



Innovative Business Printing Solutions

MtP Series

Programmer's Manual

Printek, Inc.
1517 Townline Road
Benton Harbor, MI 49022

269-925-3200

www.printek.com

Printek Part Number 6035

Manual Revision Notes:

Released as Part Number 5886 in October, 2004

- Original release for the MtP400 Series printers.
- Based on MtP Series firmware version 1.7.

Released as Part Number 6035 in March, 2005

- Added support for the MtP300 Series printers.
- Based on MtP Series firmware version 2.0.

Acknowledgements

Printek is a registered trademark of Printek, Inc.

Bluetooth is registered trademark of Bluetooth SIG, Inc.

O'Neil is a trademark of O'Neil Product Development, Inc.

Palm OS is a trademark of PalmSource, Inc.

PrintBoy is a registered trademark of Bachmann Software

PrinterCE is a registered trademark of Fieldsoftware Products

Wi-Fi is a registered trademark of the Wi-Fi Alliance

Windows is a registered trademark of Microsoft Corporation

Zebra, ZPL-II, and Comtec are registered trademarks of Zebra Technologies, ZIH Corp.

All other trademarks are the property of their respective owners.

© 2004, 2005 By Printek, Inc., 1517 Townline Road, Benton Harbor, MI 49022. All rights reserved.

Specifications subject to change without notice.

TABLE OF CONTENTS

Acknowledgements.....	ii
Introduction	1
Printer Models and Key Features	1
Manual Contents	1
Selecting Emulations	3
Printek Emulation	5
Introduction.....	5
Control Codes and Escape Sequences Grouped by Function.....	6
Communications	6
Character Size and Line Spacing	7
Character Attributes	9
Character Sets	9
Horizontal Position	10
Vertical Position.....	10
Bar Codes.....	12
Graphics	16
Storing and Printing Graphic Images and Logos	18
Black Mark Sensing	19
Black Mark Requirements.....	20
Black Mark Sensing Commands	21
Gap Sensing	22
Printer Controls	23
Printer Status Commands.....	24
Magnetic Card Reader.....	27
Control Code and Escape Sequence Summary	29
Mt3 Emulation.....	31
O'Neil Emulation.....	33
ZPL-II Emulation.....	37
CPCL Emulation	39
Hex Dump Mode.....	41
Print & Font Samples.....	43
ASCII Character Tables	47
ASCII Control Code Definitions	47
Decimal to Hexadecimal TO ASCII Conversion Table	48
Printer Reset Conditions.....	49
Glossary.....	51

Introduction

This manual is intended to be used by software developers for the purpose of creating and/or modifying applications to make use of the special features offered by the Printek MtP Series of mobile thermal printers.

This section of the manual describes the various models of printers and the features supported by this manual and the information contained in other sections.

For printer set up and operating information for users, system integrators and information technology personnel, please refer to the printer's Operator's Manual for the specific model of interest.

Printer Models and Key Features

Printek's MtP Series of mobile thermal printers offers solutions for a wide variety of printing applications. The various models support flexible paper widths, printing from roll stock or flat stock in easy loading cassettes, label printing enhancements, and several host interface choices. The configuration options are shown below for each model. For additional information, please refer to the printer's Operator's Manual or visit www.printek.com.

Model	Max Paper Size	Label Printing	Host Interfaces			
			RS-232	IrDA	Bluetooth	Wi-Fi
MtP300	3.12" Wide Roll	Front Black Mark	Std	Opt	Opt	Opt
MtP300 LP	3.12" Wide Roll	Front/Back Black Mark, Gap	Std	Opt	Opt	Opt
MtP400	4.125" Wide Roll	Front Black Mark	Std	Opt	Opt	Opt
MtP400 LP	4.125" Wide Roll	Front/Back Black Mark, Gap	Std	Opt	Opt	Opt
MtP400 SL	4 x 6" Cassette	n/a	Std	Opt	Opt	Opt

Manual Contents

The remaining sections of this manual provide information on printer commands offered for the various emulations as well as additional information helpful to programmers. Descriptions of each section are shown below.

Selecting Emulations describes how to select the various printer emulations available in the MtP Series printers.

Printek Emulation describes in detail the Printek commands available for controlling Printek MtP Series printers.

Mt3 Emulation provides a summary of the command that are supported when emulating a Printek Mt3 printer.

Introduction

O'Neil Emulation provides a summary of the commands that are supported when emulating an O'Neil microFlash4t printer.

ZPL-II Emulation provides a summary of the commands that are supported when emulating a Zebra ZPL-II compatible printer.

CPCL Emulation provides a summary of the commands that are supported when emulating a Comtec CPCL compatible printer.

Hex Dump describes the printer's output while in Hex Dump mode, and how it may be used to debug software problems.

Print & Font Samples provides character set mapping information and several font print samples.

ASCII Character Tables provides a definition of ASCII control codes and an ASCII to Decimal to Hexadecimal conversion table.

Printer Reset Conditions describes the state of the printer after a power up reset or receipt of a reset command.

Glossary provides a reference for printer related terms.

Selecting Emulations

The emulations offered by Printer Mobile Thermal Printers allow for a great deal of language commonality between the various series of Printek printers as well as compatibility with systems and software that have been created for printers offered by other manufacturers.

The Printek MtP Series printers offer Printek, O'Neil, ZPL-II and CPCL emulations plus a Printek Mt3 emulation to allow the printers to work with existing three inch applications.

The printer's default emulation may be selected through the control panel set up as described in the printer's Operator's Manual. To select an emulation temporarily, the host system may send an escape sequence as described below.

Select Emulation

ESC ESC *n*

This command selects emulation mode *n* by which future commands will be interpreted as described in the following table. The selected mode will be in effect until another Select Emulation command is received or until the printer is reset via an escape sequence appropriate for the current emulation, or the printer is manually reset by entering/exit the front panel set up mode or cycling power on the printer.

Once the emulation has been selected, please refer to the section of this manual that describes the commands available for that emulation.

Example: The following escape sequence will set the printer to Mt3 Emulation.

Escape Sequence: ESC ESC 4
Hexadecimal: 1B 1B 04

<i>n</i>	Emulation
0	Test (reserved for factory use)
1	Printek Emulation
2	O'Neil Emulation
3	ZPL-II Emulation
4	Mt3 Emulation
5	CPCL Emulation
6	Hex Dump Mode
?	Previously Selected Emulation
@	Default Emulation

If more than one emulation has been selected, ESC ESC ? will return to the previously selected emulation. This is particularly useful when the previous emulation is unknown. Please beware that the memory (stack) is only one level deep.

ESC ESC @ will return to the default emulation, as specified by the "Emulation" value in the Interface setup menu.

Note: Numeric values may be specified as either a binary or an ASCII value. As such, the example above may be sent as either 1B 1B 04 or 1B 1B 34.

Printek Emulation

Introduction

This section describes the control codes and escape sequences comprising Printek emulation. This emulation may be selected by setting “Emulation” to “Printek” in the appropriate interface setup menu, or via software with the ESC ESC 1 sequence. While this emulation is selected, control codes and escape sequences from other emulations are not available.

Control codes and escape sequences are used to control printer operation. An ASCII control code is a single character in the range 00 hex through 1F hex, and 7F hex. The ESC (Escape) control code (1B hex) is used to introduce character strings called escape sequences, which provide an extension of the commands available with ASCII control codes.

If a sequence accepts one numeric parameter, it will be represented as “*n*”. If a sequence accepts more than one numeric parameter, they will be represented as “*n1 n2 ... nx*”.

Spaces are used when documenting escape sequences to increase readability. If a space character is actually a valid part of the sequence, it will be represented as “SPACE”. Characters that appear in *italics* (such as “*n*” and “*nI*” above) are not sent to the printer as is; they are used as a place holder indicating that some value must be supplied.

Multiple character strings without intervening spaces typically represent control codes. For example, BS is the Backspace control code (08 hex), not the two characters “B” and “S” (42 and 53 hex), and SPACE is the space character (20 hex). An ASCII Control Code Table is provided on page 47 for your convenience. If you have any doubt about how to interpret a documented control code or escape sequence, refer to the hexadecimal representation in the example. The examples may also be helpful when analyzing a Hex Dump printed by the printer. Please refer to the “Hex Dump ” section of this manual on page 41.

Printek Emulation

Control Codes and Escape Sequences Grouped by Function

Communications

This section describes various methods of controlling the flow of data to and from the printer. Unlike other sections describing printer commands, the descriptions in this section indicate whether the command is one that is “received” by the printer, or “transmitted” by the printer.

Note that some handshaking methods are only supported by the RS-232C Serial interface and are not supported for the IrDA, Bluetooth, or Wi-Fi interfaces.

End of Text (Received by Printer)

ETX

If “ETX/ACK” is set to “On” in the Serial Interface Menu (refer to the Operator’s Manual), then processing of an ETX from the printer’s input buffer causes the printer to transmit an ACK to the host computer.

Since the ETX may be a legal value within an escape sequence, it is the user’s responsibility to ensure that an ETX used for data handshake is not sent within an escape sequence. The user must also ensure that the maximum block size or the number of blocks sent at one time does not exceed the input buffer size of the printer.

The input buffer size is 32K (32,768 Bytes) unless Minimum Buffer has been selected in the printer’s Options Menu. Please refer to the Operator’s Manual for more information.

Control code: ETX
Hexadecimal: 03

Acknowledge (Transmitted by Printer)

ACK

Please refer to the “End of Text” description above.

Control Code: ACK
Hexadecimal: 06

End of Transmission (Transmitted by Printer)

EOT

The printer sends an EOT character each time the printer’s input buffer becomes empty to indicate the printer is idle.

Control Code: EOT
Hexadecimal: 04

Transmitter On (Transmitted by Printer, Serial Only)

XON (DC1)

When enabled for the Serial Interface (refer to the Operator’s Manual), this character is transmitted by the printer to indicate that the printer is on line and ready to receive data. See DC3/XOFF for more information.

Control Code: XON
Hexadecimal 11

Printek Emulation**Transmitter Off (Transmitted by Printer, Serial Only)****XOFF (DC3)**

When enabled for the Serial Interface (refer to the Operator's Manual), this character is transmitted by the printer to indicate that the printer's input buffer is nearly full and that the host computer should stop sending data. When the printer is able to accept data again, it will transmit DC1/XON.

Control Code: XOFF
 Hexadecimal: 13

Character Size and Line Spacing**Select Character Pitch****ESC K n**

Sets the character pitch according to the following table.

