

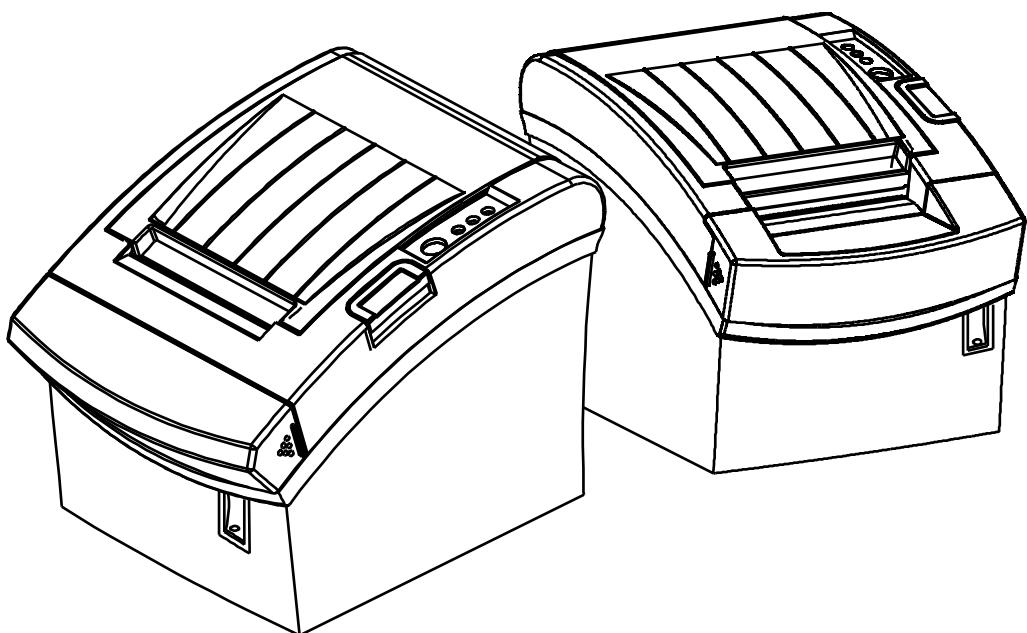
**BIXOLON®**

# **Control Commands Manual**

## **SRP-350/352plusA&C**

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**Thermal Printer**  
**Rev. 1.04**



<http://www.bixolon.com>

## 1. Control Commands List

Command	Name
HT	Horizontal tab
LF	Print and line feed
FF	Print and return to standard mode (in page mode)
CR	Print and carriage return
CAN	Cancel print data in page mode
DLE EOT	Real-time status transmission
DLE DC4	Generate pulse in real-time
ESC SP	Set right-side character spacing
ESC !	Select print mode(s)
ESC \$	Set absolute print position
ESC %	Select/cancel user-defined character set
ESC &	Define user-defined characters
ESC *	Select bit-image mode
ESC -	Turn underline mode on/off
ESC 2	Select default line spacing
ESC 3	Set line spacing
ESC =	Select peripheral device
ESC ?	Cancel user-defined characters
ESC @	Initialize printer
ESC D	Set horizontal tab positions
ESC E	Turn emphasized mode on/off
ESC G	Turn double-strike mode on/off
ESC J	Print and feed paper
ESC L	Select page mode
ESC M	Select character font
ESC R	Select an international character set
ESC S	Select standard mode
ESC T	Select print direction in page mode
ESC V	Turn 90° clockwise rotation mode on/off
ESC W	Set printing area in page mode
ESC \	Set relative print position
ESC a	Select justification

# **SRP-350/352plusA&C**

Command	Name
ESC d	Print and feed n lines
ESC p	General pulse
ESC t	Select character code table
ESC {	Turn upside-down printing mode on/off
FS p	print NV bit image
FS q	Define NV bit image
GS !	Select character size
GS \$	Set absolute vertical print position in page mode
GS ( A	Execute test print
GS 8 L	
GS ( L	Set graphics data
GS ( N	Select character style(s)
GS ( k	Setup and print symbol
GS *	Define downloaded bit image
GS /	Print downloaded bit image
GS :	Start/end macro definition
GS B	Turn white/black reverse printing mode on/off
GS H	Select printing position of HRI characters
GS I	Transmit printer ID
GS L	Set left margin
GS T	Set print position to the beginning of print line
GS V	Select cut mode and cut paper
GS W	Set printing area width
GS ^	Execute macro
GS a	Enable/disable Automatic Status Back (ASB)
GS b	Turn smoothing mode on/off
GS f	Select font for HIR characters
GS h	Set bar code height
GS k	Print bar code
GS r	Transmit status
GS v 0	Print raster bit image
GS w	Set bar code width

## 2. Control Commands Details

### 2-1 Command Notation

[Name]	The name of the command.
[Format]	The code sequence. ASCII Indicates the ASCII equivalents. Hex indicates the hexadecimal equivalents. Decimal indicates the decimal equivalents. [ ] k indicates the contents of the [ ] should be repeated k times.
[Range]	Gives the allowable ranges for the arguments.
[Description]	Describes the function of the command.

### 2-2 Explanation of Terms

LSB	Least Significant Bit
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### 2-3 Control Commands Details

<b>HT</b>	
[Name]	Horizontal tab.
[Format]	ASCII      HT Hex        09 Decimal    9
[Description]	▪ Moves the print position to the next horizontal tab position.
<b>LF</b>	
[Name]	Print and line feed.
[Format]	ASCII      LF Hex        0A Decimal    10
[Description]	▪ In standard mode, prints the data in the print buffer and feeds one line based on the current line spacing. ▪ In page mode, moves the print position in memory to feed one line based on the current line spacing.
<b>FF</b>	
[Name]	Print and return to standard mode in page mode.
[Format]	ASCII      FF Hex        0C Decimal    12
[Description]	▪ In page mode, prints the data in the print buffer collectively and returns to standard mode.

**CR**

[Name]	Print and carriage return.		
[Format]	ASCII	CR	
	Hex	0D	
	Decimal	13	
[Description]	<ul style="list-style-type: none"> <li>▪ When automatic line feed is enabled, this command functions the same as LF.</li> </ul>		
[Notes]	<ul style="list-style-type: none"> <li>▪ When automatic line feed is disabled, this command is ignored CR.</li> <li>▪ The automatic line feed is ignored with a serial interface model.</li> <li>▪ With a parallel interface model, the automatic line feed is set with memory switch 1-5 when the printer power is turned on or reset.</li> </ul>		

**CAN**

[Name]	Cancel print data in page mode.		
[Format]	ASCII	CAN	
	Hex	18	
	Decimal	24	
[Description]	<ul style="list-style-type: none"> <li>▪ In page mode, deletes all the print data in the current printable area.</li> </ul>		

**DLE EOT n**

[Name]	Transmission real-time status.		
[Format]	ASCII	DLE	EOT
	Hex	10	04
	Decimal	16	4
[Range]	1 ≤ n ≤ 4		
[Description]	<ul style="list-style-type: none"> <li>▪ Transmits the status specified by n in real-time as follows:</li> </ul>		

n	Function
1	Transmit printer status.
2	Transmit off-line status.
3	Transmit error status.
4	Transmit paper roll sensor status.

- This printer transmits the following status in real time.

# SRP-350/352plusA&C

n=1 : Printer status

Bit	Off/On	Hex	Decimal	Function
0	Off	00	0	Fixed.
1	On	02	2	Fixed.
2	Off	00	0	Drawer kick-out connector pin 3 is LOW.
	On	04	4	Drawer kick-out connector pin 3 is HIGH.
3	Off	00	0	On-Line.
	On	08	8	Off-Line.
4	On	10	16	Fixed.
5	Off	00	0	Not in on-line waiting status.
	On	20	32	During on lines waiting status.
6	Off	00	0	Paper FEED button is turned Off.
	On	40	64	Paper FEED button is turned On.
7	Off	00	0	Fixed.

n=2 : Off-line status

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

n=3 : Error status

Bit	Off/On	Hex	Decimal	Function
0	Off	00	0	Fixed.
1	On	02	2	Fixed.
2	Off	00	0	No mechanical error.
	On	04	4	Mechanical error has occurred.
3	Off	00	0	No auto-cutter error.
	On	08	8	Auto-cutter error occurred.
4	On	10	16	Fixed.
5	Off	00	0	No unrecoverable error.
	On	20	32	Unrecoverable error has occurred.
6	Off	00	0	No automatically recoverable error.
	On	40	64	Automatically recoverable error has occurred.
7	Off	00	0	Fixed.

n=4 : Continuous paper sensor status

Bit	Off/On	Hex	Decimal	Function
0	Off	00	0	Fixed.
1	On	02	2	Fixed.
2	Off	00	0	Paper roll near-end sensor : paper adequate.
	On	04	4	Paper roll near-end sensor : paper near end.
3	Off	00	0	Paper roll near-end sensor : paper adequate.
	On	08	8	Paper roll near-end sensor : paper near end.
4	On	10	16	Fixed.
5	Off	00	0	Paper roll near-end sensor : paper present.
	On	20	32	Paper roll near-end sensor : paper not present.
6	Off	00	0	Paper roll near-end sensor : paper present.
	On	40	64	Paper roll near-end sensor : paper not present.
7	Off	00	0	Fixed.

- [Notes]
- If print data includes a character string with this command, the printer performs this command. User must consider this.
    - For example : Bit image data accidentally might include a data string with this command.
  - Do not embed this command within another command.
    - For example : Bit image data might include this command.
  - This command is ignored block data is transmitted.

**DLE DC4 fn m t (fn=1)**

[Name]	Generate pulse in real-time.					
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[Format]	ASCII	DLE	DC4	fn	m	t
	Hex	10	14	1	m	t
	Decimal	16	20	1	m	t

[Range]	fn=1
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	0 ≤ m ≤ 8
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	1 ≤ t ≤ 8
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[Description]	▪ Outputs the pulse specified by t in real-time to the connector pin specified by m as follows :
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n	Connector pin
0	Drawer kick-out connector pin 2.
1	Drawer kick-out connector pin 5.

- The pulse ON time or OFF time is set to [t x 100 ms].
- Specify n=1 or 2 after removing the cause of the error.
- If print data includes a character string with this command, the printer performs the command. User must consider this.
  - For example : Bit image data accidentally might include a data string with this command.
- Do not embed this command within another command.
  - For example : Bit image data might include this command.
- This command is ignored in the following states :
  - During transmission of block data.
  - During driving of drawer kick-out.
  - When an error has occurred.

**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			
[Default]	n=0			
[Description]	<ul style="list-style-type: none"> <li>▪ Sets the character spacing for the right side of the character to [n x horizontal or vertical motion units].</li> <li>▪ The maximum right-side character spacing is : <ul style="list-style-type: none"> <li>- For ANK/Multilingual model, 35.955mm {255/180"}.</li> <li>- For Japanese Kanji model, 31.875mm {255/203"}.</li> </ul> </li> </ul>			

**ESC ! n**

[Name]	Select print mode(s).			
[Format]	ASCII	ESC	!	n
	Hex	1B	21	n
	Decimal	27	33	n
[Range]	0 ≤ n ≤ 255			
[Default]	n=0			
[Description]	<ul style="list-style-type: none"> <li>▪ Selects print mode(s) using n as follows.</li> </ul>			

Bit	Off/On	Hex	Decimal	Function
0	Off	00	0	Character font A (12 × 24) selected.
	On	01	1	Character font B (9 × 24) selected.
1,2	Off	00	0	Reserved.
	On	00	0	Emphasized mode not selected.
3	Off	08	8	Emphasized mode 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	Reserved.
	On	80	128	Underline mode not selected.
7	Off	00	0	Underline mode selected.
	On	80	128	Underline mode selected.

