

# CSN-A2 Micro panel thermal printer



Version1.1

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## Chapter1 Introduction

### Features

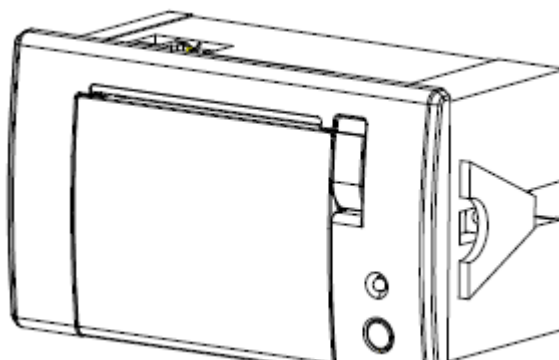
- Low-noise direct thermal printing method
- Printer control panel built-in ANK character or GB18030 Chinese character, thoroughly remove the uncommon words of anguish
- Fast printing speed, low noise
- can support Max.39MM(diameter) paper roll , that is biggest paper roll of the same models.
- Optional serial interface (RS-232C, TTL) /parallel port
- rich of graphics / curves / characters print function
- Easy paper loading structure
- Support 5V-9V wide power voltage

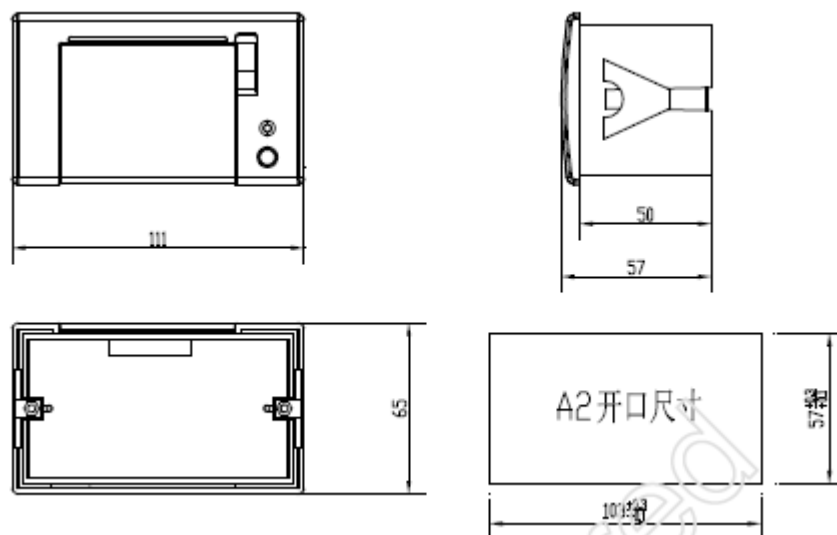
## Chapter2 Specifications

### 2.1 Printer outline and out dimension

- ◆ outline dimension : 111W\*65D\*57H mm
- ◆ Front opening Size: 103 W\*57H mm
- ◆ embedded depth: 50mm
- ◆ the Max diameter of paper roll :39mm

Outline is as follows:





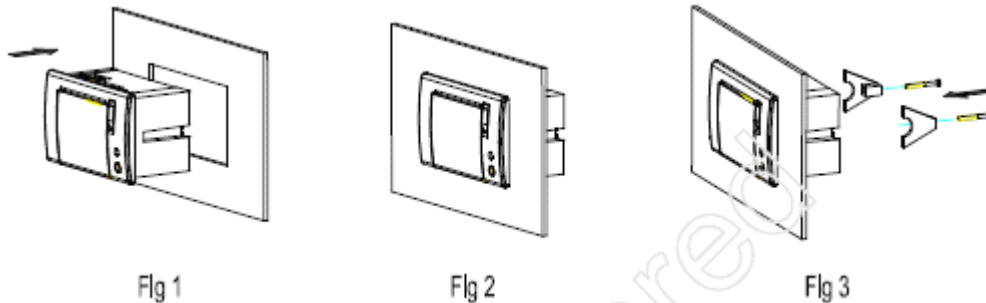
## 2.2 specifications

Item	Specifications
PRINT METHOD	thermal direct line printing
Paper loading method	easy paper loading
paper width	57mm
print width	48mm
resolution ration	8dots/mm(384dots/line)
life of printing head	50km
printing speed	60mm/sec.; Max.:80MM/sec.(voltage 8.5V)
character size	12x24dots,or24x24dots
Chinese character fonts	GB18030,12x24dots,or24x24dots
outline dimension (WxHxD mm)	111mmx65mmx57mm
installation(WxH mm)	103mmx57mm
embedded depth	50mm
paper roll specification	(width:57mm;Max. Diameter:39mm)
interface Serial	(RS-232C,TTL)/parallel
input power	DC5V-9V
operating temperature	5° C~50° C
storage temperature	-20° C~60° C
operating humidity	10° C~80° C
storage humidity	10° C~90° C

## 2.3 printer installation

Put the panel printer into the front of the device as per Fig.1 and Fig.2, and then install fixed block and screwing as per Fig.3

Note: have 1 to 6mm variation in thickness.