<u>n</u>	<u>Character Pitch/Font</u>	<u>Matrix</u>	<u>Columns Per Line</u>	
			<u>MtP300</u>	<u>MtP400</u>
0	5.5 cpi Sans Serif	37 x 60	13	22
1	10.2 cpi Sans Serif	20 x 26	28	41
2	10.7 cpi Sans Serif	19 x 26	30	43
3	12.7 cpi Courier	16 x 23	36	52
4	13.5 cpi Courier	15 x 23	38	55
5	14.5 cpi Courier	14 x 23	41	59
6	15.6 cpi Courier	13 x 23	44	64
7	16.9 cpi Courier	12 x 23	48	69
8	18.5 cpi Courier	11 x 23	52	75
9	20.3 cpi Courier	10 x 23	57	83
10	22.6 cpi Courier	9 x 23	64	92
11	25.4 cpi Courier	8 x 23	72	104

This command must be sent prior to any printable characters on the line. If sent after printable characters are received, a Carriage Return and Line Feed will be inserted and a new line started before the command takes effect.

Example: The following escape sequence will set the printer to use the 12.7 cpi Courier font.

Escape Sequence: ESC K 3
 Hexadecimal: 1B 4B 03

Set Printer to 12.7 cpi**SO**

Sets the character size to 12 cpi. This is equivalent to sending ESC k 1.

This command must be sent prior to any printable characters on the line. If sent after printable characters are received, a Carriage Return and Line Feed will be inserted and a new line started before the command takes effect.

Control Code: SO
 Hexadecimal: 0E

Printek Emulation

Set Printer to 22.6 cpi

SI

Sets the character size to 22.6 cpi. This is equivalent to sending ESC k 4.

This command must be sent prior to any printable characters on the line. If sent after printable characters are received, a Carriage Return and Line Feed will be inserted and a new line started before the command takes effect.

Control Code: SI
Hexadecimal: 0F

Set Printer to 22.6 cpi

DC4

Sets the character size to 22.6 cpi. This is equivalent to sending ESC k 4.

This command must be sent prior to any printable characters on the line. If sent after printable characters are received, a Carriage Return and Line Feed will be inserted and a new line started before the command takes effect.

Control Code: DC4
Hexadecimal: 14

Double High On

FS

Enables double high printing. This will cause the characters and the interline spacing to be doubled in height. Double high printing will be in effect until the Double-High Off (GS) command is received.

This command must be sent prior to any printable characters on the line. If sent after printable characters are received, a Carriage Return and Line Feed will be inserted and a new line started before the command takes effect.

Control Code: FS
Hexadecimal: 1C

Double High Off

GS

Disables double high printing.

This command must be sent prior to any printable characters on the line. If sent after printable characters are received, a Carriage Return and Line Feed will be inserted and a new line started before the command takes effect.

Control Code: GS
Hexadecimal: 1D

Set Text Line Spacing

ESC a n

Sets the number of dot rows the paper is to be moved after printing each row of text. Each dot row is 0.125mm. $0 \leq n \leq 10$.

Example: The following escape sequence sets the line spacing to zero (as needed when printing line drawing characters when the PC Line Drawing character set is selected).

Escape Sequence: ESC a 0
Hexadecimal: 1B 61 00

Printek Emulation

Character Attributes

Select Emphasized Mode

ESC U n

Selects emphasized printing mode. Emphasized mode may be used to highlight text by giving it a more bold appearance.

n	Selection
0	Emphasized Mode Off
1	Emphasized Mode On

This command must be sent prior to any printable characters on the line. If sent after printable characters are received, a Carriage Return and Line Feed will be inserted and a new line started before the command takes effect.

Example: The following escape sequence will set emphasized printing mode to On.

Escape Sequence: ESC U 1
Hexadecimal: 1B 55 31

Character Sets

Select Extended Character Set

ESC F n

Selects the character set to be used when printing extended characters (hexadecimal 80-FF).

n	Character Set
1	International Character Set
2	PC Line Drawing Character Set

When using the PC Line Drawing Character Set, the Text Line Spacing should be set to zero. Doing so will allow the vertical line characters to form continuous lines.

This command must be sent prior to any printable characters on the line. If sent after printable characters are received, a Carriage Return and Line Feed will be inserted and a new line started before the command takes effect.

Please refer to “Print & Font Samples” on page 43 for information on the specific characters contained in each character set.

Example: The following escape sequence will select the International character set.

Escape Sequence: ESC F 1
Hexadecimal: 1B 46 31

Printek Emulation

Horizontal Position

Carriage Return

CR

Causes the current line to be printed and the paper to advance to the next line. The current print position is set to the beginning of the next line.

Note that either a Carriage Return (CR) or a Line Feed (LF) will cause both functions to be performed. However, a Carriage Return and Line Feed “pair” (CRLF) will only perform a single line feed.

Control code: CR
Hexadecimal: 0D

Backspace

BS

Removes the previous character from the print buffer. Backspacing can be done up to, but not beyond, the beginning of the line.

Control code: BS
Hexadecimal: 08

Horizontal Tab

HT

Advances to the next horizontal tab stop. If no tab stop exists between the active column and the right margin, the print position will advance to the beginning of the next line.

Horizontal tab stops are associated with columns, not absolute physical positions. Changing the character spacing or font will change the physical position of the tab stops. Default tab stops are set to every fourth column, i.e. 5,9,13,17,21,25,29,33,37

Control code: HT
Hexadecimal: 09

Set Horizontal Margins

ESC H l r

Sets the left and right margins in millimeters. *l* and *r* may be set from zero up to $\frac{1}{2}$ the line length.

Example: The following escape sequence will set both the left and right margins to 10mm (0.394").

Escape Sequence: ESC H 10 10
Hexadecimal: 1B 48 0A 0A

Vertical Position

Line Feed

LF

Causes the current line to be printed and/or advances the paper to the next line. The total distance the paper is advanced is based on the vertical size of the current font plus the Text Line Spacing.

A Carriage Return is also performed which places the current print position at the beginning of the next line.

Printek Emulation

Note that either a Carriage Return (CR) or a Line Feed (LF) will cause both functions to be performed. However, a Carriage Return and Line Feed “pair” (CRLF) will only perform a single line feed.

Control code: LF
Hexadecimal: 0A

Variable Size Line Feed**ESC J n**

Causes paper to be moved forward $n \times 0.125\text{mm}$. $0 \leq n \leq 255$.

A Carriage Return is also performed which places the current print position at the beginning of the next line.

Example: The following escape sequence performs a line feed of five millimeters ($5 \div 0.125$).

Escape Sequence: ESC J 40
Hexadecimal: 1B 4A 28

Variable Size Reverse Line Feed**ESC Q J n**

Causes paper to be moved in the reverse direction $n \times 0.125\text{mm}$. $0 \leq n \leq 255$.

A Carriage Return is also performed.

Note that reverse paper motion is not supported in MtP400 SL models and this command is ignored.

Example: The following escape sequence moves paper in the reverse direction two millimeters ($2 \div 0.125$).

Escape Sequence: ESC Q J 16
Hexadecimal: 1B 51 4A 10

Vertical Tab**VT**

Advances the paper five lines. If a partial line exists in the buffer, that line will be printed including a Carriage Return and Line Feed, and then the paper advanced five lines.

A Carriage Return is also performed which places the current print position at the beginning of the next line.

Control code: VT
Hexadecimal: 0B

Form Feed**FF**

If a partial line exists in the buffer, that line will be printed including a Carriage Return and Line Feed, and then the paper will be advanced as described below.

For printers that use rolls of print media, (not “SL” models), the paper will be advanced by the “FFeed Distance” set for the current Format (refer to the Operator’s Manual for more information).

For printers that use cassette media (MtP400 SL), the current sheet of paper will be ejected.

A Carriage Return is also performed which places the current print position at the beginning of the next line.

Control code: FF
Hexadecimal: 0C

Printek Emulation

Bar Codes

The MtP Series printers will automatically print several types barcode symbols using the following command. The specification for each bar code type is also described.

Print Bar Code

ESC a t n h data

Printek printers support several bar code symbologies including Code 39, Code 128, UCC/EAN-128, Interleaved 2 of 5, UPC/EAN/JAN, and Codabar. The following table describes the Bar Code command. Details for each specific bar code type, including examples, are found below.

Variable	Value	Description
<i>a</i>	z (lower case)	Print bar code only.
	Z (upper case)	Print bar code and human readable text.
<i>t</i>	1	Code 39
	2	Code 128, UCC/EAN-128
	3	Interleaved 2 of 5
	4	UPC/EAN/JAN
	5	Codabar
<i>n</i>	$1 \leq n \leq 255$	Number of characters in bar code.
<i>h</i>	$1 \leq h \leq 255$	Height of bar code in increments of 0.125mm.
<i>data</i>		<i>n</i> characters to be represented in the bar code. See individual bar code types for allowable characters and other specific requirements.

Notes: All barcodes are printed with the minimum bar width ("x-dimension") of 0.250mm, in compliance with the respective official specification.

All barcodes are printed centered between the left and right margins. For information on setting margins, please refer to the Operator's Manual.

Code 39 Specifications

Description: Each symbol starts with Leading Quiet Zone, followed with Start Symbol, Data Symbols, ending with Stop Symbol and Trailing Quiet Zone.

Character set: 43 ASCII characters including A-Z (uppercase only), 0-9, . (period), - (dash), \$, /, +, %, and SPACE

Elements per symbol: 9 (5 bars, 4 spaces)

Character density: 6.25 CPI

Bar width: 0.25mm (narrow to wide ratio = 1:3)

Example: The following escape sequence will print a bar code containing the characters "CODE-39" 1 mm high followed by human readable text.

Escape Sequence: ESC Z 1 7 8 C O D E - 3 9
Hexadecimal: 1b 5A 31 07 08 43 4F 44 45 2D 33 39

Printek Emulation**Code 128 Specifications**

Description: Each symbol starts with Leading Quiet Zone, followed with Start Symbol, Data Symbols, ending with Stop Symbol and Trailing Quiet Zone.

Character set: 256 ASCII via three Code Sets and an “Extend” function.

Elements per symbol: 6 (3 bars, 3 spaces)

Character density: 9.1 CPI

Bar width: 0.25mm

The first character position in the *data* portion of the escape sequence must contain a “Start Character”, as defined below. This Start Character defines the Code Set to be used to interpret the following *data* characters. Each Code Set has special character values defined that allow switching to a different Code Set(s) within the bar code.

Start Character	Code Set	Characters Sent To Printer	Characters Read By Scanner
87	A	20 – 5F	20 – 5F
		60 – 7F	00 – 32
88	B	20 – 7F	20 – 7F
89	C	Pairs of 30 – 39	Numeric Character Pairs 30, 30 – 39, 39 (00-99 Dec.)