**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 + nH × 256) ≤ 65535 (0 ≤ nH ≤ 255, 0 ≤ nL ≤ 255)			
[Description]	<ul style="list-style-type: none"> <li>▪ Sets the next print starting position, and the absolute print position, in reference to the left margin. The distance from the beginning of the line to the left margin is [(nL + nH × 256) × (vertical or horizontal motion units)].</li> </ul>			

**ESC % n**

[Name]	Select/cancel user-defined character set.			
[Format]	ASCII	ESC	%	n
	Hex	1B	25	n
	Decimal	27	37	n
[Range]	0 ≤ n ≤ 255			
[Default]	n=0			
[Description]	<ul style="list-style-type: none"> <li>▪ Select or cancels the user-defined character set.           <ul style="list-style-type: none"> <li>- When the LSB of n is 0, the user-defined character set is canceled.</li> <li>- When the LSB of n is 1, the user-defined character set is selected.</li> </ul> </li> </ul>			

**ESC & y c1 c2 [x1 d1...d(y x 1)]...[xk d1...d(y x xk)]**

[Name]	Define user-defined characters.							
[Format]	ASCII      ESC      &      y      c1      c2      [x1 d1...d(y x 1)]...[xk d1...d(y x xk)]							
	Hex          1B      26      y      c1      c2      [x1 d1...d(y x 1)]...[xk d1...d(y x xk)]							
	Decimal     27      38      y      c1      c2      [x1 d1...d(y x 1)]...[xk d1...d(y x xk)]							
[Range]	y=3 32 ≤ c1 ≤ c2 ≤ 126 0 ≤ x ≤ 12 (when font A (12 x 24) is selected) 0 ≤ x ≤ 9 (when font B (9 x 24) is selected) 0 ≤ d ≤ 255 k=c2-c1+1							
[Description]	<ul style="list-style-type: none"> <li>▪ Assigns the user-defined character pattern for the specified character codes.           <ul style="list-style-type: none"> <li>- y specifies the number of bytes in the vertical direction.</li> <li>- c1 specifies the beginning character code for the definition, and c2 specifies the final code.</li> <li>- x specifies the number of dots in the horizontal direction.</li> <li>- d specifies the definition data.</li> </ul> </li> </ul>							

**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 1 ≤ (nL + nH x 256) ≤ 1023 (0 ≤ nL ≤ 255, 0 ≤ nH ≤ 3) 0 ≤ d ≤ 255						
[Description]	<ul style="list-style-type: none"> <li>▪ Specifies the bit image in m mode for the number of dots specified by nL and nH.</li> </ul>						

\* dpi : dots per 25.4mm {1"}

m	Mode	Number of dots in vertical direction	Vertical dot density	Horizontal dot density	Number of bytes (k)
0	8-dot single-density	8	60 dpi	90 dpi	nL + nH x 256
1	8-dot double-density	8	60 dpi	180 dpi	nL + nH x 256
32	24-dot single-density	24	180 dpi	90 dpi	(nL + nH x 256) x 3
33	24-dot	24	180 dpi	180 dpi	(nL + nH x 256) x 3

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	double-density				
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**ESC - n**

[Name]	Turn underline mode on/off.			
[Format]	ASCII	ESC	-	n
	Hex	1B	2D	n
	Decimal	27	45	n
[Range]	$0 \leq n \leq 2$ , $48 \leq n \leq 50$			
[Default]	n=0			
[Description]	▪ Turn underline mode on or off, based on the following values of n :			

n	Function
0,48	Turns off underline mode.
1,49	Turns on underline mode, set at 1-dot width.
2,50	Turns on underline mode, set at 2-dot width.

**ESC 2**

[Name]	Select default line spacing.			
[Format]	ASCII	ESC	2	
	Hex	1B	32	
	Decimal	27	50	
[Description]	▪ Sets the current line spacing to approximately 4.23mm {1/6"}.			

**ESC 3 n**

[Name]	Set line spacing			
[Format]	ASCII	ESC	3	n
	Hex	1B	33	n
	Decimal	27	51	n
[Range]	$0 \leq n \leq 255$			
[Default]	▪ Equivalent to approximately 4.23mm {1/6"}.			
[Description]	▪ Sets the current line spacing to [n x vertical motion units] inches.			
[Notes]	▪ The maximum settable line spacing is 1016mm {40"}.			

**ESC = n**

[Name]	Select peripheral device.														
[Format]	ASCII	ESC	=	n											
	Hex	1B	3D	n											
	Decimal	27	61	n											
[Range]	$0 \leq n \leq 3$														
[Default]	▪ Serial interface specification : - When turning on the printer : n=1 - When executing ESC @ :														
	<table border="1"> <tr> <td rowspan="2">Setting before executing ESC @</td> <th colspan="3">n</th> </tr> <tr> <th>1</th> <th>2</th> <th>3</th> </tr> <tr> <td>After ESC @ processing</td> <td>1</td> <td>2</td> <td>1</td> </tr> </table>				Setting before executing ESC @	n			1	2	3	After ESC @ processing	1	2	1
Setting before executing ESC @	n														
	1	2	3												
After ESC @ processing	1	2	1												
[Description]	▪ Selects device to which host computer sends data, using n as follows :														
	<table border="1"> <tr> <th>n</th> <th>Function</th> </tr> <tr> <td>1</td> <td>Specifies printer only.</td> </tr> <tr> <td>2</td> <td>Specifies customer display only.</td> </tr> <tr> <td>3</td> <td>Specifies printer and customer display.</td> </tr> </table>				n	Function	1	Specifies printer only.	2	Specifies customer display only.	3	Specifies printer and customer display.			
n	Function														
1	Specifies printer only.														
2	Specifies customer display only.														
3	Specifies printer and customer display.														

**ESC ? n**

[Name]	Cancel user-defined characters.			
[Format]	ASCII	ESC	?	n
	Hex	1B	3F	n
	Decimal	27	63	n
[Range]	32 ≤ n ≤ 126			
[Description]	<ul style="list-style-type: none"> <li>▪ Cancels user-defined characters, specified with character codes on a selected sheet.</li> </ul>			

**ESC @**

[Name]	Initialize printer.			
[Format]	ASCII	ESC	@	
	Hex	1B	40	
	Decimal	27	64	
[Range]	32 ≤ n ≤ 126			
[Description]	<ul style="list-style-type: none"> <li>▪ Clears the data in the print buffer and resets the printer mode to the mode that were in effect when the power was turned on.</li> </ul>			

**ESC D n1... nk NUL**

[Name]	Set horizontal tab positions.			
[Format]	ASCII	ESC	D	n1...nk NUL
	Hex	1B	44	n1...nk 00
	Decimal	27	68	n1...nk 0
[Range]	1 ≤ n ≤ 255 0 ≤ k ≤ 32			
[Default]	n=8, 16, 24, 32, 40,....., 232, 240, 248 (for font A in a standard character size width)			
[Description]	<ul style="list-style-type: none"> <li>▪ Sets horizontal tab positions.           <ul style="list-style-type: none"> <li>- n specifies the number of digits from the setting position to the left margin or the beginning of the line.</li> <li>- k specifies the number of bytes set for the horizontal tab position.</li> </ul> </li> </ul>			

**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			
[Default]	n=0			
[Description]	<ul style="list-style-type: none"> <li>▪ Turns emphasized mode on or off.           <ul style="list-style-type: none"> <li>- When the LSB of n is 0, emphasized mode is turned off.</li> <li>- When the LSB of n is 1, emphasized mode is turned on.</li> </ul> </li> </ul>			

**ESC G n**

- [Name] Turn double-strike mode on/off.  
 [Format] ASCII ESC G n  
           Hex     1B     47     n  
           Decimal   27     71     n  
 [Range] 0 ≤ n ≤ 255  
 [Default] n=0  
 [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.

**ESC J n**

- [Name] Print and feed paper.  
 [Format] ASCII ESC J n  
           Hex     1B     4A     n  
           Decimal   27     74     n  
 [Range] 0 ≤ n ≤ 255  
 [Description] ▪ Prints the data in the print buffer and feeds the paper [n X vertical motion unit].  
                  ▪ The maximum paper feed amount is approximately 1016mm{40"} if [n X vertical motion unit] exceeds 1016mm{40"}.

**ESC L**

- [Name] Select page mode.  
 [Format] ASCII ESC L  
           Hex     1B     4C  
           Decimal   27     76  
 [Description] ▪ Switches from standard mode to page mode.

**ESC M n**

- [Name] Select character font.  
 [Format] ASCII ESC M n  
           Hex     1B     4D     n  
           Decimal   27     77     n  
 [Range] For SRP-350plus : n = 0, 1, 48, 49  
 [Default] n=0  
 [Description] ▪ Selects only-byte character fonts.

n	Function
0, 48	Character font A (12 × 24) selected.
1, 49	Character font B (9 × 24) selected.

**ESC R n**

[Name] Select an international character set.

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

[Range] 0 ≤ n ≤ 13

[Default] n=0

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

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

**ESC S**

[Name] Select standard mode.

[Format] ASCII    ESC    S  
            Hex      1B      53  
            Decimal    27      83

[Description] • Switches from page mode to standard mode. Any data stored in the printer for printing in page mode is cleared.

**ESC T n**

[Name] Select print direction in page mode.

[Format] ASCII    ESC    T    n  
            Hex      1B      54      n  
            Decimal    27      84      n

[Range] 0 ≤ n ≤ 3, 48 ≤ n ≤ 51

[Default] n=0

[Description] • Selects the print direction and starting position in page mode.

n	Print Direction	Starting Position
0,48	Left right	Upper left
1,49	Bottom to top	Lower left
1,50	Right left	Lower right
3,51	Top bottom	Upper right

**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 ≤ 2, 48 ≤ n ≤ 50

[Default] n=0

[Description] • Turn 90° clockwise rotation mode on/off in standard mode.

- When the paper roll is selected :

n	Function
0, 48	Turn off 90°clockwise rotation mode.
1, 49	Turn on 90°clockwise rotation mode.
2, 50	

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

[Name]	Set relative print position.																																	
[Format]	<table> <tr> <td>ASCII</td> <td>ESC</td> <td>W</td> <td>xL</td> <td>xH</td> <td>yL</td> <td>yH</td> <td>dxL</td> <td>dxH</td> <td>dyL</td> <td>dyH</td> </tr> <tr> <td>Hex</td> <td>1B</td> <td>57</td> <td>xL</td> <td>xH</td> <td>yL</td> <td>yH</td> <td>dxL</td> <td>dxH</td> <td>dyL</td> <td>dyH</td> </tr> <tr> <td>Decimal</td> <td>27</td> <td>87</td> <td>xL</td> <td>xH</td> <td>yL</td> <td>yH</td> <td>dxL</td> <td>dxH</td> <td>dyL</td> <td>dyH</td> </tr> </table>	ASCII	ESC	W	xL	xH	yL	yH	dxL	dxH	dyL	dyH	Hex	1B	57	xL	xH	yL	yH	dxL	dxH	dyL	dyH	Decimal	27	87	xL	xH	yL	yH	dxL	dxH	dyL	dyH
ASCII	ESC	W	xL	xH	yL	yH	dxL	dxH	dyL	dyH																								
Hex	1B	57	xL	xH	yL	yH	dxL	dxH	dyL	dyH																								
Decimal	27	87	xL	xH	yL	yH	dxL	dxH	dyL	dyH																								
[Range]	$0 \leq (xL + xH \times 256) \leq 65535$ ( $0 \leq xL \leq 255, 0 \leq xH \leq 255$ ) $0 \leq (yL + yH \times 256) \leq 65535$ ( $0 \leq yL \leq 255, 0 \leq yH \leq 255$ ) $1 \leq (dxL + dxH \times 256) \leq 65535$ ( $0 \leq dxL \leq 255, 0 \leq dxH \leq 255$ ) $1 \leq (dyL + dyH \times 256) \leq 65535$ ( $0 \leq dyL \leq 255, 0 \leq dyH \leq 255$ )																																	
[Default]	<ul style="list-style-type: none"> <li>When a paper width of 80mm{3.15"} is selected :           <math>(xL + xH \times 256) = 0</math> (<math>xL=0, xH=0</math>)  <math>(yL + yH \times 256) = 0</math> (<math>yL=0, yH=0</math>)  <math>(dxL + dxH \times 256) = 512</math> (<math>dxL=0, dxH=2</math>)  <math>(dyL + dyH \times 256) = 1662</math> (<math>dyL=126, dyH=6</math>)</li> <li>When a paper width of 60mm{2.36"} is selected :           <math>(xL + xH \times 256) = 0</math> (<math>xL=0, xH=0</math>)  <math>(yL + yH \times 256) = 0</math> (<math>yL=0, yH=0</math>)  <math>(dxL + dxH \times 256) = 360</math> (<math>dxL=104, dxH=1</math>)  <math>(dyL + dyH \times 256) = 1662</math> (<math>dyL=126, dyH=6</math>)</li> </ul>																																	
[Description]	<ul style="list-style-type: none"> <li>Set the position and the size of the printing area.           <ul style="list-style-type: none"> <li>Horizontal starting position = <math>[(xL + xH \times 256) \times (\text{horizontal motion unites})]</math>.</li> <li>Vertical starting position = <math>[(yL + yH \times 256) \times (\text{vertical motion unites})]</math>.</li> <li>Horizontal printing area width = <math>[(dxL + dxH \times 256) \times (\text{horizontal motion unites})]</math>.</li> <li>Vertical printing area width = <math>[(dyL + dyH \times 256) \times (\text{vertical motion unites})]</math>.</li> </ul> </li> <li>The maximum printable area is 117.263mm {1662/360"} maximum.</li> </ul>																																	

