58mm Thermal Receipt Printer

Command Set

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2.Commands Descript

1.HT

［Name］　　　　　Horizontal tab

［Format］　　　　ASCII　　　　HT

　　　　　　　　　Hex　　　　　09

　　　　　　　　　Decimal　　　　9

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

［Notes］

This command is ignored unless the next horizontal tab position has been set.

◆ If the next horizontal tab position exceeds the printing area, the printer sets the printing position to ［printing area width + 1］.

◆ Horizontal tab positions are set with **ESC D**.

◆ If this command is received when the printing position is at ［printing area width + 1］, the printer executes print buffer-full printing of the current line and horizontal tab processing from the beginning of the next line.

［Reference］　　**ESC D**

2.LF

［Name］　　　　　Print and line feed

［Format］　　　　ASCII　　　　LF

　　　　　　　　　Hex　　　　　0A

　　　　　　　　　Decimal　　　　10

[Description]	Prints the data in the print buffer and feeds one line, based on the current line spacing.
[Note]	This command sets the print position to the beginning of the line.
[Reference]	**ESC 2**, **ESC 3**

3.CR

[Name]	Print and carriage return
[Format]	ASCII　　　　CR
	Hex　　　　　0D
	Decimal　　　13
[Description]	When automatic line feed is enabled, this command functions the same as **LF**; when automatic line feed is disabled, this command is ignored.
[Notes]	• This command line feed is ignored with a serial interface model.
	• Sets the print starting position to the beginning of the line.
[Reference]	**LF**

4.ESC　SP　n

[Name]	Set right-side character spacing
[Format]	ASCII　ESC　　SP　　n
	Hex　　1B　　20　　n
	Decimal　27　　32　　n
[Range]	0 ≤　n ≤　255
[Description]	Sets the character spacing for the right side of the character to [n×0.125 mm (n×0.0049")].
[Notes]	• The right-side character spacing for double-width mode is twice the normal value. When characters are enlarged, the right-side character spacing is n times normal value.
	• This command does not affect the setting of Kanji characters
	• This command sets values independently in standard mode.
[Default]	n = 0

5.ESC　!　n

[Name]	Select print mode(s)
[Format]	ASCII　　ESC　　!　　　n
	Hex　　　1B　　21　　n
	Decimal　27　　33　　n
[Range]	0 ≤　n ≤　255

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

6.ESC $ nL nH

[Name] Set absolute print position

[Format] ASCII ESC $ nL nH

Hex 1B 24 nL nH

Decimal 27 36 nL nH

[Range] 0 ≤ nL ≤ 255

0 ≤ nH ≤ 255

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

• The distance from the beginning of the line to the print
position is [(nL + nH×256)×0.125 mm].

[Notes] • Settings outside the specified printable area are ignored.

• In standard mode, the horizontal motion unit (x) is used.

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

Bit	Off/On	Hex	Decimal	Function
0	Off	00	0	Character Font A (12×24).
	On	01	1	Character Font B (9×17).
1	Off	00	0	Turn white/black reverse printing mode not selected.
	On	02	2	Turn white/black reverse printing mode selected.
2	Off	00	0	Turn on/off upside-down printing mode not selected.
	On	04	4	Turn on/off upside-down printing mode selected.
3	Off	00	0	Emphasized mode not selected.
	On	08	8	Emphasized mode selected.
4	Off	00	0	Double-height mode not selected.
	On	10	16	Double-height mode selected.
5	Off	00	0	Double-width mode not selected.
	On	20	32	Double-width mode selected.
6	Off	00	0	Turn Delete line mode on/off not selected.
	On	40	64	Turn Delete line mode on/off selected.
7	-	-	-	Undefined.

7.ESC B n

[Name] Set left space

[Format] ASCII ESC B n

Hex 1B 42 n

Decimal 27 66 n

[Range] Default is 0

0 ≤ n ≤ 47

8. ESC % n

[Name]	Select/cancel user-defined character set
[Format]	ASCII ESC % n
	Hex 1B 25 n
	Decimal 27 37 n
[Range]	$0 \le n \le 255$
[Description]	Selects or cancels the user-defined character set.
	• When the LSB of n is 0, the user-defined character set is canceled.
	• When the LSB of n is 1, the user-defined character set is selected.
[Notes]	• When the user-defined character set is canceled, the built-in character set is automatically selected.
	n is available only for the least significant bit.
[Default]	n = 0
[Reference]	**ESC &**, **ESC ?**

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

[Name]	Define user-defined characters
[Format]	ASCII ESC & y c1 c2 [x1 d1…d(y x x1)]…[xk d1…d(y x xk)]
	Hex 1B 26 y c1 c2 [x1 d1…d(y x x1)]…[xk d1…d(y x xk)]
	Decimal 27 38 y c1 c2 [x1 d1…d(y x x1)]…[xk d1…d(y x xk)]
[Range]	y = 3
	$32 \le c1 \le c2 \le 126$
	$0 \le x \le 12$ (when Font A (12×24) is selected)
	$0 \le d1 … d(y×xk) \le 255$
[Description]	Defines user-defined characters.
	• y specifies the number of bytes in the vertical direction.
	• c1 specifies the beginning character code for the definition, and c2 specifies the final code.
	• x specifies the number of dots in the horizontal direction.
[Notes]	The allowable character code range is from ASCII code <20>H to <7E>H (95 characters).
	• It is possible to define multiple characters for consecutive character codes. If only one character is desired, use c1 = c2.
	d is the dot data for the characters. The dot pattern is in the horizontal direction from the left side. Any remaining dots on the right side are blank.
	• The data to define user-defined characters is (y×x)

bytes.

- Set a corresponding bit to 1 to print a dot or 0 not to print a dot.
- This command can define different user-defined character patterns for each font. To select a font, use **ESC !**
- User-defined characters and a downloaded bit image cannot be defined simultaneously. When this command is executed, the downloaded bit image is cleared.
- The user-defined character definition is cleared when:
    1) **ESC @** is executed.
    2) **GS *** is executed.
    3) **ESC ?** is executed.
    4) The power is turned off.

