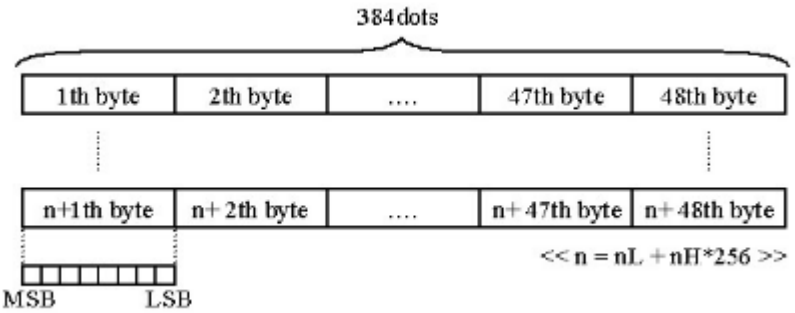
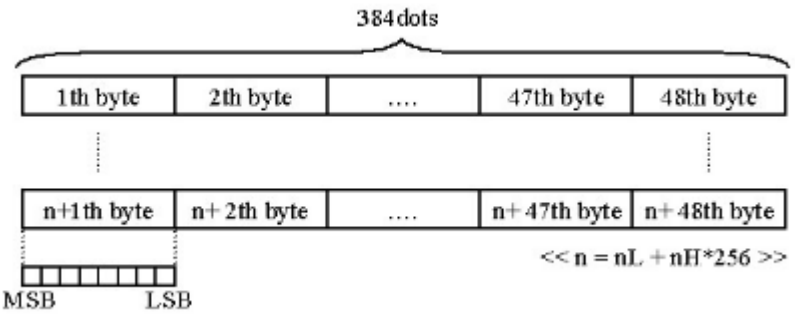
③ Graphic print instruction

Most significant bitmap

instruction name	Most significant bitmap
instruction code	ASCII:DC2 V nL nH [d1… d48] Decimal: 18 86 nL nH [d1… d48] Hexadecimal: 12 56 nL nH [d1… d48]
Function description	This instruction is the instruction to print the highest bitmap format. The width of the bitmap must be the same as the printable width of the printer's movement (note that some 3-inch movements here have 640 points and some have 576 points). Bitmap height: nL + nH * 256 bitmap format: 
Parameter range	
default value	No
supported models	All models
Note	
Usage example	

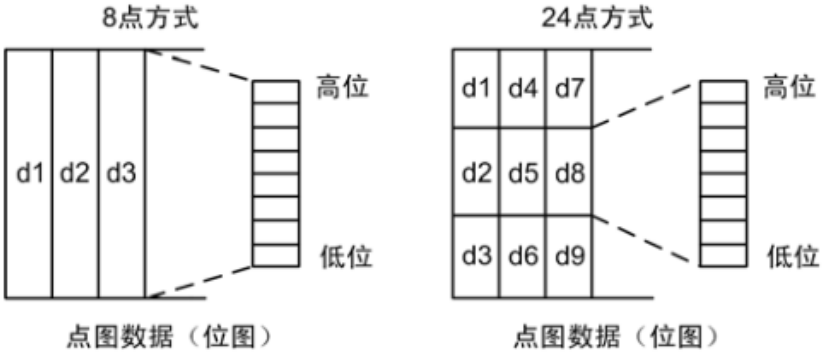
Least significant bitmap

instruction name	Least significant bitmap
instruction code	ASCII:DC2 v nL nH [d1… d48] Decimal : 18 118 nL nH [d1… d48] Hex: 12 76 nL nH [d1… d48]
Function description	This instruction is the instruction to print the highest bitmap format. The width of the bitmap must be the same as the printable width of the printer's movement (note that some 3-inch movements here have 640 points and some have 576 points). Bitmap height: nL + nH * 256 bitmap format:

	
Parameter range	
default value	No
supported models	All models
Note	
Usage example	