**ESC \ nL nH**

[Name]	Set relative print position.															
[Format]	<table> <tr> <td>ASCII</td> <td>ESC</td> <td>\</td> <td>nL</td> <td>nH</td> </tr> <tr> <td>Hex</td> <td>1B</td> <td>5C</td> <td>nL</td> <td>nH</td> </tr> <tr> <td>Decimal</td> <td>27</td> <td>92</td> <td>nL</td> <td>nH</td> </tr> </table>	ASCII	ESC	\	nL	nH	Hex	1B	5C	nL	nH	Decimal	27	92	nL	nH
ASCII	ESC	\	nL	nH												
Hex	1B	5C	nL	nH												
Decimal	27	92	nL	nH												
[Range]	$0 \leq (nL + nH \times 256) \leq 65535$ ( $0 \leq nL \leq 255, 0 \leq nH \leq 255$ )															
[Description]	<ul style="list-style-type: none"> <li>Set the print starting position based on the current position to <math>[(nL + nH \times 256) \times \text{horizontal or vertical motion unit}]</math> <ul style="list-style-type: none"> <li>When <math>(nL + nH \times 256)</math> is positive number, the print starting position is specified to the right based on the current position.</li> <li>When <math>(nL + nH \times 256)</math> is negative number, the print starting position is specified to the left based on the current position.</li> </ul> </li> </ul>															

**ESC a n**

[Name]	Select justification.											
[Format]	ASCII	ESC	a	n								
	Hex	1B	61	n								
	Decimal	27	97	n								
[Range]	$0 \leq n \leq 2, 48 \leq n \leq 50$											
[Default]	n=0											
[Description]	<ul style="list-style-type: none"> <li>In standard mode, aligns all the data in one line to the position specified by n as follows :</li> </ul>											
	<table border="1"> <thead> <tr> <th>n</th> <th>Justification</th> </tr> </thead> <tbody> <tr> <td>0, 48</td> <td>Left justification</td> </tr> <tr> <td>1, 49</td> <td>Centering</td> </tr> <tr> <td>2, 50</td> <td>Right justification</td> </tr> </tbody> </table>				n	Justification	0, 48	Left justification	1, 49	Centering	2, 50	Right justification
n	Justification											
0, 48	Left justification											
1, 49	Centering											
2, 50	Right justification											

**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]	<ul style="list-style-type: none"> <li>Prints the data in the print buffer and feeds n lines.</li> </ul>			

**ESC p m t1 t2**

[Name]	Generate pulse.									
[Format]	ASCII	ESC	p	m t1 t2						
	Hex	1B	70	m t1 t2						
	Decimal	27	112	m t1 t2						
[Range]	<p><math>m = 0, 1, 48, 49</math></p> <p><math>0 \leq t1 \leq 255, 0 \leq t2 \leq 255</math></p>									
[Description]	<ul style="list-style-type: none"> <li>Outputs the pulse specified by t1 and t2 to connector pin m as follows :</li> </ul>									
	<table border="1"> <thead> <tr> <th>m</th> <th>Connector pin</th> </tr> </thead> <tbody> <tr> <td>0, 48</td> <td>Drawer kick-out connector pin 2</td> </tr> <tr> <td>1, 49</td> <td>Drawer kick-out connector pin 5</td> </tr> </tbody> </table>				m	Connector pin	0, 48	Drawer kick-out connector pin 2	1, 49	Drawer kick-out connector pin 5
m	Connector pin									
0, 48	Drawer kick-out connector pin 2									
1, 49	Drawer kick-out connector pin 5									
	<ul style="list-style-type: none"> <li>t1 specifies the pulse ON time as [t1 x 2ms], and t2 specifies the pulse OFF time as [t2 x 2ms].</li> <li>If t2 is smaller than t1, OFF time is set as [t1 x 2ms].</li> </ul>									

**ESC t n**

[Name]	Select character code table.		
[Format]	ASCII	ESC	t n
	Hex	1B	74 n
	Decimal	27	116 n
[Range]	0 ≤ n ≤ 5, 16 ≤ n ≤ 24, 27 ≤ n ≤ 30, n=255		
[Default]	For model without Thai character support : n=0 For model with Thai character support : n = 20		
[Description]	<ul style="list-style-type: none"> <li>▪ Selects a page n from the character code table.</li> </ul>		

n	Page	
0	Page 0	437 (USA, Standard Europe)
1	Page 1	Katakana
2	Page 2	850 (Multilingual)
3	Page 3	860 (Portuguese)
4	Page 4	863 (Canadian-French)
5	Page 5	865 (Nordic)
16	Page 16	1252 (Latin I)
17	Page 17	866 (Cyrillic #2)
18	Page 18	852 (Latin 2)
19	Page 19	858 (Euro)
21	Page 21	862 (Hebrew DOS code)
22	Page 22	864 (Arabic)
23	Page 23	Thai42
24	Page 24	1253 (Greek)
25	Page 25	1254 (Turkish)
26	Page 26	1257 (Baltic)
27	Page 27	Farsi
28	Page 28	1251 (Cyrillic)
29	Page 29	737 (Greek)
30	Page 30	775 (Baltic)
31	Page 31	Thai14
32	Page 32	Hebrew Old code
33	Page 33	1255 (Hebrew New code)
34	Page 34	Thai11
35	Page 35	Thai18
36	Page 36	855 (Cyrillic)
37	Page 37	857 (Turkish)
38	Page 38	928 (Greek)
39	Page 39	Thai16
40	Page 40	1256 (Arabic)

**ESC { n**

[Name]	Turns upside-down printing mode on/off.				
[Format]	ASCII      ESC      {      n Hex        1B      7B      n Decimal    27      123     n				
[Range]	0 ≤ n ≤ 255				
[Default]	n=0				
[Description]	<ul style="list-style-type: none"> <li>▪ Turns upside-down printing mode on or off.           <ul style="list-style-type: none"> <li>- When the LSB of n is 0, upside-down printing mode is turned off.</li> <li>- When the LSB of n is 1, upside-down printing mode is turned on.</li> </ul> </li> </ul>				

**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]	<ul style="list-style-type: none"> <li>▪ Prints an NV bit image n in m mode.</li> </ul>																							
dpi : dots per 25.4mm {1"}  <table border="1"> <thead> <tr> <th>m</th> <th>Mode</th> <th>Vertical Dot Density (DPI)</th> <th>Horizontal Dot Density (DPI)</th> </tr> </thead> <tbody> <tr> <td>0, 48</td> <td>Normal</td> <td>180 dpi</td> <td>180 dpi</td> </tr> <tr> <td>1, 49</td> <td>Double-width</td> <td>180 dpi</td> <td>90 dpi</td> </tr> <tr> <td>2, 50</td> <td>Double-height</td> <td>90 dpi</td> <td>180 dpi</td> </tr> <tr> <td>3, 51</td> <td>Quadruple</td> <td>90 dpi</td> <td>90 dpi</td> </tr> </tbody> </table>					m	Mode	Vertical Dot Density (DPI)	Horizontal Dot Density (DPI)	0, 48	Normal	180 dpi	180 dpi	1, 49	Double-width	180 dpi	90 dpi	2, 50	Double-height	90 dpi	180 dpi	3, 51	Quadruple	90 dpi	90 dpi
m	Mode	Vertical Dot Density (DPI)	Horizontal Dot Density (DPI)																					
0, 48	Normal	180 dpi	180 dpi																					
1, 49	Double-width	180 dpi	90 dpi																					
2, 50	Double-height	90 dpi	180 dpi																					
3, 51	Quadruple	90 dpi	90 dpi																					

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

[Name]	Defined 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]	<p>1 ≤ n ≤ 255  <math>1 \leq (xL + xH \times 256) \leq 1023</math> (<math>0 \leq xL \leq 255</math>, <math>0 \leq xH \leq 3</math>)  <math>1 \leq (yL + yH \times 256) \leq 288</math> (<math>0 \leq yL \leq 255</math>, <math>yH=0,1</math>)  <math>0 \leq d \leq 255</math>  <math>k = (xL + xH \times 256) \times (yL + yH \times 256) \times 8</math>  The default value is 256 KB.</p>				
[Description]	<ul style="list-style-type: none"> <li>▪ Defines the specified NV bit image.           <ul style="list-style-type: none"> <li>- n specifies the number of the NV bit image you are defining.</li> <li>- xL, xH specify the number of dots in the horizontal direction for the NV bit image with <math>[(xL + xH \times 256) \times 8]</math>.</li> <li>- yL, yH specify the number of dots in the vertical direction for the NV bit image with <math>[(yL + yH \times 256) \times 8]</math>.</li> <li>- If this command is processed when the NV graphics is defined with GS ( L or GS 8 L, delete all NV graphics data, then define the bit image data with this command.</li> </ul> </li> </ul>				

- [Notes]
- Frequent write command executions by this command may damage to the NV memory. Therefore, it is recommended to write to the NV memory 10 times or less a day.
  - During processing of this command, the printer is BUSY while writing the data to the NV bit image memory and stops receiving data. Therefore, it is prohibited to transmit data, including real-time commands, during the execution of this command.

GS ! n					
[Name]	Select character size.				
[Format]	ASCII      GS      !           n Hex          1D      21           n Decimal      29      33           n				
[Range]	$0 \leq n \leq 255$ (where $1 \leq$ Enlargement in vertical direction $\leq 8$ , $1 \leq$ Enlargement in horizontal direction $\leq 8$ )				
[Default]	n=0				
[Description]	▪ Selects character size (enlargement in vertical and horizontal directions).				
Bit	Function		Setting		
0	Specifies the number of times enlarged in the vertical direction		Refer to Table 2 [Enlarged in vertical direction]		
1					
2					
3					
4	Specifies the number of times enlarged in the horizontal direction		Refer to Table 1 [Enlarged in horizontal direction]		
5					
6					
7					

- Table 1 [Enlarged in horizontal direction]

Hex	Decimal	Enlargement
00	0	1 time (standard)
10	16	2 times
20	32	3 times
30	48	4 times
40	64	5 times
50	80	6 times
60	96	7 times
70	112	8 times

- Table 1 [Enlarged in vertical direction]

Hex	Decimal	Enlargement
00	0	1 time (standard)
01	1	2 times
02	2	3 times
03	3	4 times
04	4	5 times
05	5	6 times
06	6	7 times
07	7	8 times

**GS \$ nL nH**

[Name]	Set absolute vertical print position in page mode.								
[Format]	ASCII	GS	\$	nL	nH				
	Hex	1D	24	nL	nH				
	Decimal	29	36	nL	nH				
[Range]	$0 \leq (nL + nH \times 256) \leq 65535$ ( $0 \leq nL \leq 255$ , $0 \leq nH \leq 255$ )								
[Description]	<ul style="list-style-type: none"> <li>▪ Sets the absolute vertical print starting position to <math>[(nL + nH \times 256) \times (\text{vertical or horizontal motion units})]</math>.</li> </ul>								

**GS ( A pL pH n m**

[Name]	Execute test print.														
[Format]	ASCII	GS	(	A	pL	pH	n								
	Hex	1D	28	41	pL	pH	n								
	Decimal	29	40	65	pL	pH	n								
[Range]	$(pL + pH \times 256) = 2$ ( $pL=2$ , $pH=0$ ) $0 \leq n \leq 2$ , $48 \leq n \leq 50$ $1 \leq m \leq 3$ , $49 \leq m \leq 51$														
[Description]	<ul style="list-style-type: none"> <li>▪ Executes a test print with a specified test pattern on a specified paper type (roll paper).</li> <li>- n specifies the paper type as listed below to be tested :</li> </ul>														
	<table border="1"> <thead> <tr> <th>m</th> <th>Paper type</th> </tr> </thead> <tbody> <tr> <td>0, 48</td> <td></td> </tr> <tr> <td>1, 49</td> <td>Paper roll</td> </tr> <tr> <td>2, 50</td> <td></td> </tr> </tbody> </table>							m	Paper type	0, 48		1, 49	Paper roll	2, 50	
m	Paper type														
0, 48															
1, 49	Paper roll														
2, 50															
	<ul style="list-style-type: none"> <li>- m specifies a test pattern as listed below :</li> </ul>														
	<table border="1"> <thead> <tr> <th>m</th> <th>Test pattern</th> </tr> </thead> <tbody> <tr> <td>1, 49</td> <td>Hexadecimal dump</td> </tr> <tr> <td>2, 50</td> <td>Self Test Printing</td> </tr> </tbody> </table>							m	Test pattern	1, 49	Hexadecimal dump	2, 50	Self Test Printing		
m	Test pattern														
1, 49	Hexadecimal dump														
2, 50	Self Test Printing														

**[Notes]**

- The printer executes a hardware reset after the procedure to place the image into the non-volatile memory. The printer clear the receive and print buffers, and resets all settings (user-defined characters, macros, and the character styles) to the mode that was in effect at power on.

