

## Special Conditions if UCC Case Mode is Selected

1. Excess digits (above 19) in **^FD** or **^SN** will be eliminated.
2. Below 19 digits in **^FD** or **^SN** adds zeros to right to bring count to 19. (*This produces an invalid interpretation line.*)

## Code 128 Subsets

The three Code 128 character subsets are referred to as Subset A, Subset B, and Subset C. A subset may be selected in one of two ways.

1. A special Invocation Code can be included in the field data (**^FD**) string associated with that bar code.
2. Place the desired Start Code at the beginning of the field data.  
If no Start Code is entered, Subset B will be used.

To change subsets within a bar code, place the appropriate Invocation Code at the appropriate points within the field data string. The new subset will stay in effect until changed with appropriate Invocation Code. (For example, in Subset C, a ">7" in the field data changes the Subset to A.) The table below shows the Code 128 Invocation Codes and Start Characters for the three subsets.

| Invocation Code         | Decimal Value | Subset A Character | Subset B Character                  | Subset C Character |
|-------------------------|---------------|--------------------|-------------------------------------|--------------------|
| ><                      | 62            |                    |                                     |                    |
| >0                      | 30            | >                  | >                                   |                    |
| >=                      | 94            |                    | ~                                   |                    |
| >1                      | 95            | USQ                | DEL                                 |                    |
| >2                      | 96            | FNC 3              | FNC 3                               |                    |
| >3                      | 97            | FNC 2              | FNC 2                               |                    |
| >4                      | 98            | SHIFT              | SHIFT                               |                    |
| >5                      | 99            | CODE C             | CODE C                              |                    |
| >6                      | 100           | CODE B             | FNC 4                               | CODE B             |
| >7                      | 101           | FNC 4              | CODE A                              | CODE A             |
| >8                      | 102           | FNC 1              | FNC 1                               | FNC 1              |
| <b>Start Characters</b> |               |                    |                                     |                    |
| >9                      | 103           | Start Code A       | (Numeric Pairs give Alpha/Numerics) |                    |
| >:                      | 104           | Start Code B       | (Normal Alpha/Numeric)              |                    |
| >;                      | 105           | Start Code C       | (All Numeric 00 - 99)               |                    |

## Code 128 Invocation Characters