Select bitmap mode

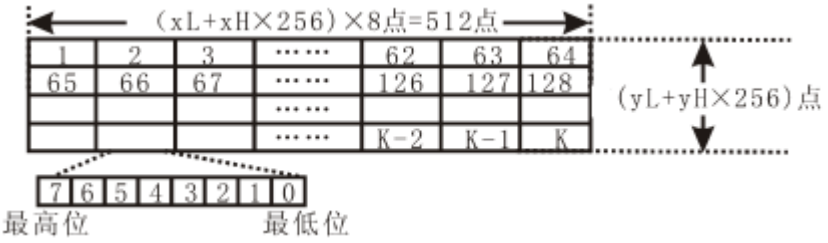
instruction name	Select bitmap mode
instruction code	ASCII: ESC * m Hl Hh [d] k decimal : 27 42 m Hl Hh [d] k Hexadecimal: 1B 2A m Hl Hh [d] k
Function description	Print the vertical modulus image data, the meaning of the parameters is as follows: m is the dot map format: m mode horizontal scale vertical scale 0 8-point single density × 2 × 3 1 8-point double density × 1 × 3 32 24-point single density × 2 × 1 33 24-point double density × 1 × 1 Hl, Hh are the number of horizontal points (Hl + 256 × Hh) [d] k is the dot map data k is used to indicate the number of bytes of the dot map data, not participating in transmission [dpi: dot / 25.4mm {1 ”}]
Parameter range	XX58:32, 33 m = 0, 1,1 ≤ Hl + Hh × 256 ≤ 384 0 ≤ d ≤ 255 k = Hl + Hh × 256 (when m = 0, 1) k = (Hl + Hh × 256) × 3 (when m = 32, 33) XX80: m = 0, 1, 32 , 33 1 ≤ Hl + Hh × 256 ≤ 576 0 ≤ d ≤ 255 k = Hl + Hh × 256 (when m = 0, 1) k = (Hl + Hh × 256) × 3 (when m = 32, 33)
default	None
supported	All models

<table>
<tr><td>models</td><td></td></tr>
<tr><td>precautions</td><td>such as The value of m exceeds a predetermined range, nL and subsequent data is processed as normal data.
[d] k corresponding bit is 1, it indicates that the print point, the corresponding bit is 0, it indicates that the dot does not print
the image in the horizontal direction outside the printable areaportion will be ignored
after the completion of the transmissionbitmap data, the printer returns to normal data processing modethis
and the relationship between dot printing map data as follows:
 

instruction only fill print buffer, the print image is to be started only after receiving the print instruction, the image After printing, the print buffer is emptied.
If the height of the image to be printed is large, you can first split it into several images with a height of 8 (m = 0, 1) or 24 (m = 32, 33) and print therespectively.
filled graphic dataAfter that, you can continue to fill in other information so that the figure is printed with the other information
. After filling the dot map, generally use the ESC J (n = 24) instruction to print, or you can use the LF instruction to print, but the LF instruction will cause paper feed. The operation (feeding by line spacing) makes the multi-line images discontinuous. You can set the line spacing to 0, so that the paper will not be fed too much. If a break appears in the middle, please continuously transmit data)</td></tr>
<tr><td>using Example</td><td>1B 40 1b 2a 00 0C 00 FF</td></tr>
</table>

