESC W, the start point of character development is changed according to the area size</p>
Example	None

Page print mode print area setting

Name	Page print mode print area setting.
Code	<p>ASCII : ESC W xL XH yL yH dxL dxH dyL dyH</p> <p>Decimal : 27 87 xL XH yL yH dxL dxH dyL dyH</p> <p>Hex : 1B 57 xL XH yL yH dxL dxH dyL dyH</p>
Function	<p>X0,y0,dx,dy define respectively Horizontal start point, Vertical start point, Horizontal length, Vertical length</p> <p>Each parameter sets the following functions:</p> <p>$X0=[(xL+xH*256)*0.125mm]$</p> <p>$y0=[(yL+yH*256)*0.125mm]$</p> <p>$dx=[(dxL+dxH*256)*0.125mm]$</p> <p>$dy=[(dyL+dyH*256)*0.125mm]$</p>
Range	$0 \leq xL,xH,yL,yH,dxL,dxH,dyL,dyH \leq 255$ (Except $dxL=dxH=0$ or $dyL=dyH=0$)
Default value	None
Notes	<p>When line mode is specified, only the internal set values are changed, and printing in line mode is not influenced by this command;</p> <p>If the horizontal start point or the vertical start point is not in a printable area, printer stops the command processing and follows the following data to normal processing;</p> <p>If the print area width and height are set to 0, printer stops the</p>

	<p>command processing and follows the following data to normal processing;</p> <p>This command sets the area of the data buffer, which is the area specified by the ESC T in the Print area range ;</p> <p>If the (horizontal start point+width of print area)exceed the print area,then the print area width is automatically set to (horizontal printable area-horizontal start point);</p> <p>If the (vertical start point+height of print area)exceed the print area,then the print area width is automatically set to (vertical printable area-vertical start point);</p> <p>Use 0.125mm space to set the horizontal start position and print area width, and use 0.125mm space to set the vertical start position and print area height;</p> <p>If the horizontal start point is X, the vertical start point is Y, the horizontal length is dX and the vertical length is dY, then the printable area is as follows.:</p> <div style="text-align: center;"> </div>
Example	None

Vertical absolute position setting in page print mode

Name	Vertical absolute position setting in page print mode
Code	ASCII : GS \$nL nH Decimal : 29 36 nL nH Hex : 1D 24 nL nH
Function	The GS \$ command sets vertical absolute position in page print mode. The absolute position is at $[(nL+nH*256)*0.125\text{mm}]$
Range	$0 \leq nL \leq 255, 0 \leq nH \leq 255$
Default value	None
Notes	Valid only when this command is input in page print mode. If $[(nL+nH*256)* (\text{vertical or horizontal movement unit})]$ this command is ignored Does not move at the horizontal starting area of the buffer The command operates as follows, depending on the starting area of the print area set by the ESC T

	<p>If start area is set to upper left or lower right, then this command sets absolute area in vertical direction</p> <p>If start area is set to upper right or lower left, then this command sets absolute area in horizontal direction</p>
Example	None

Vertical relative position setting in page print mode

Name	Vertical relative position setting in page print mode
Code	<p>ASCII : GS \ nL nH</p> <p>Decimal : 29 92 nL nH</p> <p>Hex : 1D 5C nL nH</p>
Function	<p>Page mode setting starts at the current position and prints the start position relatively vertically</p> <p>This command sets the distance from the current position to [(nL+nH*256) *0.125mm]</p>
Range	$0 \leq nL \leq 255, 0 \leq nH \leq 255$
Default value	None
Notes	<p>When the specified n is a downward motion: $nL+nH*256=N$</p> <p>When you specify N as the upward motion (negative direction), use the 65536 complement</p> <p>When the specified n is up motion: $nL+nH*256=65536-N$</p> <p>Any settings that exceed the specified print area are ignored</p> <p>Use vertical motion units(y) when you set the start position to the upper-left or lower-right of the print area</p> <p>Use horizontal Motion unit (x) when you set the start position to the upper right or lower left of the print area</p>
Example	None

Printer reset

Name	Printer reset
Code	<p>ASCII : ESC @</p> <p>Decimal : 27 64</p> <p>Hex : 1B 40</p>
Function	<p>The ESC @ command initializes the printer as following:</p> <p>This command prints the data contained in the print buffer, and initializes various setup items.</p> <p>Restore default values for each parameter</p>
Range	None
Default value	None
Notes	None