GS ( L pL pH m fn [parameter]
GS 8 L p1 p2 p3 p4 m fn [parameter]

[Name] Select graphics data.

[Format] ASCII GS ( L pL pH m fn [parameter]  
           Hex 1D 28 4C pL pH m fn [parameter]  
           Decimal 29 40 76 pL pH m fn [parameter]

ASCII GS ( L p1 p2 p3 p4 m fn [parameter]  
           Hex 1D 28 4C p1 p2 p3 p4 m fn [parameter]  
           Decimal 29 40 76 p1 p2 p3 p4 m fn [parameter]

\* In the description below GS ( L is used for the explanation.  
   - Note that GS ( L and GS 8 L have the same Function.  
   - If the [parameter] of each format exceeds 65533 bytes use GS 8 L.

[Description] • Processes graphics data according to the function code fn.

fn	Format	Function No.	Function
0, 48	GS ( L pL pH m fn	Function 48	Transmits the NV graphics memory capacity.
2, 50	GS ( L pL pH m fn	Function 50	Prints the graphics data in the print buffer.
3, 51	GS ( L pL pH m fn	Function 51	Transmits the remaining capacity of the NV graphics memory.
64	GS ( L pL pH m fn d1 d2	Function 64	Transmits the defined NV graphics key code list.
65	GS ( L pL pH m fn d1 d2 d3	Function 65	Deletes all NV graphics data.
66	GS ( L pL pH m fn kc1 kc2	Function 66	Deletes the specified NV graphics data.
67	GS ( L pL pH m fn a kc1 kc2 b xL xH yL yH [c d1...dk]1...[c d1 dk]b	Function 67	Defines the raster graphics data in the non-volatile memory.
69	GS ( L pL pH m fn kc1 kc2 x y	Function 69	Prints the specified NV graphics data.
112	GS ( L pL pH m fn a bx by c xL xH yL yH d1...dk	Function 112	Stores the raster graphics data in the print buffer memory.

- pL, pH specifies (pL + pH x 256) as the number of bytes after pH(m, fn, and [parameter]).
- Frequent write command executions by this command may damage the NV memory. Therefore, it is recommended to write to the NV memory no more than 10times a day.
- While processing this command, the printer is BUSY while writing data to the NV graphics memory and stops receiving data. Therefore it is prohibited to transmit data including the real-time commands during the execution of this command.

**<Function 48> GS ( L pL pH m fn (fn=0, 48)**

[Format]	ASCII	GS	(	L	pL	pH	fn	m
	Hex	1D	28	4C	pL	pH	fn	m
	Decimal	29	40	76	pL	pH	fn	m

[Range]  $(pL + pH \times 256) = 2$  ( $pL=2$ ,  $pH=0$ )

$m=48$

$fn=0, 48$

[Description] ▪ Transmits the total capacity of the NV bit-image memory (number of bytes in the memory area).

	Hexadecimal	Decimal	Amount of Data
Header	37H	55	1 byte
Flag	30H	48	1 byte
Data	30H - 39H	48 - 57	1 - 8 bytes
NUL	00H	0	1 byte

▪ The total capacity data is converted to character codes corresponding to decimal data, then transmitted from the MSB.

▪ The data length is variable.

▪ The default value is 256 KB.

**<Function 50> GS ( L pL pH m fn (fn=2, 50)**

[Format]	ASCII	GS	(	L	pL	pH	m	fn
	Hex	1D	28	4C	pL	pH	m	fn
	Decimal	29	40	76	pL	pH	m	fn

[Range]  $(pL + pH \times 256) = 2$  ( $pL=2$ ,  $pH=0$ )

$m=48$

$fn=2, 50$

[Description] ▪ Prints the buffered graphics which is stored by the process of Function 112.  
▪ Feeds paper by the amount corresponding to the number of dots in the y direction of the buffered graphics.

**<Function 51> GS ( L pL pH m fn (fn=3, 51)**

[Format]	ASCII	GS	(	L	pL	pH	m	fn
	Hex	1D	28	4C	pL	pH	m	fn
	Decimal	29	40	76	pL	pH	m	fn

[Range]  $(pL + pH \times 256) = 2$  ( $pL=2$ ,  $pH=0$ )

$m=48$

$fn=3, 51$

[Description] ▪ Transmits the number of bytes of remaining memory (unused area) in the NV user memory.

	Hexadecimal	Decimal	Amount of Data
Header	37H	55	1 byte
Flag	31H	49	1 byte
Data	30H - 39H	48 - 57	1 - 8 bytes
NUL	00H	0	1 byte

▪ The number of bytes of remaining memory is converted to character codes corresponding to decimal data, then transmitted from the MSB.

▪ The data length is variable.

<Function 64> GS ( L pL pH m fn d1 d2 (fn=64)

[Format]	ASCII	GS	(	L	pL	pH	m	fn	d1	d2
	Hex	1D	28	4C	pL	pH	m	fn	d1	d2
	Decimal	29	40	76	pL	pH	m	fn	d1	d2

[Range]  $(pL + pH \times 256) = 4$  ( $pL=4$ ,  $pH=0$ )

$m=48$

$fn=64$

$d1=75$ ,  $d2=67$

- [Description]
- Transmits the defined NV graphics key code list.
    - When the key code is present :

	Hexadecimal	Decimal	Amount of Data
Header	37H	55	1 byte
Flag	72H	114	1 byte
Status	40H or 41H	64 or 65	1 byte
Data	30H - 39H	48 - 57	2 - 80 bytes
NUL	00H	0	1 byte

- When the key code is not present :

	Hexadecimal	Decimal	Amount of Data
Header	37H	55	1 byte
Flag	72H	114	1 byte
Status	40H	64	1 byte
NUL	00H	0	1 byte

- If the number of the key code exceed 40, the key code is transmitted dividing up to 40.

- The status if the continuous transmission data block is present is 41H.

- The status if the continuous transmission data block is not present is 40H.

- After the [Header-NULL] is transmitted, the printer receives a response from the host; then it performs the process defined by the response. (See the tables below.)

- When the status (existence of the next data block) is Hexadecimal = 41H / Decimal = 65

Response		Process performed
ASCII	Decimal	
ACK	6	Transmits the next data.
NAK	21	Transmits the previous data again.
CAN	24	Ends the process.

- When the status (for the last data block) is Hexadecimal = 40H / Decimal = 64

Response		Process performed
ASCII	Decimal	
ACK	6	Ends the process.
NAK	21	Transmits the previous data again.
CAN	24	Cancels the process.

## **SRP-350/352plusA&C**

**<Function 65> GS ( L pL pH m fn d1 d2 d3 (fn=65)**

[Format]	ASCII	GS	(	L	pL	pH	m	fn	d1	d2	d3
	Hex	1D	28	4C	pL	pH	m	fn	d1	d2	d3
	Decimal	29	40	76	pL	pH	m	fn	d1	d2	d3

[Range]  $(pL + pH \times 256) = 5$  ( $pL=5$ ,  $pH=0$ )

$m=48$

$fn=65$

$d1=67$ ,  $d2=76$ ,  $d3=82$

[Description] • Deletes all defined NV graphics data.

**<Function 66> GS ( L pL pH m fn kc1 kc2 (fn=66)**

[Format]	ASCII	GS	(	L	pL	pH	m	fn	kc1	kc2
	Hex	1D	28	4C	pL	pH	m	fn	kc1	kc2
	Decimal	29	40	76	pL	pH	m	fn	kc1	kc2

[Range]  $(pL + pH \times 256) = 4$  ( $pL=4$ ,  $pH=0$ )

$m=48$

$fn=66$

$32 \leq kc1 \leq 126$

$32 \leq kc2 \leq 126$

[Description] • Deletes the NV graphics data defined by the key codes kc1 and kc2.

**<Function 67> GS ( L pL pH m fn a kc1 kc2 b xL xH yL yH [c d1...dk]1...[c d1...dk]b (fn=67)**

[Format]	ASCII	GS	(	L	pL	pH	m	fn	a	kc1	kc2	b	[c d1...dk]1...[c d1...dk]b
	Hex	1D	28	4C	pL	pH	m	fn	a	kc1	kc2	b	[c d1...dk]1...[c d1...dk]b
	Decimal	29	40	76	pL	pH	m	fn	a	kc1	kc2	b	[c d1...dk]1...[c d1...dk]b

[Range] • GS ( L parameter

$3 \leq (pL + pH \times 256) \leq 65535$  ( $0 \leq pL \leq 255$ ,  $0 \leq pH \leq 255$ )

• GS 8 L parameter

$3 \leq (p1 + p2 \times 256 + p3 \times 65535 + p4 \times 16777216) \leq 4294967295$

( $0 \leq p1 \leq 255$ ,  $0 \leq p2 \leq 255$ ,  $0 \leq p3 \leq 255$ ,  $0 \leq p4 \leq 255$ )

• Common parameter for GS 8 L / GS ( L

$m=48$

$fn=67$

$a=48$

$32 \leq kc1 \leq 126$

$32 \leq kc2 \leq 126$

$b=1, 2$

$1 \leq (xL + xH \times 256) \leq 8192$

$1 \leq (yL + yH \times 256) \leq 2304$

$c=49$  (when the monochrome paper is selected)

$c=50$  (when the two-color paper is selected)

$0 \leq d \leq 255$

$k = (\text{int}((xL + xH \times 256) + 7) / 8) \times (yL + yH \times 256)$

- [Description]
- The default value is 256KB.
  - Defines the raster graphics data in the NV graphics area.
    - b specifies the number of the color of the defined data.
    - xL, xH specifies the defined data in the horizontal direction to (xL + xH x 256) dots.
    - yL, yH specifies the defined data in the vertical direction to (yL + yH x 256) dots.
    - c specifies the color of the defined data.

c	Defined data color
49	Color 1
50	Color 2

- Color 1 means black (high level of energy) in the specified tow-color thermal paper.

- Color 2 means red (low level of energy) in the specified tow-color thermal paper.

- If the color is specified with b and a single color also is specified with c, the printer stops processing the command, and regards the defined data as effective up to the time when the printer stops processing, then disregards the remaining data after it.
- When this command is processed while NV bit image data is defined with FS q, the printer deletes all NV bit image data, then defines data with this command.

<Function 69> GS ( L pL pH m fn kc1 kc2 b x y (fn=69)

[Format]	ASCII	GS	(	L	pL	pH	m	fn	kc1	kc2	x	y
	Hex	1D	28	4C	pL	pH	m	fn	kc1	kc2	x	y
	Decimal	29	40	76	pL	pH	m	fn	kc1	kc2	x	y

[Range] (pL + pH x 256) = 6 (pL=6, pH=0)

m=48, fn=69

32 ≤ kc1 ≤ 126

32 ≤ kc2 ≤ 126

x=1, 2

y=1, 2

- [Description]
- Prints the NV graphics data defined by the key codes kc1 and kc2. The graphics data is enlarged by x and y in the horizontal and vertical directions.