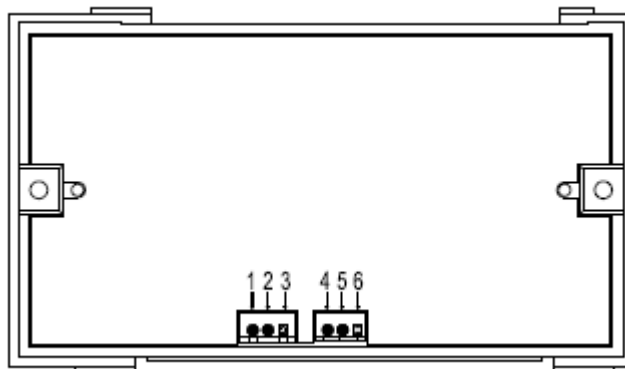


## 2.4 Interface connection

The user have option of RS232 ,TTL, and LPT interface

The define of the PIN of the interface for RS232,TTL as the following:

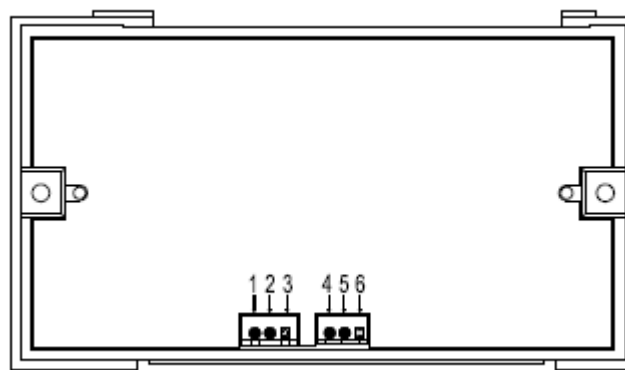
1	GND,	Ground
2	NULL	
3	VH,	input voltage, 5V-9V
4	GND,	Ground
5	RXD,	receive data
6	TXD,	send data



The define of the Pin of LPT interface as below :

- 1 GND, Ground
- 2 VH, input voltage , 5V-9V
- 3 +5V, input voltage (general condition,only use +5Vm VH not input )
- 4 the define of the Pin of LPT interface as below :

- 1. STROBE
- 2-9. DATA0-DATA7
- 10. ACKNLG
- 11. BUSY
- 12. PE paper out
- 13. SLCT selection
- 14. AUTO FEED auto change line
- 15. ERROR
- 16. INIT
- 17. SLCT IN
- 18-26 . GND



## Chapter3 Operation specifications and print test

### 3.1 Operation specifications

#### A. the instruction of indicator light

Power on, the indicator light will flash 3 time, interval 1sec, it say the startness is OK, and then the instructions for the indicator light as below:

Flash 1 times : At ordinary times during normal working condition

Flash 2 times: Not detect printer

Flash 3 times: lack of paper, and remind users to change new paper roller,

Flash 5 times: Printing machine heating slice overheating

#### B. key instruction

The key on the panel printer is FEED key

#### C. how to change new paper roller

Before changing,turn up the switch,and put into the paper roller

### 3.2 Printing test

Power on, press the [feed ]key, for a while , relax the key, it will print out one testing sample .

Power on, press key per time, it will feed the paper.

## Chapter4 Using attention

4.1 Please notice, the ESD wrist ring and the humidity manufactures ETC, when using the printer, to protect the inner electronic parts of the printer from the damage of ESD, because the TPH of the Printer and photoelectric sensor are ESD Sensitive parts.

4.2 For protecting plastic shaft, Don't smear any oil or others on the rubber parts

4.3 Don't touch the TPH, TPH having the palm oil, will induce the usage of the printer. If any oil or others in the TPH, please using an alcohol cotton stick clean the area between plastic shaft and printer head at once. PS, Don't strike the TPH.

4.4 Due to the printer is easy-paper structure, you need pick up the rubber stick only push the rubber stick. So, if the paper jam, push harder will cause the rubber stick gearwheel damaged. So please don't push the paper harder, please do open the cover and re-fill the paper.

4.5 The temperature of the TPH protection must be below 65 °C, if you print continuously, because the exterior of the temperature of the IC protection & motor can't not over 90 °C to protect the motor thread ring.

4.6 Please use the good quality paper, because the sensitive of the paper will influence print effect, meanwhile, rough paper will increase the excessive wear to the printer head, and reduce the life of the printer.