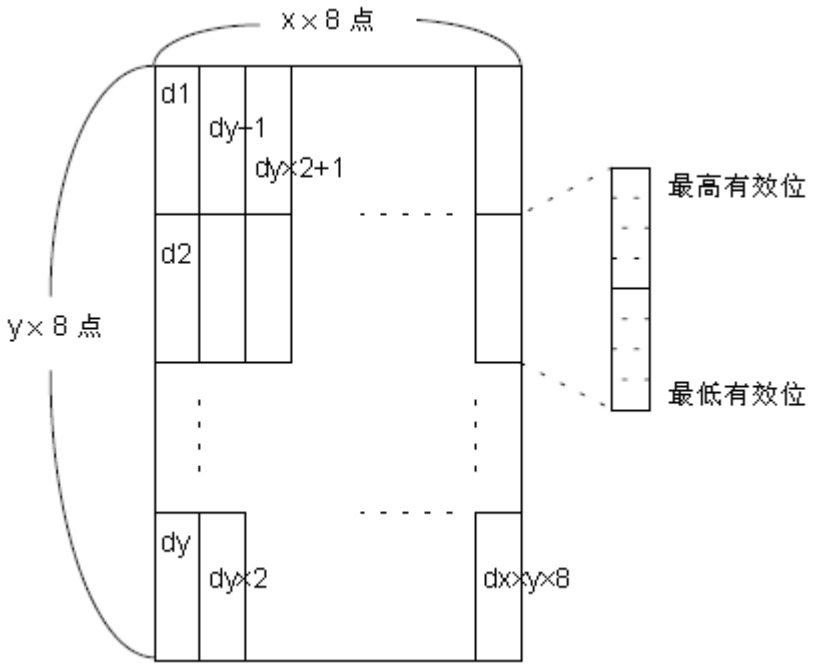
printing raster bitmap

<table>
<tr><td>instruction name</td><td>raster bitmap print</td></tr>
<tr><td>instruction code</td><td>ASCII: GS v 0 m xL xH yL yH d1 ... dk
decimal: 29 118 48 m xL xH yL yH d1 ... dk
hex: 1D 76 30 m xL xH yL yH d1 ... dk</td></tr>
<tr><td>functional description</td><td>print raster bitmap, the bitmap raster mode selected by the value of m:
<table>
<tr><th>m</th><th>mode</th><th>vertical resolution (DPI)</th><th>lateral resolution (DPI)</th></tr>
<tr><td>0,48</td><td>normal</td><td>200</td><td>200</td></tr>
<tr><td>1,49</td><td>times the width</td><td>200</td><td>100</td></tr>
<tr><td>2,50</td><td>timestimes</td><td>100</td><td>200</td></tr>
</table></td></tr>
</table>

	3,51	Width, double height	100	100
Parameter range	0 ≤ m ≤ 3 or 48 ≤ m ≤ 51 0 ≤ xL ≤ 255 0 ≤ xH ≤ 255 0 ≤ yL ≤ 255 0 ≤ d ≤ 255 k = (xL + xH * 256) * (yL + yH * 256) (k≠0)			
Default value	no			
note	xL, xH represents the number of bytes in the horizontal bitmap (xL + xH * 256) yL, yH represents the number of bits in the vertical bitmap (yL + yH * 256) In standard mode, this command is valid only when there is no data in the printer buffer. The part of the bitmap beyond the print area is not printed. ESC a is valid for raster bitmaps. d stands for bitmap data. The corresponding bit of each byte is 1 to print the dot, and 0 to not print the dot.			
Example of use	when  xL + xH * 256 = 64 1B FF FF FF FF FF FF FF FF			

pass underdefined Bitmap

instruction name	definition The bitmap
instruction code is	ASCII:GS * xy d1 ... d (x × y × 8) Decimal:29 42 xy d1 ... d (x × y × 8) Hex:1D 2A xy d1 ... d (x × y × 8)
Functional description	Specify the number of points with x and y to define the download bitmap. x specifies that the number of dots in the horizontal direction is 8 * x. y specifies that the number of points in the vertical direction is 8 * y.
Parameter range	1 ≤ x ≤ 255 1 ≤ y ≤ 48 x * y ≤ 1536 0 ≤ d ≤ 255
Default value	No
precautions	If x * y exceeds the specified range, this command is prohibited. d indicates bitmap data. Data (d) specifies that the printing bit is 1 and the non-printing bit is 0. Clear the bitmap definition in the following cases: Execute ESC @.

	Perform ESC &. The printer is reset or turned off. ■ The relationship between the download bitmap and the print data is shown in the figure below. 
Example of use	1B 40 1D 2A 03 03 FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF

downstream printing bitmap

instructionsname of	to print thebit image
the instruction code	ASCII: GS / m decimal: 29 47 m hex: 1D 2F m
description offunction	Printat the designated mode with m bit image

m	mode	vertical resolution (DPI)	Horizontal resolution (DPI)
0, 48	Normal	200	200
1, 49	times wide	200	100
2, 50	times high	100	200
3, 51	times wide, double height	100	100