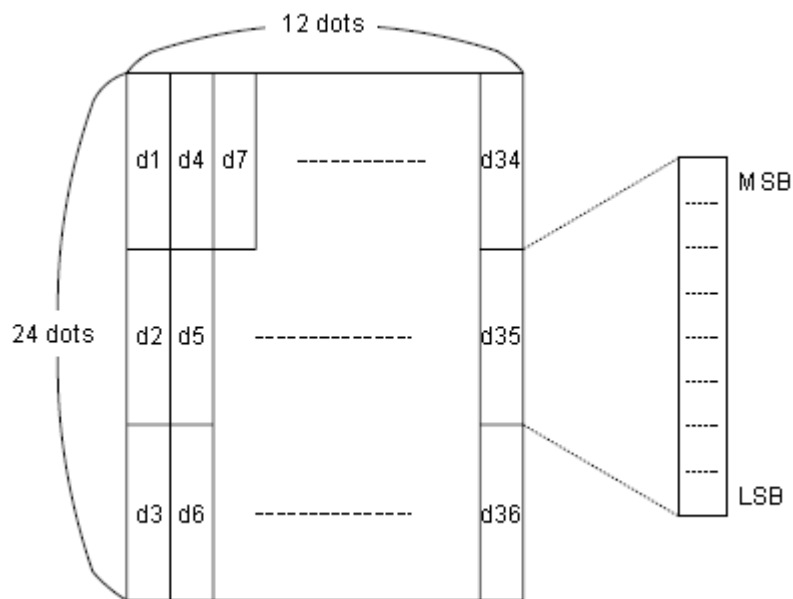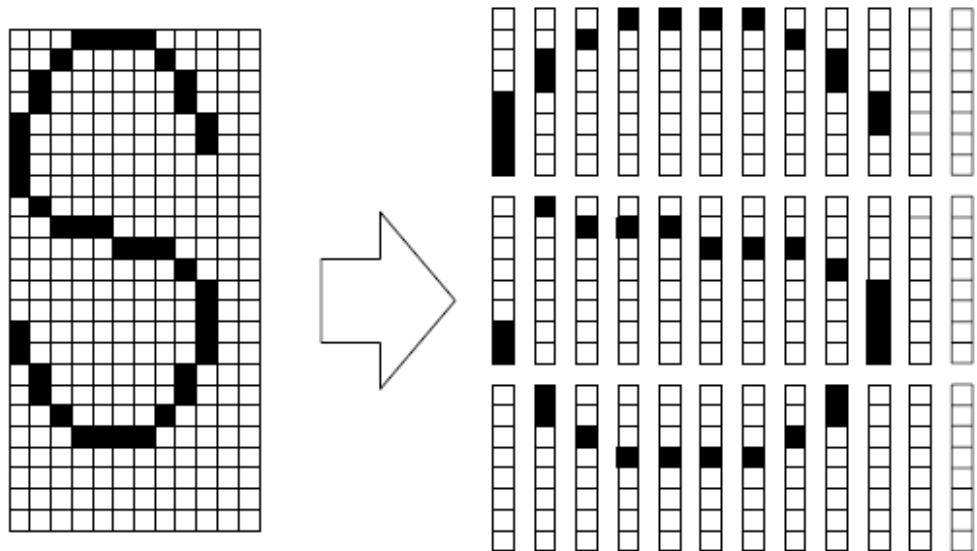[Default]   The internal character set

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

[Example]

- When Font A (12 × 24) is selected.

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

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

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

10.ESC * m nL nH d1...dk

[Name]	Select bit-image mode
[Format]	ASCII ESC * m nL nH d1...dk
	Hex 1B 2A m nL nH d1...dk
	Decimal 27 42 m nL nH d1...dk
[Range]	m = 0, 1, 32, 33
	0 ≤ nL ≤ 255
	0 ≤ nH ≤ 3
	0 ≤ d ≤ 255
[Description]	Selects a bit-image mode using m for the number of dots specified by nL and nH, as follows:

m	Mode	Vertical Direction		Horizontal Direction	
		Number of Dots	Dot Density	Dot Density	Number of Data (K)
0	8-dot single-density	8	67.7 dpi	101.6 dpi	nL + nH ×256
1	8-dot double-density	8	67.7 dpi	203.2 dpi	nL + nH × 256
32	24-dot single-density	24	203.2 dpi	101.6 dpi	(nL + nH× 256) x 3
33	24-dot double-density	24	203.2 dpi	203.2 dpi	(nL + nH × 256) x 3

[Notes]   If the value of m is out of the specified range, nL and nH the data following are processed as normal data.

The nL and nH indicate the number of dots in the bit image in the horizontal direction. The number of dots is calculated by nL + nH x   256.

If the bit-image data input exceeds the number of dots to

be printed on a line, the excess data is ignored.

d indicates the bit-image data. Set a corresponding bit to 1 to print a dot or to 0 not to print a dot.

After printing a bit image, the printer returns to normal data processing mode.

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

The relationship between the image data and the dots to be printed is described in Figure 3.11.3.

• When 8-dot bit image is selected:
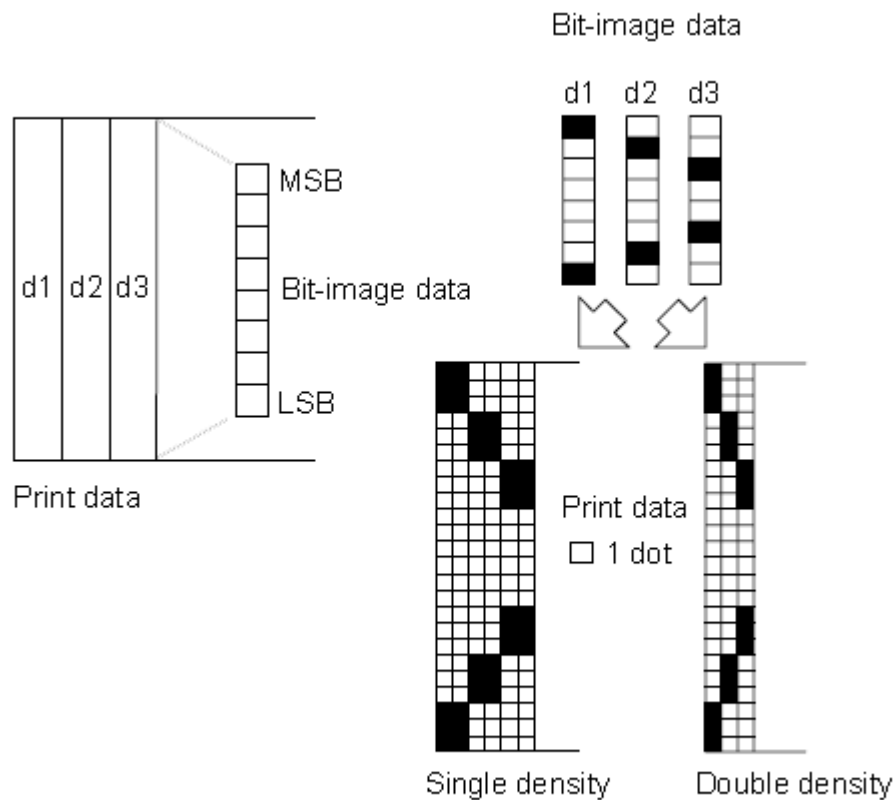
3. 11. 3

• When 24-dot bit image is selected:

Bit-image data

Print data
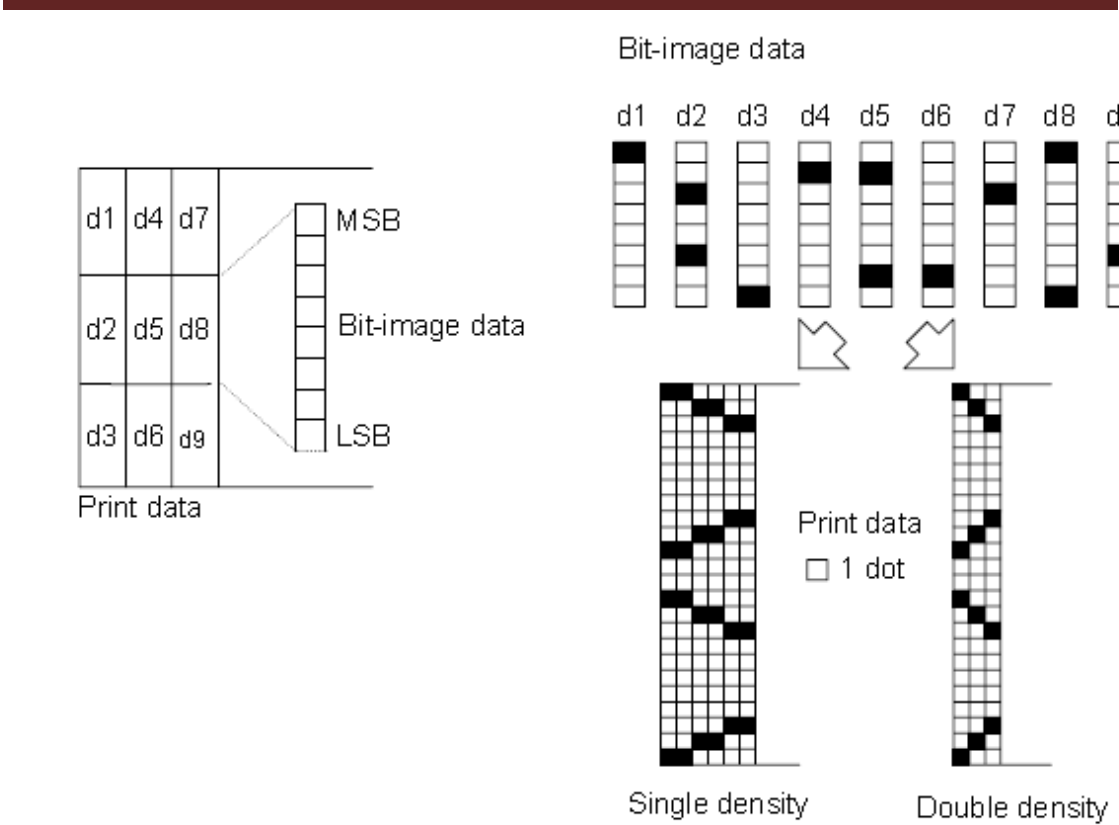
3. 11. 3

11.ESC - n

［Name］ Turn underline mode on/off

［Format］
ASCII	ESC	–	n
Hex	1B	2D	n
Decimal	27	45	n

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

［Description］ Turns underline mode on or off, based on the following values n :

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

［Notes］ The printer can underline all characters (including right-side character spacing), but cannot underline the space set by **HT.**

The printer cannot underline 90° clockwise rotated characters and white/black inverted characters.

• When underline mode is turned off by setting the value of n to 0 or 48, the following data is not underlined, and the underline thickness set before the mode is turned off does not change. The default underline thickness is 1 dot.

- Changing the character size does not affect the current underline thickness.
- Underline mode can also be turned on or off by using **ESC !**. Note, however, that the last received command is effective.

[Default]   n = 0
[Reference]   **ESC !**

12.ESC 2

[Name]   Select default line spacing

[Format]   ASCII   ESC   2

                 Hex   1B   32

                 Decimal 27   50

[Description] Selects 3.75 mm (30× 0.125 mm) line spacing.

[Notes]   • The line spacing can be set independently in standard mode.

[Reference]   **ESC 3**

13.ESC 3 n

[Name]   Set line spacing

[Format]   ASCII   ESC   3   n

                 Hex   1B   33   n

                 Decimal 27   51   n

[Range]   0 ≤ n ≤ 255

[Description] Sets the line spacing to [n×0.125 mm].

[Notes]   • The line spacing can be set independently in standard mode.

                 • In standard mode, the vertical motion unit (y) is used.

[Default]   n = 30

[Reference]   **ESC 2**

14.ESC ? n

[Name]   Cancel user-defined characters

[Format]   ASCII   ESC   ?   n

                 Hex   1B   3F   n

                 Decimal 27   63   n

[Range]   32 ≤ n ≤ 126

[Description] Cancels user-defined characters.

[Notes]   • This command cancels the patterns defined for the character codes specified by n. After the user-defined characters are canceled, the corresponding patterns for the internal characters are printed.

                 • This command deletes the pattern defined for the

specified code in the font selected by **ESC !**.

• If a user-defined characters have not been defined, the printer ignores this command.

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

15.ESC   @

[Name]   Initialize printer

[Format]

ASCII	ESC	@
Hex	1B	40
Decimal	27	64

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

[Notes]   • The DIP switch settings are not checked again.

• The data in the receive buffer is not cleared.

16.ESC   D   n1...nk   NUL

[Name]   Set horizontal tab positions

[Format]

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

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

                $0 \leq k \leq 32$

[Description]   Sets horizontal tab positions.

• n specifies the column number for setting a horizontal tab position from the beginning of the line.

• k indicates the total number of horizontal tab positions to be set.

[Notes]   • The horizontal tab position is stored as a value of [character width x n] measured from the beginning of the line. The character width includes the right-side character spacing, and double-width characters are set with twice the width of normal characters.

• This command cancels the previous horizontal tab settings.

• When setting n = 8, the print position is moved to column 9 by sending **HT**.

• Up to 32 tab positions (k = 32) can be set. Data exceeding 32 tab positions is processed as normal data.

• Transmit [n]k in ascending order and place a NUL code 0 at the end.

When [n]k is less than or equal to the preceding value [n]k-1, tab setting is finished and the following data is processed as normal data.

- **ESC D NUL** cancels all horizontal tab positions.
- The previously specified horizontal tab positions do not change, even if the character width changes.
- The character width is memorized for each standard mode.

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

[Reference]   **HT**

17.ESC E n

[Name]   Turn emphasized mode on/off

[Format]

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

[Range]   0 ≤ n ≤ 255

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

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

[Default]   n = 0

[Reference]   **ESC !**

18.ESC G n

[Name]   Turn on/off double-strike mode

[Format]

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

[Range]   0 ≤ n ≤ 255

[Description]   Turns double-strike mode on or off.
- When the LSB of n is 0, double-strike mode is turned off.
- When the LSB of n is 1, double-strike mode is turned on.

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

[Default]   n = 0

[Reference]   **ESC E**

19.ESC J n

[Name]   Print and feed paper

[Format]   ASCII   ESC J n

| | Hex | 1B | 4A | n |
| | Decimal | 27 | 74 | n |

［Range］ 0 ≤ n ≤ 255

［Description］ Prints the data in the print buffer and feeds the paper ［n× 0.125 mm (0.0049")］.

［Notes］
• After printing is completed, this command sets the print starting position to the beginning of the line.
• The paper feed amount set by this command does not affect the values set by **ESC 2** or **ESC 3**.
• In standard mode, the printer uses the vertical motion unit (y).

20.ESC R n

［Name］ Select an international character set

［Format］
ASCII	ESC	R	n
Hex	1B	52	n
Decimal	27	82	n

［Range］ 0 ≤ n ≤ 15

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

n	Character set
0	U.S.A
1	France
2	Germany
3	U.K
4	Denmark I
5	Sweden
6	Italy
7	Spain I
8	Japan
9	Norway
10	Denmark II
11	Spain II
12	Latin America
13	Korea
14	Slovenia/Croatia
15	China

［Default］ n = 0

21.ESC V n

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

［Format］
ASCII	ESC	V	n
Hex	1B	56	n

Decimal   27   86   n

[Range]   0 ≤ n ≤ 1, 48 ≤ n ≤   49
[Description]   Turns 90° clockwise rotation mode on/off

n is used as follows:

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

[Notes]   • This command affects printing in standard mode. However, the setting is always effective.

• When underline mode is turned on, the printer does not underline 90°

clockwise-rotated characters.

• Double-width and double-height commands in 90° rotation mode enlarge characters in the opposite directions from double-height and double- width commands in normal mode.