## Chapter5 ESC/POS PRINTING COMMAND SET

### 5.1 Set of Command

Type	Command	Name
Print Command	<u>LF</u>	Print and line feed
	<u>HT</u>	JMPE to the next TAB position
	<u>FF</u>	Print the data in buffer
	<u>ESC FF</u>	Print the data in the buffer and locate to the next black mark
	ESC J n	Print and Feed n dots paper
	<u>ESC d n</u>	Print and Feed n lines
	<u>ESC = n</u>	Toggle the printer online or offline
Line spacing Command	<u>ESC 2</u>	Select default line spacing
	<u>ESC 3 n</u>	Set line spacing
	<u>ESC a n</u>	Select justification
	<u>GS L nL nH</u>	Set the left blank margin with dots
	<u>ESC B n</u>	Set the left blank char number
Character Command	<u>ESC ! n</u>	Select print mode(s)
	<u>GS ! n</u>	Set or Cancel the double width and height
	<u>ESC E n</u>	Set or Cancel bold font
	<u>ESC SP n</u>	Set the space between chars
	<u>ESC SO</u>	Turn double width on
	<u>ESC DC4</u>	Turn double width off
	<u>ESC { n</u>	Turn upside-down printing mode on/off
	<u>GS B n</u>	Turn inverting printing mode on/off
	<u>ESC - n</u>	Set the underline dots(0,1,2)
	<u>ESC % n</u>	Select/Cancel user-defined characters
	<u>ESC &amp;</u>	Define user-defined characters
	<u>ESC ?</u>	Cancel user-defined characters
	<u>ESC R n</u>	Select and international character set
<u>ESC t n</u>	Select character code table	
Bit Image Command	<u>ESC *</u>	Select bit-image mode
	<u>GS *</u>	Define downloaded bit image
	<u>GS /</u>	Print downloaded bit image
	<u>GS v</u>	Print the bitmap with width and height
	<u>DC2 *</u>	Print the bitmap
	<u>DC2 V</u>	Print MSB bitmap
	<u>DC2 v</u>	Print LSB bitmap
Init Command	<u>ESC @</u>	Initialize printer
Status Command	<u>ESC v n</u>	Transmit paper sensor status
	<u>ESC u n</u>	Transmit peripheral device status
	<u>GS a n</u>	Enable/Disable Automatic Status Back(ASB)

Bar Code Command	<a href="#">GS H</a>	Select printing position of human readable characters
	<a href="#">GS h</a>	Set bar code height
	<a href="#">GS x n</a>	Set bar code left position
	<a href="#">GS w</a>	Set bar code width
	<a href="#">GS k</a>	Print bar code
Board Para Command	<a href="#">ESC 7 n1 n2</a>	Set printing para. Heat & break time, max heat dot
	<a href="#">DC2 # n</a>	Select print density
	<a href="#">DC2 T</a>	Printing test page

## 5.2 Command Detail

TCB thermal printer control board use ESC/POS command set.

The printing command is described as followed format:

CMD	Function
Format:	ASCII: List by ASCII characters Decimal: LIST BY DECIMAL CHARACTERS Hexadecimal: List by hexadecimal characters
Description:	Command function description
Example:	Command use example

### 5.2.1 Print Commands

<b>LF</b>	Print and line feed
Format:	ASCII: LF Decimal: 10 Hexadecimal: 0A
Description:	LF prints the data in the print buffer and feeds one line. When the print buffer is empty, LF feeds one line.
<b>HT</b>	Jump to the next TAB position
Format:	ASCII: HT Decimal: 9 Hexadecimal: 09
Description:	TAB position is 8 chars position.
<b>FF</b>	Print the data in buffer and locate to the next black mark
Format:	ASCII: FF Decimal: 12 Hexadecimal: 0c

---

**Description:** Print the data in the buffer.  
Locate to the black mark.  
**NOTE:** Only board with black mark function support this command.

---

**ESC J n** Print and feed paper

**Format:** ASCII: ESC J n  
Decimal: 27 74 n  
Hexadecimal: 1B 4A n

---

**Description:** n = 0-255.  
ESC J prints the data in the print buffer and feeds n dots.  
The command will not change the setting set by command ESC 2,ESC 3.

---

**ESC FF** Print the data in buffer and locate to the next black mark

**Format:** ASCII: ESC FF  
Decimal: 27 12  
Hexadecimal: 1b 0c

---

**Description:** Print the data in the buffer.  
Locate to the black mark  
**NOTE:** Only board with black mark function support this command.

---

**ESC d n** Print and feed n lines

**Format:** ASCII: ESC d n  
Decimal: 27 100 n  
Hexadecimal: 1B 64 n

---

**Description:** n = 0-255  
Print the data in the buffer and feed paper n lines.  
The lines height is defined by ESC 2,ESC 3.