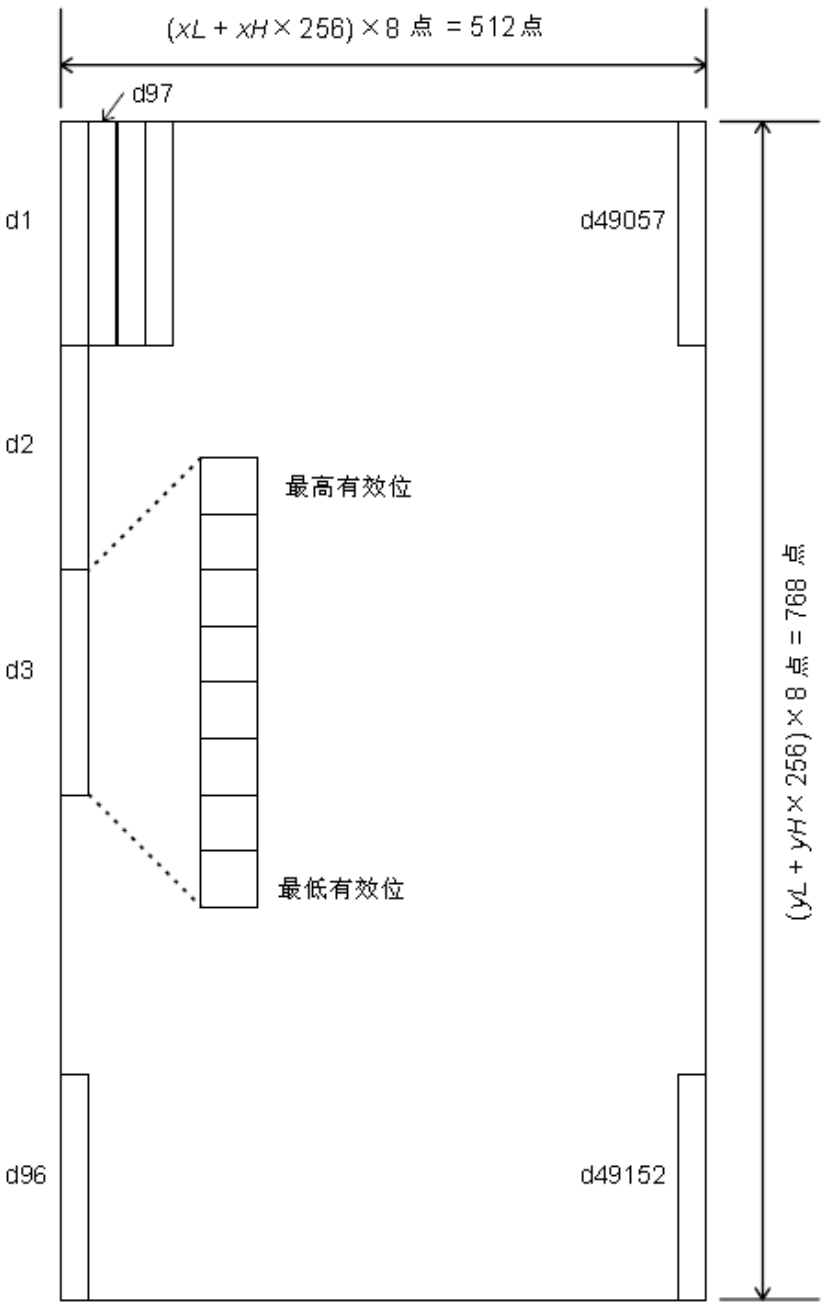
Parameter range	0 ≤ m ≤ 3 48 ≤ m ≤ 51
Supported	all models

models	
Note for	If the bitmap data is not defined, this command is ignored. ■ In standard mode, this command is effective only when there is no data in the print buffer. ■ If the download bitmap to be printed exceeds the print area, the excess data is not printed.
examples using	No

bitmapdefined NV

instructionsname	NV bit imageis defined
instruction code	ASCII: FS qn [xL xH yL Decimal: 28113 n [xL xH yL yH d1 ... dk] 1 ... [xL xH yL yH d1 ... dk] nHex: 1C 71 n [xL xH yL yH d1 ... dk] 1 .. . [xL xH yL yH d1 ... dk] n
Functional description	Defines the NV bitmap with a specific n value. ■ n specifies the number of defined NV bitmaps. ■ xL, xH specifies the number of horizontal points in the definition of the NV bitmap as (xL + xH * 256) * 8. ■ yL, yH specifies the number of points in the vertical direction for the NV bitmap in the definition as (yL + yH * 256) * 8.
Parameter range	1 ≤ n ≤ 255 0 ≤ xL ≤ 255 0 ≤ xH ≤ 3 (1 ≤ (xL + xH * 256) ≤ 1023) 0 ≤ yL ≤ 255) 0 ≤ yH ≤ 1 (1 ≤ (yL + yH * 256) ≤ 288) 0 ≤ d ≤ 255) k = (xL + xH * 256) * (yL + yH * 256) * 8 and the data area defined by the meter = 64K bytes
Support models	All models
Caution	Frequently execute write commands May damage NV memory. Therefore, it is recommended to perform no more than 10 write operations on the NV memory a day. After the process of putting an image into NV memory, the printer performs a hardware reset operation. Therefore, user-defined characters and download bitmaps should be defined after completing this command.clearingthe printer And receives print buffer, and when the power is turned on to reset the active mode. (Hardware reset interface is not supported) This command cancels all NV bitmaps that have been defined with this command. ■ From the start of the processing of this command to the completion of the hardware reset, mechanical operations cannot be performed (including initializing the print head position when the cover is opened and feeding the paper with the feed button, etc.). ■ During the processing of this command, the printer was busy and stopped receiving data while writing data to the user's NV memory. It is therefore forbidden to transmit data during this command, including real-time commands. ■ NV bitmap is a bitmap defined in non-volatile memory. Define FS p print with FS q. ■ In standard mode, this command is valid only at the beginning of a line. ■ The 7-byte <FS➶yH> command is valid only after it is processed normally.

