

USER'S MANUAL

MP-1060

Thermal Receipt Printer

MP-1060 M1

MP-1060

Thermal Printer

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DISCLAIMER

This operation manual is meant to assist you in using the printer board. The information contained in this document is subject to change without any notice.

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INTRODUCTION



This chapter gives you the information for MP-1060. It also outlines the system specifications.

Sections include:

- About This Manual
- System Specifications
- Safety Precautions

Experienced users can jump to chapter 2 on page 2-1 for a quick start.

1-1. ABOUT THIS MANUAL

Thank you for purchasing our MP-1060 Thermal Receipt Printer System. The MP-1060 is an updated system designed to be comparable with the highest performance of Point-of-Sale platforms. The MP-1060 provides faster processing speed, greater flexibility and can handle more commands than ever. This manual is designed to assist you how to install and set up the whole system. It contains five chapters. The user can refer the user's manual for configuration according to the following chapters:

Chapter 1 Introduction

This chapter introduces you to the background of this manual, and the specifications for this printer board. The final page of this chapter will indicate how to avoid damaging this board.

Chapter 2 Parts and Basic Operation

Chapter 3 Install and Set Up

Chapter 4 Hexadecimal Dumping & Self-Test

Chapter 5 Software Configuration

This chapter indicates you how to set up the printer system through the software utility.

Catchphrase:

1-2. SYSTEM SPECIFICATION

Features:

- 200mm high speed printing
- Vertical and horizontal stand position capable
- Built-in multi-language codepage includes Chinese, Japanese and Korean characters
- Support digital LOGO printing saved in FLASH ROM
- Modularized design of printer head.
- Multiple interface for USB/Serial and Ethernet Port
- Auto paper cutter for full cut and partial cut available
- Paper-near-end detector sensor and LED/Buzzer warning indicator.
- EPSON command and other emulation
- 1D/2D barcode printing supported
- Easy to set and high volume capacity of paper
- Spectacular value-add accessories
- OPOS driver supported

1-3. GENERAL SPECIFICATIONS

General	Print method	Thermal Line Printing
	Printing width	72mm
	Paper width	80mm
	Printable dot No.	576 dots
	Printing speed	Up to 200 mm/sec
	Resolution	8 dot/mm
	Sensors	Paper end, Cover Open, Paper-near-end(Optional)
	Cutter	Auto Cutter (Full/Partial) Tear bar
Paper	Type	Receipt Thermal paper
	Thickness	0.06mm~0.09mm
	Roll diameter	Max. 80.0mm
Reliability	Printing head	100 km
	MCBF	60 million lines
	Auto cutter	1.5 million cuts
Performance	Interface	USB(Virtual COM)/Serial, Ethernet(Optional)
	Receive Buffer	4KB
	Logo size	64K
Software	Emulation -	ESC/POS CMD compatible
	Driver	WinXP/Win7/Win8/ -32bits & 64bits/OPOS
Physical	Dimensions	142mm x 127mm x 154mm
	Weight	980g (w/o paper roll)
	Cash drawer	1x 6pin RJ-11 connector
	Power supply	External 24v Adaptor

Language	Character Sets	Alphanumeric Characters: 95 Extended Characters: 128 x 8 Page (Blank x 1 Page) International Characters: 32
	Code Page	CP-437, Katakana character set, CP-850, CP-852, CP-860, CP-863, CP-865, WPC-1252
	Compound Character	Traditional Chinese, Simple Chinese, Japanese, Korean
	Character Size	Font A: 12 x 24 (default) Font B: 9 x 17 Font C: 24 x 24
	No. char per line	Font A: 36 C/L Font B: 48 C/L Font C: 18 C/L
Barcode	1D	UPC-A, UPC-E, JAN8(EAN8), JAN13(EAN13), CODE39, ITF(Interleaved 2 of 5), CODABAR(NW-7), CODE93, CODE128,
	2D	QR Code
Environment	Operating Temp	-10 to 50°C (35 °C In case of Printing-rate over 10%)
	Storage Temp	-30 to 60°C
	Operating Temp	10 to 90% RH
	Storage Temp	10 to 90% RH expect for paper
Accessories	2" Paper Guide, Splash Proof Cover, Wall-mount Kit, Cable Cover, Paper-near-end Sensor Kit, Melody Box, Interface Cables, International Power Cords	
Certification	CE, FCC	

1-4. SAFETY PRECAUTIONS

Following messages are safety reminders on how to protect your systems from damages. And thus, helps you lengthen the life cycle of the system.

1. Check the Line Voltage

a. The operating voltage for the power supply should cover the range of 100VAC-240V AC, otherwise the system may be damaged.

2. Environmental Conditions

a. Avoid extremely hot or cold places to install MP-1060.

b. Avoid exposure to sunlight for a long period of time (for example in a closed car in summer time. Also avoid the system from any heating device.). Or do not use MP-1060 when it's been left outdoors in a cold winter day.

c. Bear in mind that the operating ambient temperature is from 5°C up to +35°C.

d. Avoid moving the system rapidly from a hot place to a cold place or vice versa because condensation may come from inside of the system.

e. Place MP-1060 against strong vibrations, which may cause hard disk failure.

f. Do not place the system too close to any radioactive device. Radio-active device may cause interference.

3. Good Care

a. When the outside of the case is stained, remove the stain with neutral washing agent with a dry cloth.

b. Never use strong agents such as benzene and thinner to clean the system.

c. If heavy stains are present, moisten a cloth with diluted neutral washing agent or with alcohol and then wipe thoroughly with a dry cloth.

d. If dust has been accumulated on the outside, remove it by using a special made vacuum cleaner for computers.

PARTS AND BASIC OPERATION

CHAPTER

2

Helpful information describes the parts and operation of MP-1060.

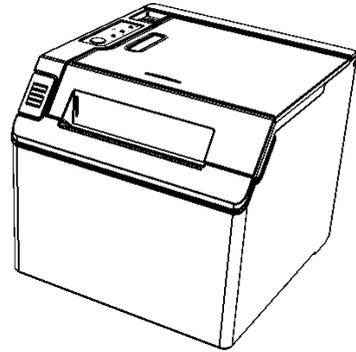
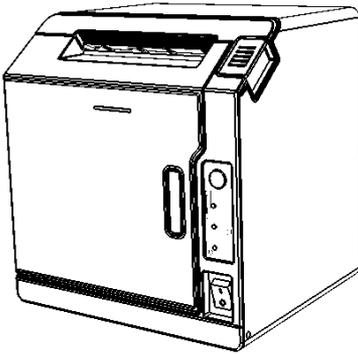
Sections include:

- Unpacking
- Part Structure
- Connectors

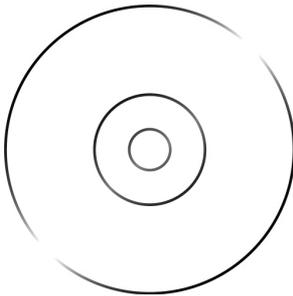
2-1. UNPACKING

2-1-1 Main parts

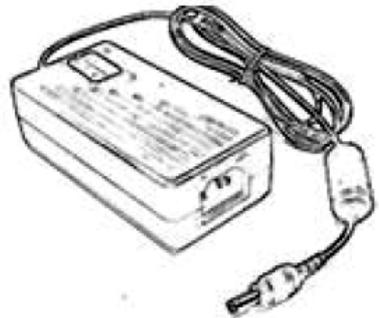
- Printer (body) × 1



- User's CD-ROM × 1

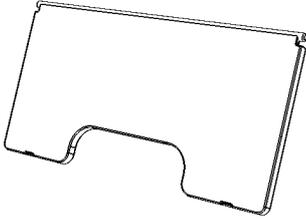


- External power supply unit × 1

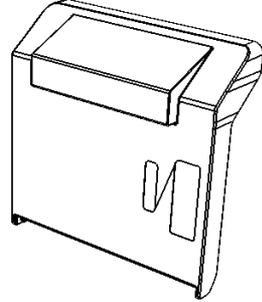


2-1-2 Options

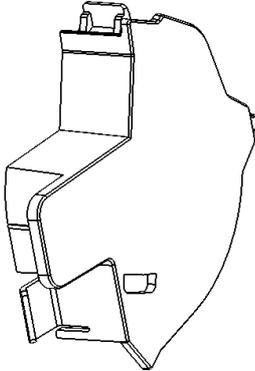
- Cable cover



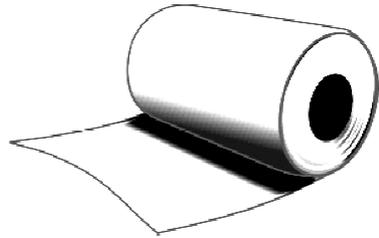
- Splash proof cover



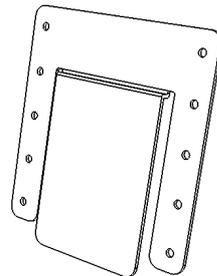
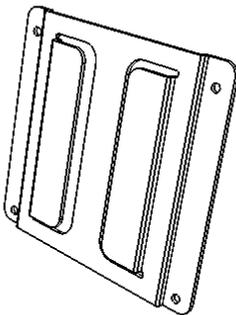
- 2" Paper guide