All character values shown in Hexadecimal.

Special *data* characters are available for each Code Set that allow switching to a different Code Set and other special functions. These characters have values of 80-86 Hexadecimal and their functions in each Code Set are defined below.

Character Value (Hex)	Code Set A	Code Set B	Code Set C
80	FNC3	FNC3	-
81	FNC2	FNC2	-
82	Shift	Shift	-
83	Switch to Code Set C	Switch to Code Set C	-
84	Switch to Code Set B	FNC4	Switch to Code Set B
85	FNC4	Switch to Code Set A	Switch to Code Set A
86	FNC1	FNC1	FNC1

FNC 1: Reserved for EAN use.

FNC 2: Concatenate the data in this bar code with the data in the next bar code read. Not supported by all bar code readers.

FNC 3: Reset the bar code reader. Any other data in this bar code will be discarded.

FNC 4: Extended characters. The bar code reader will add 128 (80 Hex.) to each character.

Example 1: The following escape sequence will print a bar code containing “ABC123” that is 10mm high and is followed with human readable text.

Escape Sequence: ESC Z 2 7 80 Start B A B C 1 2 3
Hexadecimal: 1B 5A 32 07 50 88 41 42 43 31 32 33

Printek Emulation

Example 2: The following escape sequence will print a bar code using numeric pairs of numeric characters containing “123456” that is 10mm high without human readable text.

Escape Sequence: ESC z 2 7 80 Start C 1 2 3 4 5 6
 Hexadecimal: 1b 7A 32 07 50 89 31 32 33 34 35 36

Example 3: The following escape sequence will print the same data as in Example 1, “ABC123”, using Code Sets that allow a mixture of alphanumeric character and numeric pairs. The bar code will be 20mm high without human readable text.

Escape Sequence: ESC z 2 7 160 Start A A B C 1 Switch C 2 3
 Hexadecimal: 1B 7A 32 07 A0 87 41 42 43 31 83 32 33

UCC/EAN-128 Specifications

Description: The UCC/EAN-128 specification is an internationally recognized format for application identifiers in code 128 bar codes. The bar code symbology is identical to Code 128. Only recognized bodies of the UCC or EAN may assign application identifiers. For more information visit www.ean-int.org and www.uc-council.org.

Character set: 256 ASCII via three Code Sets and an “Extend” function.

Elements per symbol: 6 (3 bars, 3 spaces)

Character density: 9.1 CPI

Bar width: 0.25mm

Example: The following escape sequence prints an all numeric bar code containing “1234” in an EAN-128 format that is 10mm high followed by human readable text.

Escape Sequence: ESC Z 2 6 80 FNC1 1 2 3 4
 Hexadecimal: 1B 5A 32 06 50 86 31 32 33 34

UPC/EAN/JAN Specifications

Description: Each symbol starts with Leading Quiet Zone, followed with Left Guard Bars, Left Data Symbols, Center Bar Pattern, Right Data Symbols, Check Character, ending with Right Guard Bars and Trailing Quiet Zone. The UPC, EAN/JAN-8, EAN/JAN-13 specifications comprise an internationally recognized format for application identifiers. Unlike the UCC/EAN-128 specification, these identifiers are intended for point-of-sale applications. Only recognized bodies of the UCC and EAN may assign application identifiers. For more information visit www.ean-int.org and www.uc-council.org.

Character set: numeric - fixed length as follows:

- UPC-A – Requires 12 digits. The first 11 will be printed and the 12th will be replaced by a check digit calculated by the printer.
- UPC-E – Requires 7 digits. (The check digit will be added by the printer.)
- EAN/JAN-8 – Requires 8 digits. The first 7 will be printed and the 8th will be replaced by a check digit calculated by the printer.
- EAN/JAN-13: – Requires 13 digits. The first 12 will be printed and the 13th will be replaced by a check digit calculated by the printer.

Printek Emulation

Elements per symbol: 4 (2 bars, 2 spaces)

Character density: 14.5 CPI

Bar width: 0.25mm

Characters

Note: When specifying the bar code height that h represents the total height including a 1.25mm drop bar pattern printed after the barcode pattern.

Example 1: The following escape sequence will print a UPC-A bar code containing “12345678901” that is 30mm high followed by human readable text. Note that a check digit “9” is also sent, but will be ignored and recalculated by the printer.

Escape Sequence:	ESC	Z	4	12	240	1	2	3	4	5	6	7	8	9	0	1	9
Hexadecimal:	1B	5A	34	0C	F0	31	32	33	34	35	36	37	38	39	30	31	39

Example 2: The following escape sequence will print a UPC-E bar code containing “1234567” that is 30mm high followed by human readable text.

Escape Sequence:	ESC	Z	4	7	240	1	2	3	4	5	6	7
Hexadecimal:	1B	5A	34	07	F0	31	32	33	34	35	36	37

Example 3: The following escape sequence will print an EAN/JAN-8 bar code containing “1234567” that is 30mm high followed by human readable text. Note that a check digit “9” is also sent, but will be ignored and recalculated by the printer.

Escape Sequence:	ESC	Z	4	8	240	1	2	3	4	5	6	7	9
Hexadecimal:	1B	5A	34	08	F0	31	32	33	34	35	36	37	39

Example 4: The following escape sequence will print an EAN/JAN-13 bar code containing “123456789012” that is 30mm high followed by human readable text. Note that a check digit “9” is also sent, but will be ignored and recalculated by the printer.

Escape Sequence:	ESC	Z	4	13	240	1	2	3	4	5	6	7	8	9	0	1	2	9
Hexadecimal:	1B	5A	34	08	F0	31	32	33	34	35	36	37	38	39	30	31	32	39

Interleaved 2 of 5 Specifications

Description: Each symbol starts with Leading Quiet Zone, followed with Start Symbol, Data Symbols, ending with Stop Symbol and Trailing Quiet Zone.

Character set: numeric pairs.

Elements per symbol: 10 (5 bars, 5 spaces)

Character density: 11.11 CPI

Bar width: 0.25mm

Printek Emulation

Example: The following escape sequence will print a bar code containing “123456” that is 10mm high followed by human readable text.

Escape Sequence:	ESC	Z	3	6	80	1	2	3	4	5	6
Hexadecimal:	1B	5A	33	06	50	31	32	33	34	35	36

Codabar Specifications

Description: Each symbol starts with Leading Quiet Zone, followed with Start Symbol, Data Symbols, ending with Stop Symbol and Trailing Quiet Zone.

Character set: 0-9, \$, -, :, /, ., + and the start/stop pairs of A/T, B/N, C/*, and D/E.

Elements per symbol: 7 (4 bars, 3 spaces)

Character density: 8.1 CPI

Bar width: 0.25mm

Example 1: The following escape sequence will print a bar code containing “123456”, using the A/T start/stop characters, and 20mm high followed by human readable text.

Escape Sequence:	ESC	Z	5	8	160	A	1	2	3	4	5	6	T
Hexadecimal:	1B	5A	35	08	A0	41	31	32	33	34	35	36	54

Example 2: The following escape sequence will print a bar code containing “123456”, using the C/* start/stop characters and 20mm high followed by human readable text.

Escape Sequence:	ESC	Z	5	8	160	C	1	2	3	4	5	6	*
Hexadecimal:	1B	5A	35	08	A0	43	31	32	33	34	35	36	2A

Graphics

The printer uses a single line thermal print head with elements spaced at 0.125mm. The maximum number of graphic data bytes allowed for each model printer is shown for each command. After each line of graphic data, the paper is automatically advanced 0.125mm to position the paper for the next graphic line. To advance the paper by additional graphic increments without printing, refer to “Variable Size Line Feed” on page 11.

8-Bit Graphics

ESC # h w data

This command may be used to print any graphics pattern. The height and width of the graphic image may be specified as shown below. Each line must contain the same number of bytes (width).

The image will be printed starting from the left margin and up to the right margin. If the width specified will not fit within the margins, the right side of the image will be truncated.

Printek Emulation

Variable	Value	Description
<i>h</i>	$1 \leq h \leq 255$	Number of graphic lines in the data to follow.
<i>w</i>	MtP300: $0 \leq w \leq 72$ MtP400: $0 \leq w \leq 104$	Number of bytes per graphic line in the data to follow. Each byte contains 8 bits.
<i>data</i>	A line of graphic data bytes where the value of each byte is 0-255	$h \times w$ bytes per line are required.

Example 1: The following escape sequence will print a horizontal line 2mm long starting 2mm from the left margin.

Escape Sequence: ESC # 1 4 0 0 255 255
Hexadecimal: 1B 23 01 04 00 00 FF FF

Example 2: The following escape sequence will print a square box 2mm x 1mm starting 2mm from the left margin, and then move the paper forward an additional 5mm.

Escape Sequence: ESC # 8 4 0 0 255 255
Hexadecimal 1B 23 08 04 00 00 FF FF
Escape Sequence: 0 0 128 1
Hexadecimal 00 00 80 01
Escape Sequence: 0 0 128 1
Hexadecimal 00 00 80 01
Escape Sequence: 0 0 128 1
Hexadecimal 00 00 80 01
Escape Sequence: 0 0 128 1
Hexadecimal 00 00 80 01
Escape Sequence: 0 0 128 1
Hexadecimal 00 00 80 01
Escape Sequence: 0 0 128 1
Hexadecimal 00 00 80 01
Escape Sequence: 0 0 255 255
Hexadecimal 00 00 FF FF
Escape Sequence: ESC J 40
Hexadecimal: 1B 4A 28

8 Bit Compressed Graphics**ESC v h w c data [c data] ...**

This command differs from the 8 Bit Graphics command described above by reducing the number of bits (bytes) that have to be sent to the printer. This allows for faster data transfer between the host computer and the printer.

Variable	Value	Description
<i>h</i>	$1 \leq h \leq 255$	Number of graphic lines in the image.
<i>w</i>	MtP300: $0 \leq w \leq 72$ MtP400: $0 \leq w \leq 104$	Number of bytes in each graphic line of the image.
<i>c</i>	$0 \leq c \leq 255$	Counter(s) describing how following bytes are to be interpreted. A description of how counter values and the following data are interpreted follows this table.
<i>data</i>	Graphic data bytes where the value of each byte is	Graphic data bytes to be interpreted as specified by the preceding counter, <i>c</i> .