---

**ESC = n** Set print online or offline

**Format:** ASCII: ESC = n  
Decimal: 27 61 n  
Hexadecimal: 1B 3d n

---

**Description:** n = 0,1  
1: Online  
0: Offline

## 5.2.2 Line spacing setting command

---

**ESC 2** Select default line spacing

**Format:** ASCII: ESC 2  
Decimal: 27 50

	Hexadecimal: 1B 32
Description:	ESC 2 sets the line space to default value (32dots)
<b>ESC 3 n</b>	Set line spacing
Format:	ASCII: ESC 3 n Decimal: 27 51 n Hexadecimal: 1B 33 n
Description:	n = 0-255 ESC 3 n sets the line spacing to n dots. The default value is 32
<b>ESC a n</b>	Select align mode
Format:	ASCII: ESC a n Decimal: 27 97 n Hexadecimal: 1B 61 n
Description:	Default is 0 $0 \leq m \leq 2$ or $48 \leq m \leq 50$ Align left: n=0,48 Align middle: n=1,49 Align right: n=2,50
<b>GS L nL nH</b>	Set left space
Format:	ASCII: GS L nL nH Decimal: 29 76 nL nH Hexadecimal: 1D 4c nL nH
Description:	Set the left space with dots Left space is $nL+nH*256$ ,unit:0.125mm,only supported in page mode.
<b>ESC \$ nL nH</b>	Set left space
Format:	ASCII: ESC \$ nL nH Decimal: 27 36 nL nH Hexadecimal: 1B 24 nL nH
Description:	Set the left space with dots Left space is $nL+nH*256$ ,unit:0.125mm
<b>ESC B n</b>	Set left blank char numbers
Format:	ASCII: ESC B n Decimal: 27 66 n Hexadecimal: 1B 42 n
Description:	Default is 0 $0 \leq m \leq 47$

### 5.2.3 Character Setting Commands

#### **ESC ! n**            Select print mode

---

Format:                    ASCII: ESC ! n  
                               Decimal: 27 33 n  
                               Hexadecimal: 1B 21 n

---

#### Description:

The default value is 0. This command is effective for all characters.

BIT0:

BIT1:

BIT2:

00: Font9X8

01: Font5X7

02: Font6X12

BIT3: 1:Emphasized mode selected

0:Emphasized mode not selected

BIT4: 1:Double Height mode selected

0:Double Height mode not selected

BIT5: 1:Double Width mode selected

0:Double Width mode not selected

BIT6: 1>Delete line mode selected

0>Delete line mode not selected

BIT7: 1:Underline mode selected

0:Underline mode not selected

#### **GS ! n**            Set the font enlarge

---

Format:                    ASCII: GS ! n  
                               Decimal: 29 33 n  
                               Hexadecimal: 1D 21 n

---

Description:    D3..0 0: height don't enlarge  
   1: height enlarge  
                           D7..4 0: width don't enlarge  
   1: width enlarge

#### **ESC E n**            Set and cancel bold font

---

Format:                    ASCII: ESC E n  
                               Decimal: 27 69 n  
                               Hexadecimal: 1B 45 n

---

Description:    D0: 0: normal  
   1: bold

#### **ESC SP n**            Set and cancel bold font

---

Format:                    ASCII: ESC SP n  
                               Decimal: 27 32 n

	Hexadecimal: 1B 20 n
Description:	D0: 0: normal 1: bold
<b>ESC SO</b>	Select Double Width mode
Format:	ASCII: ESC SO Decimal: 27 14 Hexadecimal: 1B 0E
Description:	Select Double Width mode To turn double width off, use LF or DC4 command.
<b>ESC DC4</b>	Disable Double Width mode
Format:	ASCII: ESC DC4 Decimal: 27 20 Hexadecimal: 1B 14
Description:	Disable Double Width mode
<b>ESC { n</b>	Set/Cancel Character Updown mode
Format:	ASCII: ESC { n Decimal: 27 123 n Hexadecimal: 1B 7B n
Description:	n=1:Enable Updown mode n=0:Disable Updown Mode Default value is 0
<b>GS B n</b>	Turn white/black reverse printing mode on/off
Format:	ASCII: GS B n Decimal: 29 66 n Hexadecimal: 1D 42 n
Description:	n=1:Enable white/black reverse mode n=0:Disable white/black reverse mode Default value is 0
<b>ESC - n</b>	Set the underline height
Format:	ASCII: ESC - n Decimal: 27 45 n Hexadecimal: 1B 2D n
Description:	n=0-2,the underline dots default: 0 — no underline
<b>ESC % n</b>	Enable/Disable User-defined Characters
Format:	ASCII: ESC % n Decimal: 27 37 n Hexadecimal: 1B 25 n



4:Denmark 1    9:Norway

---

**ESC t n**    Select character code table

---

Format:                ASCII:    ESC t n  
                           Decimal:    27 116 n  
                           Hexadecimal: 1B 74 n

---

Description:

Select a page n from the character code table as follows:

0:437    1:850

## 5.2.4 Bit Image Command

---

**ESC \* m n1 n2 d1 d2...dk**                Select bit-image mode

---

Format:                ASCII:    ESC \* m n1 n2 d1 d2 ... dk  
                           Decimal:    27 42 m n1 n2 d1 d2 ... dk  
                           Hexadecimal: 1B 2A m n1 n2 d1 d2 ... dk

---

Description:

Attention: The command may clear the user defined char.