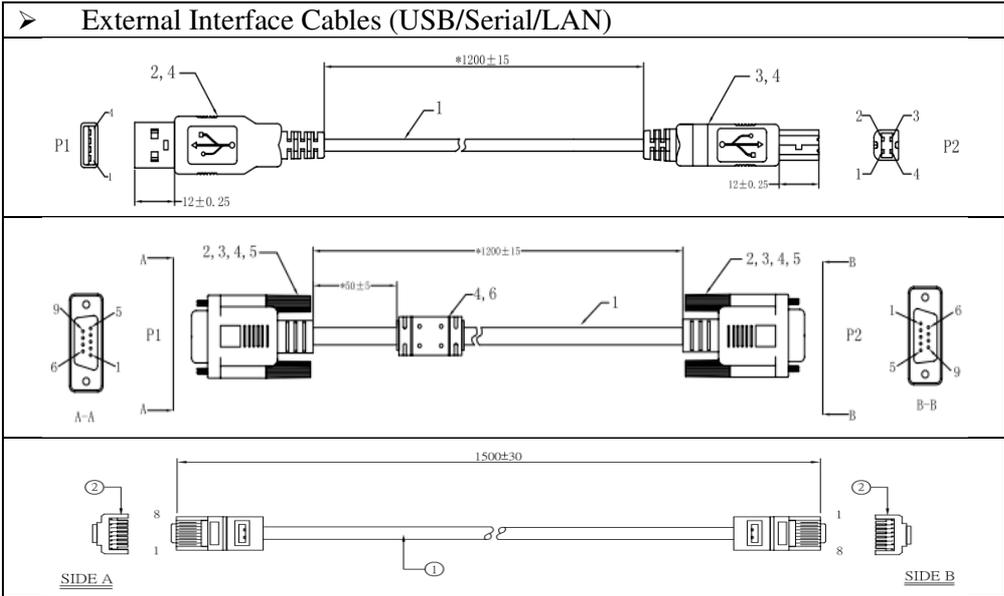


- 2 2/3" 10M Test Roll paper



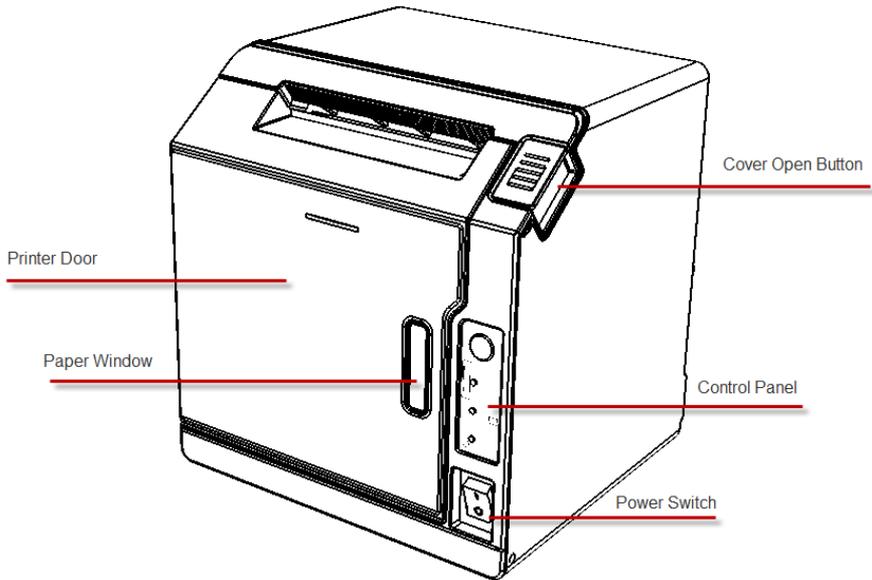
- Wall mount kits Hanging bracket set



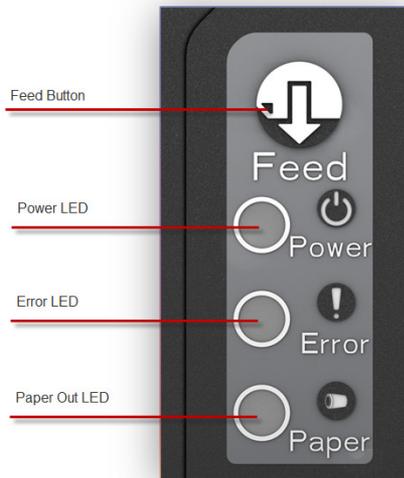


2-2 Part Structure

2-2-1 Main body



2-2-2 Control Panel



POWER (Blue)

- Lights when the power supply is on.
- Goes out when the power supply is turned off.

ERROR (Red)

- Lights when an error occurs.
- Goes out during regular operation.

PAPER (Yellow)

- Lights when there is no more roll paper.
- Goes out when there is a sufficient amount of roll paper remaining.
- Flashes when paper near end sensor is enabled and there is little remaining.

2-2-3 Buttons

FEED button

Pressing this button once feeds the roll paper by one line. Holding this button down and feeds the roll paper continuously.

2-2-4 Power Switch

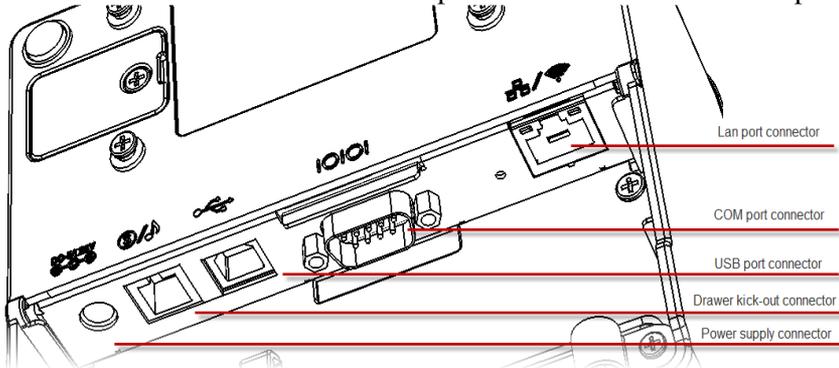
The power switch is located at the bottom right front of the printer. Turn the printer on or off. The marks on the switch (0 = on / 1 = off) indicate the printer switch position.

CAUTION:

Before turning on the printer be sure to check that the AC adapter is connected to the power supply.

2-3 Connectors

All cables are connected to the connector panel on the lower rear of the printer.



- Drawer kick-out connector for connecting the cash drawer
- Power supply connector for connecting the power supply unit
- Interface connector to connect the printer to the host computer interface (serial/USB/LAN)

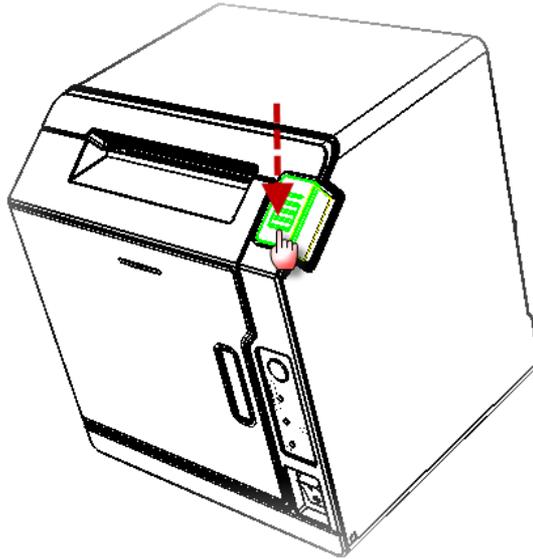
2-4 Installing and Replacing Roll Paper

CAUTION:

Be sure to use roll paper that meets printer specifications. Do not use roll paper whose trailing end is glued to the roll paper core.

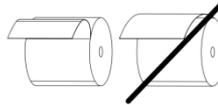
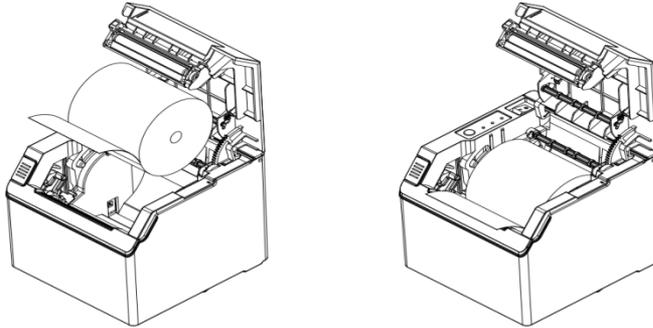
Installing Roll Paper

1. Make sure the host has not sent a printing command to the printer, and press the cover open button to open the printer cover.

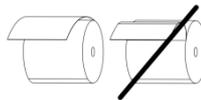
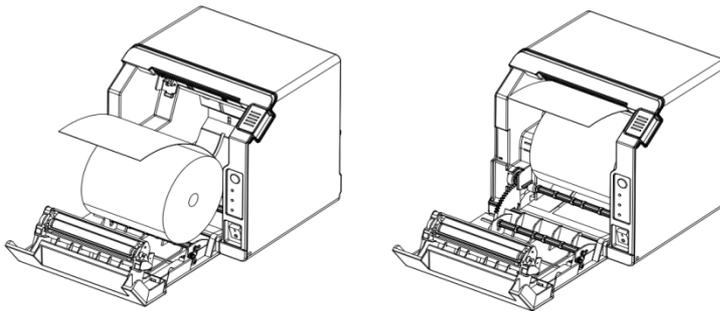


2. Load the roll paper.

- Horizontal position:



- Vertical position:



CAUTION:

When loading the roll paper, pay attention to the direction that the roll paper is fed out of the printer.

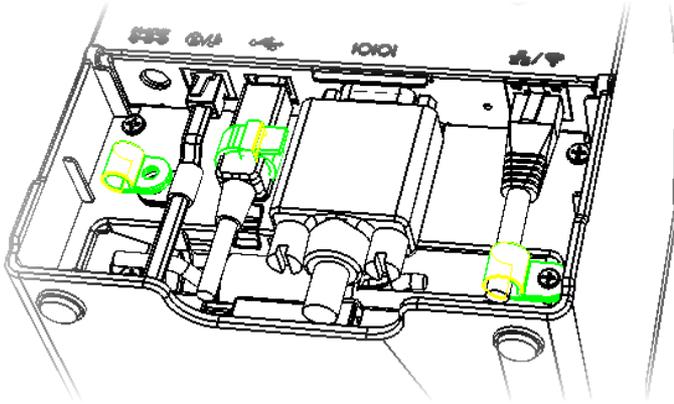
3. Pull out the roll paper toward you, and then close the printer cover.

2-5 Attaching and Removing the Connector Cover

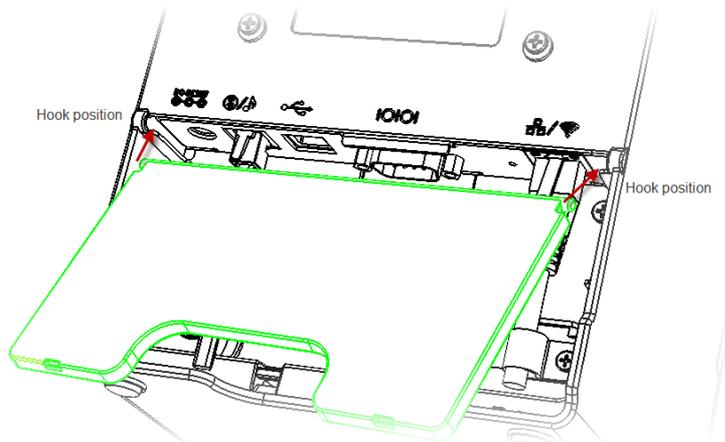
These instructions apply if a cable is packed with your printer to protect your cables.

To attach it, follow the steps below:

1. First, connect all the cables and use cable clip and screw to fix the cables, as shown in illustration



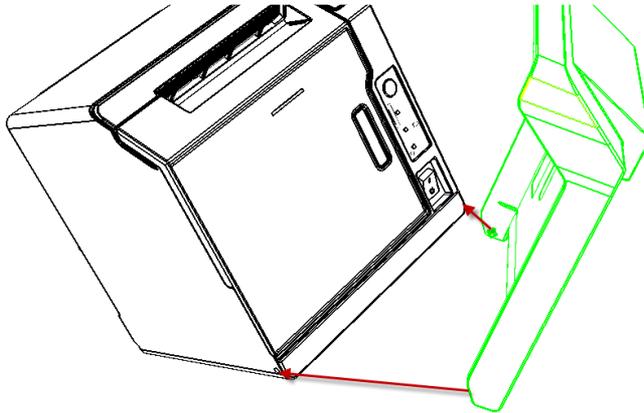
2. Position the two hooks on the connector cover so that they hook the printer case, as shown in illustration.