Printek Emulation

	0-255	
--	-------	--

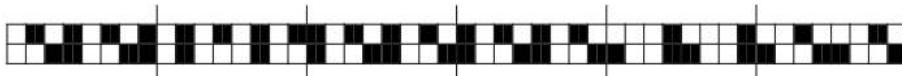
Multiple “sets” of counters and data may be sent to the printer as necessary to describe the graphic pattern to be printed. The values specified by the counter(s) are interpreted as follows.

The counter may be considered as either a signed 7 bit value or an unsigned 8 bit value.

For signed 7 bit values: $0 \leq c \leq 127$ Process the next $(c + 1)$ bytes as simple 8 bit graphic patterns.
 $-128 \leq c \leq -1$ Repeat the next byte $(-c + 1)$ times.

For unsigned 8 bit values: $0 \leq c \leq 127$ Process the next $(c+1)$ bytes as simple 8 bit graphic patterns.
 $128 \leq c \leq 255$ Repeat the next byte $(256 - c + 1)$ times.

Example: The following escape sequence will print a graphic image that is two lines long and six bytes (48 bits) wide as shown below. Note that the outlines for each bit are shown only to explain this example and that only the image represented by the black “bits” will actually be printed.



In the following escape sequence the data bytes are shown in binary. The hexadecimal values for each byte are shown on the second line.

```
ESC v 2 6 255 01010101 255 10101010 3 00010001 00100010 00110011 01000100 25310011001
1B 76 02 06 FF      55     FF     AA    03    11     22     33     44     FD    99
```

Storing and Printing Graphic Images and Logos

Graphic images including logos may be stored permanently in the printer’s flash memory so that they may be printed as often as needed without having to retransmit the graphic image each time. A total of 1MB of Flash memory is allocated to storing graphic images. The number of images that may be stored depends on the size of the images.

An image is programmed into the printer’s memory using a series of steps, or commands, as shown below.

- Step 1: Send the Load Graphic Image command to the printer.
- Step 2: Send the image using up to 2,436 graphic lines as described in the Graphics section on page 16. (The 8-Bit Compress Graphics command is not supported when defining logos.)
- Step 3: Send the Store Graphic Image command to the printer.
- Step 4: Wait for the printer to respond with “D” (Hexadecimal 44) indicating that the printer has begun storing the image.
- Step 5: Wait for the printer to respond with an Exclamation Point character (Hexadecimal 21) indicating that the image has been stored.

Printek Emulation**Load Graphic Image****ESC L G n**

This command indicates that graphic commands describing an image to be stored is to follow. The value of *n* is used to identify this particular graphic image and may be any printable ASCII character ($21 \leq n \leq 7E$). This same value is then used to print the graphic.

The graphic data is sent using Graphic commands as described on page 16. The image may consist of up to 2,436 graphic lines. The loading process will terminate when 2,436 lines have been received, or upon receipt of the Store Graphic Image command.

Example: This escape sequence specifies that the following graphic command(s) will define graphic image "A".

Escape Sequence: ESC L G A Graphics Data
Hexadecimal: 1B 4C 47 41 Graphic commands as described on page 16.

Note: This command may be used to store graphic images that can later be recalled and printed using O'Neil Emulation Easy Print commands. The name used in the Easy Print command would be "LOGOn", or "LOGOA" for the above example.

Store Graphic Image**ESC L G DEL**

This command terminates the Load Graphic Image mode and causes the graphic image to be stored in the printer's Flash memory.

After this command is received, the printer will transmit a "D" (Hexadecimal 44) and begin saving the image. Once the image is stored, the printer will transmit a an Exclamation Point (Hexadecimal 21). The image may now be printed using the Print Graphic Image command.

Caution: The printer power must remain on throughout this entire process.

Escape Sequence: ESC L G DEL
Hexadecimal: 1B 4C 47 FF

Print Graphic Image**ESC L g n**

This command will print a graphic image that was previously stored using the Load Graphic Image command.

Example: The following escape sequence will print the graphic logo stored as "A".

Escape Sequence: ESC L g A
Hexadecimal: 1B 4C 67 41

Black Mark Sensing

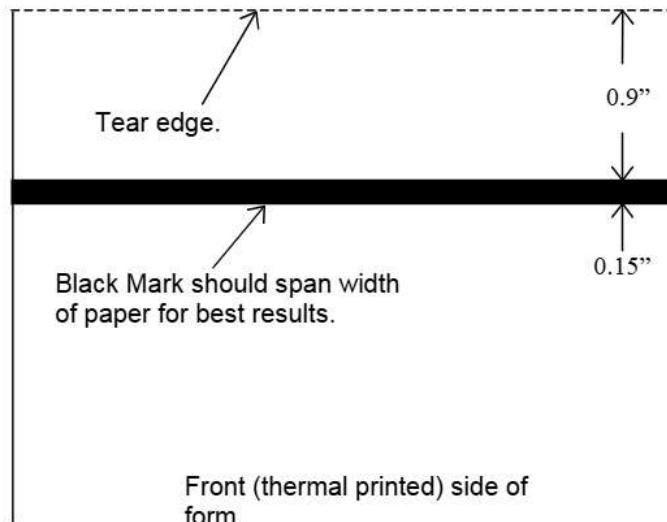
The MtP Series printers can print on preprinted forms on roll media by using a "black mark" to sense the beginning of each form. The black mark is located on the form in a position where the printer's paper out sensor can be used to detect its presence. Additionally, the "LP" models are capable of sensing a black mark on the back side of the form and for sensing the gap between labels. The recommended position for the black mark is described below.

Printek Emulation

Black Mark Requirements

The position described below is designed to be used when seeking a Black Mark at the beginning of a print job. This position and will require little or no reverse paper motion resulting in the fastest throughput and best printing alignment, and reduces the potential for paper jams. However, the vertical position of the Black Mark is entirely dependant on the application program that is controlling the printer.

The Black Mark must be printed on the front side of the paper for non "LP" models, and may optionally be printed on the back side of the paper for the "LP" models. Refer to the printer's Operator's Manual for instructions on selecting which sensor is used.

Printek Emulation**Optimum Black Mark Position****Black Mark Sensing Commands****Set Paper Out Sensitivity****ESC Q Q n**

This command sets the number of 0.125mm dot rows of paper motion that can occur after the paper out sensor detects the lack of paper before a paper out condition is displayed and the printer stops printing. Using this command to set a number of dot rows larger than the vertical size of the black mark, which looks like a lack of paper, allows the printer to continue operating in the area of the black mark. $0 \leq n \leq 255$, the default value is 40.

Example: The following escape sequence will set the paper out sensitivity to 50 dot rows.

Escape Sequence	ESC	Q	Q	50
Hexadecimal	1B	51	51	32

Forward Seek Black Mark**ESC Q F n**

This command causes the printer to move the paper forward up to n dot rows to seek the beginning of a black mark on a form where $0 \leq n \leq 255$ 0.250mm dot rows. If the black mark is found, the printer responds with the escape sequence $\text{ESC } Q ? ? n1 n2$ where $n1$ $n2$ represent the number of dot rows the paper was moved before the black mark was detected. If the black mark is not found, the printer responds with $\text{ESC } Q 0 0 n1 n2$ where $n1$ $n2$ represent the number of dot rows moved before the seek was aborted.

Example: The following escape sequence commands the printer to move the paper forward up to $200 * 0.250$ mm dot rows in search of a black mark on the form. This example also shows the printer's response that it found the beginning of the black mark in 183 dot rows.

Printek Emulation

Command sent to printer:

Escape Sequence: ESC Q F 200
 Hexadecimal: 1B 51 46 C8

Response from printer:

Escape Sequence: ESC Q ? ? ; 7
 Hexadecimal: 1B 51 3F 3F 3B 37

Note that the values for *n1 n2*, or in this example “;” “7” in the response from the printer, represent the upper and lower nibbles, respectively, of the number of dot rows the paper was moved before detecting the beginning of the black mark. Each of these values has been “or’ed” with 30 Hexadecimal in order to provide the character shown. As a result, the value represented by “;” is 176, and the value represented by “7” is 7, indicating that the paper was moved 183 dot rows, or 45.75mm.

Reverse Seek Black Mark

ESC Q B n

This command is identical to the Forward Seek Black Mark command described above except that the paper is moved in the reverse direction in order to seek the bottom edge of the black mark. Care should be taken not to move the paper very far in the reverse direction to avoid wrinkling the paper and creating the possibility of paper jams.

Note that reverse paper motion is not supported in MtP400 SL models and this command is ignored.

Black Mark Found (Response From Printer)

ESC Q ? ? n1 n2

This response is provided by the printer after detecting the presence of a black mark on the form in response to either a Forward Seek Black Mark or Reverse Seek Black Mark command. Please refer to the example for Forward Seek Black Mark, above.

Black Mark Not Found (Response From Printer)

ESC Q 0 0 n1 n2

This response is provided by the printer when the presence of a black mark is not detected on the form in response to either a Forward Seek Black Mark or Reverse Seek Black Mark command. Please refer to the example for Forward Seek Black Mark, above.

Gap Sensing

Gap sensing is only available on “LP” models and is used to sense the space between die cut labels. The minimum space between labels is 0.125” (3.2mm).

Gap sensing is very similar to Black Mark sensing and uses the same commands. Refer to the Operator’s Manual for instructions on how to select Gap versus Black Mark sensing.

Printek Emulation**Printer Controls****Bell**

Causes the printer's bell to sound.

Control code: BEL
Hexadecimal: 07

BEL**CANCEL****CAN**

Deletes all data in the printer's input buffer and resets the printer to power up default values. Refer to "Printer Reset Conditions" on page 49 for more information.

Control Code: CAN
Hexadecimal: 18

Reset**ESC c**

Deletes all data in the printer's input buffer and resets the printer to power up default values. Refer to "Printer Reset Conditions" on page 49 for more information.

Escape Sequence: ESC c
Hexadecimal: 1B 63

Print Contrast**ESC P n**

Sets the contrast, or relative "darkness", of the characters or graphic images to be printed where $0 \leq n \leq 9$ (hexadecimal 30-39). A value of zero provides the greatest contrast and also the slowest print speed. Likewise, a value of nine provides the lowest contrast, but the fastest print speed. The default value is "5".

Since contrast is greatly affected by the quality of thermal paper being used, this command allows varying grades of paper to be printed on successfully.

In association with this setting, the printer automatically adjusts the contrast while printing in order to achieve consistent output based on the current battery condition and print head temperature.

Example: The following escape sequence will set the printer to a Print Contrast setting of "4".

Escape Sequence: ESC P 4
Hexadecimal: 1B 50 34

Printek Emulation

Buffer Mode	ESC P #
	ESC P \$

Buffer Mode may be used to force the printer to “hold” data until the entire print job is received.