[Default]   n = 0
[Reference]   **ESC !, ESC**

22.ESC v n

[Name]   Transmit paper sensor status
[Format]   ASCII   ESC   v   n
                Hex   1B   76   n
                Decimal   27   118   n
[Description]   The return value is 1 bytes ,It is a different on behalf of the status :

Bit	Off/On	Hex	Decimal	Function
0	Off	00	0	Offline.
	On	01	1	Online.
1	-	-	-	Undefined.
2	Off	00	0	paper have.
	On	04	4	paper out.
3	Off	00	0	Voltage is normal.
	On	08	8	Voltage ＞9.5V.
4	-	-	-	Undefined.
5	-	-	-	Undefined.
6	Off	00	0	Temperature is normal.
	On	40	64	Temperature ＞60°.
7	-	-	-	Undefined.

For example : return "0x04" is means paper out.

23.ESC a n

[Name]	Select justification
[Format]	ASCII ESC a n
	Hex 1B 61 n
	Decimal 27 97 n
[Range]	$0 \le n \le 2, 48 \le n \le 50$
[Description]	Aligns all the data in one line to the specified position.
	n selects the justification as follows:

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

[Notes]	• The command is enabled only when processed at the beginning of the line in standard mode.
	• This command executes justification in the printing area.
	• This command justifies the space area according to **HT, ESC $** .
[Default]	n = 0
[Example]	

Left justification	Centering	Right justification
ABC ABCD ABCDE	ABC ABCD ABCDE	ABC ABCD ABCDE

24.ESC SO n

[Name]	Select Double Width mode
[Format]	ASCII ESC SO n
	Hex 1B 0E n
	Decimal 27 14 n
[Description]	Select Double Width mode,
	To turn double width off, use LF or DC4 command.

25.ESC DC4 n

[Name]	Disable Double Width mode
[Format]	ASCII ESC DC4 n
	Hex 1B 14 n
	Decimal 27 20 n
[Description]	Disable Double Width mode

26.ESC d n

[Name]	Print and feed n lines

[Format]	ASCII	ESC d n
	Hex	1B 64 n
	Decimal	27 100 n
[Range]	$0 \leq n \leq 255$	
[Description]	Prints the data in the print buffer and feeds n lines.	
[Notes]	• This command sets the print starting position to the beginning of the line.	
	• This command does not affect the line spacing set by **ESC 2** or **ESC 3**.	
	• The maximum paper feed amount is 1016 mm (40 inches). If the paper feed amount (n x line spacing) of more than 1016 mm (40 inches) is specified, the printer feeds the paper only 1016 mm (40 inches).	
[Reference]	**ESC 2**, **ESC 3**	

27.ESC t n

[Name]	Select character code table
[Format]	ASCII ESC t n
	Hex 1B 74 n
	Decimal 27 116 n
[Range]	$0 \leq n \leq 5, 16 \leq n \leq 19, n = 255$
[Description]	Selects page n from the character code table.

N	Code Page	N	Code Page
0	CP437 [U.S.A., Standard Europe]	26	Thai
1	Katakana	27	CP720[Arabic]
2	CP850 [Multilingual]	28	CP855
3	CP860 [Portuguese]	29	CP857[Turkish]
4	CP863 [Canadian-French]	30	WCP1250[Central Europe]
5	CP865 [Nordic]	31	CP775
6	WCP1251 [Cyrillic]	32	WCP1254[Turkish]
7	CP866 Cyrilliec #2	33	WCP1255[Hebrew]
8	MIK[Cyrillic /Bulgarian]	34	WCP1256[Arabic]
9	CP755 [East Europe，Latvian 2]	35	WCP1258[Vietnam]
10	Iran	36	ISO-8859-2[Latin 2]
11	reserve	37	ISO-8859-3[Latin 3]
12	reserve	38	ISO-8859-4[Baltic]
13	reserve	39	ISO-8859-5[Cyrillic]
14	reserve	40	ISO-8859-6[Arabic]
15	CP862 [Hebrew]	41	ISO-8859-7[Greek]
16	WCP1252 Latin I	42	ISO-8859-8[Hebrew]
17	WCP1253 [Greek]	43	ISO-8859-9[Turkish]
18	CP852 [Latina 2]	44	ISO-8859-15 [Latin 3]
19	CP858 Multilingual Latin I +Euro)	45	Thai2

20	Iran II	46	CP856
21	Latvian	47	Cp874
22	CP864 [Arabic]		
23	ISO-8859-1 [West Europe]		
24	CP737 [Greek]		
25	WCP1257 [Baltic]		

［Default］　　　　n = 0

［Reference］　　　Character Code Tables

28.ESC 　{ 　n

［Name］	Turns on/off upside-down printing mode
［Format］	ASCII　　ESC　{　　n
	Hex　　　1B　7B　　n
	Decimal　27　123　　n
［Range］	0 ≤ 　n ≤ 　255
［Description］	Turns upside-down printing mode on or off.

• When the LSB of n is 0, upside-down printing mode is turned off.

• When the LSB of n is 1, upside-down printing mode is turned on.

　［Notes］　　　• Only the lowest bit of n is valid.

• This command is enabled only when processed at the beginning of a line in standard mode.

• In upside-down printing mode, the printer rotates the line to be printed by 180°and then prints it.

［Default］　　　　n = 0

［Example］

When upside-down printing mode is off.

When upside-down printing mode is on.

A B C D E F
0 1 2 3 4 5

Paper feed direction

29.FS 　p 　n 　m

［Name］	Print NV bit image
［Format］	ASCII　　FS　p　　n　　m

	Hex	1C	70	n	m
	Decimal	28	112	n	m

[Range] 1 ≤ n ≤ 255

0 ≤ m ≤ 3 , 48 ≤ m ≤ 51

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

m	Mode	Vertical Dot Density	Horizontal Dot Density
0，48	Normal	203.2 dpi	203.2 dpi
1，49	Double-width	203.2 dpi	101.6 dpi
2，50	Double-height	101.6 dpi	203.2 dpi
3，51	Quadruple	101.6 dpi	101.6 dpi

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

• m specifies the bit image mode.

[Detail]
• NV bit image is a bit image defined in non-volatile memory by **FS q** and printed by **FS p**.

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

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

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

• If the downloaded bit-image to be printed exceeds one line, the excess data is not printed.

• This command feeds dots (for the height n of the NV bit image) in normal and double-width modes, and (for the height n x 2 of the NV bit image) in double height and quadruple modes, regardless of the line spacing specified by **ESC 2** or **ESC 3**.

• After printing the bit image, this command sets the print position to the beginning of the line and processes the data that follows as normal data.

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

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

[Name] Define NV bit image

[Format] ASCII FS q n [xL xH yL yH d1…dk]1…[xL xH yL yH d1…dk]n

Hex 1C 71 n [xL xH yL yH d1…dk]1…[xL xH yL yH d1…dk]n

Decimal 28 113 n [xL xH yL yH d1…dk]1…[xL xH yL yH d1…dk]n

[Range] 1 ≤ n ≤ 255

	0 ≤ xL ≤ 255
	0 ≤ Xh ≤ 3 (when 1 ≤ (xL xH x 256) ≤ 1023
	0 ≤ yL ≤ 255
	0 ≤ yL ≤ 1 (when 1 ≤ (yL yH x 256) ≤ 288
	0 ≤ d ≤ 255
	k = (xL xH x 256) x (yL yH x 256) x 8
	Total defined data area = 192K bytes
[Description]	Define the NV bit image specified by n.

- n specifies the number of the defined NV bit image.
- xL, xH specifies (xL xH x 256) x 8 dots in the horizontal direction for the NV bit image you are defining.
- yL, yH specifies (yL yH x 256) x 8 dots in the vertical direction for the NV bit image you are defining.