3. Push the connector cover down to click onto the printer case.

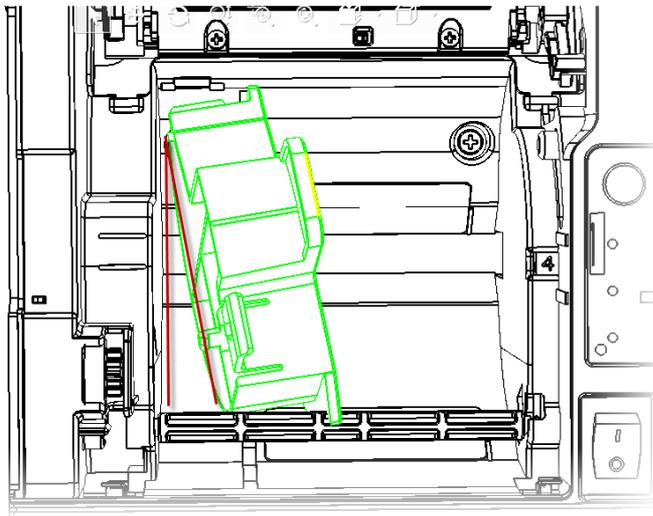
2-6 Attaching and Removing the Splash Proof Cover

1. Position the two hooks on the right and left side at the bottom, so that they could hook the printer case, as shown in illustration.

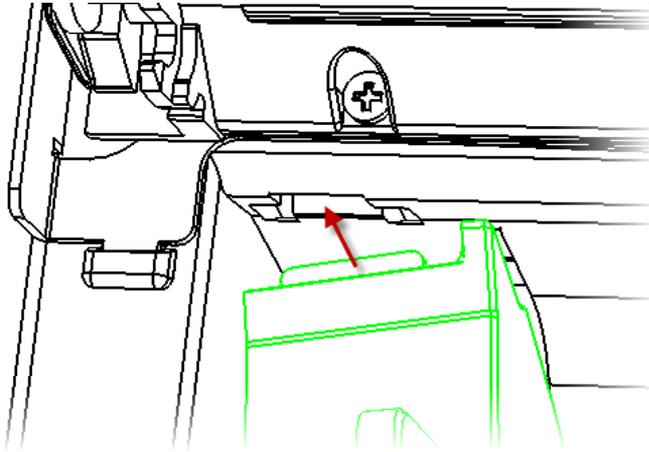


2-7 Attaching and Removing the Paper Guide

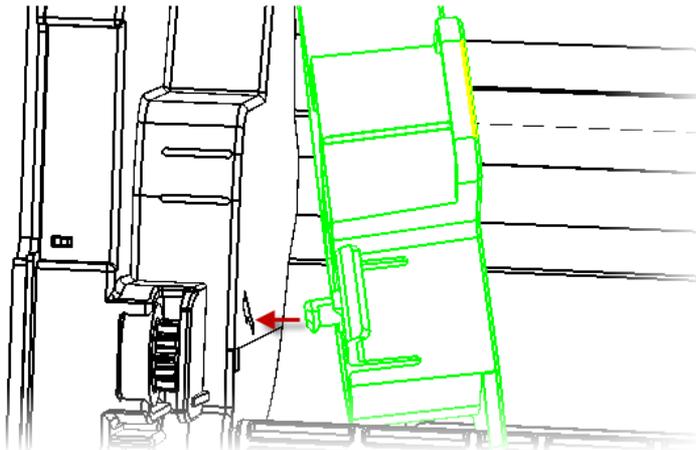
1. Open the front door and insert the paper guide as shown in illustration.



2. Position the top hook point of the paper guide into the corresponding hole of the printer, as shown in illustration.



3. Position the left hook point of the paper guide into the corresponding hole of the printer, as shown in illustration.



INSTALL AND SETUP

CHAPTER **3**

This chapter comprises the information of install and setup for MP-1060.

Sections include:

- Install the printer
- Setting the DIP Switch
- DIP Switches functions
- Adjusting the Paper-near-end sensor.

3-1 Install the Printer

In addition to regular horizontal and vertical installation, the printer can be hung on a wall using the optional Wall hanging bracket Set.

3-1-1 Precautions for regular vertical and horizontal Installation

- Install the printer in a flat, horizontal or vertical position.
- Avoid locations susceptible to dust and other foreign matter.
- Be sure to avoid bumping so that the printer is not exposed to strong impact during operation.
- Avoid placing the printer on top of the power supply or other cables or other objects.

3-1-2 Precautions for Wall Installation

- Make the following settings on the printer when you hang it on a wall.
 - 1.Set the printer at vertical position
 - 2.Adjust of near-end detector
 - 3.Attach the connector cover
 - 4.Install the Hanging Bracket Set

3-2 Setting the DIP Switches

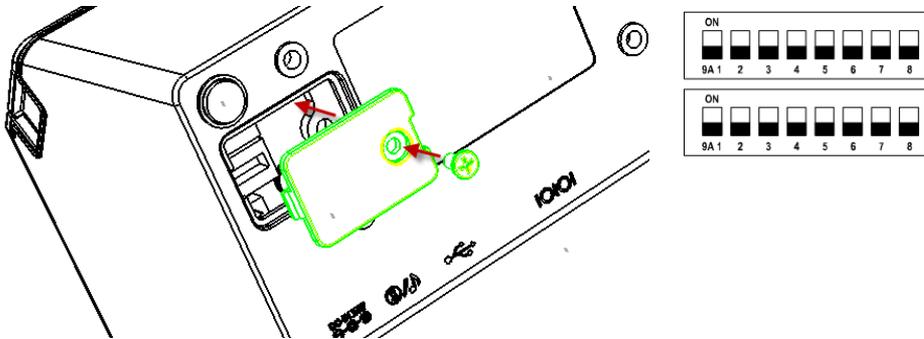
DIP Switch Positions and Steps for Changing DIP Switch Settings

Follow the steps below to change the DIP switch settings

CAUTION:

Always change DIP switch settings only when the printer is turned off. Change made with the power on have no effect and then on again.

1. Make sure the power supply for the printer is turned off.
2. Unscrew the screw to remove the DIP switch cover from the base of the printer.



3. Set the DIP switches as desired, using the tip of a tool, such as a small screwdriver.
4. Attach the DIP switch cover, and screw in place.

3-3 DIP Switches functions

3-3-1 RS-232C Serial Interface

DIP Switch 1

SW	Function	ON	OFF	Default
1	Auto Line Feed	Always disabled	Always enabled	OFF
2	Initial setting	Initial by SW	Initial by HW	OFF
3	Handshaking	XON/OFF	DTR/DSR	OFF
4	Word length	7 bits	8 bits	OFF
5	Parity check	Yes	No	OFF
6	Parity selection	EVEN	ODD	OFF
7	Baud rate selection	Refer to Table 1 - Baud Rate Selection		OFF
8				OFF

DIP Switch 2

SW	Function	ON	OFF	Default
1	Code Page Selection	Table 3 - Code Page Selection		OFF
2				OFF
3				OFF
4	Internal bell control	Enable	Disable	ON
5	Ethernet Interface	Enable	Disable	OFF
6	Near End Sensor Status	Enable	Disable	OFF
7	Select Print Density	Refer to Table 2 – Density Selection		OFF
8				OFF

3-3-2 USB/IEEE1284 Interface

DIP Switch 1

SW	Function	ON	OFF	Default
1	Auto Line Feed	Always disabled	Always enabled	OFF
2	Reserved	-	-	OFF
3	Reserved	-	-	OFF
4	Reserved	-	-	OFF
5	Reserved	-	-	OFF
6	Reserved	-	-	OFF
7	Reserved	-	-	OFF
8	Reserved	-	-	OFF

DIP Switch 2

SW	Function	ON	OFF	Default
1	Code Page Selection	Table 3 - Code Page Selection		OFF
2				OFF
3				OFF
4	Internal bell control	Enable	Disable	ON
5	Ethernet Interface	Enable	Disable	OFF
6	Near End Sensor Status	Enable	Disable	OFF
7	Select Print Density	Refer to Table 2 – Density Selection		OFF
8				OFF

3-3-3 Ethernet Interface

DIP Switch 1

SW	Function	ON	OFF	Default
1	Auto Line Feed	Always disabled	Always enabled	OFF
2	Reserved	-	-	OFF
3	Reserved	-	-	OFF
4	Reserved	-	-	OFF
5	Reserved	-	-	OFF
6	Reserved	-	-	OFF
7	Reserved	-	-	OFF
8	Reserved	-	-	OFF

DIP Switch 2

SW	Function	ON	OFF	Default
1	Code Page Selection	Table 3 - Code Page Selection		OFF
2				OFF
3				OFF
4	Internal bell control	Enable	Disable	ON
5	Ethernet Interface	Enable	Disable	ON
6	Near End Sensor Status	Enable	Disable	OFF
7	Select Print Density	Refer to Table 2 – Density Selection		OFF
8				OFF

Table 1 - Baud Rate Selection

Baud rate	SW-7	SW-8
115200	OFF	OFF
57600	OFF	ON
19200	ON	OFF
9600	ON	ON

Table 2 - Density Selection

Print Density	SW2-7	SW2-8	Note
1 (Light)	OFF	ON	60%
2	ON	OFF	80%
3	OFF	OFF	100%
4(Dark)	ON	ON	120%

Table 3 - Code Page Selection

Code Page	SW1-1	SW1-2	SW1-3
CP-437	OFF	OFF	OFF
Katakana character	OFF	OFF	ON
CP-850	OFF	ON	OFF
CP-852	OFF	ON	ON
CP-860	ON	OFF	OFF
CP-863	ON	OFF	ON
CP-865	ON	ON	OFF
WPC-1252	ON	ON	ON

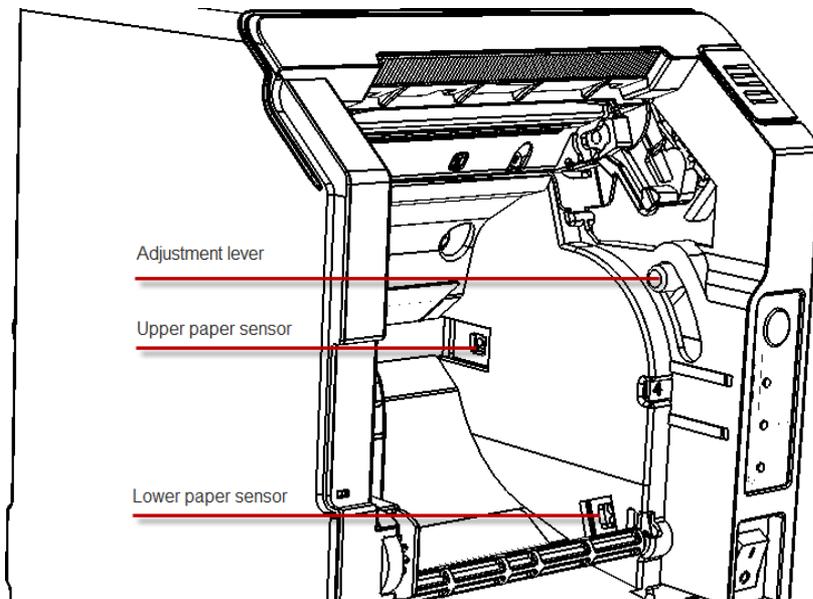
3-4 Adjusting the Paper-near-end sensor

Since roll paper cores vary slightly in shape, depending on paper roll design and manufacturing tolerances, it impossible to detect the remaining paper exactly.

Use roll paper with a core inner diameter of 12 mm and outer diameter of 18 mm, so the paper detector can detect the remaining paper as accurately as possible.

Follow the procedure below to adjust the roll paper detector position.