If Buffer Mode has been enabled, the printer continues to hold data in its input buffer until an EOT character (Hexadecimal 04) has been received. Once the EOT is received, the printer will print the data in the input buffer up to the EOT character.

When Buffer Mode is not enabled (default) data are printed as received.

Example 1: The following escape sequence enables Buffer Mode.

Escape Sequence: ESC P \$
Hexadecimal: 1B 4D 24

Example 2: This escape sequence disables Buffer Mode.

Escape Sequence: ESC P #
Hexadecimal: 1B 4D 23

Select Format	ESC 1n
----------------------	----------------------------

Causes the current line to be printed, and then loads the format parameters for Format n . $1 \geq n \geq 5$. If Format n is already selected, this command is ignored. Refer to the Printer Configuration section of the Operator’s Manual for complete details.

Example: This escape sequence selects Format 2.

Escape Sequence: ESC 1 2
Hexadecimal: 1B 6C 02

Select Emulation	ESC ESC n
-------------------------	-------------------------------

Select the printer emulation mode to be used for future commands. For complete details, refer to “Selecting Emulations” on page 3.

Printer Status Commands

Print Battery Status	ESC P ^
-----------------------------	----------------

This command will cause the printer to print the current battery voltage and charge status followed by a Carriage Return and Line Feed.

If a partial line exists in the buffer, it will be printed prior to printing the battery information.

Escape Sequence: ESC P ^
Hexadecimal: 1B 50 5E

Printek Emulation

Query Printer Status	STX
	SYN

Each of these commands returns character strings which provide information regarding the current print buffer status and the magnetic card reader status. Additionally, SYN will return the current battery voltage.

Each status is returned as an escape sequence and four ASCII hexadecimal digits followed by a Carriage Return and Line Feed. The hexadecimal digits are nibbles that have been “OR’ed” with 0x30. The statuses returned for each command are as follows:

Command	Returned Strings	Comment
STX	ESC B <i>b1</i> <i>b2</i> <i>b3</i> <i>b4</i> CR LF ESC M <i>m</i> <i>s1</i> <i>s2</i> <i>t</i> CR LF	Print Buffer Status MCR Status
	ESC B <i>b1</i> <i>b2</i> <i>b3</i> <i>b4</i> CR LF ESC M <i>m</i> <i>s1</i> <i>s2</i> <i>t</i> CR LF	Print Buffer Status MCR Status
SYN	ESC V <i>v1</i> <i>v2</i> <i>v3</i> <i>v4</i> CR LF	Battery Voltage Status

Print Buffer Status String

The print buffer status will be returned as a four digits representing the number bytes in the buffer that remain to be processed, divided by 32. For example, if *b1-b4* = “0020”, this would indicate that there are at least 20 x 32, or 640, bytes remaining to be processed. A value of “0000” would indicate that the buffer is empty.

Magnetic Card Reader Status String

The MCR status indicates the presence of a reader in the printer, and if present, its current status.

- m* “0” if MCR is present. “X” if not installed in printer.
- s1, s2* Number of seconds remaining for a good card swipe before the timeout specified in the read command occurs. If this value is “00” and a non-zero value for *t* is returned, the reader will not time out and must be cancelled by a Cancel Read Magnetic Card Reader command.
- t* The tracks to be read as specified by the read command. If this value is zero and *m* and *s1, s2* are also zero, this indicates that the reader is present but currently disabled (no read pending).

Battery Voltage Status String

This string contains the current battery voltage in millivolts. A string where *v1* through *v4* contains “7123” would indicate that the battery voltage is currently 7123 millivolts, or 7.123 volts.

Printek Emulation

Example: The following control code will return the status of the print buffer, the magnetic card reader, and the battery voltage.

Control Code: SYN
Hexadecimal: 16

The three sample status strings that would be returned in response to this command are as follows.

Print Buffer Status:	ESC	B	0	0	4	2	CR	LF	1,344 bytes in input buffer.
Hexadecimal:	1B	42	30	30	34	32	0D	0A	
MCR Status:	ESC	M	0	1	2	4	CR	LF	Twelve seconds remain to read 1 & 2.
Hexadecimal:	1B	4D	30	31	32	34	0D	0A	
Battery Voltage:	ESC	V	7	1	2	3	CR	LF	Battery Voltage is 7.123 Volts
Hexadecimal:	1B	56	37	31	32	33	0D	0A	

Query Printer Firmware Version

ESC P (

This command returns a string containing the printer's firmware version designation as three ASCII digits. The three digits may be interpreted by adding a decimal point between the first two digits as shown in the example below.

Example: This following escape sequence requests the printer's firmware version.

Escape Sequence: ESC P (
Hexadecimal: 1B 50 28

A sample string returned in response to this command is shown below and indicates that the firmware version is "1.00".

Firmware Version: ESC (1 0 0 SPACE CR LF
Hexadecimal: 1B 28 31 30 30 20 0D 0A

Query Printer Model and Hardware Revision Level

ESC P)

This command returns a string containing three digits that represent the printer model and a single character that represents the printer's hardware revision level. The printer models indicated by the three digits are as follows:

Value	Printer Model	Value	Printer Model
300	MtP300	400	MtP400
302	MtP300 with MCR	401	MtP400 SL
304	MtP300 LP	402	MtP400 with MCR
306	MtP300 LP with MCR	403	MtP400 SL with MCR
		404	MtP400 LP
		406	MtP400 LP with MCR

Printek Emulation

Example: This escape sequence requests the printer's model and revision level.

Escape Sequence: ESC P)
 Hexadecimal: 1B 50 29

A sample string returned in response to this command is shown below and indicates that the printer is a model is an MtP400 SL with a Magnetic Card Reader, and is at hardware revision level "A".

Printer/Version: ESC) 4 0 3 A CR LF
 Hexadecimal: 1B 29 34 30 33 41 0D 0A

Magnetic Card Reader

Read Magnetic Card Data

ESC M n1 n2 t CR

If the optional Magnetic Card Reader (MCR) is installed in the printer, this command instructs the printer to read data from a card such as a credit card or driver's license. The MCR is a three track reader designed to read magnetically encoded data conforming to ANSI/ISO 7810, 7811 standards. The card specifications are listed below.

	Track 1 ISO1 (IATA)	Track 2 ISO2 (ABA)	Track 3 ISO3 (MINTS)
Recording Density	210 bpi	75 bpi	210 bpi
Data Bits	7	5	7
Characters Per Track	79	40	107
Card Thickness	0.030" ±0.003" (0.76mm ±0.08mm)		

The Read Magnetic Card Data command allows an application to request that the MCR reads one, two, or three tracks simultaneously within a specified number of seconds, where *n1 n2* are ASCII digits that specify the number of seconds to wait for the user to successfully swipe a card before a "timeout" error occurs, and *t* is an ASCII digit specifying the tracks to be read.

Specifying a timeout value of "00" disables the timeout timer and allows the user to swipe a card until a successful read is accomplished or until a cancel command (ESC C) is sent by the host.

<u><i>t</i></u>	<u>Tracks To Be Read</u>
1	Track 1
2	Track 2
3	Track 3
4	Tracks 1 & 2
5	Tracks 2 & 3
6	Tracks 1, 2 & 3

After the printer receives the command, the MCR indicator will begin to flash indicating to the user that (s)he may now pass the card to be read through the MCR slot near the front of the printer. The card may be swiped

Printek Emulation

in either direction. If the read is successful, the \square MCR indicator will stay lit momentarily (not flashing) and the printer will transmit the data read and/or the status of the requested read operation.

If a swipe does not result in a successful read, the Δ Error Indicator will also begin to flash and an error message as described below will be transmitted. The card may be swiped multiple times until a successful read occurs or until the specified timeout expires. Once the timeout occurs, the MCR will be disabled and both indicators will be turned off.

The data are returned as string(s) of ASCII characters in the following format.

ASCII:	%	/	1	/	<i>track 1 data</i>	?	CR	LF
Hexadecimal:	25	2F	31	2F	...	3F	0D	0A
ASCII:	:	/	2	/	<i>track 2 data</i>	?	CR	LF
Hexadecimal:	3B	2F	32	2F	...	3F	0D	0A
ASCII:	+	/	3	/	<i>track 3 data</i>	?	CR	LF
Hexadecimal:	2B	2F	33	2F	...	3F	0D	0A

Note: If no data is available for a track, the *track data* portion of the string will be empty. Other tracks containing valid data will be returned. If an error occurs on any track, the *track data* portion of the string for that track will contain a single "E" (Hexadecimal 45).

If for any reason the MCR is unable to read the card's data, the printer will transmit an error message string in the format shown below. The characters *n1 n2* represent an error number and *error message* is a description of the error. Possible values are described in the subsequent table.

ASCII:	%	E	,	<i>n1</i>	<i>n2</i>	,	<i>error message</i>	,	CR	LF	
Hexadecimal:	25	45	2C	2C	2C	0D	0A

<i>n1 n2</i>	<u>Error Message</u>
05	Time-out Expired
07	Invalid Track Number
08	Unsupported Track Selected
09	Cancel Request

Cancel Read Magnetic Card Data Command

ESC C

This command will cancel a pending MCR read command. The printer will transmit an "error" message indicating that it has processed the cancel request and turn off the MCR indicator.