<Function 112> GS ( L pL pH m fn a bx by c xL xH yL yH d1...dk (fn=112)

[Format]	ASCII	GS	(	L	pL pH m fn a bx by c xL xH yL yH d1...dk
	Hex	1D	28	4C	pL pH m fn a bx by c xL xH yL yH d1...dk
	Decimal	29	40	76	pL pH m fn a bx by c xL xH yL yH d1...dk

- [Range]
- GS ( L parameter  
 $11 \leq (pL + pH \times 256) \leq 65535$  ( $0 \leq pL \leq 255, 0 \leq pH \leq 255$ )
  - GS 8 L parameter  
 $11 \leq (p1 + p2 \times 256 + p3 \times 65535 + p4 \times 16777216) \leq 4294967295$   
 $(0 \leq p1 \leq 255, 0 \leq p2 \leq 255, 0 \leq p3 \leq 255, 0 \leq p4 \leq 255)$
  - Common parameter for GS 8 L / GS ( L  
 $m=48, fn=112, a=48$   
 $bx=1, 2$   
 $by=1, 2$   
 $c=49$  (when the monochrome paper is selected)  
 $c=50$  (when the two-color paper is selected)
  - When single-color paper is specified :  
 $1 \leq (yL + yH \times 256) \leq 1662$  (when by = 1)  
 $1 \leq (yL + yH \times 256) \leq 831$  (when by = 2)
  - When two-color paper is specified :  
 $1 \leq (yL + yH \times 256) \leq 831$  (when by = 1)  
 $1 \leq (yL + yH \times 256) \leq 415$  (when by = 2)  
 $0 \leq d \leq 255$   
 $k = (\text{int}((xL + xH \times 256) + 7) / 8) \times (yL + yH \times 256)$

- [Description]
- Stores the raster graphics data, enlarged by bx and by in the horizontal and vertical directions to the print buffer.
    - xL, xH specifies the raster graphics data in the horizontal direction as  $(xL + xH \times 256)$  dots.
    - xL, xH specifies the raster graphics data in the vertical direction to  $(yL + yH \times 256)$  dots.
    - c specifies the color of the defined data.

c	Printing color
49	Color 1
50	Color 2

- Color 1 means black (high level of energy) in the specified tow-color thermal paper.
- Color 2 means red (low level of energy) in the specified tow-color thermal paper.

- [Notes]
- In standard mode, each color can be defined only once.

**GS ( N pL pH fn [parameter]**

[Name] Select character style.

[Description] • Executes commands for the character style as specified by the function code fn.

fn	Format	Function No.	Description
48	GS ( N pL pH fn m	Function 48	Selects character color.

**<Function 48> GS ( N pL pH fn m (fn=48)**

[Format]	ASCII	GS	(	N	pL	pH	fn	m
	Hex	1D	28	4E	pL	pH	fn	m
	Decimal	29	40	78	pL	pH	fn	m

[Range]  $(pL + pH \times 256) = 2$  ( $pL=2$ ,  $pH=0$ )  
fn=48

m=49 (when the monochrome paper is selected)

m=49,50 (when the two-color paper is selected)

[Default] m=49

[Description] • Prints characters in the color specified by m.

m	Color
49	Color 1
50	Color 2

- Color 1 means black (high level of energy) in the specified two-color thermal paper.

- Color 2 means red (low level of energy) in the specified two-color thermal paper.

**GS ( k pL pH cn fn [parameter]**

[Name] Specify and print the symbol.

[Description] ▪ Processes the data concerning two-dimensional code. (PDF417, QR Code)

- Symbol type is specified by cn.

- Function is specified by fn.

cn	Type of Symbol
48	PDF417 (2-dimensional code)
49	QR Code (2-dimensional code)

cn	fn	Function	
48	65	Function 065	PDF417 : Specify the number of columns
	66	Function 066	PDF417 : Specify the number of rows
	67	Function 067	PDF417 : Specify the width of module
	68	Function 068	PDF417 : Specify the module height
	69	Function 069	PDF417 : Specify the error correction level
	70	Function 070	PDF417 : Specify the option
	80	Function 080	PDF417 : Store the received data in the symbol save area
	81	Function 081	PDF417 : Print the symbol data in the symbol save area
49	65	Function 165	QR Code : Specify the model
	67	Function 167	QR Code : Specify the size of module
	69	Function 169	QR Code : Specify the error correction level
	80	Function 180	QR Code : Store the received data in the symbol save area
	81	Function 181	QR Code : Print the symbol data in the symbol save area

**[Notes]*****For PDF417 symbol data (when cn=48)***

- The symbol data specified by Function 080 d1...dk is stored in the printer and is printed by the specification of Function 081. The symbol data in the save area is reserved until the following processing is performed :
  - Function 080 or 180 is executed
  - ESC @ is executed
  - The printer is reset or the power is turned off
- When processing Function 081, the setting values of Functions 065 to 070 are used. If the printable area is not large enough, the symbol may not be printed.
- Executing Function 081 after executing Function 080 repeatedly prints the same symbol data.
- By using Functions 065 to 070 combined with Function 081, the same symbol data d1...dk is printed differently.

**For QR Code symbol (when cn=49)**

- The symbol data specified by Function 180 d1...dk is stored in the printer and is printed by the specification of Function 181. The symbol data in the save area is reserved until the following processing is performed :
  - Function 080 or 181 is executed
  - ESC @ is executed
  - The printer is reset or the power is turned off
- When processing Function 181, the setting values of Functions 165, 167, 169 are used. If the printable area is not enough, the symbol may not be printed.
- Executing Function 181 after executing Function 180 repeatedly prints the same symbol data.
- By using Functions 165, 167, 169 combined with Function 181, the same symbol data d1...dk is printed differently.

- \* The recognition rate of the symbol is affected by the height of the symbol, module height, module width ratio, and the performance of the reader.
- \* It is recommended that the module height and module width be set so that the height of the symbol is bigger than 5mm (0.2 inch).
- \* It is recommended that the module height be set three to five times the width of the module.
- \* The module height is specified by Function 068. The width of a module is specified by Function 067. The number of the rows is specified by Function 066.

<Function 065> GS ( k pL pH cn fn n (fn=65)									
[Format]	ASCII	GS	(	k	pL	pH	cn	fn	n
	Hex	1D	28	6B	03	00	30	41	n
	Decimal	29	40	107	3	0	48	65	n
[Range]	$(pL + pH \times 256) = 3$ (pL=3, pH=0) cn=48 fn=65 $0 \leq n \leq 30$								
[Default]	n=0								
[Description]	Specifies the number of columns of the data area of PDF417. - n=0 specifies auto processing - When n is not 0, specifies the number of columns of the data area as n code word.								
[Notes]	<ul style="list-style-type: none"> <li>▪ Settings of this function affect the processing of Functions 081.</li> <li>▪ When auto processing (n=0) is specified, the maximum number of columns in the data area is 30 columns.</li> <li>▪ The following data is not included in the number of columns :           <ul style="list-style-type: none"> <li>- Start pattern and stop pattern</li> <li>- Indicator code word of left and right</li> </ul> </li> <li>▪ When auto processing (n=0) is specified, the number of columns is calculated by the printing area when processing Functions 081, module width (Function 067), and option setting (Function 070).</li> <li>▪ Setting of this function are effective until ESC @ is executed, the printer is reset, or the power is turned off.</li> </ul>								

**<Function 066> GS ( k pL pH cn fn n (fn=66)**

[Format]	ASCII	GS	(	k	pL	pH	cn	fn	n
	Hex	1D	28	6B	03	00	30	42	n
	Decimal	29	40	107	3	0	48	66	n
[Range]	$(pL + pH \times 256) = 3$ (pL=3, pH=0) cn=48 fn=66 $n=0, 3 \leq n \leq 90$								
[Default]	n=0								
[Description]	Specifies the number of rows of the data area of PDF417. - n=0 specifies auto processing - When n is not 0, specifies the number of rows of the symbol as n rows.								
[Notes]	<ul style="list-style-type: none"> <li>▪ Settings of this function affect the processing of Functions 081.</li> <li>▪ When auto processing (n=0) is specified, the maximum number of rows is 90.</li> <li>▪ When auto processing (n=0) is specified, the number of rows is calculated by the printing area when processing Functions 081, module height (Function 068).</li> <li>▪ Setting of this function are effective until ESC @ is executed, the printer is reset, or the power is turned off.</li> </ul>								

**<Function 067> GS ( k pL pH cn fn n (fn=67)**

[Format]	ASCII	GS	(	k	pL	pH	cn	fn	n
	Hex	1D	28	6B	03	00	30	43	n
	Decimal	29	40	107	3	0	48	67	n
[Range]	$(pL + pH \times 256) = 3$ (pL=3, pH=0) cn=48 fn=67 $1 \leq n \leq 4$								
[Default]	n=3								
[Description]	Specifies the width of a module of PDF417 symbol.								
[Notes]	<ul style="list-style-type: none"> <li>▪ Settings of this function affect the processing of Functions 081.</li> <li>▪ The setting unit differs, depending on the printer models.</li> <li>▪ Setting of this function are effective until ESC @ is executed, the printer is reset, or the power is turned off.</li> </ul>								

**<Function 068> GS ( k pL pH cn fn n (fn=68)**

[Format]	ASCII	GS	(	k	pL	pH	cn	fn	n
	Hex	1D	28	6B	03	00	30	44	n
	Decimal	29	40	107	3	0	48	68	n
[Range]	$(pL + pH \times 256) = 3$ (pL=3, pH=0) cn=48 fn=68 $2 \leq n \leq 8$								
[Default]	n=3								
[Description]	Specifies the module height of PDF417 symbol. - Specify the height to [a module width x n].								
[Notes]	<ul style="list-style-type: none"> <li>▪ Settings of this function affect the processing of Functions 081.</li> <li>▪ Setting of this function are effective until ESC @ is executed, the printer is reset, or the power is turned off.</li> </ul>								

**<Function 069> GS ( k pL pH cn fn m n (fn=69)**

[Format]	ASCII	GS	(	k	pL	pH	cn	fn	m	n																					
	Hex	1D	28	6B	04	00	30	45	m	n																					
	Decimal	29	40	107	4	0	48	69	m	n																					
[Range]	$(pL + pH \times 256) = 4$ ( $pL=4$ , $pH=0$ )																														
	cn=48																														
	fn=69																														
	m=48																														
	48 ≤ n ≤ 8 [m=48]																														
[Default]	n=1																														
[Description]	Specifies the error correction level of PDF417.																														
	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="padding: 2px;">m</td> <td style="padding: 2px;">Function</td> </tr> <tr> <td style="padding: 2px;">48</td> <td style="padding: 2px;">The error correction level is specified by "level"</td> </tr> </table>	m	Function	48	The error correction level is specified by "level"																										
m	Function																														
48	The error correction level is specified by "level"																														
[Notes]	<ul style="list-style-type: none"> <li>▪ Settings of this function affect the processing of Functions 081 and 082.</li> <li>▪ Error correction level is specified by "level".</li> <li>▪ Error correction level specified by "level" (m=48) is as follows. The number of the error correction code word is fixed regardless of the number of code words in the data area.</li> </ul>																														
	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="padding: 2px;">m</th> <th style="padding: 2px;">Function</th> <th style="padding: 2px;">Number of error correction code word</th> </tr> </thead> <tbody> <tr> <td style="padding: 2px;">48</td> <td style="padding: 2px;">Error correction level 0</td> <td style="padding: 2px;">2</td> </tr> <tr> <td style="padding: 2px;">49</td> <td style="padding: 2px;">Error correction level 1</td> <td style="padding: 2px;">4</td> </tr> <tr> <td style="padding: 2px;">50</td> <td style="padding: 2px;">Error correction level 2</td> <td style="padding: 2px;">8</td> </tr> <tr> <td style="padding: 2px;">51</td> <td style="padding: 2px;">Error correction level 3</td> <td style="padding: 2px;">16</td> </tr> <tr> <td style="padding: 2px;">52</td> <td style="padding: 2px;">Error correction level 4</td> <td style="padding: 2px;">32</td> </tr> <tr> <td style="padding: 2px;">53</td> <td style="padding: 2px;">Error correction level 5</td> <td style="padding: 2px;">64</td> </tr> <tr> <td style="padding: 2px;">54</td> <td style="padding: 2px;">Error correction level 6</td> <td style="padding: 2px;">128</td> </tr> <tr> <td style="padding: 2px;">55</td> <td style="padding: 2px;">Error correction level 7</td> <td style="padding: 2px;">256</td> </tr> <tr> <td style="padding: 2px;">56</td> <td style="padding: 2px;">Error correction level 8</td> <td style="padding: 2px;">512</td> </tr> </tbody> </table>	m	Function	Number of error correction code word	48	Error correction level 0	2	49	Error correction level 1	4	50	Error correction level 2	8	51	Error correction level 3	16	52	Error correction level 4	32	53	Error correction level 5	64	54	Error correction level 6	128	55	Error correction level 7	256	56	Error correction level 8	512
m	Function	Number of error correction code word																													
48	Error correction level 0	2																													
49	Error correction level 1	4																													
50	Error correction level 2	8																													
51	Error correction level 3	16																													
52	Error correction level 4	32																													
53	Error correction level 5	64																													
54	Error correction level 6	128																													
55	Error correction level 7	256																													
56	Error correction level 8	512																													