This command selects a bit image mode using m for the number of dots specified by (nL+nH\*256)

m =0,1,32,33

nL=0-255

nH=0-3

dx=0-255

k = nL+256\*nH (m=0,1)

k = (nL+256\*nH)\*3 (m=32,33)

The modes selected by m are as follows:

0: 8dots single density, 102dpi

1: 8dots double density, 203dpi

31:24 dots single density,102dpi

32:24 dots double density,203dpi

The bit image format is the same as user-defined character.

Note: This version include a checksum for ESC \* command, so if no correct checksum received after bit image data, the image will not printed. Checksum flow as follow:

1. Host sends FS C command as  
0x1C, 0x43
2. Host sends graphics mode setting command as  
0x1B, 0x2A , 0x00 , 0x05, 0x00
3. Host sends data bytes as  
0x01,0x02, 0x44, 0x23, 0xA3
4. Checksum = 0x01 + 0x02 + 0x44 + 0x23 + 0xA3 = 0x010D
5. Now Host sends Checksum byte as only LSB i.e 0x0D



6. Host Sends FS S command

0x1C, 0x53

If both are matched (that means data received correctly)

Send ACK( 0xDD, 0x55, 0x1A)

Print the image data

Else

Send NAK( 0xDD, 0x55, 0x3E)

Do not print the image data

**GS / n** Print downloaded bit image

Format: ASCII: GS / n  
 Decimal: 29 47 n  
 Hexadecimal: 1D 2F n

Description:

This command prints a downloaded bit image using the mode specified by n as specified in the chart. In standard mode, this command is effective only when there is data in the print buffer. This command is ignored if a downloaded bit image has not been defined.

n=0-3、 48-51: Specify bit image mode

n	Pattern Mode	Vertical DPI	Horizontal DPI
0,48	Normal	203DPI	203DPI
1,49	Double width	203DPI	101DPI
2,50	Double height	101DPI	203DPI
3,51	Quadruple	101DPI	101DPI

**GS \* x y d1...dk** Define downloaded bit image

Format: ASCII: GS \* x y d1 ... dk  
 Decimal: 29 42 x y d1 ... dk  
 Hexadecimal: 1D 2A x y d1 ... dk

Description: This command defines a downloaded bit image by using x\*8 dots in the horizontal direction and y\*8 dots in the vertical direction. Once a downloaded bit image has been define, it is available until another definition is made.

ESC & or ESC @ is executed

The power is turned off

The printer is reset

x=1~48(width), y=1~255(height), x\*y < 1200, k=x\*y\*8

**GS v 0 p wL wH hL hH** Print bitmap height and width

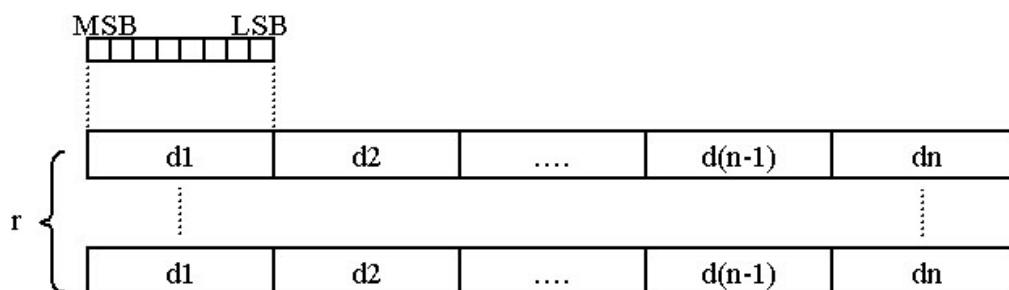
Format: ASCII: GS v 0 p wL wH hL hH d1 ... dk  
 Decimal: 29 118 0 p wL wH hL hH d1 ... dk  
 Hexadecimal: 1D 76 3 p wL wH hL hH d1 ... dk

Description: p: bitmap format.  
 D0: 1: bitmap need double width  
 0: bitmap don't need double width  
 D1: 1: bitmap need double height  
 0: bitmap don't need double height  
 $W=wL+wH*256$  mean horital bytes  
 $H=wL+wH*256$  mean vertical dots.  
 Bitmap use MSB format, the MSB is printed at the left. And data sent first is printed at the left.