[Notes]
- Frequent write command executions may damage the NV memory.
Therefore, it is recommended to write the NV memory 10 times or less a day.
- The printer performs a hardware reset after the procedure to place the image into the NV memory. Therefore, user−defined characters, downloaded bit images should be defined only after completing this command. The printer clears the receive and print buffers and resets the mode to the mode that was in effect at power on. (this version is not support hardware reset)
- This command cancels all NV bit images that have already been defined by this command.
- From the beginning of the processing of this command till the finish 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.
- During processing of this command, the printer is BUSY when writing data to the user NV memory and stops receiving data. Therefore it is prohibited to transmit the data, including real−time commands, during the execution of this command.
- NV bit image is a bit image defined in non−volatile memory by **FS q** and printed by **FS p**.
- In standard mode, this command is effective only when processed at the beginning of the line.
- This command is effective when 7 bytes <FS yH> of the command are processed normally.
- When the amount of data exceeds the capacity left in the range defined by xL, xH, yL, yH, the printer processes xL, xH,
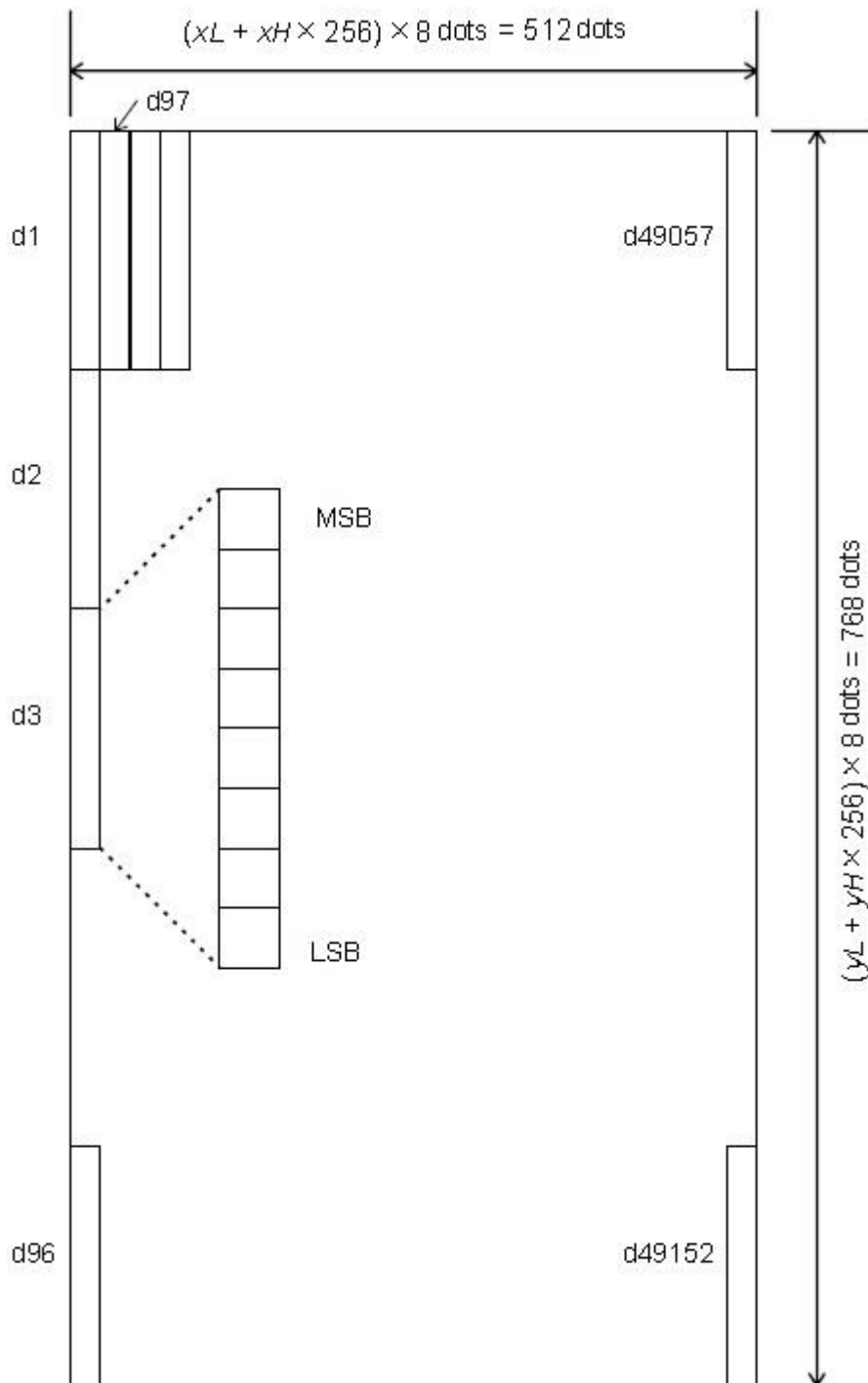
yL, yH out of the defined range.

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

• In groups of NV bit images other than the first one, when the printer encounters 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 bit images that haven't been defined are disabled (undefined), but any NV bit images before that are enabled.

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

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

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

• The definition area in this printer is a maximum of 192K bytes. This command can define several NV bit images, but cannot define bit image data whose total capacity [bit image 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 bit image is defined, it is not erased by performing **ESC @**, reset, and power off.

• This command performs only definition of an NV bit image and does not perform printing. Printing of the NV bit image is performed by the **FS p** command.

[Reference] **FS p**
[Example] When xL = 64, xH = 0, yL = 96, yH = 0

$$(xL + xH \times 256) \times 8 \text{ dots} = 512 \text{ dots}$$

d97

d1   d49057

d2

MSB

d3

LSB

$(yL + yH \times 256) \times 8 \text{ dots} = 768 \text{ dots}$

d96   d49152

31. GS ! n

[Name]	Select character size		
[Format]	ASCII	GS !	n
	Hex	1D 21	n
	Decimal	29 33	n
[Range]	$0 \leq n \leq 255$		
	($1 \leq$ vertical number of times $\leq$ 8, $1 \leq$ horizontal		

〔Description〕 number of times ≤ 8)

Selects the character height using bits 0 to 2 and selects the character

width using bits 4 to 7, as follows:

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

Table 1
Character Width Selection

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

Table 2
Character Height Selection

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

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

〔Default〕 n = 0
〔Reference〕 **ESC !**

32.GS * x y d1...d(x x y x 8)

[Name]   Define downloaded bit image

[Format]   ASCII   GS   *   x   y   d1...d(x × y ×8)

                  Hex   1D   2A   x   y   d1...d(x × y ×8)

                  Decimal   29   42   x   y   d1 ...d(x × y ×8)

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

                  $1 \leq y \leq 48$ (where $x \times y \leq 1536$)

                  $0 \leq d \leq 255$

[Description]   Defines a downloaded bit image using the number of dots specified by x and y.

- x specifies the number of dots in the horizontal direction.
- y specifies the number of dots in the vertical direction.