**<Function 070> GS ( k pL pH cn fn m (fn=70)**

[Format]	ASCII	GS	(	k	pL	pH	cn	fn	m	
	Hex	1D	28	6B	03	00	30	46	m	
	Decimal	29	40	107	3	0	48	70	m	
[Range]	$(pL + pH \times 256) = 3$ ( $pL=3$ , $pH=0$ )									
	cn=48									
	fn=70									
	m=0,1									
[Default]	m=0									
[Description]	Set or cancels the option of PDF417.									
	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="padding: 2px;">m</td> <td style="padding: 2px;">Function</td> </tr> <tr> <td style="padding: 2px;">0</td> <td style="padding: 2px;">Cancels the processing of simplified PDF417 symbol.</td> </tr> <tr> <td style="padding: 2px;">1</td> <td style="padding: 2px;">Sets the processing of simplified PDF417 symbol.</td> </tr> </table>	m	Function	0	Cancels the processing of simplified PDF417 symbol.	1	Sets the processing of simplified PDF417 symbol.			
m	Function									
0	Cancels the processing of simplified PDF417 symbol.									
1	Sets the processing of simplified PDF417 symbol.									
[Notes]	<ul style="list-style-type: none"> <li>- m=0 cancels the processing of simplified PDF417 symbol.</li> <li>- m=1 sets the processing of simplified PDF417 symbol.</li> <li>▪ Settings of this function affect the processing of Functions 081.</li> <li>▪ When simplified PDF417 symbol is canceled, standard PDF417 symbol is automatically selected.</li> <li>▪ Setting of this function are effective until ESC @ is executed, the printer is reset, or the power is turned off.</li> </ul>									

## **SRP-350/352plusA&C**

<Function 080> GS ( k pL pH cn fn m d1...dk (fn=80)										
[Format]	ASCII	GS	(	k	pL	pH	cn	fn	m	d1...dk
	Hex	1D	28	6B	pL	pH	30	50	30	d1...dk
	Decimal	29	40	107	pL	pH	48	80	48	d1...dk
[Range]	4 ≤ (pL + pH x 256) ≤ 65535 (0 ≤ pL ≤ 255, 0 ≤ pH ≤ 255) cn=48 fn=80 m=48 0 ≤ d ≤ 255 k = (pL + pH x 256) - 3									
[Description]	Stores the PDF417 symbol data (d1...dk) in the symbol save area.									
[Notes]	<ul style="list-style-type: none"> <li>▪ Data stored in the symbol save area by this function are processed by Function 081 and 082. The data in the symbol save area are reserved after processing Function 081.</li> <li>▪ k bytes of d1...dk are processed as symbol data.</li> <li>▪ Specify only the data code word of the symbol with this function. Be sure not to included the following data in the data d1...dk because they are added automatically by the printer. <ul style="list-style-type: none"> <li>- Start pattern and stop pattern.</li> <li>- Indicator code word of left and right.</li> <li>- The descriptor of symbol length. (the first code word in the data area)</li> <li>- The error correction code word calculated by modulus 929.</li> </ul> </li> <li>▪ Setting of this function are effective until the following processing is performed : <ul style="list-style-type: none"> <li>- Function 080 or 180 is executed.</li> <li>- ESC @ is executed.</li> <li>- The printer is reset or the power is turned off.</li> </ul> </li> </ul>									

<Function 081> GS ( k pL pH cn fn m (fn=81)										
[Format]	ASCII	GS	(	k	pL	pH	cn	fn	m	
	Hex	1D	28	6B	03	00	30	51	m	
	Decimal	29	40	107	3	0	48	81	m	
[Range]	(pL + pH x 256) = 3 (pL=3, pH=0) cn=48 fn=81 m=48									
[Description]	Encodes and prints the PDF417 symbol data in the symbol save area.									
[Notes]	<ul style="list-style-type: none"> <li>▪ In standard mode, use this function when printer is “at the beginning of a line,” or “there is no data in the printer buffer.”</li> <li>▪ A symbol that size exceeds the printing area cannot be printed.</li> <li>▪ If there is any error described below in the data of the symbol save area, it cannot be printed. <ul style="list-style-type: none"> <li>- There is no data (Function 080 is not processed).</li> <li>- If [(number of columns x number of rows) &lt; number of code word] when auto processing is specified for number of columns and number of rows.</li> <li>- Number of code word exceeds 928 in the data area.</li> </ul> </li> </ul>									

- The following data are added automatically by the encode processing.
  - Start pattern and stop pattern.
  - Indicator code word of left and right.
  - The descriptor of symbol length. (the first code word in the data area)
  - The error correction code word calculated by modulus 929.
  - Pad codeword.
- The data area includes the following code words.
  - Data specified by Function 080.
  - The descriptor of symbol length. (the first code word in the data area)
  - The error correction code word calculated by modulus 929.
  - Pad codeword.
- When auto processing (Function 065) is specified, the number of columns is calculated by the current printing area, module width (Function 067), option setting (Function 070), and the code word in the data area. Maximum number of the columns in 30.
- When auto processing (Function 066) is specified in page mode, the number of rows is calculated by the current printing area, module height (Function 068), and the code word in the data area. The maximum number of rows is 90.
- Printing of symbol is not affected by print mode (emphasized, double-strike, underline, white/black reverse printing, or 90° clockwise-rotated), except for character size and upside-down printing mode.
- In standard mode, this command executes paper feeding for the amount needed for printing the symbol, regardless of the paper feed amount set by the paper feed setting command. The printing position returns to the left side of the printable area after printing the symbol, and printer is in the status "beginning of the line," or "there is no data in the print buffer."
- In page mode, the printer stores the symbol data in the print buffer without executing actual printing. The printer moves printing position to the next dot of the last data of the symbol.
- The quiet zone is not included in the printing data. Be sure to include the quiet zone when using this function.

<Function 165> GS ( k pL pH cn fn n1 n2 (fn=65)																
[Format]	ASCII	GS	(	k	pL	pH	cn	fn	n1	n2						
	Hex	1D	28	6B	03	00	31	41	n1	n2						
	Decimal	29	40	107	3	0	49	65	n1	n2						
[Range]	$(pL + pH \times 256) = 4$ (pL=4, pH=0) cn=49 fn=65 n1=49,50 n2=0															
[Default]	n1=50, n2=0															
[Description]	Specifies the model of QR Code.															
	<table border="1"> <tr> <td>n1</td><td>Function</td></tr> <tr> <td>49</td><td>Specifies model 1.</td></tr> <tr> <td>50</td><td>Specifies model 2.</td></tr> </table>										n1	Function	49	Specifies model 1.	50	Specifies model 2.
n1	Function															
49	Specifies model 1.															
50	Specifies model 2.															
[Notes]	<ul style="list-style-type: none"> <li>▪ Settings of this function affect the processing of Functions 181.</li> <li>▪ Settings of this function are effective until ESC @ is executed, the printer is reset, or the power is turned off.</li> </ul>															

**<Function 167> GS ( k pL pH cn fn n (fn=67)**

[Format]	ASCII	GS	(	k	pL	pH	cn	fn	n
	Hex	1D	28	6B	03	00	31	43	n
	Decimal	29	40	107	3	0	49	67	n
[Range]	$(pL + pH \times 256) = 3$ ( $pL=3$ , $pH=0$ ) cn=49 fn=67 $1 \leq n \leq 8$								
[Default]	n=3								
[Description]	Specifies the size of a module of QR Code symbol.								
[Notes]	<ul style="list-style-type: none"> <li>▪ Settings of this function affect the processing of Functions 181.</li> <li>▪ The setting unit differs, depending on the printer models.</li> <li>▪ Settings of this function are effective until ESC @ is executed, the printer is reset, or the power is turned off.</li> <li>▪ n = width of a module = height of a module. (Because the QR Code modules are square.)</li> </ul>								

**<Function 169> GS ( k pL pH cn fn n (fn=69)**

[Format]	ASCII	GS	(	k	pL	pH	cn	fn	n															
	Hex	1D	28	6B	03	00	31	45	n															
	Decimal	29	40	107	3	0	49	69	n															
[Range]	$(pL + pH \times 256) = 3$ ( $pL=3$ , $pH=0$ ) cn=49 fn=69 $48 \leq n \leq 51$																							
[Default]	n=48																							
[Description]	Specifies the error correction level of QR Code.																							
	<table border="1"> <thead> <tr> <th>n</th> <th>Function</th> <th>Recovery Capacity % (approx.)</th> </tr> </thead> <tbody> <tr> <td>48</td> <td>Specify Error correction level L</td> <td>7</td> </tr> <tr> <td>49</td> <td>Specify Error correction level M</td> <td>15</td> </tr> <tr> <td>50</td> <td>Specify Error correction level Q</td> <td>25</td> </tr> <tr> <td>51</td> <td>Specify Error correction level H</td> <td>30</td> </tr> </tbody> </table>									n	Function	Recovery Capacity % (approx.)	48	Specify Error correction level L	7	49	Specify Error correction level M	15	50	Specify Error correction level Q	25	51	Specify Error correction level H	30
n	Function	Recovery Capacity % (approx.)																						
48	Specify Error correction level L	7																						
49	Specify Error correction level M	15																						
50	Specify Error correction level Q	25																						
51	Specify Error correction level H	30																						
[Notes]	<ul style="list-style-type: none"> <li>▪ Settings of this function affect the processing of Functions 181.</li> <li>▪ QR Code employs Reed-Solomon error correction to generate a series of error correction code words.</li> <li>▪ Settings of this function are effective until ESC @ is executed, the printer is reset, or the power is turned off.</li> </ul>																							

**<Function 180> GS ( k pL pH cn fn m d1...dk (fn=80)**

[Format]	ASCII	GS	(	k	pL	pH	cn	fn	m	d1...dk
	Hex	1D	28	6B	pL	pH	31	50	30	d1...dk
	Decimal	29	40	107	pL	pH	49	80	48	d1...dk
[Range]	$4 \leq (pL + pH \times 256) \leq 7092$ ( $0 \leq pL \leq 255$ , $0 \leq pH \leq 27$ ) cn=49 fn=80 m=48 $0 \leq d \leq 255$ $k = (pL + pH \times 256) - 3$									
[Description]	Stores the QR Code symbol data (d1...dk) in the symbol save area.									

- [Notes]
- Data stored in the symbol save area by this function is processed by Functions 181 and 182. The data in the symbol save area are reserved after processing Function 181.
  - k bytes of d1..dk are processed as symbol data.
  - It is possible to encode to a QR Code as follows. Be sure not to include anything except the following data in the data d1...dk.

Category of data	Characters it is possible to specify
Numerical Mode data	"0" ~ "9"
Alphanumeric Mode data	"0" ~ "9", "A" ~ "Z", SP, \$, %, *, +, -, ., /, :
Kanji Mode data	Shift JIS value (Shift value from JISX0208)
8-Bit Byte Mode data	00H ~ FFH

- Setting of this function are effective until the following processing is performed :
  - Function 080 or 180 or 280 is executed.
  - ESC @ is executed.
  - The printer is reset or the power is turned off.

<Function 181> GS ( k pL pH cn fn m (fn=81)										
[Format]	ASCII	GS	(	k	pL	pH	cn	fn	m	
	Hex	1D	28	6B	03	00	31	51	m	
	Decimal	29	40	107	3	0	49	81	m	
[Range]	$(pL + pH \times 256) = 3$ (pL=3, pH=0) cn=49 fn=81 m=48									
[Description]	Encodes and prints the QR Code symbol data in the symbol save area.									
[Notes]	<ul style="list-style-type: none"> <li>▪ In standard mode, use this function when printer is "at the beginning of a line," or "there is no data in the printer buffer."</li> <li>▪ The symbol size that exceeds the printing area cannot be printed.</li> <li>▪ If there is any error described below in the data of the symbol save area, it cannot be printed.           <ul style="list-style-type: none"> <li>- There is no data (Function 180 is not processed).</li> <li>- If the data of the symbol save area is more than the data allowed by specified model and data compaction mode. (This case is an abnormal number of data.)</li> <li>- The four data compaction modes are listed below (in order of compaction rate). Automatically selects best compaction mode by the data of the symbol save area.               <ul style="list-style-type: none"> <li>* Numerical mode</li> <li>* Alphanumeric mode</li> <li>* Kanji mode</li> <li>* 8-Bit byte mode</li> </ul> </li> </ul> </li> <li>▪ The following data are added automatically by the encode processing.           <ul style="list-style-type: none"> <li>- Position Detection Patterns</li> <li>- Separators for Position Detection Patterns</li> <li>- Timing Patterns</li> <li>- Format Information</li> <li>- Version Information</li> </ul> </li> </ul>									

- Error Correction code words (employs the Reed-Solomon Error Detection and Correction algorithm)
- Pad codeword
- Number of bits in Character Count Indicator
- Mode Indicator
- Terminator
- Alignment Patterns (when model 2 is selected)
- Extension Patterns (when model 1 is selected)
- Printing of symbol is not affected by print mode (emphasized, double-strike, underline, white/black reverse printing, or 90° clockwise-rotated), except for character size and upside-down printing mode.
- In standard mode, this command executes paper feeding for the amount needed for printing the symbol, regardless of the paper feed amount set by the paper feed setting command. The printing position returns to the left side of the printable area after printing the symbol, and printer is in the status "beginning of the line," or "there is no data in the print buffer."
- In page mode, the printer stores the symbol data in the print buffer without executing actual printing. The printer moves printing position to the next dot of the last data of the symbol.
- The quiet zone is not included in the printing data. Be sure to include the quiet zone when using this function.