**DC2 \* r n [d1...dn]** Print bitmap

Format: ASCII: DC2 \* r n [d1 ... dn]  
 Decimal: 18 42 r n [d1 ... dn]  
 Hexadecimal: 12 2A r n [d1 ... dn]

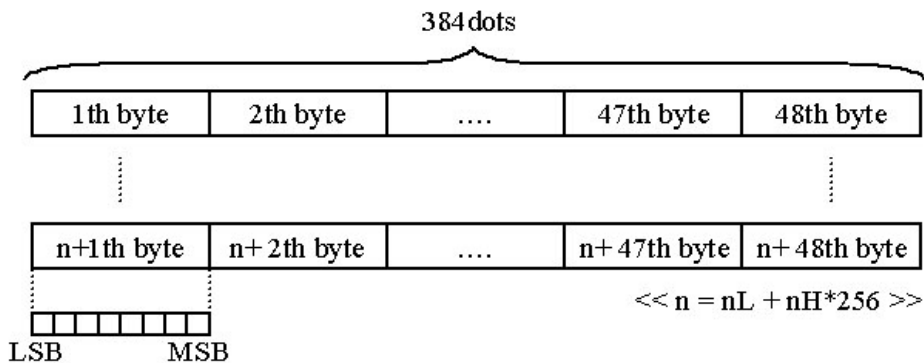
Description: Printing bitmap with width & height  
 r: Bitmap height  
 n: Bitmap width  
 Bitmap format:



**DC2 V nL nH [d1...dn]** Print MSB Bitmap

Format: ASCII: DC2 V nL nH [d1 ... d48]  
 Decimal: 18 86 nL nH [d1 ... d48]  
 Hexadecimal: 12 56 nL nH [d1 ... d48]

Description: This command use to print MSB format bitmap,  
 The width of bitmap must the same as the printer mechanism  
 Bitmap height:  $nL+nH*256$   
 Bitmap format:

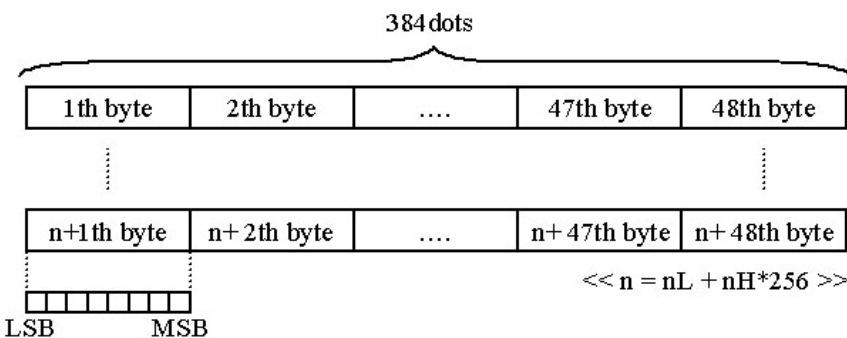


**DC2 v nL nH [d1...dn]**

**Print LSB Bitmap**

Format:                      ASCII: DC2 v nL nH [d1 ... d48]  
                                 Decimal: 18 118 nL nH [d1 ... d48]  
                                 Hexadecimal: 12 76 nL nH [d1 ... d48]

Description:            This command use to print LSB format bitmap,  
                                 The width of bitmap must the same as the printer mechanism  
                                 Bitmap height: nL+nH\*256  
                                 Bitmap format:



**5.2.5 Key control command**

**ESC c 5 n**            Enable/Disable the panel key

Format:                      ASCII: ESC c 5 n  
                                 Decimal: 27 99 53 n  
                                 Hexadecimal: 1B 63 35 n

Description:            This command has no affection.  
                                 n=1,Disable the panel key  
                                 n=0,Enable the panel key(Default)

**5.2.6 Init command**

**ESC @**                      Initialize the printer

Format:                      ASCII: ESC @  
                                 Decimal: 27 64

Hexadecimal: 1B 40

- Description :
- Initializes the printer.
  - The print buffer is cleared.
  - Reset the parametric to default value.
  - return to standard mode
  - Delete user-defined characters

### 5.2.7 Status Command

**ESC v n** Transmit paper sensor status

Format: ASCII: ESC v n  
 Decimal: 27 118 n  
 Hexadecimal: 1B 76 n

Description: Transmit board status to host  
 Return:  
 P<Paper>V<Voltage>T<Degree>  
 Example:P1V72T30 Mean:Paper Ready,Current voltage 7.2V,Printer degree:30

**GS a n** Enable/Disable Automatic Status Back(ASB)

Format: ASCII: GS a n  
 Decimal: 29 97 n  
 Hexadecimal: 1D 61 n

Description: n definition as follows:

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

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

**ESC u n** Transmit peripheral devices status

Format: ASCII: ESC u n  
 Decimal: 27 117  
 Hexadecimal: 1B 75

Description: This command is not supported.  
 Return status bytes definition:  
 bit0: Drawer status.  
 bit4: 0  
 Always return 0 back

## 5.2.8 Bar Code Command

**GS H n**                      Select printing position of human readable characters

---

Format:                              ASCII: GS H n  
   Decimal: 29 72 n  
   Hexadecimal: 1D 48 n