1. Open the roll paper cover, and remove the roll paper.
2. Bend the adjustment lever to reposition paper sensor. Adjustment positions are as follows:



3. After adjustment, load the roll paper.
4. Close the roll paper cover.

Adjustment position/Remaining amount of roll paper (outer diameter: mm)

Lv	3" Vertical	3" Horizontal	2" Vertical	2" Horizontal
4	7.65mm~7.68mm	7.39mm~7.41mm	7.77mm~7.80mm	7.35mm~7.47mm
3	7.05mm~7.08mm	6.86mm~6.90mm	7.49mm~7.57mm	6.93mm~7.08mm
2	6.92mm~6.97mm	6.13mm~6.15mm	6.99mm~7.00mm	6.12mm~6.18mm
1	6.36mm~6.45mm	6.02mm~6.06mm	6.39mm~6.46mm	5.75mm~5.99mm

HEXADECIMAL DUMPING & SELF-TESTING



This chapter shows hexadecimal dumping and self-testing of MP-1060.

Sections include:

- Hexadecimal dumping
- Self-Testing

4-1. HEXADECIMAL DUMPING

Explanation: Allow users to conduct Software problem finding through observing Data in Hex format feed to the printer.

Turn on:

1. Open “Printer Cover” when the computer is off
2. Click on the “Feed” to open “ Power switch”
3. Close the “Cover” to enter Hex dump mode
4. Execute any program to send data to printer. The printer will then print out the data in two rows and hexadecimal format.

Turn off:

1. After the printing is complete, turn off the printer. The printer will resume normal printing mode after restart.

4-2. THE SELF-TESTING

Explanation: Printing the FW Version and DIP Switch

How to Print:

1. Click on the “Feed” to open “ Power switch” when the computer is off
2. Data will be printed and paused when this information shows up.
3. Press the “Feed” button again, the printer will conduct printing test
4. After printing is complete, trim the paper and end the printing process.

SOFTWARE CONFIGURATION

CHAPTER

5

Helpful information that describes the settings for the display and you'll know how to install MP-1060 Utility step by step in this chapter

Sections include:

- Ethernet Interface Card Setting
- Printer Driver Setting

5-1 ETHERNET INTERFACE CARD SETTING

- (1) Connect LAN cable to Ethernet interface card and turn on the Power.
- (2) Open your Browser and Input default IP : 192.168.1.100

If you could not open the web page, please reset the interface card.
(IP return to the default value)

Default Setting:

IP Address: 192.168.1.100

Netmask: 255.255.255.0

Gateway : 192.168.2.254

BaudRate : 115200 bps

Local port : 9100

IP Configuration

*IP Address :	192.168.1.100
*Netmask :	255.255.255.0
*Gateway :	192.168.2.254
*BaudRate :	921600 bps ▼
*F/W Version:	F00-0300-000-01-140321
<input type="button" value="Send"/>	

- (3) Enter your settings (IP Address, Netmask, Gateway, BaudRate)

※BaudRate setting value must be 921600 bps

IP Configuration

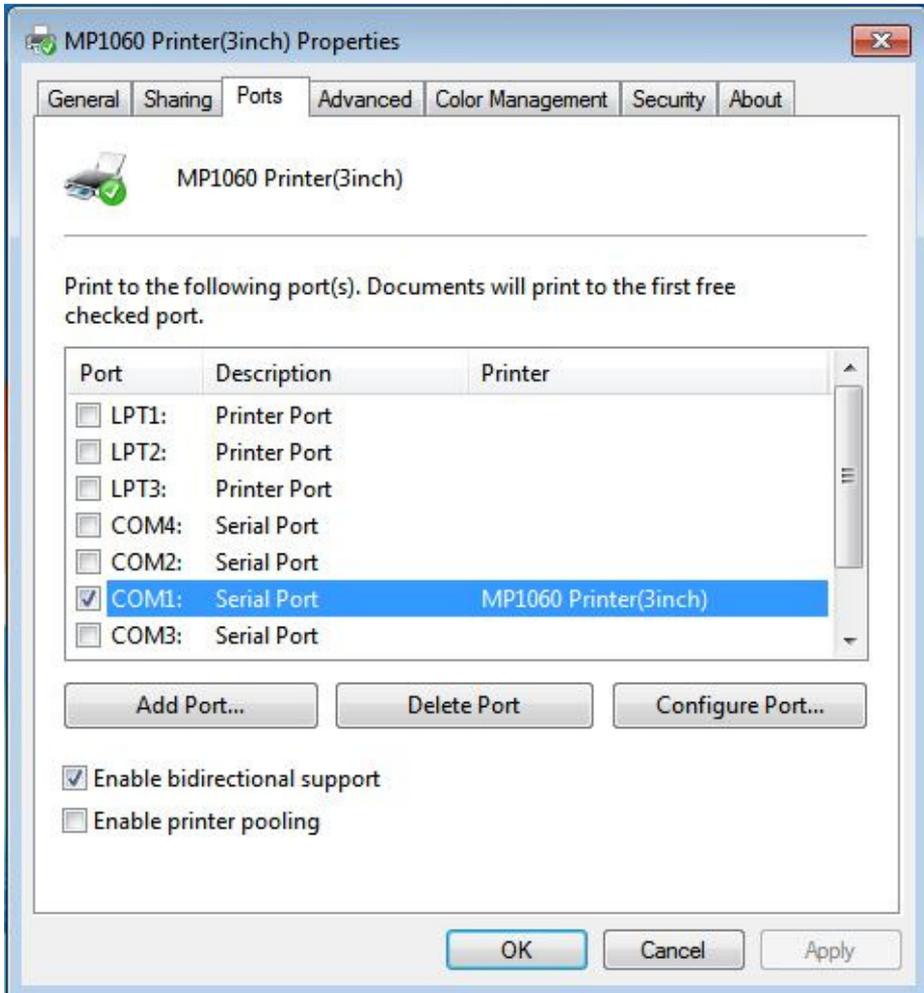
*IP Address :	192.168.1.100
*Netmask :	255.255.255.0
*Gateway :	192.168.2.254
*BaudRate :	921600 bps ▼
*F/W Version:	F00-0300-000-01-140321
<input type="button" value="Send"/>	

- (4) Press the "Send" button, wait for the browser connection error.
- (5) Input new IP in the browser

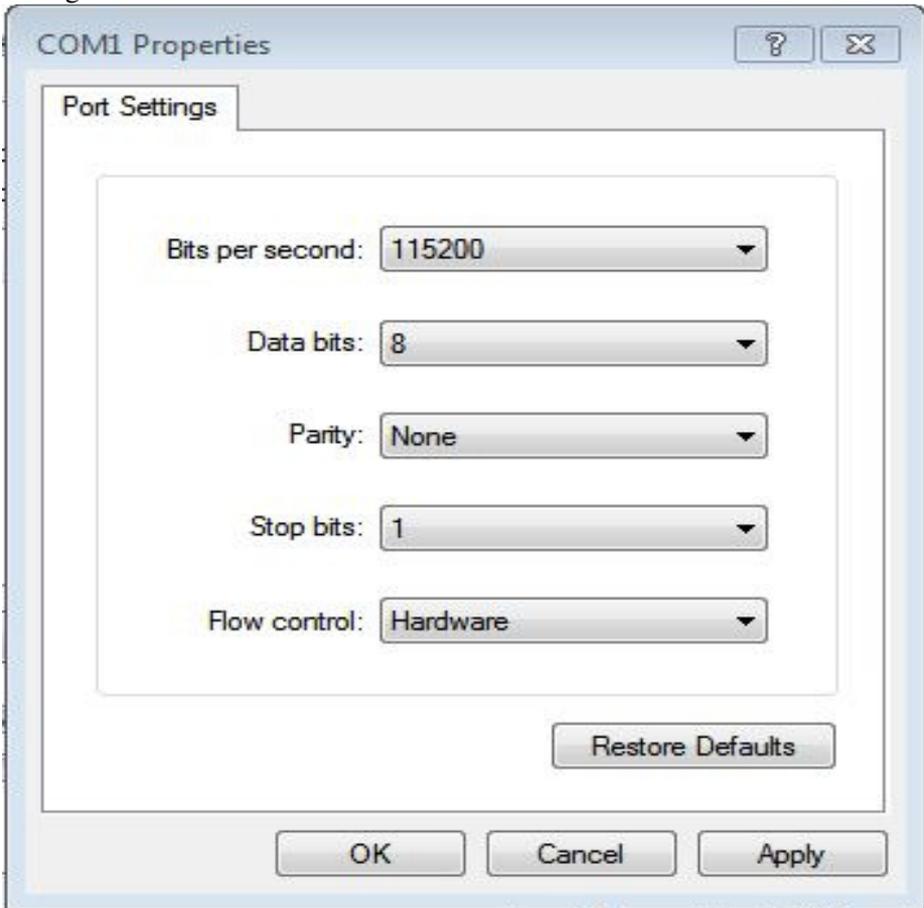
If you could open the web page, this configuration was successful.
If you could not open the web page, please go back to step (2).

5-2 PRINTER DRIVER SETTING

- (1) Printer Driver Installation
 - (2) Setting Ports
 - (a) Serial Port & USB Interface
- Select the Serial Port: COM1