**GS \* x y [d1...d(x x y x 8)]**

[Name]	Define downloaded bit image.					
[Format]	ASCII	GS	*	x	y	[d1...d(x x y x 8)]
	Hex	1D	2A	x	y	[d1...d(x x y x 8)]
	Decimal	29	42	x	y	[d1...d(x x y x 8)]
[Range]	1 ≤ x ≤ 255 1 ≤ y ≤ 48 (where x x y ≤ 1536) 0 ≤ d ≤ 255					
[Description]	<ul style="list-style-type: none"> <li>▪ Defines the downloaded bit image using the number of dots specified by x and y.               <ul style="list-style-type: none"> <li>- x specifies the number of dots in the horizontal direction.</li> <li>- y specifies the number of dots in the vertical direction.</li> </ul> </li> <li>▪ When the memory switch 8-7 is On, the user-defined character and the downloaded bit image cannot be defined simultaneously. The downloaded bit image data is cleared with this command.</li> </ul>					

**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]	<ul style="list-style-type: none"> <li>▪ Prints the defined downloaded bit image in m mode.</li> </ul>																							
	<table border="1"> <thead> <tr> <th>m</th><th>Mode</th><th>Vertical dot density</th><th>Horizontal dot density</th></tr> </thead> <tbody> <tr> <td>0, 48</td><td>Normal</td><td>180 dpi</td><td>180 dpi</td></tr> <tr> <td>1, 49</td><td>Double-width</td><td>180 dpi</td><td>90 dpi</td></tr> <tr> <td>2, 50</td><td>Double-height</td><td>90 dpi</td><td>180 dpi</td></tr> <tr> <td>3, 51</td><td>Quadruple</td><td>90 dpi</td><td>90 dpi</td></tr> </tbody> </table>				m	Mode	Vertical dot density	Horizontal dot density	0, 48	Normal	180 dpi	180 dpi	1, 49	Double-width	180 dpi	90 dpi	2, 50	Double-height	90 dpi	180 dpi	3, 51	Quadruple	90 dpi	90 dpi
m	Mode	Vertical dot density	Horizontal dot density																					
0, 48	Normal	180 dpi	180 dpi																					
1, 49	Double-width	180 dpi	90 dpi																					
2, 50	Double-height	90 dpi	180 dpi																					
3, 51	Quadruple	90 dpi	90 dpi																					
	dpi : dots per 25.4mm {1"}																							

**GS :**

[Name]	Start/end macro definition.			
[Format]	ASCII	GS	:	
	Hex	1D	3A	
	Decimal	29	58	
[Description]	<ul style="list-style-type: none"> <li>▪ Starts or ends macro definition.</li> <li>- The contents of the macro can be defined up to 2048 bytes.</li> </ul>			

**GS B n**

[Name]	Turns white/black reverse printing mode on / off.			
[Format]	ASCII	GS	B	n
	Hex	1D	42	n
	Decimal	29	66	n
[Range]	0 ≤ n ≤ 255			
[Default]	n=0			
[Description]	<ul style="list-style-type: none"> <li>▪ Turns white/black reverse printing mode on or off.           <ul style="list-style-type: none"> <li>- When the LSB of n is 0, white/black reverse mode is turned off.</li> <li>- When the LSB of n is 1, white/black reverse mode is turned on.</li> </ul> </li> </ul>			

**GS H n**

[Name]	Selects the printing position of HRI characters.													
[Format]	ASCII	GS	H	n										
	Hex	1D	48	n										
	Decimal	29	72	n										
[Range]	0 ≤ n ≤ 3, 48 ≤ n ≤ 51													
[Default]	n=0													
[Description]	<ul style="list-style-type: none"> <li>▪ Selects the printing position of HRI characters when printing a bar code.           <ul style="list-style-type: none"> <li>- n selects the execution of printing and the printing position as follows :</li> </ul> </li> </ul>													
	<table border="1"> <thead> <tr> <th>n</th><th>Printing position</th></tr> </thead> <tbody> <tr> <td>0, 48</td><td>Not printed.</td></tr> <tr> <td>1, 49</td><td>Above the bar code.</td></tr> <tr> <td>2, 50</td><td>Below the bar code.</td></tr> <tr> <td>3, 51</td><td>Both above and below the bar code.</td></tr> </tbody> </table>				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.
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.													

**GS I n**

- [Name] Transmits printer ID.
- [Format] ASCII GS I n  
Hex 1D 49 n  
Decimal 29 73 n
- [Range]  $1 \leq n \leq 3$ ,  $49 \leq n \leq 51$ ,  $65 \leq n \leq 69$ ,  $n=112$   
 $1 \leq n \leq 3$ ,  $49 \leq n \leq 51$ ,  $65 \leq n \leq 69$ , (when TM-T88II compatible mode is selected.)
- Transmits the printer ID specified.  
- n specifies the types of the printer ID.

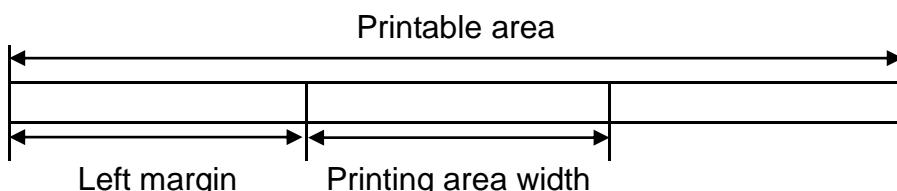
n	Printer ID type	ID
1, 49	Printer model ID	Hexadecimal : 20H Decimal : 32
2, 50	Type ID	See table below.
3, 51	Firmware version ID	Depends on firmware version.

- n specifies the printer information.

n	Printer ID type	ID
65	Firmware version	Depends on firmware version
66	Manufacturer	BIXOLON
67	Printer name	SRP-350plus

**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]  $0 \leq nL \leq 255$ ,  $0 \leq nH \leq 255$
- [Default]  $(nL + nH \times 256)=0$  ( $nL=0$ ,  $nH=0$ )
- [Description] ▪ Sets the left margin specified by nL and nH.  
- The left margin is  $[(nL + nH \times 256) \times (\text{horizontal motion units})]$ .



**GS T n**

[Name] Set print position to the beginning of print line.

[Format]      ASCII      GS      T      n  
                 Hex      1D      54      n  
                 Decimal    29      84      n

[Range]      n=0, 1, 48, 49

[Description] • Sets the print position to the beginning of the print line.  
                   - n specifies how data in the print buffer is processed when this command is executed.

n	Function
0, 48	Sets the print position after the data in the print buffer is deleted.
1, 49	Sets the print position after the data in the print buffer is printed.

- When printing is specified (n=1,49), the printer prints the data in the print buffer and executes a line feed, based on the line feed amount to be set.
- When deleting is specified (n=0,48), the printer executes the cancel process for the print data in the print buffer, and keeps other data or setting values except for the print data.

① GS V m

② GS V m n

[Name] Select cut mode and cut paper.

[Format]      ①      ASCII      GS      V      m  
                   Hex      1D      56      m  
                   Decimal    29      86      m  
             ②      ASCII      GS      V      m      n  
                   Hex      1D      56      m      n  
                   Decimal    29      86      m      n

[Range]      ① m=0, 1, 48, 49      ② m=65, 66, 0 ≤ n ≤ 255

[Description] • Cuts paper in the specified mode.

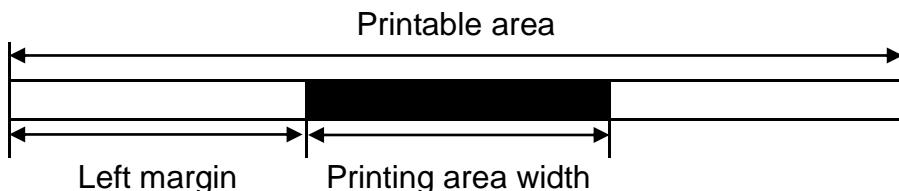
m	Function
0, 48	Cuts paper (one point left uncut, full cut).
1, 49	Cuts paper (one point left uncut, full cut).

• n specifies how data in the print buffer is processed when this command is executed.

• Full cut or one point left uncut cannot be changed by software.

**GS W nL nH**

[Name]	Set printing area width.				
[Format]	ASCII	GS	W	nL	nH
	Hex	1D	57	nL	nH
	Decimal	29	87	nL	nH
[Range]	$0 \leq nL \leq 255, 0 \leq nH \leq 255$				
[Default]	$(nL + nH \times 256) = 512$ ( $nL=0, nH=2$ ) (for 80mm of the paper width)				
	$(nL + nH \times 256) = 384$ ( $nL=128, nH=1$ ) (for 60mm of the paper width)				
	$(nL + nH \times 256) = 360$ ( $nL=104, nH=1$ ) (for 58mm of the paper width)				
[Description]	<ul style="list-style-type: none"> <li>▪ Sets the printing area width specified with nL and nH.</li> <li>- The printing area width is <math>[(nL + nH \times 256) \times (\text{horizontal motion units})]</math>.</li> </ul>				

**GS ^ r t m**

[Name]	Execute macro.				
[Format]	ASCII	GS	^	r	t
	Hex	1D	5E	r	t
	Decimal	29	94	r	t
[Range]	$0 \leq r \leq 255$				
	$0 \leq t \leq 255$				
	$m=0, 1$				
[Description]	<ul style="list-style-type: none"> <li>▪ Executes a macro.</li> <li>- r specifies the number of times to execute the macro.</li> <li>- t specifies the waiting time for executing the macro.</li> <li>- m specifies macro executing mode from the table below.</li> </ul>				

m	Function
0	Executes the macro r times at the interval specified by t.
1	After waiting for the time specified by t, the PAPER OUT LED flashes to indicate that the FEED button must be pressed. After the button is pressed, the macro is executed once. This operation is then repeated r times.

**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

[Default] n=0 when memory switch 1-3 is Off.  
n=2 when memory switch 1-3 is On.

[Description] • Specifies the status items for ASB (Automatic Status Back).

Bit	Off/On	Hex	Decimal	Function
0	Off	00	0	Drawer kick-out connector pin 3 disable.
	On	01	1	Drawer kick-out connector pin 3 enable.
1	Off	00	0	Online/Offline status disabled.
	On	02	2	Online/Offline status enabled.
2	Off	00	0	Error status disabled.
	On	04	4	Error status enabled.
3	Off	00	0	Paper roll sensor status disabled.
	On	08	8	Paper roll sensor status enabled.
4	Off	00	0	Reserved.
5	Off	00	0	Reserved.
6	Off	00	0	Panel button status disabled.
	On	40	64	Panel button status enabled.
7	Off	00	0	Reserved.

▪ The status to be transmitted is the four bytes that follows.

- First byte (printer information)

Bit	Off/On	Hex	Decimal	Function
0	Off	00	0	Fixed.
1	Off	00	0	Fixed.
2	Off	00	0	Drawer kick-out connector pin 3 is LOW.
	On	04	4	Drawer kick-out connector pin 3 is HIGH.
3	Off	00	0	Online.
	On	08	8	Offline.
4	Off	10	16	Fixed.
5	Off	00	0	Cover is closed.
	On	20	32	Cover is opened.
6	Off	00	0	Paper is not being fed by using the paper FEED button.
	On	40	64	Paper is being fed by using the paper FEED button.
7	Off	00	0	Fixed.

## **SRP-350/352plusA&C**

- When the cover is open while the printing is stopped, the printer becomes offline.
  - Second byte (printer information)

Bit	Off/On	Hex	Decimal	Function
0	Off	00	0	Not on online waiting status.
	On	01	1	During online waiting status.
1	Off	00	0	Panel button OFF.
	On	02	2	Panel button ON.
2	Off	00	0	No mechanical error.
	On	04	4	Mechanical error has occurred.
3	Off	00	0	No Auto Cutter error.
	On	08	8	Auto Cutter error occurred.
4	Off	00	0	Fixed.
5	Off	00	0	No unrecoverable error.
	On	20	32	Unrecoverable error has occurred.
6	Off	00	0	No automatically recoverable error.
	On	40	64	Automatically recoverable error has occurred.
7	Off	00	0	Fixed.