[Notes]
- The number of dots in the horizontal direction is x×8; in the vertical direction it is y×8.
- If x×y is out of the specified range, this command is disabled.
- The d indicates bit-image data. Data (d) specifies a bit printed as 1 and not printed as 0.
- The downloaded bit image definition is cleared when:
  1) **ESC @** is executed.
  2) **ESC &** is executed.
  3) Printer is reset or the power is turned off.
- The following figure shows the relationship between the downloaded bit image and the printed data.
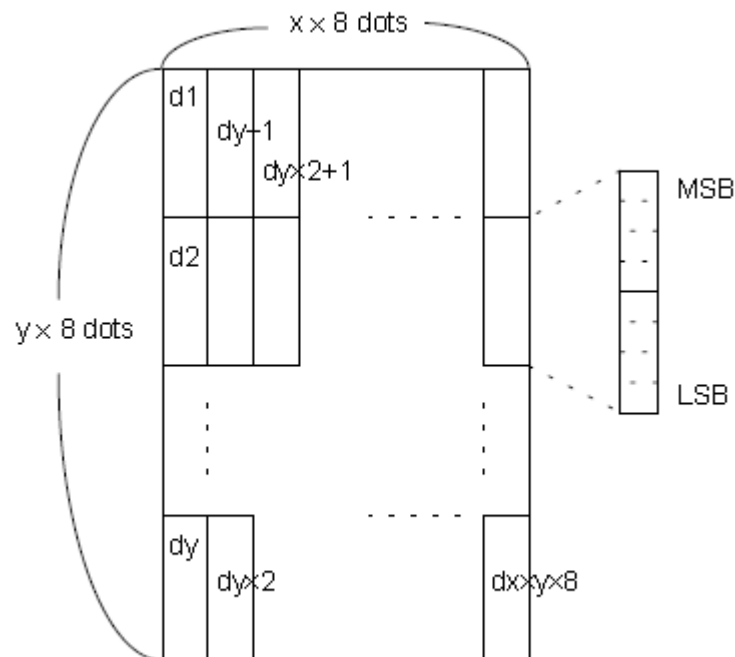
[Reference]   **GS /**

33.GS / m

[Name]   Print downloaded bit image

[Format]   ASCII   GS   /   m

                Hex   1D   2F   m

                Decimal 29   47   m

[Range]   0 ≤ m ≤ 3, 48 ≤ m ≤ 51

[Description]   Prints a downloaded bit image using the mode specified by m.

                m selects a mode from the table below:

m	Mode	Vertical Dot Density	Horizontal Dot Density
0, 48	Normal	203.2 dpi	203.2 dpi
1, 49	Double-width	203.2 dpi	101.6 dpi
2, 50	Double-height	101.6 dpi	203.2 dpi
3, 51	Quadruple	101.6 dpi	101.6 dpi

[Notes]   • This command is ignored if a downloaded bit image has not been defined.

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

                • This command has no effect in the print modes (emphasized, double-strike, underline, character size, or white/black reverse printing), except for upsidedown printing mode.

                • If the downloaded bit-image to be printed exceeds the printable area, the excess data is not printed.

[Reference]   **GS** *

34.GS B n

[Name]   Turn white/black reverse printing mode

[Format]   ASCII   GS   B   n

                Hex   1D   42   n

                Decimal   29   66   n

[Range]   0 ≤ n ≤ 255

[Description]   Turns on or off white/black reverse printing mode.

                • When the LSB of n is 0, white/black reverse mode is turned off.

                • When the LSB of n is 1, white/black reverse mode is turned on.

[Notes]   • Only the lowest bit of n is valid.

                • This command is available for built-in characters and user-defined characters.

                • When white/black reverse printing mode is on, it also

applies to character spacing set by **ESC SP**.

• This command does not affect bit images, user-defined bit images, bar codes, HRI characters, and spacing skipped by **HT**, **ESC $**.

• This command does not affect the space between lines.

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

[Default]   n = 0

35.GS　H　n

[Name]   Select printing position for HRI characters
[Format]   ASCII   GS   H   n
                  Hex   1D   48   n
                  Decimal   29   72   n
[Range]   0 ≤　n ≤　3, 48 ≤　n ≤　51
[Description]   Selects the printing position of HRI characters when printing a bar code. n selects the printing position as follows:

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

• HRI indicates Human Readable Interpretation.

[Notes]   • HRI characters are printed using the font specified by **GS f**.
[Default]   n = 0
[Reference]   **GS f**, **GS k**

36.GS　L　nL nH

[Name]   Set left margin
[Format]   ASCII   GS   L   nL   nH
                  Hex   1D   4C   nL   nH
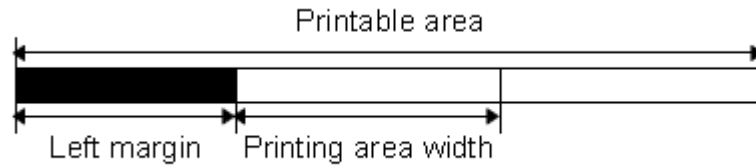   Decimal   29   76   nL   nH
[Range]   0 ≤　nL ≤　255
                  0 ≤　nH ≤　255
[Description]   Sets the left margin using nL and nH.

• The left margin is set to [(nL + nH ×256) ×　0.125 mm].

Printable area

Left margin | Printing area width

[Notes] • This command is effective only when processed at the beginning of the line in standard mode.

• If the setting exceeds the printable area, the maximum value of the printable area is used.

[Default] nL = 0, nH = 0

37.GS a n

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

[Format] ASCII GS a n

Hex 1D 61 n

Decimal 29 97 n

[Range] 0 ≤ n ≤ 255

Bit	Function	Value	
		0	1
0	-	-	-
1	-	-	-
2	Disable/Enable ASB	Disable	Enable
3-4	-	-	-
5	Disable/Enable RTS as flow control	Disable	Enable
6-7	-	-	-

[Description] When ASB is enabled, the printer will send the changed status to PC automatically.

38.GS h n

[Name] Select bar code height

[Format] ASCII GS h n

Hex 1D 68 n

Decimal 29 104 n

[Range] 1 ≤ n ≤ 255

[Description] Selects the height of the bar code.

n specifies the number of dots in the vertical direction.

[Default] n = 162

[Reference] **GS k**

39.GS k m d1...dk NUL/GS k m n d1...dn

[Name] Print bar code

[Format] ①ASCII GS k m d1…dk NUL

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

[Range]   ① 0 ≤ m ≤ 6 (k and d depend on the bar code system used)

② 65 ≤ m ≤ 73 (n and d depend on the bar code system used)

[Description]   Selects a bar code system and prints the bar code.

m selects a bar code system as follows:

m		Bar Code System	Number of Characters	Remarks
①	0	UPC−A	11 ≤ k ≤ 12	48 ≤ d ≤ 57
	1	UPC−E	11 ≤ k ≤ 12	48 ≤ d ≤ 57
	2	JAN13 (EAN13)	12 ≤ k ≤ 13	48 ≤ d ≤ 57
	3	JAN 8 (EAN8)	7 ≤ k ≤ 8	48 ≤ d ≤ 57
	4	CODE39	1 ≤ k'	48 ≤ d ≤ 57, 65 ≤ d ≤ 90, 32, 36, 37, 43, 45, 46, 47
	5	ITF	1 ≤ k (even number)	48 ≤ d ≤ 57
	6	CODABAR	1 ≤ k'	48 ≤ d ≤ 57, 65 ≤ d ≤ 68 , 36, 43, 45, 46, 47, 58
②	65	UPC−A	11 ≤ n ≤ 12	48 ≤ d ≤ 57
	66	UPC−E	11 ≤ n ≤ 12	48 ≤ d ≤ 57
	67	JAN13 (EAN13)	12 ≤ n ≤ 13	48 ≤ d ≤ 57
	68	JAN 8 (EAN8)	7 ≤ n ≤ 8	48 ≤ d ≤ 57
	69	CODE39	1 ≤ n ≤ 255	48 ≤ d ≤ 57, 65 ≤ d ≤ 90, 32, 36, 37, 43, 45, 46, 47
	70	ITF	1 ≤ n ≤ 255 (even number)	48 ≤ d ≤ 57
	71	CODABAR	1 ≤ n ≤ 255	48 ≤ d ≤ 57, 65 ≤ d ≤ 68 , 36, 43, 45, 46, 47, 58
	72	CODE93	1 ≤ n ≤ 255	0 ≤ d ≤ 127
	73	CODE128	2 ≤ n ≤ 255	0 ≤ d ≤ 127

[Notes for ①]

• This command ends with a NUL code.