Example	None
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Print self-test page

Name	Print self-test page
Code	ASCII : DC2 T Decimal : 18 84 Hex : 12 54
Function	Printing a self-test page which including firmware version,interface,codepage and other some information
Range	None
Default value	None
Notes	None
Example	1B 40 12 54

paper cut

Name	paper cut								
Code	① ASCII : GS V m Decimal : 29 86 m Hex : 1D 56 m ② ASCII : GS V m n Decimal : 29 86 m n Hex : 1D 56 m n								
Function	This command executes paper cutting The relationship between parameter m and the cut mode is as follows: <table border="1" style="margin-left: 20px;"> <thead> <tr> <th>M</th> <th>Mode</th> </tr> </thead> <tbody> <tr> <td>0, 48</td> <td>Full cut</td> </tr> <tr> <td>1, 49</td> <td>Partial cut</td> </tr> <tr> <td>65,66</td> <td>Feed paper and cut</td> </tr> </tbody> </table>	M	Mode	0, 48	Full cut	1, 49	Partial cut	65,66	Feed paper and cut
M	Mode								
0, 48	Full cut								
1, 49	Partial cut								
65,66	Feed paper and cut								
Range	① m = 0, 48, 1, 49 ② m = 66, 0 ≤ n ≤ 255								
Default value	None								
Notes	This command is valid only at the beginning of the line <ul style="list-style-type: none"> • m = 0, 48, 1, 49, Printer cut paper directly. • m = 65,66, Feeds paper to[The distance between the print position and the cutter + n × (vertical motion unit)]and cuts the paper • Moving units horizontally and vertically are set by the GS p command • The feed volume is calculated by moving units vertically. 								
Example	1B 40 30 30 30 0D 0A								

	1D 56 00 30 30 30 0D 0A 1D 56 01 30 30 30 0D 0A 1D 56 42 00
--	-------------------------------------------------------------------------

Full cut

Name	Full cut
Code	ASCII : ESC i Decimal : 27 105 Hex : 1B 69
Function	Full cut mode
Range	None
Default value	None
Notes	None
Example	1B 40 30 30 30 0D 0A 1B 69

Partial cut

Name	Partial cut
Code	ASCII : ESC m Decimal : 27 109 Hex : 1B 6D
Function	Partial cut mode
Range	None
Default value	None
Notes	None
Example	1B 40 30 30 30 0D 0A 1B 6D

Specified pulse generation

Name	Specified pulse generation
Code	ASCII : ESC p m t1 t2 Decimal : 27 112 m t1 t2 Hex : 1B 70 m t1 t2
Function	Outputs the signal specified by t1 and t2 to the connector pin m.
Range	m=0,1,48,49 $0 \leq t1 \leq 255$

	$0 \leq t2 \leq 255$						
Default value	无						
Notes	<p>1、 The pulse signal which is set by t1 and t2 is out from indicated drawer kick connector pin by parameter m.</p> <table border="1" style="margin-left: 40px;"> <thead> <tr> <th>m</th> <th>Function</th> </tr> </thead> <tbody> <tr> <td>0,48</td> <td>Drawer kick/Turn off the signal. (No.2pin)</td> </tr> <tr> <td>1,49</td> <td>Drawer kick/Turn off the signal. (No.5pin)</td> </tr> </tbody> </table> <p>2、 On-time is $t1 \times 2ms$. Off time is $t2 \times 2ms$ 3、 Printer does not process this command when $T2 \leq T1$</p>	m	Function	0,48	Drawer kick/Turn off the signal. (No.2pin)	1,49	Drawer kick/Turn off the signal. (No.5pin)
m	Function						
0,48	Drawer kick/Turn off the signal. (No.2pin)						
1,49	Drawer kick/Turn off the signal. (No.5pin)						
Example	<p>1B 40 1B 70 00 10 32 1B 70 01 10 32</p>						

Setting up paper type

Name	Setting up paper type
Code	ASCII : US A n Decimal : 31 65 n Hex : 1F 41 n
Function	Setting up paper type n=0, Thermal paper n=1, label paper
Range	None
Default value	None
Notes	None
Example	None

Feed to the beginning of the next label

Name	Feed to the beginning of the next label
Code	ASCII : SO Decimal : 14 Hex : 0E
Function	Feed to the beginning of the next label
Range	None
Default value	None
Notes	Only feed to the next label
Example	None