---

Description:             $0 \leq n \leq 3$   
    $48 \leq n \leq 51$   
   This command selects the printing position for human readable characters when printing a bar code. The default is  $n=0$ . Human readable characters are printed using the font specified by GS fn. Select the printing position as follows:  
   n     Printing Position  
   0,48: not print HRI  
   1,49: Above the bar code  
   2,50: Below the bar code  
   3,51: Both Above and below the bar code

**GS h n**                      Set bar code height

---

Format:                              ASCII: GS h n  
   Decimal: 29 104 n  
   Hexadecimal: 1D 68 n

---

Description:            This command selects the height of a bar code. n specifies the number of dots in the vertical direction. The default value is 50  
 $1 \leq n \leq 255$

**GS x n**                      Set bar code printing left space

---

Format:                              ASCII: GS x n  
   Decimal: 29 120 n  
   Hexadecimal: 1D 78 n

---

Description:            The print bar code starting positions is: 0(255)

**GS w n**                      Set bar code width

---

Format:                              ASCII: GS w n  
   Decimal: 29 119 n  
   Hexadecimal: 1D 77 n

---

Description:            This command selects the horizontal size of a bar code.  
 $n = 2,3$   
   The default value is 3

**GS k m d1 d2 ... dk NUL**                      Print bar code

**GS k m n d1 d2 ... dn**

---

Format1:                              ASCII: GS k m                      d1 d2 ... dk NUL  
   Decimal: 29 107 m                      d1 d2 ... dk 0

Hexadecimal: 1D 6B m d1 d2 ... dk 00  
 Format2: ASCII: GS k m n d1 d2 ... dn  
 Decimal: 29 107 m n d1 d2 ... dn  
 Hexadecimal: 1D 6B m n d1 d2 ... dn

Description: m: bar code type  
 Format 1:  $0 \leq m \leq 10$   
 Format 2:  $65 \leq m \leq 75$   
 n: bar code length

m	Bar Code System	Number of Characters	Remarks
0,65	UPC-A	11,12	48-57
1,66	UPC-E	11,12	48-57
2,67	EAN13	12,13	48-57
3,68	EAN8	7,8	48-57
4,69	CODE39	>1	32,36,37,43,45-57,65-90
5,70	125	>1(even number)	48-57
6,71	CODABAR	>1	36,43,45-58,65-68
7,72	CODE93	>1	
8,73	CODE128	>1	0-127
9,74	CODE11	>1	0-127
10,75	MSI	>1	48-57

### 5.2.9 Control Parameter Command

#### ESC 7 n1 n2 n3 Setting Control Parameter Command

Format: ASCII: ESC 7 n1 n2 n3  
 Decimal: 27 55 n1 n2 n3  
 Hexadecimal: 1B 37 n1 n2 n3

Description: Set "max heating dots", "heating time", "heating interval"  
 n1 = 0-255 Max printing dots, Unit(8dots), Default:7(64 dots)  
 n2 = 3-255 Heating time, Unit(10us), Default:80(800us)  
 n3 = 0-255 Heating interval, Unit(10us), Default:2(20us)  
 The more max heating dots, the more peak current will cost when printing, the faster printing speed. The max heating dots is  $8 \cdot (n1 + 1)$   
 The more heating time, the more density, but the slower printing speed. If heating time is too short, blank page may occur.  
 The more heating interval, the more clear, but the slower printing speed.

#### ESC 8 n1 Sleep parameter

Format: ASCII: ESC 8 n1  
 Decimal: 27 56 n1  
 Hexadecimal: 1B 38 n1

---

**Description:** Setting the time for control board to enter sleep mode.  
 $n1 = 0-255$  The time waiting for sleep after printing finished,Unit(Second),Default:0(don't sleep)  
 When control board is in sleep mode, host must send one byte(0xff) to wake up control board. And waiting 50ms, then send printing command and data.  
 NOTE:The command is useful when the system is powered by battery.

---

**DC2 # n** Set printing density

**Format:** ASCII: DC2 # n  
 Decimal: 18 35 n  
 Hexadecimal: 12 23 n

---

**Description:** D4..D0 of n is used to set the printing density  
 Density is  $50\% + 5\% * n(D4-D0)$   
 D7..D5 of n is used to set the printing break time  
 Break time is  $n(D7-D5)*250us$

---

**DC2 E** Feed paper to mark

**Format:** ASCII: DC2 E  
 Decimal: 18 69  
 Hexadecimal: 12 45

---

**Description:** Feed paper to the Mark position

---

**DC2 m d 1l 1h** Set mark paper length

**Format:** ASCII: DC2 m d 1l 1h  
 Decimal: 18 109 d 1l 1h  
 Hexadecimal: 12 6d d 1l 1h

---

**Description:**  $d = 0,1$   
 1:stop at mark position  
 0:go on 3 steps after mark position detected

$0 \leq ll \leq 255$   
 $0 \leq lh \leq 255$   
 Paper length is  $(ll+lh*256)$  steps,means  $(ll+lh*256)/8$  mm