Escape Sequence: ESC C
Hexadecimal: 1B 43

Control Code and Escape Sequence Summary

Communications (RS-232C Serial Interface Only)

End of Text	ETX
Acknowledge (Transmitted by Printer)	ACK
Printer Idle (Transmitted by Printer)	EOT
Transmitter On (Transmitted by Printer)	XON (DC1)
Transmitter Off (Transmitted by Printer)	XOFF (DC3)

Character Size and Line Spacing

Select Character Pitch	ESC K <i>n</i>
Set Printer to 12.7 cpi	SO
Set Printer to 22.6 cpi	SI
Set Printer to 22.6 cpi	NORM (DC4)
Double High On	FS
Double High Off	GS
Set Text Line Spacing	ESC a <i>n</i>

Character Attributes

Select Emphasized Mode	ESC U <i>n</i>
------------------------	----------------

Character Sets

Select Extended Character Set	ESC F <i>n</i>
-------------------------------	----------------

Horizontal Position

Carriage Return	CR
Backspace	BS
Horizontal Tab	HT
Set Horizontal Margins	ESC H <i>l r</i>

Vertical Position

Line Feed	LF
Variable Size Line Feed	ESC J <i>n</i>
Variable Size Reverse Line Feed	ESC Q J <i>n</i>
Vertical Tab	VT
Form Feed	FF

Bar Codes

Print Bar Code	ESC z <i>t n h data</i>
Print Bar Code With Human Readable Text	ESC Z <i>t n h data</i>

Graphics

8-Bit Graphics	ESC # <i>h w data</i>
8 Bit Compressed Graphics	ESC v <i>h w c data [c data] [c data] ...</i>

Storing and Printing Graphic Logos

Load Graphic Logo	ESC L G <i>n</i>
Store Graphic Logo	ESC L G DEL
Print Graphic Logo	ESC L g <i>n</i>

Printek Emulation

Black Mark Sensing

Set Paper Out Sensitivity	ESC Q Q <i>n</i>
Forward Seek Black Mark	ESC Q F <i>n</i>
Reverse Seek Black Mark	ESC Q B <i>n</i>

Printer Controls

Sound Bell	BEL
Cancel	CAN
Reset Printer	ESC c
Print Contrast	ESC P <i>n</i>
Enable Buffer Mode	ESC P #
Disable Buffer Mode	ESC P \$
Print Buffer Contents (Buffer Mode)	EOT
Select Format	ESC 1 <i>n</i>
Select Emulation	ESC ESC <i>n</i>

Printer Status Commands

Print Battery Status	ESC P ^
Query Print Buffer & MCR Status	STX
Query Print Buffer, MCR, & Battery Voltage Status	SYN
Query Printer Firmware Version	ESC P (
Query Printer Model and Hardware Revision Level	ESC P)

Magnetic Card Reader

Read Magnetic Card Data	ESC M <i>n1</i> <i>n2</i> <i>t</i> CR
Cancel Magnetic Card Data Read Command	ESC C

Mt3 Emulation

Selecting Mt3 Emulation allows applications written for the Printek Mt3 series printers to operate properly. When using this emulation in an MtP400, the printer matches the print width of the Printek Mt3 by only allowing printing to occur on the leftmost 2.83 inches (576 dots) of the print line.

For information on selecting emulations using Escape Sequences, please refer to “Selecting Emulations” on page 3. For information selecting emulations through the printer’s control panel set up, please refer to the printer’s Operator’s Manual.

The following summary lists the commands supported when Mt3 Emulation is selected. For more detailed information, please refer to the *Mt3 Programmer’s Manual*.

Communications (RS-232C Serial Interface Only)

End of Text	ETX
Acknowledge (Transmitted by Printer)	ACK
Printer Idle (Transmitted by Printer)	EOT
Transmitter On (Transmitted by Printer)	XON (DC1)
Transmitter Off (Transmitted by Printer)	XOFF (DC3)

Character Size and Line Spacing

Select Character Pitch	ESC k n
Set Printer to 12 cpi	SO
Set Printer to 21 cpi	SI
Set Printer to 21 cpi	NORM (DC4)
Double High On	FS
Double High Off	GS
Set Text Line Spacing	ESC a n

Character Attributes

Select Emphasized Mode	ESC U n
------------------------	---------

Character Sets

Select Extended Character Set	ESC F n
-------------------------------	---------

Horizontal Position

Carriage Return	CR
Backspace	BS
Horizontal Tab	HT

Vertical Position

Line Feed	LF
Variable Size Line Feed	ESC J n
Variable Size Reverse Line Feed	ESC Q J n
Vertical Tab	VT
Form Feed	FF

Mt3 Emulation

Bar Codes

Print Bar Code	ESC z t n h <i>data</i>
Print Bar Code With Human Readable Text	ESC Z t n h <i>data</i>

Graphics

8-Bit Graphics	ESC V n1 n2 <i>data</i>
8 Bit Compressed Graphics	ESC v h w c <i>data</i> [<i>c data</i>] [<i>c data</i>] ...

Storing and Printing Graphic Logos

Enter Flash Logo Mode	ESC D L
Load Graphic Logo	ESC L G 0
Store Graphic Logo	ESC L G DEL
Print Graphic Logo	ESC L g 0

Black Mark Sensing

Set Paper Out Sensitivity	ESC Q Q <i>n</i>
Forward Seek Black Mark	ESC Q F <i>n</i>
Reverse Seek Black Mark	ESC Q B <i>n</i>

Printer Controls

Cancel	CAN
Print Contrast	ESC P <i>n</i>
Peak Power Mode	ESC P <i>n</i>
Enable Buffer Mode	ESC P #
Disable Buffer Mode	ESC P \$
Print Buffer Contents (Buffer Mode)	EOT
Select Emulation	ESC ESC <i>n</i>

Printer Status Commands

Print Battery Status	ESC P ^
Query Print Buffer & MCR Status	STX
Query Print Buffer, MCR, & Battery Voltage Status	SYN
Query Printer Firmware Version	ESC P (
Query Printer Model and Hardware Revision Level	ESC P)

Magnetic Card Reader

Read Magnetic Card Data	ESC M n1 n2 t CR
Cancel Magnetic Card Data Read Command	ESC C

O'Neil Emulation

O'Neil Emulation allows the Printek MtP Series printers to respond to commands designed to operate an O'Neil microFlash printer. The commands that are supported are listed below.

Communications

Same as Printek Emulation

Line Printer Mode

Character Size and Line Spacing

Select Double Wide	SO
Cancel Double Wide	SI
Multiply Character Height	ESC H <i>n</i>
Select Double High and Double Wide	ESC ! <i>n</i>

Character Sets

Select Font	ESC w <i>n</i>
-------------	----------------

Horizontal Position

Carriage Return	CR
-----------------	----

Vertical Position

Line Feed	LF
Form Feed	FF
Set Interline Spacing	ESC A <i>n</i>
Set Form Length	ESC C <i>n</i>
Advance From Q Mark	ESC Q <i>n1 n2</i>

Graphics

Select Graphics Mode	ESC V <i>n1 n2</i>
Begin Graphics	ESC B
End Graphics	ESC E

Printer Controls

Cancel Line Buffer	CAN
Reset	ESC @
Select Easy Print Mode	ESC E Z

O'Neil Emulation

Easy Print Mode

Move Paper Forward	{AHEAD: <i>n</i> }
Move Paper Backward	{BACK: <i>n</i> }
Select Line Printer Mode	{LP}
Print Test Page	{TP}
Save Graphic	{SAVE: <i>n</i> } This command has been added to provide a mechanism for storing graphic images. The image defined in the PRINT command that immediately follows will be stored as a graphic named " <i>n</i> ", where <i>n</i> is a string of up to five characters in length.

Print Text Line/Bar Code/Graphic Image/Line

{PRINT,*GlobalOptions:@row,column:name,FieldOptions|data|*}

GlobalOptions: BACK, DEMAND, QUANTITY, QSTOP, STOP, ROT270

FieldOptions: Fonts – HMULT*n* (HM*n*), VMULT*n* (VM*n*)
 Bar Codes – HIGH*n* (H*n*), WIDE*n* (W*n*)
 Graphics – HMULT*n* (HM*n*), VMULT*n* (VM*n*)
 Lines – length *n* (L*n*), thick *n* (T*n*)

Line Printer and Easy Print Modes

Query Commands

Print Status Request	ESC{ST?}
Configuration Request	ESC{CF?}
Battery Condition Request	ESC{BT?}
Version Request	ESC{VR?}
Memory Information/Status Request	ESC{MY?}
Print Head Information Request	ESC{PH?}
IrDA Configuration Information Request	ESC{IR?}
Font List Request	ESC{FN?}
Graphic List Request	ESC{GR?}
Format List Request	ESC{FM?}
Demand Quantity Remaining Request	ESC{DQ?}
Cancel Demand Printing	ESC{CN!}
Reset Printer	ESC{RE!}

Magnetic Card Reader Commands

Configure Reader	ESC{CCR: <i>n</i> }
Configure MCR	ESC{CMR: <i>n</i> }
Enable MCR	ESC{ME!}
Disable MCR	ESC{MD!}
Zero MCR Data	ESC{MZ!}
Read MCR Status	ESC{RS?}
Read MCR Data	ESC{MR?}

Printer Controls

Select Emulation ESC ESC *n*

O'Neil Emulation**Font Mapping**

Line Printer Mode	Easy Print Mode	Font Used
0x20	MF102	10.2 cpi Sans Serif A
0x21	MF204	20.3 cpi Courier
0x22	MF072	10.2 cpi Sans Serif A
0x23	MF055	5.5 cpi Sans Serif A
0x24	MF185	18.5 cpi Courier
0x25	MF226	22.6 cpi Courier
0x26	MF107	10.7 cpi Sans Serif A
*	*	15.6 cpi Courier

* All other font specifications.

ZPL-II Emulation

ZPL-II Emulation supports a subset of the Zebra ZPL-II command set and allows the Printek MtP Series printers to respond to commands designed to control a ZPL-II compatible printer. The commands that are supported are listed below.

Select Font For Current Field	<code>^A n1,n2,n3,n4</code>
Interleaved 2 of 5 Bar Code	<code>^B2 n1,n2,n3,n4,n5</code>
Code 39 Bar Code	<code>^B3 n1,n2,n3,n4,n5</code>
PDF417 Bar Code	<code>^B7 n1,n2,n3,n4,n5,n6</code>
EAN-8 Bar Code	<code>^B8 n1,n2,n3,n4</code>
UPC-E Bar Code	<code>^B9 n1,n2,n3,n4,n5</code>
Code 128 (A, B, C) Bar Code	<code>^BC n1,n2,n3,n4,n5,n6</code>
EAN-13 Bar Code	<code>^BE n1,n2,n3,n4</code>
ANSI Codabar Bar Code	<code>^BK n1,n2,n3,n4,n5,n6,n7</code>
UPC-A Bar Code	<code>^BU n1,n2,n3,n4,n5</code>
Bar Code Field Default	<code>^BY n1,n2,n3</code>
Download Format	<code>^DF n1:n2.n3</code>
Field Data	<code>^FD n</code>
Field Number	<code>^FN n</code>
Field Origin	<code>^FO n1,n2</code>
Field Separator	<code>^FS or SI</code>
Graphic Box	<code>^GB n1,n2,n3,n4,n5</code>
Change Backfeed Sequence to Normal	<code>~JSN</code>
Set 230 Dots Per Inch	<code>^JMA</code>
Reprint After Error = Yes	<code>^JZY</code>
Label Home	<code>^LH n1,n2</code>
Label Reverse Print = No	<code>^LRN</code>
Label Top	<code>^LT n</code>
Map Clear = Yes	<code>^MCY</code>
Print Mirror Image = No	<code>^PMN</code>
Print Quality	<code>^PQ n1,n2,n3,n4</code>
Print Rate = Maximum	<code>^PR4,4</code>
Select ZPL-II	<code>^SZ2</code>
Media Feed	<code>^MF n1,n2</code>
Start Format	<code>^XA or STX</code>
Recall Format	<code>^XF n1,n2,n3</code>
End Format	<code>^XZ or ETX</code>

Additional Printer Control

Select Emulation `ESC ESC n`

ZPL-II Emulation

Bar Code and Font Indices

Bar Code	Index
Interleaved 2 of 5	2
Code 39	3
PDF417	7
EAN-8	8
UPC-E	9
Code 128	C
EAN-13	E
Codabar (ANSI)	K
UPC-A	U

Font Requested	Index	Font Used
Zebra Font A	A	25.4 cpi Courier
Zebra Font B	B	22.6 cpi Courier
Zebra Font C	C	18.5 cpi Courier
Zebra Font D	D	18.5 cpi Courier
Zebra Font E	E	10.2 cpi Sans Serif A
Zebra Font F	F	5.5 cpi Sans Serif A
Zebra Font G	G	10.7 cpi Sans Serif A

CPCL Emulation

CPCL Emulation supports a subset of the Comtec CPCL command set and allows the Printek MtP Series printers to respond to commands designed to control a CPCL compatible printer. The commands that are supported are listed below.