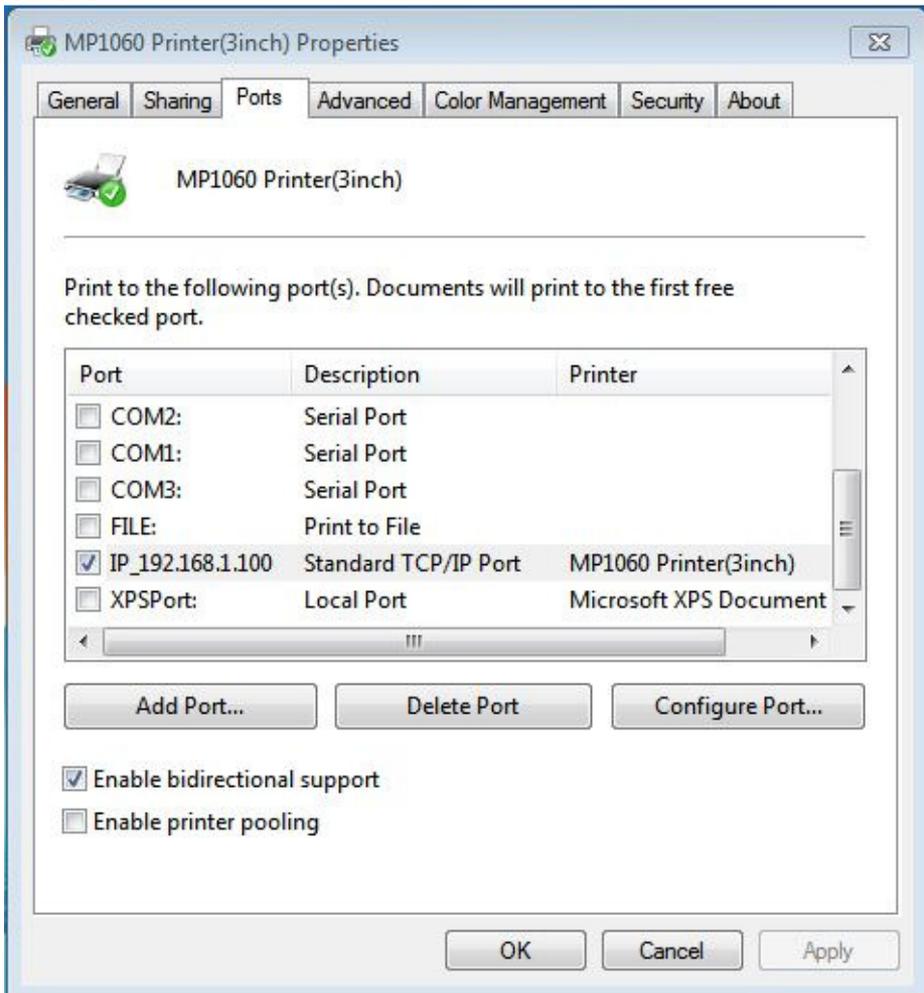


Configure Port

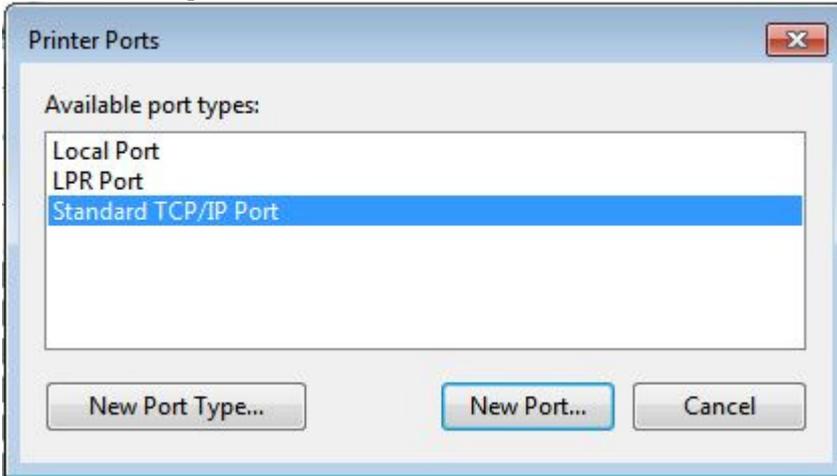


(b) Ethernet Interface

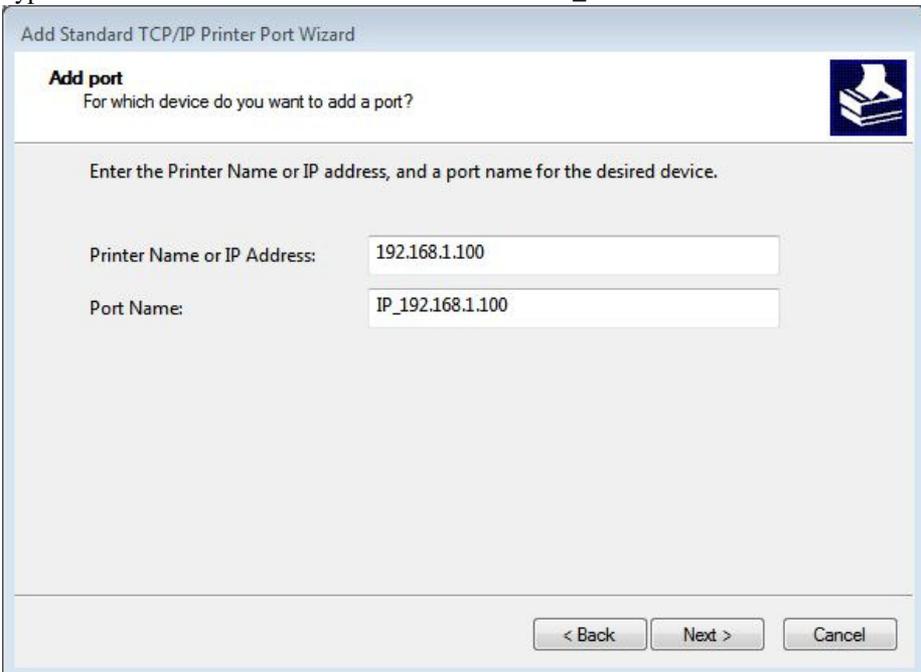
Add Port



Standard TCP/IP port



Type in IP address: 192.168.1.100 and Port Name: IP_192.168.1.100



Configure port, Protocol: Raw, Port Number: 9100

Configure Standard TCP/IP Port Monitor

Port Settings

Port Name: IP_192.168.1.100

Printer Name or IP Address: 192.168.1.100

Protocol

Raw LPR

Raw Settings

Port Number: 9100

LPR Settings

Queue Name: [Empty]

LPR Byte Counting Enabled

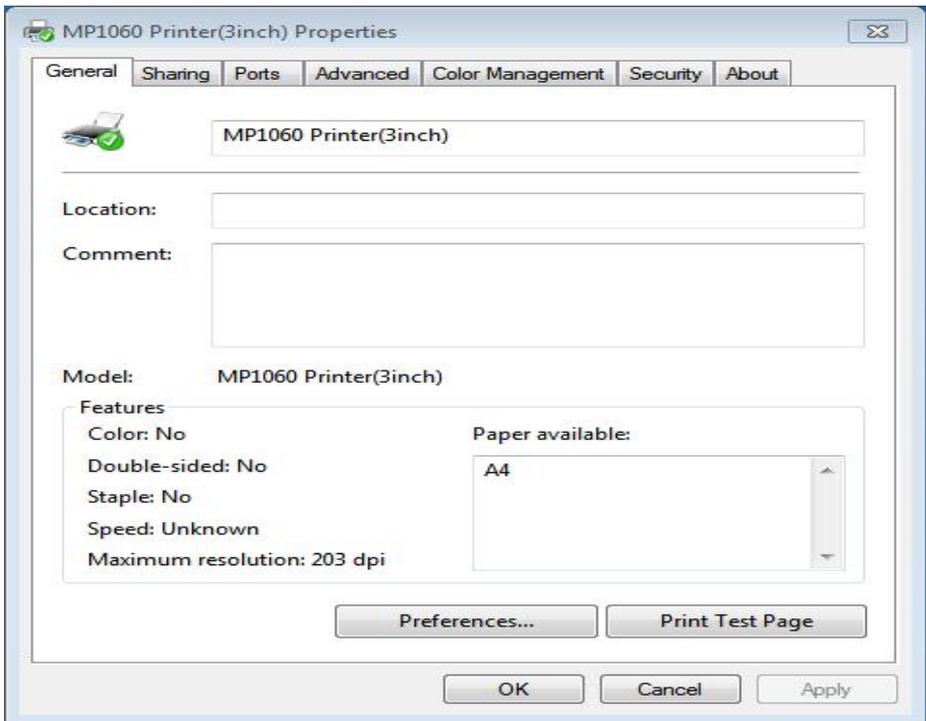
SNMP Status Enabled

Community Name: public

SNMP Device Index: 1

OK Cancel

(3) Print Test Page



COMMAND LIST



This chapter shows tables of character codes.

Note: All the tables only show the character configurations. They do not show the actual print pattern.

Sections include:

- Standard Command List
- Two-Dimensional Bar Code Command Details
- Kanji Control Command Details
- Standard Command Details

6-1 Standard Commands

Control codes	Hexadecimal codes	Function	Standard mode	Page mode
<HT>	09	Horizontal tab	○	○
<LF>	0A	Print and line feed	○	○
<FF>	0C	Print and recover to standard mode (in page mode)	Ignored	○
<CR>	0D	Print and carriage return	○	○
<CAN>	18	Cancel print data in page mode	Ignored	○
<DLE EOT>	10 04	Real-time status transmission	○	○
<DLE ENQ>	10 05	Real-time request to printer	○	○
<DLE DC4>	10 14	Real-time output of specified pulse	○	○
<ESC FF>	1B 0C	Print data in page mode	Ignored	○
<ESC SP>	1B 20	Set right-side character spacing	○	○
<ESC !>	1B 21	Select print mode(s)	○	○
<ESC \$>	1B 24	Set absolute print position.	○	○
<ESC *>	1B 2A	Select bit image mode	○	○
<ESC ->	1B 2D	Turn underline mode on/off.	○	○
<ESC 2>	1B 32	Select default line spacing	○	○
<ESC 3>	1B 33	Set line spacing	○	○
<ESC =>	1B 3D	Select peripheral device	○	○
<ESC @>	1B 40	Initialize printer	○	○
<ESC D>	1B 44	Set horizontal tab position	○	○
<ESC E>	1B 45	Turn emphasized mode on/off	○	○
<ESC G>	1B 47	Turn double-strike mode on/off	○	○
<ESC J>	1B 4A	Print and feed paper	○	○
<ESC L>	1B 4C	Select page mode	◎	Ignored
<ESC M >	1B 4D	Select character font	○	○
<ESC R>	1B 52	Select an international character set	○	○
<ESC S>	1B 53	Select standard mode	Ignored	○
<ESC T>	1B 54	Select print direction in page mode	▲	○
<ESC V>	1B 56	Turn 90 degree clockwise rotation mode on/off	○	▲
<ESC W>	1B 57	Set printing area in page mode	▲	○
<ESC \>	1B 5C	Set relative print position	○	○
<ESC a>	1B 61	Select justification	◎	▲
<ESC c 3>	1B 63 33	Select paper sensor(s) to output paper-end signals	○	○

<ESC c 4>	1B 63 34	Select paper sensor(s) to stop printing	○	○
<ESC c 5>	1B 63 35	Enable/disable panel buttons	○	○
<ESC d>	1B 64	Print and feed n lines	○	○
<ESC i>	1B 69	Full cut	○	Disabled
<ESC m>	1B 6D	Partial cut	○	Disabled
<ESC p>	1B 70	General pulse	○	○
<ESC t>	1B 74	Select character code table	○	○
<ESC {>	1B 7B	Turn upside-down printing mode on/off	◎	▲
<FS p>	1C 70	Print NV bit image	○	Disabled
<FS q>	1C 71	Define NV bit image	◎	Disabled
<GS !>	1D 21	Select character size		○
<GS \$>	1D 24	Set absolute vertical print position in page mode	Ignored	○
<GS *>	1D 2A	Define download bit images	○	○
<GS (A>	1D 28 41	Execute test print	○	Disabled
<GS (K>	1D 28 4B	Set print density	○	Disabled
<GS />	1D 2F	Print download bit image	●	○
<GS B>	1D 42	Turn white/black reverse printing mode on/off	○	○
<GS H>	1D 48	Select printing position of HRI characters	○	○
<GS I>	1D 49	Transmit printer ID	○	Disabled
<GS L>	1D 4C	Set left margin	◎	Disabled
<GS P>	1D 50	Set basic calculated pitch	○	○
<GS V>	1D 56	Cut paper	◎	○
<GS W>	1D 57	Set printing area width	◎	▲
<GS v>	1D 5C	Set relative vertical print position in page mode	Ignored	
<GS a>	1D 61	Enable/disable Automatic Status Back (ASB)	○	○
<GS f>	1D 66	Select font for HRI characters	○	○
<GS h>	1D 68	Set bar code height	○	○
<GS k>	1D 6B	Print bar code	●	○
<GS r>	1D 72	Transmit status	○	○
<GS v 0>	1D 76 30	Print raster bit image	●	Disabled
<GS w>	1D 77	Set bar code width	○	○

6-2 Two-dimensional Bar Code Commands

Control codes	Hexadecimal codes	Function	Standard mode	Page mode
<DC2 ;>	12 3B	Specifies a module size of QR Code and Data Matrix	○	○
<GS p 1>	1D 70 01	Prints QRCode data based on the specified contents	○	○

6-3 Kanji Control Commands

(When the Japanese, Simplified Chinese, Traditional Chinese, or Korean model is used)

Control codes	Hexadecimal codes	Function	Standard mode	Page mode
<FS !>	1C 21	Set print mode(s) for Kanji characters	○	○
<FS &>	1C 26	Select Kanji character mode	○	○
<FS ->	1C 2D	Turn underline mode on/off for Kanji characters	○	○
<FS .>	1C 2E	Cancel Kanji character mode	○	○
<FS S>	1C 53	Set Kanji character spacing	○	○
<FS W>	1C 57	Turn quadruple-size mode on/off for Kanji characters	○	○

Command classification

Executing : Printer executes the command, which does not then affect the following data.