---

**DC2 T** Printing test page

**Format:** ASCII: DC2 T  
 Decimal: 18 84  
 Hexadecimal: 12 54

---

**Description:** Printing the test page

---

<b>FS C</b>	Start Checksum
Format:	ASCII: FS C Decimal: 28 67 Hexadecimal: 1C 43
Description:	Start Checksum for ESC * command
<hr/>	
<b>FS S</b>	Check if ESC * command received correct
Format:	ASCII: FS S Decimal: 28 83 Hexadecimal: 1C 53
Description:	If ESC * data checksum received correctly,it return(HEX): 0xDD,0x55,0x1A Else it return(HEX): 0xDD,0x55,0x3E

---



# APPENDIXA CODE PAGE

## PC437

	_0	_1	_2	_3	_4	_5	_6	_7	_8	_9	_A	_B	_C	_D	_E	_F
<b>8_</b>	Ç	ü	é	â	ä	à	å	ç	ê	ë	è	ï	î	ì	Ä	Å
<b>9_</b>	É	æ	Æ	ô	ö	ò	û	ù	ÿ	Ö	Ü	ø	£	¥	Pts	f
<b>A_</b>	á	í	ó	ú	ñ	Ñ	ª	º	¿	¬	½	¼	¡	«	»	
<b>B_</b>	⋮	⋮	⋮		†	‡	‡	π	₯	‡		¶	¶	¶	¶	
<b>C_</b>	L	⊥	⊥	†	—	†	‡		ℒ	℞	⊥	¶		=		⊥
<b>D_</b>	⊥	¶	π	ℒ	ℒ	℞	π		‡	⊥	⊥	■	■	■	■	■
<b>E_</b>	α	β	Γ	π	Σ	σ	μ	τ	Φ	Θ	Ω	δ	∞	φ	ε	∩
<b>F_</b>	≡	±	≥	≤		J	÷	≈	°	.	.	√	n	²	■	

## PC850

	_0	_1	_2	_3	_4	_5	_6	_7	_8	_9	_A	_B	_C	_D	_E	_F
<b>8_</b>	Ç	ü	é	â	ä	à	å	ç	ê	ë	è	ï	î	ì	Ä	Å
<b>9_</b>	É	æ	Æ	ô	ö	ò	û	ù	ÿ	Ö	Ü	ø	£	Ø	×	f
<b>A_</b>	á	í	ó	ú	ñ	Ñ	ª	º	¿	®	¬	½	¼	¡	«	»
<b>B_</b>	⋮	⋮	⋮		†	Á	Â	À	©	‡		¶	¶	ø	¥	¶
<b>C_</b>	L	⊥	⊥	†	—	†	ã	Ã	ℒ	℞	⊥	¶		=		α
<b>D_</b>	ø	Ð	Ê	Ë	È	Í	Î	Ï	⊥	⊥	■	■		ì	■	
<b>E_</b>	Ó	β	Ô	Ò	ö	Õ	μ	þ	Ɔ	Ú	Û	Ù	ý	Ý	—	·
<b>F_</b>	-	±	=	¾	¶	§	÷	,	°	..	.	¹	³	²	■	

## APPENDIXB International characters

	County	ASCII Code(Hex)											
		23	24	40	5B	5C	5D	5E	60	7B	7C	7D	7E
0	U.S.A.	#	\$	@	[	\	]	^	`	{		}	~
1	France	#	\$	à	°	ç	§	^	`	é	ù	è	¨
2	Germany	#	\$	§	Ä	Ö	Ü	^	`	ä	ö	ü	ß
3	U.K.	£	\$	@	[	\	]	^	`	{		}	~
4	Denmark I	#	\$	@	Æ	Ø	Å	^	`	æ	ø	å	~
5	Sweden	#	¤	É	Ä	Ö	Å	Ü	é	ä	ö	å	ü
6	Italy	#	\$	@	°	\	é	^	ù	à	ò	è	ì
7	Spain I	Pt	\$	@	i	Ñ	¿	^	`	¨	ñ	}	~
8	Japan	#	\$	@	[	¥	]	^	`	{		}	~
9	Norway	#	¤	É	Æ	Ø	Å	Ü	é	æ	ø	å	ü
10	Denmark II	#	\$	É	Æ	Ø	Å	Ü	é	æ	ø	å	ü
11	Spain II	#	\$	á	i	Ñ	¿	é	`	í	ñ	ó	ú
12	Latin America	#	\$	á	i	Ñ	¿	é	ü	í	ñ	ó	ú
13	Korea	#	\$	@	[	W	]	^	`	{		}	~