	■ When the data volume exceeds the left capacity of the range defined by xL, x H, yL, yH, the printer will process the range defined by xL, xH, yL, yH outside the defined range. ■ In the first set of bitmaps, when any parameter in xL, xH, yL, yH is outside the defined range, the command is disabled. ■ In a set of bitmaps other than the first group, when the printer encounters a situation where xL, xH, yL, yH exceeds the defined range, it stops processing the command and starts writing NV images. At this time, undefined NV bitmaps are disabled (undefined,) but any previously defined NV bitmaps are still valid. ■ d stands for definition data. In data (d), one 1-bit designates one to be printed Dot and a 0 bit specifies a dot that is not printed. ■ This command defines n as the number of NV bitmaps. The number starts to rise in order from the bitmap 01H. So the first data group [xL xH yL yH d1 ... dk] is the NV bitmap 01H, and the last data group [xL xH yL yH d1 ... dk] is the NV bitmap n. The total number is the same as the number of NV bitmaps set by the FS p command. ■ The definition data of an NV bitmap consists of [xL xH yL yH d1 ... dk]. Therefore, when there is only one NV bitmap, n = 1, the printer only processes the data group [xL xH yL yH d1 ... dk] once. The printer uses ([data: (xL + xH * 256) * (yL + yH * 256) * 8] + [header: 4]) bytes of NV memory. ■ The defined area in this printer is 64K bytes (maximum). This command can define several bitmaps, but cannot define a bitmap with a total data capacity [bitmap data + header] exceeding 64K bytes. ■ Even if ASB is set, the printer does not transmit ASB status or perform status detection during processing of this command. ■ Once an NV bitmap is defined, it cannot be deleted by executing the ESC @ command, reset, or power failure. ■ This command only executes the definition of NV bitmaps, not printing. Printing of NV bitmaps is performed by the FS p command. Illustration: When xL = 64, xH = 0, yL = 96, yH = 0



Example of use	1B 40 1C 71 01 03 00 03 00 FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF 1C 70 01 00

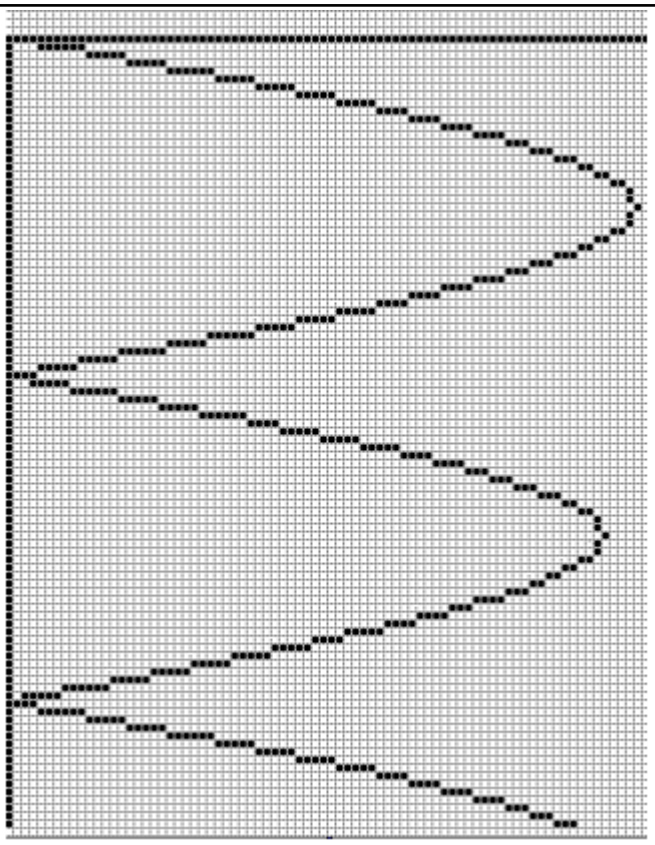
Print bitmapNV

instructionsname of	NV bit imagethe print
instruction code	ASCII: FS pnm decimal: 28 112 nm hex: 1C 70 nm
features described	by the designated mode m NV bit image printing n-m mode