Note: This emulation is only available in units with firmware version 2.0 or later.

CPCL Commands

Terminate and Print File	PRINT
Form Feed	FORM {max feed} {skip length}
Set Form Feed	SETFF
Place Text on Label	TEXT, T {font} {size} {x} {y} {data}
Place Text on Label, Rotated 90° CCW	TEXT90, VTEXT, T90, VT {font} {size} {x} {y} {data}
Place Text on Label, Rotated 180°	TEXT180, T180 {font} {size} {x} {y} {data}
Place Text on Label, Rotated 270° CCW	TEXT270, T270 {font} {size} {x} {y} {data}
Place Mult. Same Size Text Lines on Label	MULTILINE, ML {height} {text} {font} {size} {x} {y} {data} ENDMULTILINE, ENDML
Set Font Magnification	SETMAG {w} {h}
Print Bar Code	BARCODE, B {type*} {width} {ratio} {height} {x} {y} {data}
Print Vertical Bar Code	VBARCODE, VB {type*} {width} {ratio} {height} {x} {y} {data}
Print PDF-417 Bar Code	BARCODE PDF-417 {x} {y} [XD n] [YD n] [C n] [S n] {data} ENDPDF
Print Human Readable Text Under Bar Code	BARCODE-TEXT, BT {font number} {font size} {offset}
Place a Rectangular Box on Label	BOX {x0} {y0} {x1} {y1} {width}
Place a Line on Label	LINE, L {x0} {y0} {x1} {y1} {width}
Place Expanded Graphics on Label	EXPANDED-Graphics, EG {width} {height} {x} {y} {data}
Place Vertical Expanded Graphics on Label	VEXPANDED-Graphics, VEG {width} {height} {x} {y} {data}
Place Compressed Graphics on Label	COMPRESSED-Graphics, CG {width} {height} {x} {y} {data}
Place Vertical Compressed Graphics on Label	VCOMPRESSED-Graphics, VCG {width} {height} {x} {y} {data}
Set Print Contrast Level	CONTRAST {level}
Set Print Tone Level	TONE {level}
Set Page Width	PAGE-WIDTH,PW {width}
Enable Pace Mode	PACE
Disable Pace Mode	NO-PACE
Wait $n/8$ Seconds	WAIT {delay-time}
Set Maximum Print Speed	SPEED {speed level}
Set Paper Feed Distance Before Printing	PREFEED {length}
Set Paper Feed Distance After Printing	POSTFEED {length}
Position Media at Tear Bar for $n/8$ Seconds	PRESENT-AT {length} {delay}
Sound Control Panel Bell for $n/8$ Seconds	BEEP {beep length}

CPCl Emulation

Utility Commands

Set Line Printer Font	SETLP {font number} {font size} {unit height}
Set Line Feed Height	SETLF {unit height}
Set Horizontal Position	X {unit value}
Set Horizontal and Vertical Position	XY {x unit value} {y unit value}
Set Vertical Position	Y {unit value}
Move Horiz. Relative to Current Position	RX {unit x value to move relative to present position}
Move Vertically Relative to Current Position	RY {unit y value to move relative to present position}
Set Left Margin	LMARGIN {dots to offset from left}
Set Bold Mode	SETBOLD {value}
Set Spacing Between Characters	SETSP {unit to separate characters}
Align Media to Print Head	SETFF {max-feed} {skip-length}
Set Start Printing Timeout to n/8 Seconds	SETLP-TIMEOUT {time in 1/8 seconds}
Set Page Width	PAGE-WIDTH, PW {width}
Print Bar Code	BARCODE, B {type*} {width} {ratio} {height} {x} {y} {data}
Print Vertical Bar Code	VBARCODE, VB {type*} {width} {ratio} {height} {x} {y} {data}
Print a Rectangular Box	BOX {x0} {y0} {x1} {y1} {width}
Print a Line	LINE, L {x0} {y0} {x1} {y1} {width}
Set Print Tone	TONE {level}

*Supported barcode types:

UPCA,UPCE,EAN13,EAN8,39,39C,I2OF5,I2OF5C,128,UCCEAN128,CODABAR,CODABAR16

Line Print Mode Commands

Graphic Data	ESC-g {00} {width}
Carriage Return	CR
Line Feed	LF
Form Feed	FF
Backspace	BS
I/O Handshake, Printer Responds With ACK	ETX
Use Font File	! USE-FORMAT, ! UF {format name}
Define Font File	! DEFINE-FORMAT, ! DF {format name}
Begin a Label Print Session	! {offset} 200 200 {height} {qty}
Single Utility Command	! U1 {single utility command}
Multiple Utility Command	! UTILITIES, ! U {multiple utility command separated by CRLF}
	PRINT

Additional Printer Control

Select Emulation	ESC ESC n
------------------	-----------

Hex Dump Mode

Hex Dump provides a way to print, in a readable form, all the data received by the printer. This tool is useful to programmers for debugging programs when sending control codes and escape sequences to the printer. Hex Dump mode may also be used to detect what commands are being sent by a particular software application to help determine which emulation mode is needed for that application.

When the printer is operating in Hex Dump mode, control characters and escape sequences sent to the printer are not recognized or processed. The hexadecimal representation of the control characters and escape sequences will appear in the hex dump, but no other special processing will occur.

To select Hex Dump mode, enter Setup and use the ► Advance Button to select the “INTERFACE MENU”. Next use the ↗ Enter Button to select “Emulation” and then use the + Increment Button to select “Hex Dump”. Now press the ► Advance Button Until “Exit Setup, Save Changes” is displayed and press the ↗ Enter Button. The printer will now reset and remain in Hex Dump mode until the “Emulation” is set back to another appropriate value.

A sample hex dump for the MtP400 is shown below. Note that each line shows sixteen characters, first in hexadecimal format and then in printable ASCII format. Certain, common nonprinting characters are represented by special characters such as ^R , ^T , and ^F . The Escape character is represented by a diamond shape (♦) to help identify the beginning of command strings. All other unprintable ASCII characters (0x00-0x1F) are represented by a period.

```
54 68 69 73 20 69 73 20 61 20 73 61 6D 70 6C 65    This.is.a.sample
20 68 65 78 20 64 75 6D 70 20 74 6F 20 69 6C 6C    .hex.dump.to.ill
75 73 74 72 61 74 65 20 68 65 78 20 64 75 6D 70    ustrate.hex.dump
66 6F 72 6D 61 74 0D 0A 0C 00 00 00 00 1B 1B 01    format $\text{^S}$  $\text{^T}$  $\text{^F}$ ....♦♦.
```

The format of the Hex Dump output for the MtP300 models will vary slightly due to constraints of printing on the smaller width paper.

Note: ETX/ACK handshake will not operate properly in Hex Dump mode. When an ETX is received by the printer, its hexadecimal representation will be printed in the hex dump, but no ACK will be sent to the host computer. When using the printer in Hex Dump mode using the RS-232C Serial Interface, it is recommended that the printer be configured for RTS/CTS handshake or XON/XOFF handshake.

Note: The Hex Dump feature is only available in units with firmware version 2.0 or later.

Print & Font Samples

These print samples were produced on an MtP400.

Print Samples

S a n s S e r i f 5 . 5 c p i
0 1 2 3 4 5 A B C D E F a b c d e f

S a n s S e r i f 10 . 2 c p i
0 1 2 3 4 5 A B C D E F a b c d e f

S a n s S e r i f 10 . 7 c p i
0 1 2 3 4 5 A B C D E F a b c d e f

Courier 12.7 cpi
012345 ABCDEF abcdef

Courier 13.5 cpi
012345 ABCDEF abcdef

Courier 14.5 cpi
012345 ABCDEF abcdef

Courier 15.6 cpi
012345 ABCDEF abcdef

Courier 16.9 cpi
012345 ABCDEF abcdef

Courier 18.5 cpi
012345 ABCDEF abcdef

Courier 20.3 cpi
012345 ABCDEF abcdef

Courier 22.3 cpi
012345 ABCDEF abcdef

Courier 25.4 cpi
012345 ABCDEF abcdef

Courier 12.7 cpi

Courier 12.7 cpi Emphasized

Courier 12.7 cpi Double High

Courier 12.7 cpi Double High Emphasized

Print & Font Samples

Courier Font With International Extended Character Set

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
2	!	“	#	\$	%	&	'	()	*	+	,	-	,	/	
3	Ø	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
4	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	Ø
5	P	Q	R	S	T	U	U	W	X	Y	Z	[]	^	_	
6	‘	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o
7	p	q	r	s	t	u	u	w	x	y	z	[]	^	_	
8	ç	ü	é	â	ä	à	å	ç	è	ë	è	í	í	ì	ã	ã
9	è	æ	ô	ö	ò	û	ù	ÿ	ö	ü	ø	ø	£	ø	×	f
A	á	í	ó	ú	ñ	ň	�	�	�	�	i	�	�	�	�	�
B	�	�	�	�	�	�	�	�	�	�	�	�	�	�	�	�
C	�	�	�	�	�	�	�	�	�	�	�	�	�	�	�	�
D	�	�	�	�	�	�	�	�	�	�	�	�	�	�	�	�
E	�	�	�	�	�	�	�	�	�	�	�	�	�	�	�	�
F	�	�	�	�	�	�	�	�	�	�	�	�	�	�	�	�

Courier Font PC Line Drawing Extended Character Set

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
8	ç	ü	é	â	ä	à	å	ç	è	ë	è	í	í	ì	ã	ã
9	è	æ	ô	ö	ò	û	ù	ÿ	ö	ü	ø	ø	£	ø	×	f
A	á	í	ó	ú	ñ	ň	�	�	�	�	i	�	�	�	�	�
B	�	�	�	�	�	�	�	�	�	�	�	�	�	�	�	�
C	�	�	�	�	�	�	�	�	�	�	�	�	�	�	�	�
D	�	�	�	�	�	�	�	�	�	�	�	�	�	�	�	�
E	�	�	�	�	�	�	�	�	�	�	�	�	�	�	�	�
F	�	�	�	�	�	�	�	�	�	�	�	�	�	�	�	�

Print & Font Samples**Sans Serif Font**

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
2	!	"	#	\$	%	&	'	()	*	+	,	-	.	/	
3	0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
4	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
5	P	Q	R	S	T	U	V	W	X	Y	Z	[\	^	_	
6	'	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o
7	p	q	r	s	t	u	v	w	x	y	z	{	}	~	□	
8	€	□	,	f	„	…	†	‡	^	%	Š	⟨	Œ	□	Ž	□
9	□	‘	’	“	”	•	—	—	—	™	š	›	œ	□	ž	Ý
A	i	¢	£	¤	¥	¦	§	”	©	®	«	»	¬	-	®	—
B	°	±	²	³	’	μ	¶	·	·	¹	º	»	¼	½	¾	¿
C	À	Á	Ã	Ä	Å	Æ	Ç	É	È	Ê	Î	Ï	Í	Ï	Ï	Ï
D	Ð	Ñ	Ó	Ô	Õ	Ö	×	Ø	Ù	Û	Ӯ	Ý	Þ	Þ	Þ	Þ
E	à	á	â	ã	ä	å	æ	ç	è	é	ê	ï	í	î	ï	ï
F	ò	ñ	ò	ó	ô	õ	ö	+	ø	ù	û	ӻ	ý	þ	þ	þ

ASCII Character Tables

ASCII Control Code Definitions

The following table is provided as a reference to the control character descriptions as provided by the ASCII definition. Not all of these definitions are supported by the Printek MtP Series printers and some are emulation dependent. For more information consult the appropriate chapter for the emulation being used.

Control Code	Hexadecimal Value	Description
NUL	00	Null
SOH	01	Start of Heading
STX	02	Start of Text
ETX	03	End of Text
EOT	04	End of Transmission
ENQ	05	Enquiry
ACK	06	Acknowledge
BEL	07	Bell
BS	08	Backspace
HT	09	Horizontal Tabulation
LF	0A	Line Feed
VT	0B	Vertical Tabulation
FF	0C	Form Feed
CR	0D	Carriage Return
SO	0E	Shift Out
SI	0F	Shift In
DLE	10	Data Link Escape
DC1	11	Device Control 1 (XON)
DC2	12	Device Control 2
DC3	13	Device Control 3 (XOFF)
DC4	14	Device Control 4
NAK	15	Negative Acknowledge
SYN	16	Synchronous Idle
ETB	17	End of Transmission Block
CAN	18	Cancel
EM	19	End of Medium
SUB	1A	Substitute
ESC	1B	Escape
FS	1C	File Separator
GS	1D	Group Separator
RS	1E	Record Separator
US	1F	Unit Separator

ASCII Character Tables

Decimal to Hexadecimal TO ASCII Conversion Table

<u>Dec</u>	<u>Hex</u>	<u>ASCII</u>	<u>Dec</u>	<u>Hex</u>	<u>ASCII</u>	<u>Dec</u>	<u>Hex</u>
0	00	NUL	64	40	@	128	80
1	01	SOH	65	41	A	129	81
2	02	STX	66	42	B	130	82
3	03	ETX	67	43	C	131	83
4	04	EOT	68	44	D	132	84
5	05	ENQ	69	45	E	133	85
6	06	ACK	70	46	F	134	86
7	07	BEL	71	47	G	135	87
8	08	BS	72	48	H	136	88
9	09	HT	73	49	I	137	89
10	0A	LF	74	4A	J	138	8A
11	0B	VT	75	4B	K	139	8B
12	0C	FF	76	4C	L	140	8C
13	0D	CR	77	4D	M	141	8D
14	0E	SO	78	4E	N	142	8E
15	0F	SI	79	4F	O	143	8F
16	10	DLE	80	50	P	144	90
17	11	XON	81	51	Q	145	91
18	12	DC2	82	52	R	146	92
19	13	XOFF	83	53	S	147	93
20	14	DC4	84	54	T	148	94
21	15	NAK	85	55	U	149	95
22	16	SYN	86	56	V	150	96
23	17	ETB	87	57	W	151	97
24	18	CAN	88	58	X	152	98
25	19	EM	89	59	Y	153	99
26	1A	SUB	90	5A	Z	154	9A
27	1B	ESC	91	5B	[155	9B
28	1C	FS	92	5C	\	156	9C
29	1D	GS	93	5D]	157	9D
30	1E	RS	94	5E	^	158	9E
31	1F	US	95	5F	-	159	9F
32	20	SP	96	60		160	A0
33	21	!	97	61	a	161	A1
34	22	"	98	62	b	162	A2
35	23	#	99	63	c	163	A3
36	24	\$	100	64	d	164	A4
37	25	%	101	65	e	165	A5
38	26	&	102	66	f	166	A6
39	27	'	103	67	g	167	A7
40	28	(104	68	h	168	A8
41	29)	105	69	i	169	A9
42	2A	*	106	6A	j	170	AA
43	2B	+	107	6B	k	171	AB
44	2C	,	108	6C	l	172	AC
45	2D	-	109	6D	m	173	AD
46	2E	.	110	6E	n	174	AE
47	2F	/	111	6F	o	175	AF
48	30	0	112	70	p	176	B0
49	31	1	113	71	q	177	B1
50	32	2	114	72	r	178	B2
51	33	3	115	73	s	179	B3
52	34	4	116	74	t	180	B4
53	35	5	117	75	u	181	B5
54	36	6	118	76	v	182	B6
55	37	7	119	77	w	183	B7
56	38	8	120	78	x	184	B8
57	39	9	121	79	y	185	B9
58	3A	:	122	7A	z	186	BA
59	3B	:	123	7B	{	187	BB
60	3C	<	124	7C	—	188	BC
61	3D	=	125	7D	}	189	BD
62	3E	>	126	7E	~	190	BE
63	3F	?	127	7F	DEL	191	BF

Printer Reset Conditions

The following list describes what conditions are assumed whenever the printer is powered on, the Setup Menus are exited, or a reset escape sequence is received when the printer is operating in an emulation mode which supports such a sequence.

This list includes all variables which may be modified by the user for all emulations even though some emulations cannot modify all the variables shown. Refer to the appropriate section for the emulation being used.

Variable	Reset Condition
Emulation	According to Interface Setup
Line Printer/Easy Print	Line Printer Mode
Character Pitch/Font	According to Format Setup
Extended Character Set	International
Double High	Off
Double Wide	Off
Emphasized	Off
Line Spacing	According to Format Setup
Left Margin	According to Format Setup
Right Margin	According to Format Setup
Print Contrast	According to Format Setup
Buffer Mode	Disabled
Text in an Incomplete Line	Discarded
Input Buffer	Cleared (unless reset from host)
Magnetic Card Reader	Pending Read Canceled

Glossary

802.11	Wireless networking communication standards created by IEEE.
access point	An interface between a wireless network and a wired network.
Ad-Hoc	A Wi-Fi network consisting of only stations (no access point). Same as Peer-to-Peer.
ASCII	American Standard Code for Information Interchange.
authentication	The process a Wi-Fi station uses to identify itself to another station.
bandwidth	The amount of data that be transferred in a given period of time.
baud rate	The rate at which characters are transmitted over a serial interface. This is also often referred to as bits per second.
binary	Base two numbering system. Digits are represented by the characters 0 and 1.
bit	A single binary digit.
Bluetooth	A definition for short range radio frequency communications.
client	Any node on a network that requests services from another node (server).
control code	A single, non-printing character which is used to control the configuration or operation of the printer.
character pitch	The horizontal spacing of characters. Measured in cpi.
cpi	Characters per inch.
current line	The line upon which the next character will be printed.
current print position	The column on the current line where the next character will be printed.
default	Value or configuration assumed when the printer is powered on or reset.
DHCP	Dynamic Host Configuration Protocol. A method used to centrally control the assignment of IP addresses on a network.
dpi	Dots per inch. Generally used to refer to graphics density or resolution.
escape sequence	String of characters beginning with the escape (ESC) character which is used to control the configuration or operation of the printer. The characters which are part of this string are not printed.
font	A group of characters of a given shape or style.
hexadecimal	Base sixteen numbering system. Digits are represented by the characters 0 through 9 and a through f.
IEEE	Institute of Electrical and Electronic Engineers
infrastructure	A Wi-Fi network consisting of stations connecting to a wired network or other stations via an access point.
interface	The connection between the printer and the host computer.

Glossary

IP	Internet Protocol. A specification for packets, or datagrams, of data and an addressing method to allow the exchange of data with another system. Must be combined with another protocol such as TCP to create a complete connection with the other system.
LAN	Local Area Network.
LCD	Liquid crystal display.
LED	Light emitting diode.
line pitch	The vertical spacing of rows of characters. Measured in lpi.
lpi	Lines per inch.
margin	An area along any edge of a form where data may not be printed.
MSB	Most significant bit. In a character, this refers to bit seven (of 0 to 7).
node	Any device connected to a network.
parity	A method used for detecting errors within a single character transmitted or received via an interface.
Peer-to-Peer	A network consisting of only stations (no access point or central server). Same as Ad-Hoc.
reset	Initialization of various operating parameters of the printer to the value or state assumed when the printer is powered on.
RS-232C	An EIA standard for serial data transmission.
server	Any node on a network that provides services to another node (client).
SSID	Service Set IDentifier. An identifier attached to packets on a Wi-Fi network that identify the particular network the packets are intended for.
TCP	Transmission Control Protocol. A specification that controls the connection between systems on a network.
top of form	The vertical position where the first line is printed on the paper. Also the position the paper is advanced to when a form feed (FF) character is received from the host or the Form Feed button is pressed on the printer's control panel.
WAN	Wide Area Network. Refers to connections that allow one LAN to communicate with another LAN(s).
WEP	Wired Equivalent Privacy. A security protocol for wireless LANs designed to provide data security similar a wired LAN.
Wi-Fi	Refers to any of the IEEE 802.11 standards.
WLAN	Wireless Local Area Network. A LAN made up of wireless nodes.