• When the bar code system used is UPC−A or UPC−E, the printer prints the bar code data after receiving 12 bytes of bar code data and processes the following data as normal data.

• When the bar code system used is JAN13 (EAN13), the printer prints the bar code after receiving 13 bytes of bar code data and processes the following data as normal

data.

• When the bar code system used is JAN8 (EAN8), the printer prints the bar code after receiving 8 bytes of bar code data and processes the following data as normal data.

• The number of data for the ITF bar code must be even numbers. When an odd number of bytes of data is input, the printer ignores the last received data.

［Notes for ②］

• n indicates the number of bar code data bytes, and the printer processes n bytes from the next character data as bar code data.

• If n is outside the specified range, the printer stops command processing and processes the following data as normal data.

［Notes in standard mode］

• If d is outside the specified range, the printer only feeds paper and processes the following data as normal data.

• If the horizontal size exceeds printing area, the printer only feeds the paper.

• This command feeds as much paper as is required to print the bar code, regardless of the line spacing specified by **ESC 2** or **ESC 3**.

• This command is enabled only when no data exists in the print buffer. When data exists in the print buffer, the printer processes the data following m as normal data.

• After printing the bar code, this command sets the print position to the beginning of the line.

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

Control character			HRI character	Control character			HRI character
ASCII	Hex	Decimal		ASCII	Hex	Decimal	
NUL	00	0	■U	DEL	10	16	■P
SOH	01	1	■A	DC1	11	17	■Q
STX	02	2	■B	DC2	12	18	■R
ETX	03	3	■C	DC3	13	19	■S
EOT	04	4	■D	DC4	14	20	■T
ENQ	05	5	■E	NAK	15	21	■U
ACK	06	6	■F	SYN	16	22	■V
BEL	07	7	■G	ETB	17	23	■W
BS	08	8	■H	CAN	18	24	■X
HT	09	9	■I	EM	19	25	■Y
LF	0A	10	■J	SUB	1A	26	■Z

VT	0B	11	■K	ESC	1B	27	■A
FF	0C	12	■L	FS	1C	28	■B
CR	0D	13	■M	GS	1D	29	■C
SO	0E	14	■N	RS	1E	30	■D
SI	0F	15	■O	US	1F	31	■E
				DEL	7F	127	■T

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

When CODE128 (m = 73) is used:

• When using CODE128 in this printer, take the following points into account for data transmission:

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

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

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

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

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

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

• If the top of the bar code data is not the code set selection character, the printer stops command processing

and processes the following data as normal data.

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

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

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

• HRI character for the function character is space.

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

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

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

40.GS　x　n

［Name］　　　　Set barcode printing left space

［Format］　　　ASCII　　　GS　　　x　　　n

　　　　　　　　Hex　　　　1D　　　78　n

　　　　　　　　Decimal　29　　　120　n

［Description］　The print bar code staring positions is: 0→255

41.GS　r　n

［Name］　　　　Transmit status

［Format］　　　ASCII　　　GS　　　r　　　n

　　　　　　　　Hex　　　　1D　　　72　　n

　　　　　　　　Decimal　29　　114　　n

［Range］　　　n = 1, 49

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

n	Function
1, 49	Transmits paper sensor status

［Notes］　　　• When using a serial interface

When DTR/DSR control is selected, the printer transmits only 1 byte after confirming the host is ready to receive data (DSR signal is SPACE). If the host computer is not ready to receive data (DSR signal is MARK), the printer waits until the host is ready.

When XON/XOFF control is selected, the printer transmits only 1 byte without confirming the condition of the DSR signal.

- This command is executed when the data in the receive buffer is developed. Therefore, there may be a time lag between receiving this command and transmitting the status, depending on the receive buffer status.
- When Auto Status Back (ASB) is enabled using **GS a**, the status transmitted by **GS r** and the ASB status must be differentiated using.
- The status types to be transmitted are shown below:

Paper sensor status (n = 1, 49):

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

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

［Reference］   **GS a**

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

［Name］	Print raster bit image
［Format］	ASCII GS v 0 m xL xH yL yH d1…dk
	Hex 1D 76 30 m xL xH yL yH d1…dk
	Decimal 29 118 48 m xL xH yL yH d1…dk
［Range］	$0 \le m \le 3$, $48 \le m \le 51$
	$0 \le xL \le 255$
	$0 \le xH \le 255$ where $1 \le (xL + xH \times 256) \le 48$
	$0 \le yL \le 255$
	$0 \le yH \le 8$ where $1 \le (yL + yH \times 256) \le 4095$
	$0 \le d \le 255$
	$k = (xL + xH \times 256) \times (yL + yH \times 256)$ $(k \ne 0)$
［Description］	Selects raster bit-image mode. The value of m selects the mode, as follows:

m	Mode	Vertical Dot Density	Horizontal Dot Density
0, 48	Normal	203.2 dpi	203.2 dpi
1, 49	Double-width	203.2 dpi	101.6 dpi

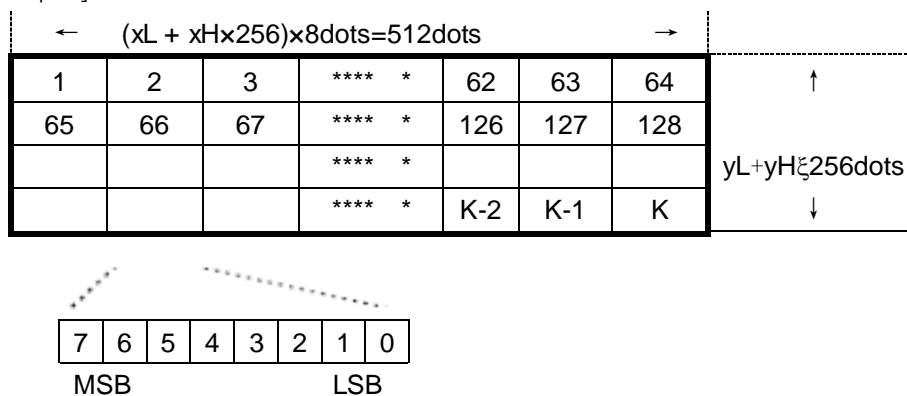| 2, 50	Double-height	101.6 dpi	203.2 dpi
3, 51	Quadruple	101.6 dpi	101.6 dpi

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

[Notes]
- In standard mode, this command is effective only when there is no data in the print buffer.
- This command is not affected by print modes (character size, emphasized, double-strike, upside-down, underline, white/black reverse printing, etc.) for raster bit image.
- Data outside the printing area is read in and discarded on a dot-by-dot basis.
- The position at which subsequent characters are to be printed for raster bit image is specified by **HT** (Horizontal Tab), **ESC $** (Set absolute print position), and **GS L** (Set left margin). If the position at which subsequent characters are to be printed is a multiple of 8.
- The **ESC a** (Select justification) setting is also effective on raster bit images.
- d indicates the bit-image data. Setting a bit to 1 prints a dot and setting it to 0 does not print a dot.