- Third byte (paper sensor information)

Bit	Off/On	Hex	Decimal	Function
0	Off	00	0	Paper roll near-end sensor : paper adequate.
	On	01	1	Paper roll near-end sensor : paper near end.
1	Off	00	0	Paper roll near-end sensor : paper present.
	On	02	2	Paper roll near-end sensor : paper not present.
2	Off	00	0	Paper roll end sensor : paper present.
	On	04	4	Paper roll end sensor : paper near end.
3	Off	00	0	Paper roll end sensor : paper present.
	On	08	8	Paper roll end sensor : paper not present.
4	Off	00	0	Fixed.
5	Off	00	0	Reserved.
6	Off	00	0	Reserved.
7	Off	00	0	Fixed.

- The paper roll end sensor is unstable when the cover is open.

- Fourth byte (paper sensor information)

Bit	Off/On	Hex	Decimal	Function
0	On	01	1	Reserved.
1	On	02	2	Reserved.
2	On	04	4	Reserved.
3	On	08	8	Reserved.
4	Off	00	0	Fixed.
5	Off	00	0	Reserved.
6	Off	00	0	Reserved.
7	Off	00	0	Fixed.

- When the memory switch Msw 8-7 is On, the printer transmits the ASB data to the host whether the host can receive or not.

- When the memory switch Msw 8-7 is On, the printer transmits the ASB data with the panel button status always being ignored.

[Notes]

**GS b n**

[Name]	Turns smoothing mode on/off.			
[Format]	ASCII	GS	b	n
	Hex	1D	62	n
	Decimal	29	98	n
[Range]	$0 \leq nL \leq 255$			
[Default]	n=0			
[Description]	<ul style="list-style-type: none"> <li>▪ Turns smoothing mode on or off.           <ul style="list-style-type: none"> <li>- When the LSB of n is 0, smoothing mode is turned off.</li> <li>- When the LSB of n is 1, smoothing mode is turned on.</li> </ul> </li> </ul>			

**GS f n**

[Name]	Select font for HRI characters.									
[Format]	ASCII	GS	f	n						
	Hex	1D	66	n						
	Decimal	29	102	n						
[Range]	For ANK/Multilingual model : n=0, 1, 48, 49 For Japanese Kanji model : $0 \leq n \leq 2, 48 \leq n \leq 50$									
[Default]	n=0									
[Description]	<ul style="list-style-type: none"> <li>▪ Selects a font for the HRI characters used when printing a bar code.           <ul style="list-style-type: none"> <li>- n specifies the font of the HRI characters as follows :</li> </ul> </li> </ul>									
	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: center;">n</th> <th style="text-align: center;">Font</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;">0, 48</td> <td style="text-align: center;">Font A (12 x 24)</td> </tr> <tr> <td style="text-align: center;">1, 49</td> <td style="text-align: center;">Font B (9 x 17)</td> </tr> </tbody> </table>				n	Font	0, 48	Font A (12 x 24)	1, 49	Font B (9 x 17)
n	Font									
0, 48	Font A (12 x 24)									
1, 49	Font B (9 x 17)									

**GS h n**

[Name]	Selects bar code height.			
[Format]	ASCII	GS	h	n
	Hex	1D	68	n
	Decimal	29	104	n
[Range]	$1 \leq nL \leq 255$			
[Default]	n=162			
[Description]	<ul style="list-style-type: none"> <li>▪ Selects the height of the bar code as n dots.</li> </ul>			

- ① GS k m d1...dk NUL  
 ② GS k m n d1...dn

[Name]	Print bar code.					
[Format]	① ASCII	GS	k	m	d1...dk	NUL
	Hex	1D	6B	m	d1...dk	NUL
	Decimal	29	107	m	d1...dk	NUL
	② ASCII	GS	k	m	n	d1...dn
	Hex	1D	6B	m	n	d1...dn
	Decimal	29	107	m	n	d1...dn
[Range]	① $0 \leq m \leq 6$ (k and d depend on the bar code system used) ② $65 \leq m \leq 73$ (n and d depend on the bar code system used)					
[Description]	▪ Selects a bar code system and prints the bar code.  For ①					
m	Bar Code System	Range of k	Range of d			
0	UPC-A	$11 \leq k \leq 12$	$48 \leq d \leq 57$			
1	UPC-E	$11 \leq k \leq 12$	$48 \leq d \leq 57$			
2	JAN13(EAN)	$12 \leq k \leq 13$	$48 \leq d \leq 57$			
3	JAN8(EAN)	$7 \leq k \leq 8$	$48 \leq d \leq 57$			
4	CODE39	$1 \leq k$	$48 \leq d \leq 57, 65 \leq d \leq 90,$ $d=32,36,37,43,45,46,47$			
5	ITF	$1 \leq k$ (even number)	$48 \leq d \leq 57$			
6	CODABAR	$1 \leq k$	$48 \leq d \leq 57, 65 \leq d \leq 68,$ $d=36,43,45,46,47,58$			
	For ②					
m	Bar Code System	Range of k	Range of d			
65	UPC-A	$11 \leq n \leq 12$	$48 \leq d \leq 57$			
66	UPC-E	$11 \leq n \leq 12$	$48 \leq d \leq 57$			
67	JAN13(EAN)	$12 \leq n \leq 13$	$48 \leq d \leq 57$			
68	JAN8(EAN)	$7 \leq n \leq 8$	$48 \leq d \leq 57$			
69	CODE39	$1 \leq n \leq 255$	$48 \leq d \leq 57, 65 \leq d \leq 90,$ $d=32,36,37,43,45,46,47$			
70	ITF	$1 \leq n \leq 255$ (even number)	$48 \leq d \leq 57$			
71	CODABAR	$1 \leq n \leq 255$	$48 \leq d \leq 57, 65 \leq d \leq 68,$ $d=36,43,45,46,47,58$			
72	CODE93	$1 \leq n \leq 255$	$0 \leq d \leq 127$			
73	CODE128	$2 \leq n \leq 255$	$0 \leq d \leq 127$			

- [Notes] ▪ User must consider the quiet zone of the bar code (left and right spaces of the bar code).

**GS r n**

[Name]	Transmit status.																																																																																																						
[Format]	ASCII	GS	r	n																																																																																																			
	Hex	1D	72	n																																																																																																			
	Decimal	29	114	n																																																																																																			
[Range]	n=1, 2, 49, 50																																																																																																						
[Description]	<ul style="list-style-type: none"> <li>▪ Transmits the normal status specified by n as follows :</li> </ul> <table border="1"> <thead> <tr> <th>n</th><th>Function</th></tr> </thead> <tbody> <tr> <td>1, 49</td><td>Transmits paper sensor status.</td></tr> <tr> <td>2, 50</td><td>Transmits drawer kick-out connector status.</td></tr> </tbody> </table> <ul style="list-style-type: none"> <li>▪ Paper sensor status (n=1, 49) :</li> </ul> <table border="1"> <thead> <tr> <th>Bit</th><th>Off/On</th><th>Hex</th><th>Decimal</th><th>Function</th></tr> </thead> <tbody> <tr> <td rowspan="2">0, 1</td><td>Off</td><td>00</td><td>0</td><td>Paper roll near-end sensor : paper adequate.</td></tr> <tr> <td>On</td><td>03</td><td>3</td><td>Paper roll near-end sensor : paper near end.</td></tr> <tr> <td rowspan="2">2, 3</td><td>Off</td><td>00</td><td>0</td><td>Paper roll end sensor : paper present.</td></tr> <tr> <td>On</td><td>0C</td><td>12</td><td>Paper roll end sensor : paper not present.</td></tr> <tr> <td>4</td><td>Off</td><td>00</td><td>0</td><td>Fixed.</td></tr> <tr> <td>5</td><td>Off</td><td>00</td><td>0</td><td>Reserved.</td></tr> <tr> <td>6</td><td>Off</td><td>00</td><td>0</td><td>Reserved.</td></tr> <tr> <td>7</td><td>Off</td><td>00</td><td>0</td><td>Fixed.</td></tr> </tbody> </table> <ul style="list-style-type: none"> <li>- Bits 2 and 3 : This command cannot be executed since the printer becomes offline when the paper roll end sensor detects the paper not present. Therefore, the status of bit 2 (1) and bit 3 (1) is not transmitted.</li> <li>▪ Drawer kick-out connector status (n=2, 50) :</li> </ul> <table border="1"> <thead> <tr> <th>Bit</th><th>Off/On</th><th>Hex</th><th>Decimal</th><th>Function</th></tr> </thead> <tbody> <tr> <td rowspan="2">0</td><td>Off</td><td>00</td><td>0</td><td>Drawer kick-out connector pin 3 is LOW.</td></tr> <tr> <td>On</td><td>01</td><td>1</td><td>Drawer kick-out connector pin 3 is HIGH.</td></tr> <tr> <td>1</td><td>Off</td><td>00</td><td>0</td><td>Reserved.</td></tr> <tr> <td>2</td><td>Off</td><td>00</td><td>0</td><td>Reserved.</td></tr> <tr> <td>3</td><td>Off</td><td>00</td><td>0</td><td>Reserved.</td></tr> <tr> <td>4</td><td>Off</td><td>00</td><td>0</td><td>Fixed.</td></tr> <tr> <td>5</td><td>Off</td><td>00</td><td>0</td><td>Reserved.</td></tr> <tr> <td>6</td><td>Off</td><td>00</td><td>0</td><td>Reserved.</td></tr> <tr> <td>7</td><td>Off</td><td>00</td><td>0</td><td>Fixed.</td></tr> </tbody> </table>					n	Function	1, 49	Transmits paper sensor status.	2, 50	Transmits drawer kick-out connector status.	Bit	Off/On	Hex	Decimal	Function	0, 1	Off	00	0	Paper roll near-end sensor : paper adequate.	On	03	3	Paper roll near-end sensor : paper near end.	2, 3	Off	00	0	Paper roll end sensor : paper present.	On	0C	12	Paper roll end sensor : paper not present.	4	Off	00	0	Fixed.	5	Off	00	0	Reserved.	6	Off	00	0	Reserved.	7	Off	00	0	Fixed.	Bit	Off/On	Hex	Decimal	Function	0	Off	00	0	Drawer kick-out connector pin 3 is LOW.	On	01	1	Drawer kick-out connector pin 3 is HIGH.	1	Off	00	0	Reserved.	2	Off	00	0	Reserved.	3	Off	00	0	Reserved.	4	Off	00	0	Fixed.	5	Off	00	0	Reserved.	6	Off	00	0	Reserved.	7	Off	00	0	Fixed.
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**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]	<p>0 ≤ m ≤ 3, 48 ≤ m ≤ 51  <math>1 \leq (xL + xH \times 256) \leq 128</math> (0 ≤ xL ≤ 128, xh=0)  <math>1 \leq (yL + yH \times 256) \leq 4095</math> (0 ≤ yL ≤ 255, 0 ≤ yH ≤ 15)  <math>0 \leq d \leq 255</math>  <math>k = (xL + xH \times 256) \times (yL + yH \times 256)</math></p>									

- [Description] • Prints a raster bit image in m mode.  
- m specifies the bit image mode.

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

dpi : dots per 25.4mm {1"}

- xL, xH specifies (xL + xH x 256) byte(s) in the horizontal direction for the bit image.
- yL, yH specifies (yL + yH x 256) dot(s) in the vertical direction for the bit image.
- d specifies the definition data of the bit image data.

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			
	n=3			
[Description]	• Set the horizontal size of the bar code, using n as follows :			
n	Multi-level Bar Code Module Width (mm)	Binary-level Bar Code		
		Thin element width (mm)	Thick element width (mm)	
2	0.282	0.282	0.706	
3	0.423	0.423	1.129	
4	0.564	0.564	1.411	
5	0.706	0.706	1.834	
6	0.847	0.847	2.258	
[Notes]	<ul style="list-style-type: none"> <li>• Multi-level bar codes are as follows :           <ul style="list-style-type: none"> <li>- UPC-A, UPC-E, JAN13, HAN8, CODE93, CODE128</li> </ul> </li> <li>• Binary-level bar codes are as follows :           <ul style="list-style-type: none"> <li>- CODE39, ITF, CODABAR</li> </ul> </li> </ul>			