	<table><tr><td>0, 48</td><td>Normal</td></tr><tr><td>1, 49</td><td>times wide</td></tr><tr><td>2, 50</td><td>times high</td></tr><tr><td>3, 51</td><td>times wide, double height</td></tr></table>
Parameter range	0 ≤ m ≤ 3 48 ≤ m ≤ 51 1 ≤ n ≤ 255
Default value	No
supported	modelsall models
Note for	n is NV bit Number of graphs (defined with the FS q command). m specifies the bitmap mode. An NV bitmap is a bitmap defined in non-volatile memory. Define FS p printing with FS q This command is invalid when the specified NV bitmap does not exist. In standard mode, this command is valid only when there is no data in the print buffer. This command is not affected by the print mode (bold print, overlap, underline, character size, reverse print, or 90 characters), except for upside down print modes such as rotation. If more than one line of the download bitmap is to be printed, the excess data is not printed. In normal and double-width modes, this command feeds n points (n is the height of the NV bitmap), in double-height and quadruple-size modes (the command feeds 2n points, n is the height of the NV bitmap) It has nothing to do with the line spacing set by ESC 2 or ESC 3. After printing a bitmap, this command sets the print position at the beginning of a line, and processes subsequent data as normal data.
Use the example	

horizontal position print line segment (curve print command)

instruction name	horizontal position print line segment (curve print command)
Instruction code	ASCII: GS 'n x1sL x1eH x1eL x1eH ... xnsL xnsH xneL xneH decimal: 1D 27 n x1sL x1eH x1eL x1eH ... xnsL xnsH xneL xneH hex: 29 39 n x1sL x1eH x1eL x1eH ... xnsL xnsH xneL xneH
functional description	Printed enlarged view is shown below: Each horizontal curve segment can be regarded as consisting of these points with a segment length of 1. When printing n lines of horizontal line segments, use this command continuously to print out the required curve.



xksL: low-order horizontal coordinates of the start of the K line;
xksH: high-order horizontal coordinates of the start of the K line;
xkeL: low-order horizontal coordinates of the;
K-line end pointxkeH: high-order horizontal coordinates of the K-line end point;

coordinate start positions are usually Is to the left of the print area. The minimum coordinate coordinate is (0,0), the maximum abscissa value is 383, and xkeL + xkeH * 256
rows of data may not be arranged in the order within the specified range;

```
Char SendStr [8];
Char SendStr2 [16];
Float i;
Short y1, y2, y1s, y2s;
// Print Y axis (one line)
SendStr [0] = 0x1D;
SendStr [1] = 0x27;
SendStr [2] = 1;  // One line
SendStr [3] = 30
SendStr [4] = 0;   // Start point
SendStr [5] = 104;
SendStr [6] = 1;     // End point
PreSendData (SendStr, 7);

// Print curve
SendStr [0] = 0x1D;
SendStr [1] = 0x27;
SendStr    [2] = 3; // Threethree lines: X axis, sin and cos
                    functions
```

	SendStr [3] = 180; SendStr -axis position
	SendStr [5] = 180; SendStr [6] = 0;
	for (i = 1; i <1200; i ++)
	{
	y1 = sin (i / 180 * 3.1416) * (380-30) / 2 + 180; // calculate sin function coordinates
	y2 = cos (i / 180 * 3.1416) * (380-30) / 2 + 180; // Calculate cos function coordinates
	If (i == 1) (y1s = y1; y2s = y2;)
	PreSendData (SendStr , 7);
	
	If (y1s <y1)
	{
	PreSendData (& y1s, 2); // sin function at the beginning of the line
	PreSendData (& y1,2); // sin function at the end of the line
	}
	Else
	{
	PreSendData (& y1,2); // sin function at the starting point of the line
	PreSendData (& y1s, 2); function The end point of theline}
	
	If (y2s <y2) {
	function at the starting point of the line
	PreSendData (& y2,2); // cos function at the end point of the
	line}
	Else
	{
	PreSendData (& y2,2); // cos function at the starting point of the line
	PreSendData (& y2s, 2); // cos function at the end of the line
	}
	y1s = y1; // When printing enters the next line, the sin function curve Starting point abscissa
	y2s = y2; // When printing enters the next line, cos function curve starting abscissa
	}