Setting : Printer uses flags to make settings, and those settings affect the following data.

○: Enabled.

⊙: Enabled only when the command is set at the beginning of a line.

●: Enabled only when data is not present in the printer buffer.

▲: Only value setting is possible.

Disabled: Parameters are processed as printable data.

Ignored: All command codes including parameters are ignored and nothing is executed.

6.4 STANDARD COMMAND DETAILS

HT

[Name]	Horizontal tab
[Format]	ASCII HT Hex. 09 Decimal 9
[Range]	N/A
[Description]	<p>Moves print position to next horizontal tab position.</p> <ul style="list-style-type: none"> ● This command is ignored if the next tab is not set. ● If the next tab position exceeds the print region, the print position is moved to [print region + 1]. ● The horizontal tab position is set by ESC D (Set/cancel horizontal tab position). ● When the print position is at the [print region + 1] position and this command is received, the current line buffer full is printed and a horizontal tab is executed from the top of the next line. ● The initial value of the horizontal tab position is every 8 characters of Font A (the 9th, 17th, 25th positions, etc.)

LF

[Name]	Print and line feed
[Format]	ASCII LF Hex. 0A Decimal 10
[Range]	N/A
[Description]	<p>Prints the data in the print buffer and performs a line feed based on the set line feed amount.</p> <ul style="list-style-type: none"> ● After execution, makes the top of the line the next print starting position.

FF

[Name]	Print and recover to standard mode (in page mode)
[Format]	ASCII FF Hex. 0C Decimal 12
[Range]	N/A
[Description]	Prints all buffered data to the print region collectively, then recovers to the standard mode. <ul style="list-style-type: none"> ● All buffer data is deleted after printing. ● The print area set by ESC W (Set print region in page mode) is reset to the default setting. ● No paper cut is executed. ● Sets the print position to the beginning of the next line after execution. ● This command is enabled only in page mode.

CR

[Name]	Print and carriage return
[Format]	ASCII CR Hex. 0D Decimal 13
[Range]	N/A
[Description]	When an automatic line feed is enabled, this command functions in the same way as LF(print and line feed). When the automatic line feed is disabled, this command is ignored. <ul style="list-style-type: none"> ● This command is ignored with serial interface models. ● Sets the print position to the beginning of the next line after execution.

CAN

[Name]	Cancel print data in page mode
[Format]	ASCII CAN Hex. 18 Decimal 24
[Range]	N/A
[Description]	Deletes all print data in the currently set print region in page mode. <ul style="list-style-type: none"> ● This command is enabled only in page mode. ● Portions included in the currently set print region are also deleted, even if previously set print region data.

DLE EOT n

[Name]	Real-time status transmission.
[Format]	ASCII OLE EOT n

	Hex.	10	04	n	
	Decimal	16	4	n	
[Range]	$1 \leq n \leq 4$				
[Description]	Transmits the selected printer status specified by n in real time, according to the following parameters: n = 1 : Transmit printer status. n = 2 : Transmit off-line status. n = 3 : Transmit error status. n = 4 : Transmit paper roll sensor status.				
	n = 1 : Printer status.				
	Bit	On / Off	Hex	Decimal	Function
	0	Off	00	0	Not used. Fixed to Off.
	1	On	02	2	Not used. Fixed to On.
	2	Off	00	0	Drawer open/close signal is LOW.
		On	04	4	Drawer open/close signal is HIGH.
	3	Off	00	0	On-line.
		On	08	8	Off-line.
	4	On	10	16	Not used. Fixed to On.
	5	Off	00	0	Not used. Fixed to Off.
	6	Off	00	0	Not used. Fixed to Off.
	7	Off	00	0	Not used. Fixed to Off.
	n = 2 : Off-line status.				
	Bit	On / Off	Hex	Decimal	Function
	0	Off	00	0	Not used. Fixed to Off.
	1	On	02	2	Not used. Fixed to On.
	2	Off	00	0	Cover is closed.
		On	04	4	Cover is open.
	3	Off	00	0	Not used. Fixed to Off.
4	On	10	16	Not used. Fixed to On.	
5	Off	00	0	No paper-end stop.	
	On	20	32	Printing stops due to paper end.	
6	Off	00	0	No error.	
	On	40	64	Error occurs.	
7	Off	00	0	Not used. Fixed to Off.	
n = 3 : Error status					
Bit	On / Off	Hex	Decimal	Function	
0	Off	00	0	Not used. Fixed to Off.	
1	On	02	2	Not used. Fixed to On.	
2	Off	00	0	Not used. Fixed to Off.	
3	Off	00	0	Not used. Fixed to Off.	

4	On	10	16	Not used. Fixed to On.
5	Off	00	0	Not used. Fixed to Off.
6	Off	00	0	Not used. Fixed to Off.
7	Off	00	0	Not used. Fixed to Off.
n = 4 : Continuous paper sensor status.				
Bit	On / Off	Hex	Decimal	Function
0	Off	00	0	Not used. Fixed to Off.
1	Off	02	2	Not used. Fixed to On.
2	Off	00	0	No paper-near-end stop.
	On	04	4	Printing stops due to paper near end.
3	Off	00	0	No paper-near-end stop.
	On	08	8	Printing stops due to paper near end.
4	On	10	16	Not used. Fixed to On.
5	Off	00	0	No paper-end stop.
	On	20	32	Printing stops due to paper end.
6	Off	00	0	No paper-end stop.
	On	40	64	Printing stops due to paper end.
7	Off	00	0	Not used. Fixed to Off.

DLE ENQ n

[Name]	Real-time request to printer.
[Format]	ASCII DLE ENQ n Hex. 10 05 n Decimal 16 5 n
[Range]	$1 \leq n \leq 2$
[Description]	Responds to requests n specifications from the host in real-time. n specifications are below. n = 1: Recover from the error and start printing from the line where the error occurred. n = 2: Recover from error after clearing the reception buffer and print buffer. This command is enabled even when the printer specification is disabled by ESC = (select Peripheral devices).

DLE DC4 n m t

[Name]	Real-time output of specified pulse.
[Format]	ASCII DLE DC4 n m t Hex. 10 14 n m t Decimal 16 20 n m t
[Range]	n = 1 m = 0,1 $1 \leq t \leq 8$
[Description]	This outputs a signal specified by t to the connector pin specified by m. m = 0: #2 Pin of the drawer kick connector m = 1: #5 Pin of the drawer kick connector On time is set to t x 100 msec; Off time is set to t x 100 msec.

ESC FF

[Name]	Print data in page mode.
[Format]	ASCII ESC FF Hex. 1B 0C Decimal 27 12
[Range]	N/A
[Description]	Prints all buffered data in the print area collectively in page mode. <ul style="list-style-type: none"> ● This command is enabled only in page mode. ● Holds the following information after printing. <ul style="list-style-type: none"> a. Expanded data b. Character print direction selection in page mode (ESC T) c. Set print region (ESC W) in the page mode. d. Character expansion position

ESC SP n

[Name]	Set right-side character spacing.
[Format]	ASCII ESC SP n Hex. 1B 20 n Decimal 27 32 n
[Range]	$0 \leq n \leq 255$ Initial Value n = 0
[Description]	This command sets the size of space to right of character. Right space = n × [horizontal motion units].

ESC ! n

[Name]	Select print mode(s).				
[Format]	ASCII	ESC	!	n	
	Hex.	1B	21	n	
	Decimal	27	33	n	
[Range]	0 ≤ n ≤ 255				
	Initial Value n = 0				
[Description]	This command selects print mode(s) with bits having following meanings				
	Bit	On / Off	Hex	Decimal	Function
	0	Off	00	0	Character font A selected.
		On	01	1	Character font B selected.
	1	Off	00	0	Not used. Fixed to Off.
	2	Off	00	0	Not used. Fixed to Off.
	3	Off	00	0	Emphasized mode not 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	Not used. Fixed to Off.
	7	Off	00	0	Underline mode not 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]	$0 \leq (nL + nH \times 256) \leq 65535$ ($0 \leq nH \leq 255$, $0 \leq nL \leq 255$)
[Description]	This command specifies the next print starting position in reference to the left edge of the print area. The printing start position is calculated using $(nL + nH \times 256) \times$ (vertical or horizontal motion units). Specifications exceeding the print range are ignored.

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]	$m = 0, 1, 32, 33$ $0 \leq nL \leq 255$ $0 \leq nH \leq 3$ $0 \leq d \leq 255$																														
[Description]	<p>Selects a bit-image mode in mode m for the number of dots specified by nL and nH.</p> <p>$m = 1, 33 : (nL+nH \times 256) < 576$ (3 inch); $(nL+nH \times 256) < 432$ (2 inch). $m = 0, 32 : (nL+nH \times 256) < 288$ (3 inch); $(nL+nH \times 256) < 216$ (2 inch).</p> <table border="1"> <thead> <tr> <th>m</th> <th>Mode</th> <th>Number of Vert. Dir. Dots</th> <th>Density of Vert. Dir. Dots</th> <th>Density of Hor. Dir. Dots</th> <th>Data Count (k)</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>8 dot single density</td> <td>8</td> <td>67 DPI</td> <td>101 DPI</td> <td>$nL+nH \times 256$</td> </tr> <tr> <td>1</td> <td>8 dot double density</td> <td>8</td> <td>67 DPI</td> <td>203 DPI</td> <td>$nL+nH \times 256$</td> </tr> <tr> <td>32</td> <td>24 dot single density</td> <td>24</td> <td>203 DPI</td> <td>101 DPI</td> <td>$(nL+nH \times 256) \times 3$</td> </tr> <tr> <td>33</td> <td>24 dot double density</td> <td>24</td> <td>203 DPI</td> <td>203 DPI</td> <td>$(nL+nH \times 256) \times 3$</td> </tr> </tbody> </table>	m	Mode	Number of Vert. Dir. Dots	Density of Vert. Dir. Dots	Density of Hor. Dir. Dots	Data Count (k)	0	8 dot single density	8	67 DPI	101 DPI	$nL+nH \times 256$	1	8 dot double density	8	67 DPI	203 DPI	$nL+nH \times 256$	32	24 dot single density	24	203 DPI	101 DPI	$(nL+nH \times 256) \times 3$	33	24 dot double density	24	203 DPI	203 DPI	$(nL+nH \times 256) \times 3$
m	Mode	Number of Vert. Dir. Dots	Density of Vert. Dir. Dots	Density of Hor. Dir. Dots	Data Count (k)																										
0	8 dot single density	8	67 DPI	101 DPI	$nL+nH \times 256$																										
1	8 dot double density	8	67 DPI	203 DPI	$nL+nH \times 256$																										
32	24 dot single density	24	203 DPI	101 DPI	$(nL+nH \times 256) \times 3$																										
33	24 dot double density	24	203 DPI	203 DPI	$(nL+nH \times 256) \times 3$																										

ESC - n

[Name]	Turn underline mode on/off.
[Format]	ASCII ESC - n

	Hex. 1B 2D n Decimal 27 45 n								
[Range]	$0 \leq n \leq 2$ Initial Value n = 0								
[Description]	This command enables the print data following it to be printer out underlined. The underline mode varied depending on the following values of n: <table border="1" data-bbox="436 366 1085 491"> <thead> <tr> <th>n</th> <th>Function</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>Turns off underline mode</td> </tr> <tr> <td>1</td> <td>Turns on underline mode, set at 1-dot thick</td> </tr> <tr> <td>2</td> <td>Turns on underline mode, set at 2-dot thick</td> </tr> </tbody> </table>	n	Function	0	Turns off underline mode	1	Turns on underline mode, set at 1-dot thick	2	Turns on underline mode, set at 2-dot thick
n	Function								
0	Turns off underline mode								
1	Turns on underline mode, set at 1-dot thick								
2	Turns on underline mode, set at 2-dot thick								

ESC 2

[Name]	Select default line spacing.
[Format]	ASCII ESC 2 Hex. 1B 32 Decimal 27 50
[Range]	N/A
[Description]	This command sets the default line spacing The default line spacing is approximately 4.25 mm, which is equivalent to 34 dots.