[Example]   When xL+xH×256=64

← (xL + xH×256)×8dots=512dots →

1	2	3	**** *	62	63	64	↑
65	66	67	**** *	126	127	128	
			**** *				yL+yHξ256dots
			**** *	K-2	K-1	K	↓

7	6	5	4	3	2	1	0

MSB   LSB

43.GS   w   n

[Name]	Set bar code width
[Format]	ASCII GS w n
	Hex 1D 77 n
	Decimal 29 119 n
[Range]	2 ≤ n ≤ 6
[Description]	Sets the horizontal size of the bar code.
	n specifies the bar code width as follows:

n	Module Width (mm) for	Binary-level Bar Code

	Multi-level Bar Code	Thin Element Width (mm)	Thick Element Width(mm)
2	0.250	0.250	0.625
3	0.375	0.375	1.000
4	0.560	0.500	1.250
5	0.625	0.625	1.625
6	0.750	0.750	2.000

- Multi-level bar codes are as follows:

UPC-A, UPC-E, JAN13 (EAN13), JAN8 (EAN8), CODE93, CODE128

- Binary-level bar codes are as follows:

CODE39, ITF, CODABAR

[Default]   n = 3
[Reference]   **GS k**

44.FS ! n

[Name]   Set print mode(s) for Kanji characters
[Format]   ASCII   FS   !   n
        Hex   1C   21   n
        Decimal   28   33   n
[Range]   0 ≤ n ≤ 255
[Description]   Sets the print mode for Kanji characters, using n as follows:

Bit	Off/On	Hex	Decimal	Function
0	—	—	—	Undefined.
1	—	—	—	Undefined.
2	Off	00	0	Double-width mode is OFF.
	On	04	4	Double-width mode is ON.
3	Off	00	0	Double-height mode is OFF.
	On	08		Double-height mode is ON.
4	—	—	—	Undefined.
5	—	—	—	Undefined.
6	—	—	—	Undefined.
7	Off	00	0	Underline mode is OFF.
	On	80	128	Underline mode is ON.

[Notes]   • When both double-width and double-height modes are set (including

right- and left-side character spacing), quadruple-size characters are printed.

- The printer can underline all characters (including right- and left-side character   spacing), but cannot underline the space set by **HT** and 90° clockwise-rotated characters.

- When some of the characters in a line are double or more height, all the characters on the line are aligned at the baseline.

- It is possible to emphasize the Kanji character using **GS !**; the setting of the last received command is effective.

［Default］   n = 0

［Reference］   **GS !**

45.FS &

［Name］   Select Kanji character mode

［Format］   ASCII   FS   &

                  Hex   1C   26

                  Decimal   28   38

［Description］   Selects Kanji character mode.

［Notes］   For Kanji model:

• When the Kanji character mode is selected, the printer processes all Kanji code as two bytes each.

• Kanji codes are processed in the order of the first byte and second byte.

• Kanji character mode is not selected when the power is turned on.

［Reference］   **FS .**

46.FS .

［Name］   Cancel Kanji character mode

［Format］   ASCII   FS   .

                  Hex   1C   2E

                  Decimal   28   46

［Description］   Cancels Kanji character mode.

［Notes］   For Kanji model:

• When the Kanji character mode is not selected, all character codes are processed one byte at a time as ASCII code.

• Kanji character mode is not selected when the power is turned on.

 ［Reference］   **FS &**

47.ESC = n

［Name］   Set peripheral device

［Format］   ASCII   ESC   =   n

                  Hex   1b   3d   n

                  Decimal   27   61   n

［Description］   Set peripheral device：

Bit	Off/On	Hex	Decimal	Function
0	Off	00	0	Printer offline，not receive print data.

	On	01	1	Printer online， receive print data.
1-7	-	-	-	Undefined.

48.ESC 7 n1 n2 n3

［Name］ Setting Control Parameter Command

［Format］ ASCII ESC 7 n1 n2 n3

Hex 1B 37 n1 n2 n3

Decimal 27 55 n1 n2 n3

［Description］ Set "max heating dots", "heating time", "heating interval" ;

n1 = 0-255 Max printing dots, Unit(8dots), Default:9(80 dots);

n2 = 3-255 Heating time, Unit(10us),Default:80(800us);

n3 = 0-255 Heating interval, Unit(10us), Default:2(20us);

The more max heting dots, the more peak current will cost when printing, the faster printing speed. The max heating dots is $8*(n1+1)$;

The more heating time, the more density , but the slower printing speed. If heating time is too short, blank page may occur.

The more heating interval, the more clear, but the slower printing speed.

49.ESC 8 n1 n2

［Name］ Sleep parameter

［Format］ ASCII ESC 8 n1 n2

Hex 1B 38 n1 n2

Decimal 27 56 n1 n2

［Description］ Setting the time for control board to enter sleep mode.

$n1+n2*256$ The time waiting for sleep after printing finished, Unit(Second), Default:0(don't sleep)

When control board is in sleep mode, host must send one byte(0xff) to wake up control board. And waiting 50ms, then send printing command and data.

NOTE : The command is useful when the system is powered by battery.

50.ESC 9 n

［Name］ Select Chinese code format

［Format］ ASCII ESC 9 n

Hex 1B 39 n

Decimal 27 57 n

［Description］ Select Chinese code format, n from the character code table as follows：

0:GBK code

1:UTF-8 code

3:BIG5 code

NOTE : This version is not support English.

51.DC2　T

[Name]　　　　　Printing test page

[Format]　　　　ASCII　　　DC2　T

　　　　　　　　Hex　　　　12　　54

　　　　　　　　Decimal　　18　　94

[Description]　　Printing test page

52.ESC　p　m　t1　t2(for Drawer)

[Name]　　　　　Generate pulse

[Format]　　　　ASCII　　ESC　　p　　m　t1　t2

　　　　　　　　Hex　　　1B　　70　　m　t1　t2

　　　　　　　　Decimal　27　　112　　m　t1　t2

[Range]　　　　m=0,1,48,49

　　　　　　　　$0 \leq t1 \leq 255, 0 \leq t2 \leq 255$

[Description]　　Outputs the pulse specified by t1 to connector pin m as

　　　follows:

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

[Notes]　　　　• The pulse ON time is [t1×2ms] and the OFF time is[t2×2ms].

　　　　　　　• If t2<t1,the OFF time is [t1×2ms].

53.ESC　u　n (for Drawer)

[Name]　　　　　Transmit peripheral device status

[Format]　　　　ASCII　　ESC　　u　　n

　　　　　　　　Hex　　　1B　　75　　n

　　　　　　　　Decimal　27　　117　　n

[Range]　　　　0

[Description]　　transmits the status of the drawer kick-out connector pin 3

　　　　　　　　as 1byte of data when n=0,48.this allows the host to

　　　　　　　　determine the status of a peripheral device.

　　　　　　　　n is used as follows:

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

7	Off	00	0	Not used. Fixed to off

54.ESC c 5 n(for buttons)

[Name]	Enable/disable panel buttons
[Format]	ASCII ESC c 5 n
	Hex 1B 63 35 n
	Decimal 27 99 53 n
[Range]	0 ≤ n ≤ 255
[Description]	Enables or disables the panel buttons.

- When the LSB of n is 0, the panel buttons are enabled.
- When the LSB of n is 1, the panel buttons are disabled.

[Default]	n = 0