Parameter range	0≤n≤8
Default value	not
supported Model	portable printer
Note when	printing a point, then xkeL = xksL, xkeH = xksH
usage example	1d 27 01 00 00 00 00 1d 27 01 01 00 0f 00 1d 27 01 10 00 1f 00 1d 27 01 20 00 2c 00 1d 27 01 2d 00 3a 00 1d 27 01 3b 00 44 00 1d 27 01 45 00 4c 00 1d 27 01 4d 00 54 00 1d 27 01 55 00 5c 00 1d 27 01 5d 00 63 00 1d 27 01 64 00 6a 00 1d 27 01 6b 00 71 00 1d 27 01 72 00 77 00 1d 27 01 78 00 7d 00 1d 27 01 7e 00 84 00 1d 27 01 85 00 8a 00 1d 27 01 8b 00 91 00 1d 27 01 92 00 97 00 1d 27 01 98 00 9d 00 1d 27 01 9e 00 a3 00 1d 27 01 a4 00 a9 00

	1d 27 01 aa 00 af 00 1d 27 01 b0 00 b4 00 1d 27 01 b5 00 b9 00 1d 27 01 ba 00 bf 00 1d 27 01 c0 00 c4 00 1d 27 01 c5 00 c9 00 1d 27 01 ca 00 cf 00 1d 27 01 d0 00 d4 00 1d 27 01 d5 00 d8 00 1d 27 01 d9 00 dc 00 1d 27 01 dd 00 df 00 1d 27 01 e0 00 e3 00 1d 27 01 e4 00 e6 00 1d 27 01 e7 00 e9 00 1d 27 01 ea 00 ec 00 1d 27 01 ed 00 ef 00 1d 27 01 f0 00 f1 00 1d 27 01 f2 00 f3 00 1d 27 01 f4 00 f5 00 1d 27 01 f6 00 f7 00 1d 27 01 f8 00 f8 00 1d 27 01 f9 00 fa 00 1d 27 01 fb 00 fb 00 1d 27 01 fc 00 fd 00 1d 27 01 fe 00 fe 00 1d 27 01 ff 00 ff 00 1d 27 01 00 01 00 01 1d 27 01 01 01 01 01 01 1d 27 01 02 01 02 01 1d 27 01 03 01 03 01 1d 27 01 04 01 04 01 1d 27 01 05 01 05 01 1d 27 01 06 01 06 01 1d 27 01 06 01 06 01 1d 27 01 07 01 07 01 1d 27 01 07 01 07 01 01 1d 27 01 07 01 07 01 1d 27 01 07 01 07 01 1d 27 01 07 01 07 01 1d 27 01 06 01 06 01 1d 27 01 06 01 06 01 1d 27 01 05 01 05 01 1d 27 01 04 01 04 01 04 01 1d 27 01 04 01 04 01 1d 27 01 03 01 03 01 1d 27 01 02 01 02 01 1d 27 01 00 01 00 01 1d 27 01 ff 00 ff 00 1d 27 01 fe 00 fe 00 1d 27 01 fc 00 fd 00 1d 27 01 f9 00 fa 00 1d 27 01 f8 00 f8 00 1d 27 01 f6 00 f7 00 1d 27 01 f4 00 f5 00 1d 27 01 f2 00 f3 00 1d 27 01 f0 00 f1 00 1d 27 01 ed 00 ef 00 1d 27 01 ea 00 ec 00 1d 27 01 e7 00 e9 00 1d 27 01 e4 00 e6 00 1d 27 01 e0 00 e3 00 1d 27 01 dd 00 df 00 1d 27 01 d9 00 dc 00 1d 27 01 d5 00 d8 00 1d 27 01 d0 00 d4 00 1d 27 01 ca 00 cf 00 1d 27 01 c5 00 c9 00 1d 27 01 c0 00 c4 00 1d 27 01 ba 00 bf 00 1d 27 01 b5 00 b9 00 1d 27 01 b0 00 b4 00 1d 27 01 aa 00 af 00 1d 27 01 a4 00 a9 00 1d 27 01 9e 00 a3 00 1d 27 01 98 00 9d 00 1d 27 01 92 00 97 00 1d 27 01 8b 00 91 00 1d 27 01 85 00 8a 00 1d 27 01 7e 00 84 00 1d 27 01 78 00 7d 00 1d 27 01 72 00 77 00 1d 27 01 6b 00 71 00 1d 27 01 64 00 6a 00 1d 27 01 5d 00 63 00 1d 27 01 55 00 5c 00 1d 27 01 4d 00 54 00 1d 27 01 45 00 4c 00 1d 27 01 3b 00 44 00 1d 27 01 2d 00 3a 00 1d 27 01 20 00 2c 00 1d 27 01 10 00 1f 00 1d 27 01 01 00 0f 00 1d 27 01 00 00 00 00 1d 27 01 00 00 00 00 1d 27 01 01 00 0f 00 1d 27 01 10 00 1f 00 1d 27 01 20 00 2c 00 1 d 27 01 2d 00 3a 00 1d 27 01 3b 00 44 00 1d 27 01 45 00 4c 00 1d 27 01 4d 00 54 00 1d 27 01 55 00 5c 00 1d 27 01 5d 00 63 00 1d 27 01 64 00 6a 00 1d 27 01 6b 00 71 00 1d 27 01 72 00 77 00 1d 27 01 78 00 7d 00 1d 27 01 7e 00 84 00