ESC 3 n

[Name]	Set line spacing.
[Format]	ASCII ESC 3 n Hex. 1B 33 n Decimal 27 51 n
[Range]	$0 \leq n \leq 255$ Initial Value n = 34
[Description]	This command sets the line spacing using a following rule. Line spacing = n x (vertical or horizontal motion units)

ESC = n

[Name]	Select peripheral device.																																				
[Format]	ASCII ESC = n Hex. 1B 3D n Decimal 27 61 n																																				
[Range]	$0 \leq n \leq 255$ Initial Value n = 1																																				
[Description]	Selects the peripheral device for which the data is effective from the host computer. <table border="1" data-bbox="498 477 1007 769"> <thead> <tr> <th>Bit</th> <th>Function</th> <th>"0"</th> <th>"1"</th> </tr> </thead> <tbody> <tr> <td>7</td> <td>Undefined</td> <td></td> <td></td> </tr> <tr> <td>6</td> <td>Undefined</td> <td></td> <td></td> </tr> <tr> <td>5</td> <td>Undefined</td> <td></td> <td></td> </tr> <tr> <td>4</td> <td>Undefined</td> <td></td> <td></td> </tr> <tr> <td>3</td> <td>Undefined</td> <td></td> <td></td> </tr> <tr> <td>2</td> <td>Undefined</td> <td></td> <td></td> </tr> <tr> <td>1</td> <td>Undefined</td> <td></td> <td></td> </tr> <tr> <td>0</td> <td>Printer</td> <td>Invalid</td> <td>Valid</td> </tr> </tbody> </table>	Bit	Function	"0"	"1"	7	Undefined			6	Undefined			5	Undefined			4	Undefined			3	Undefined			2	Undefined			1	Undefined			0	Printer	Invalid	Valid
Bit	Function	"0"	"1"																																		
7	Undefined																																				
6	Undefined																																				
5	Undefined																																				
4	Undefined																																				
3	Undefined																																				
2	Undefined																																				
1	Undefined																																				
0	Printer	Invalid	Valid																																		

ESC @

[Name]	Initialize printer.
[Format]	ASCII ESC @ Hex. 1B 40 Decimal 27 64
[Range]	N/A
[Description]	Clears data from the print buffer and sets the printer to its default settings.

ESC D n1...nk NUL

[Name]	Set horizontal tab position
[Format]	ASCII ESC D n1...nk NUL Hex. 1B 44 n1...nk NUL Decimal 27 68 n1...nk NUL
[Range]	$1 \leq n \leq 255$ $0 \leq k \leq 32$
[Description]	Sets horizontal tab position <ul style="list-style-type: none"> ● n specifies the column number for setting a horizontal tab position from the left margin or the beginning of the line. ● k indicates the number of horizontal tab positions to be set.

ESC E n

[Name]	Turn emphasized mode on / off.
[Format]	ASCII ESC E n Hex. 1B 45 n Decimal 27 69 n
[Range]	$0 \leq n \leq 255$ Initial Value n = 0
[Description]	This command turns emphasized mode on or off by toggling the least significant bit of n like following. When the LSB of n is 0, emphasized mode is turned off. When the LSB of n is 1, emphasized mode is turned on.

ESC G n

[Name]	Turn double-strike mode on/off.
[Format]	ASCII ESC G n Hex. 1B 47 n Decimal 27 71 n
[Range]	$0 \leq n \leq 255$ Initial Value n = 0
[Description]	Specifies or cancels double printing. Cancels double printing when n = <*****0>B. Specifies double printing when n = <*****1>B. <ul style="list-style-type: none"> ● n is effective only when it is the lowest bit. ● This printer is not capable of double printing, so the print is the same as when using emphasized printing. ● This command is enabled for ANK characters

ESC J n

[Name]	Print and feed paper.
[Format]	ASCII ESC J n

	Hex. 1B 4A n Decimal 27 74 n
[Range]	$0 \leq n \leq 255$
[Description]	<p>This command prints the data in the print buffer and feeds the paper [n X vertical motion unit].</p> <ul style="list-style-type: none"> ● Sets the print position to the beginning of the next line after printing. ● In standard mode, the printer uses the vertical motion unit (y). ● In page mode, this command functions as follows, depending on the starting position of the printable area: <p>(1)When the starting position is set to the upper left or lower right of the printable area using ESC T, the vertical motion unit (y) is used.</p> <p>(2)When the starting position is set to the upper right or lower left of the print able area using ESC T, the horizontal motion unit (x) is used.</p> <ul style="list-style-type: none"> ● The maximum line spacing is 150mm {5.9 inches}. When the setting value exceeds the maximum, it is converted to the maximum automatically.

ESC L

[Name]	Select page mode
[Format]	ASCII ESC L Hex. 1B 4C Decimal 27 76
[Range]	N/A
[Description]	<ul style="list-style-type: none"> ● Enabled only when input with the top of line. <ul style="list-style-type: none"> ● Invalid when input by page mode. ● Returns to standard mode after the following commands are issued. <ul style="list-style-type: none"> a. FF (Print and recover to page mode) b. ESC S (Select standard mode) ● Character expansion position has the starting point specified by ESC T (Character print direction selection in page mode) in the printing region designated by the ESC W (Set print region in the page mode) command. ● This command switches the settings for the following commands the values of which can be set independently in standard mode and page mode to those for page mode <ul style="list-style-type: none"> a. Set space amount: ESC SP, FS S b. Set line feed amount: ESC 2, ESC 3 ● The following commands are enabled only when in page mode. <ul style="list-style-type: none"> a. ESC V :Specify/cancel character 90 degree clockwise rotation b. ESC a :Position alignment c. ESC { :Specify/cancel upside-down printing d. GS W :Set print region width ● The following command is ignored in page mode. <ul style="list-style-type: none"> a. GS (A :Test print ● The following commands are invalid in page mode. <ul style="list-style-type: none"> a. FS p :Print NV bit image b. FS q :Define NV bit image c. GS v 0 :Print raster bit images d. GS L :Set left margin ● Recover to standard mode using ESC @ (initialize printer).

ESC M n

[Name]	Select character font.		
[Format]	ASCII	ESC M n	
	Hex.	1B 4D n	
	Decimal	27 77 n	
[Range]	n = 0, 1 Initial Value n = 0		
[Description]	This command selects ANK character fonts using n as following.		
	n	Function	
	0	Character font A selected	
	1	Character font B 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 ≤ 16 Initial Value n = 0		
[Description]	This command specifies international characters according to n values.		
	n	Character set	
	0	USA	
	1	France	
	2	Germany	
	3	UK	
	4	Denmark I	
	5	Sweden	
	6	Italy	
	7	Spain	
	8	Japan	
	9	Norway	
	10	Denmark II	
	11	Spain II	
	12	Latin America	
	13	Korea	
	14	Russia	
	15	Slavonic	
	16	User Define	

ESC S

[Name]	Select standard mode
[Format]	ASCII ESC S

	Hex. 1B 53 Decimal 27 83
[Range]	N/A
[Description]	<ul style="list-style-type: none"> ● Valid only when input by page mode. ● All buffer data in page mode is deleted. ● Sets the print position to the beginning of the next line after execution. ● The print area set by ESC W (Set print region in page mode) is reset to the default setting. ● This command switches the settings for the following commands the values of which can be set independently in standard mode and page mode to those for standard mode <ul style="list-style-type: none"> a. ESC SP :Set character right space amount b. FS S :Set Chinese character space amount c. ESC 2 :Set default line spacing d. ESC 3 :Set line feed amount ● The following commands are effective only when in standard mode. <ul style="list-style-type: none"> a. ESC W :Set print region in page mode b. ESC T :Select character print direction in page mode ● The following commands are ignored in standard mode. <ul style="list-style-type: none"> a. GS \$:Specify absolute position for character vertical direction in page mode b. GS \: :Specify relative position for character vertical direction in page mode ● Standard mode is selected when the power is turned on; the printer is reset or initialized (ESC @).

ESC T n

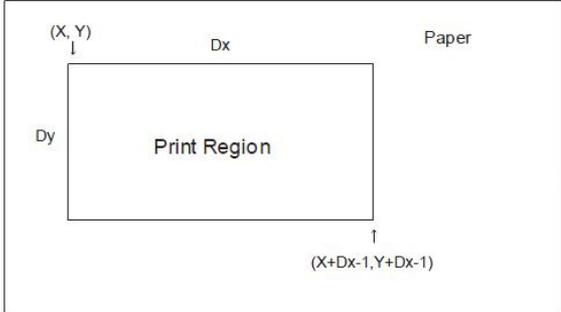
[Name]	Select print direction in page mode.		
[Format]	ASCII	ESC T n	
	Hex.	1B 54 n	
	Decimal	27 84 n	
[Range]	0 ≤ n ≤ 3, 48 ≤ n ≤ 51 Initial Value n = 0		
[Description]	Selects the character printing direction and starting point in page mode.		
	n	Print Direction	Starting Point
	0, 48	Left to Right	Upper Left (A in the figure below)
	1, 49	Bottom to Top	Lower Left (B in the figure below)
	2, 50	Right to Left	Lower Right (C in the figure below)
	3, 51	Top to Bottom	Upper Right (D in the figure below)