	1d 27 01 85 00 8a 00 1d 27 01 8b 00 91 00 1d 27 01 92 00 97 00 1d 27 01 98 00 9d 00 1d 27 01 9e 00 a3 00 1d 27 01 a4 00 a9 00 1d 27 01 aa 00 af 00 1d 27 01 b0 00 b4 00 1d 27 01 b5 00 b9 00 1d 27 01 ba 00 bf 00 1d 27 01 c0 00 c4 00 1d 27 01 c5 00 c9 00 1d 27 01 ca 00 cf 00 1d 27 01 d0 00 d4 00 1d 27 01 d5 00 d8 00 1d 27 01 d9 00 dc 00 1d 27 01 dd 00 df 00 1d 27 01 e0 00 e3 00 1d 27 01 e4 00 e6 00 1d 27 01 e7 00 e9 00 1d 27 01 ea 00 ec 00 1d 27 01 ed 00 ef 00 1d 27 01 f0 00 f1 00 1d 27 01 f2 00 f3 00 1d 27 01 f4 00 f5 00 1d 27 01 f6 00 f7 00 1d 27 01 f8 00 f8 00 1d 27 01 f9 00 fa 00 1d 27 01 fb 00 fb 00 1d 27 01 fc 00 fd 00 1d 27 01 fe 00 fe 00 1d 27 01 ff 00 ff 00 1d 27 01 00 01 00 01 1d 27 01 01 01 01 01 1d 27 01 02 01 02 01 1d 27 01 03 01 03 01 1d 27 01 04 01 04 01 1d 27 01 05 01 05 01 1d 27 01 06 01 06 01 1d 27 01 06 01 06 01 1d 27 01 07 01 07 01 1d 27 01 07 01 07 01 1d 27 01 07 01 07 01 1d 27 01 07 01 01 07 01 1d 27 01 07 01 07 01 1d 27 01 06 01 06 01 1d 27 01 06 01 06 01 1d 27 01 05 01 05 01 1d 27 01 04 01 04 01 04 01 1d 27 01 04 01 04 01 1d 27 01 03 01 03 01 01 1d 27 01 02 01 02 01 1d 27 01 00 01 00 01 1d 27 01 ff 00 ff 00 1d 27 01 fe 00 fe 00 1d 27 01 fc 00 fd 00 1d 27 01 f9 00 fa 00 1d 27 01 f8 00 f8 00 1d 27 01 f6 00 f7 00 1d 27 01 f4 00 f5 00 1d 27 01 f2 00 f3 00 1d 27 01 f0 00 f1 00 1d 27 01 ed 00 ef 00 1d 27 01 ea 00 ec 00 1d 27 01 e7 00 e9 00 1d 27 01 e4 00 e6 00 1d 27 01 e0 00 e3 00 1d 27 01 dd 00 df 00 1d 27 01 d9 00 dc 00 1d 27 01 d5 00 d8 00 1d 27 01 d0 00 d4 00 1d 27 01 ca 00 cf 00 1d 27 01 c5 00 c9 00 1d 27 01 c0 00 c4 00 1d 27 01 ba 00 bf 00 1d 27 01 b5 00 b9 00 1d 27 01 b0 00 b4 00 1d 27 01 aa 00 af 00 1d 27 01 a4 00 a9 00 1d 27 01 9e 00 a3 00 1d 27 01 98 00 9d 00 1d 27 01 92 00 97 00 1d 27 01 8b 00 91 00 1d 27 01 85 00 8a 00 1d 27 01 7e 00 84 00 1d 27 01 78 00 7d 00 1d 27 01 72 00 77 00 1d 27 01 6b 00 71 00 1d 27 01 64 00 6a 00 1d 27 01 5d 00 63 00 1d 27 01 55 00 5c 00 1d 27 01 4d 00 54 00 1d 27 01 45 00 4c 00 1d 27 01 3b 00 44 00 1d 27 01 2d 00 3a 00 1d 27 01 20 00 2c 00 1d 27 01 10 00 1f 00 1d 27 01 01 00 0f 00 1d 27 01 00 00 00 00