ESC V n

[Name]	Turn 90 degree clockwise rotation mode on/off		
[Format]	ASCII	ESC V n	

	Hex. 1B 56 n Decimal 27 86 n						
[Range]	$0 \leq n \leq 1, 48 \leq n \leq 49$ Initial Value n = 0						
[Description]	<p>Specifies or cancels character 90 degree clockwise rotation.</p> <table border="1"> <thead> <tr> <th>n</th> <th>Function</th> </tr> </thead> <tbody> <tr> <td>0, 48</td> <td>Turns off 90 degree clockwise rotation mode</td> </tr> <tr> <td>1, 49</td> <td>Turns on 90 degree clockwise rotation mode</td> </tr> </tbody> </table> <ul style="list-style-type: none"> ● Underlines are not applied to characters rotated 90 degrees clockwise even when ESC !,ESC - or FS - commands are given. ● If 90 degree clockwise rotation is specified, double-wide and double-tall commands in the 90 rotation mode enlarges characters in the opposite directions to double-wide and double-tall commands. ● This command only affects printing in standard mode. ● In page mode, this command is only effective for the setting. ● This command is effective for ANK and Chinese characters. 	n	Function	0, 48	Turns off 90 degree clockwise rotation mode	1, 49	Turns on 90 degree clockwise rotation mode
n	Function						
0, 48	Turns off 90 degree clockwise rotation mode						
1, 49	Turns on 90 degree clockwise rotation mode						

ESC W xL xH yL yH dxL dxH dyL dyH

[Name]	Set printing area in page mode
[Format]	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]	$0 \leq xL, xH, yL, yH, dxL, dxH, dyL, dyH \leq 255$ However, this excludes $dxL = dxH = 0$ or $dyL = dyH = 0$ Initial Value $xL = xH = yL = yH = 0$
[Description]	<p>Sets the print region position and size.</p> <ul style="list-style-type: none"> ● Horizontal direction starting point $[(xL + xH \times 256) \times \text{basic calculated pitch}]$ ● Vertical direction starting point $[(yL + yH \times 256) \times \text{basic calculated pitch}]$ ● Horizontal direction length $[(dxL + dxH \times 256) \times \text{basic calculated pitch}]$ ● Vertical direction length = $[(dyL + dyH \times 256) \times \text{basic calculated pitch}]$ ● $(X+Dx-1) < 576$ (3 inch, basic calculated pitch=1); $(X+Dx-1) < 432$ (2 inch, basic calculated pitch=1) ● $(Y+Dy-1) < 768$ (basic calculated pitch=1); ● If (horizontal starting position + printing area width) exceeds the printable area, the printing area width is automatically set to (horizontal printable area - horizontal starting position). ● If (vertical starting position + printing area height) exceeds the printable area, the printing area height is automatically set to (vertical printable area - vertical starting position). 

ESC \ nL nH

[Name]	Set relative print position.
[Format]	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]	Specifies the next print starting position with a relative position based on the current position. This sets the position from the current position to $[(nL + nH \times 256) \times \text{basic calculated pitch}]$ for the next print starting position. <ul style="list-style-type: none"> ● Specifications exceeding the print range are ignored..

ESC a n

[Name]	Select justification.								
[Format]	ASCII ESC a n Hex. 1B 61 n Decimal 27 97 n								
[Range]	$0 \leq n \leq 2$ Initial Value n = 0								
[Description]	This command specifies position alignment for all data in one line in standard mode, using n as follows: <table border="1" data-bbox="473 871 986 1012"> <thead> <tr> <th>n</th> <th>Alignment</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>Left alignment</td> </tr> <tr> <td>1</td> <td>Center alignment</td> </tr> <tr> <td>2</td> <td>Right alignment</td> </tr> </tbody> </table> <p>This command has no effect in page mode.</p>	n	Alignment	0	Left alignment	1	Center alignment	2	Right alignment
n	Alignment								
0	Left alignment								
1	Center alignment								
2	Right alignment								

ESC c 3 n

[Name]	Select paper sensor(s) to output paper-end signals.			
[Format]	ASCII	ESC	c	3 n
	Hex.	1B	63	33 n
	Decimal	27	99	51 n
[Range]	Specification: $0 \leq n \leq 3$ Initial Value n = 0			
[Description]	Selects paper out detector that outputs a paper out signal when paper has run out.			
	Bit	Function	"0"	"1"
	7	Undefined		
	6	Undefined		
	5	Undefined		
	4	Undefined		
	3	Undefined		
	2	Undefined		
	1	Paper roll near end detector	Invalid	Valid
	0	Paper roll near end detector	Invalid	Valid

ESC c 4 n

[Name]	Select paper sensor(s) to stop printing.			
[Format]	ASCII	ESC	c	4 n
	Hex.	1B	63	34 n
	Decimal	27	99	52 n
[Range]	Specification: $0 \leq n \leq 3$ Initial Value n = 0			
[Description]	Selects the paper out detector to stop printing when paper has run out.			
	Bit	Function	"0"	"1"
	7	Undefined		
	6	Undefined		
	5	Undefined		
	4	Undefined		
	3	Undefined		
	2	Undefined		
	1	Paper roll near end detector	Invalid	Valid
	0	Paper roll near end detector	Invalid	Valid

ESC c 5 n

[Name]	Enable/disable panel buttons			
[Format]	ASCII	ESC	c	5 n
	Hex.	1B	63	35 n

	Decimal 27 99 53 n
[Range]	Specification: $0 \leq n \leq 255$ Initial Value n = 0
[Description]	Toggles the panel switches between enabled and disabled. <ul style="list-style-type: none"> ● Enables panel switches when n = <*****0>B. ● Disables panel switches when n = <*****1>B. ● n is effective only when it is the lowest bit. ● When disabled, all panel switches are disabled.

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]	Prints the data in the print buffer and performs a paper feed of n lines. <ul style="list-style-type: none"> ● Sets the print position to the beginning of the next line after printing. ● Paper is fed approximately 150 mm if the [n x basic calculated pitch] exceeds approximately 150 mm (5.9 inches).

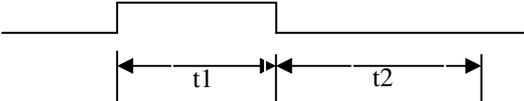
ESC i

[Name]	Full cut.
[Format]	ASCII ESC i Hex. 1B 69 Decimal 27 105
[Range]	N/A
[Description]	This command executes a full cut of the paper in standard mode

ESC m

[Name]	Partial cut.		
[Format]	ASCII	ESC	m
	Hex.	1B	6D
	Decimal	27	109
[Range]	N/A		
[Description]	This command executes a partial cut of the paper with one point uncut in standard mode.		

ESC p m t1 t2

[Name]	General pulse.											
[Format]	ASCII	ESC	p	m	t1	t2						
	Hex.	1B	70	m	t1	t2						
	Decimal	27	112	m	t1	t2						
[Range]	$0 \leq m \leq 1, 48 \leq m \leq 49$ $0 \leq t1 \leq 255$ $0 \leq t2 \leq 255$											
[Description]	<p>This outputs a signal specified by t1 and t2 to the connector pin specified by m.</p> <p>Drawer kick on time is set to $t1 \times 2$ ms; off time is set to $t2 \times 2$ ms.</p> <table border="1" data-bbox="502 904 1085 999"> <thead> <tr> <th>m</th> <th>Connector Pin</th> </tr> </thead> <tbody> <tr> <td>0, 48</td> <td>Drawer kick connector pin #2</td> </tr> <tr> <td>1, 49</td> <td>Drawer kick connector pin #5</td> </tr> </tbody> </table>  <p>The diagram shows a signal line that transitions from a low state to a high state. The duration of the high state is labeled as t1. After the high state, the signal transitions back to a low state, and the duration of this low state is labeled as t2.</p>						m	Connector Pin	0, 48	Drawer kick connector pin #2	1, 49	Drawer kick connector pin #5
m	Connector Pin											
0, 48	Drawer kick connector pin #2											
1, 49	Drawer kick connector pin #5											

ESC t n

[Name]	Select character code table.		
[Format]	ASCII	ESC t n	
	Hex.	1B 74 n	
	Decimal	27 116 n	
[Range]	0 ≤ n ≤ 8 Initial Value n = 0		
[Description]	Select page n of the character code table.		
	n	Character set	
	0	CP-437	
	1	Katakana	
	2	CP-850	
	3	CP-852	
	4	CP-860	
	5	CP-863	
	6	CP-865	
	7	CP-1252	
	8	User Define	

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 Initial Value n = 0		
[Description]	<p>Specifies or cancels upside-down printing.</p> <ul style="list-style-type: none"> ● Cancels upside-down printing when n = <*****0>H. ● Specifies upside-down printing when n = <*****1>H. ● n is effective only when it is the lowest bit. ● This command is effective only when input at the top of the line when standard mode is being used. ● This command has no affect in page mode. In page mode, this command is only effective for the setting. ● Upside-down printing rotates line data 180 degrees. 		
	n	Upside-down mode	
	0	Turned off	
	1	Turned on	

FS p n m

[Name]	Print NV bit image.															
[Format]	<table> <tr> <td>ASCII</td> <td>FS</td> <td>p</td> <td>n</td> <td>m</td> </tr> <tr> <td>Hex.</td> <td>1C</td> <td>70</td> <td>n</td> <td>m</td> </tr> <tr> <td>Decimal</td> <td>28</td> <td>112</td> <td>n</td> <td>m</td> </tr> </table>	ASCII	FS	p	n	m	Hex.	1C	70	n	m	Decimal	28	112	n	m
ASCII	FS	p	n	m												
Hex.	1C	70	n	m												
Decimal	28	112	n	m												
[Range]	$1 \leq n \leq 255$ $0 \leq m \leq 3, 48 \leq m \leq 51$															
[Description]	<p>Prints NV bit image n using mode m.</p> <table border="1"> <thead> <tr> <th>m</th> <th>Mode</th> </tr> </thead> <tbody> <tr> <td>0, 48</td> <td>Normal</td> </tr> <tr> <td>1, 49</td> <td>Double-width</td> </tr> <tr> <td>2, 50</td> <td>Double-height</td> </tr> <tr> <td>3, 51</td> <td>Quadruple</td> </tr> </tbody> </table> <ul style="list-style-type: none"> ● n specifies the NV bit image number. ● m specifies the bit-image mode. ● NV bit image is a bit image defined in non-volatile memory by FS q and printed by this command. ● This command is ignored when the specified NV bit image n is undefined. ● This command is effective only when no data exists in the print buffer in standard mode. 	m	Mode	0, 48	Normal	1, 49	Double-width	2, 50	Double-height	3, 51	Quadruple					
m	Mode															
0, 48	Normal															
1, 49	Double-width															
2, 50	Double-height															
3, 51	Quadruple															

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

[Name]	Define 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]	$1 \leq n \leq 255$ $1 \leq (xL + xH \times 256) \leq 54$ ($0 \leq xL \leq 54, xH=0$) for 2 inch $1 \leq (xL + xH \times 256) \leq 72$ ($0 \leq xL \leq 72, xH=0$) for 3 inch $1 \leq (yL + yH \times 256) \leq 96$ ($0 \leq yL \leq 96, yH=0$) $0 \leq d \leq 255$ $k = (xL + xH \times 256) \times (yL + yH \times 256) \times 8$
[Description]	Defines the specified NV bit image. <ul style="list-style-type: none"> ● n specifies the number of NV bit images to define. ● xL and xH specify the horizontal direction for one NV bit image ($xL + xH \times 256$) x 8 dots. ● yL and yH specify the vertical direction for one NV bit image ($yL + yH \times 256$) x 8 dots. <div style="text-align: center;"> <p>For xL = 64, xH = 0, yL = 96, yH = 0 $(xL + xH \times 256) \times 8 \text{ dot} = 512 \text{ dots}$</p> <p>$(yL + yH \times 256) \times 8 \text{ dot} = 768 \text{ dots}$</p> </div>

GS ! n

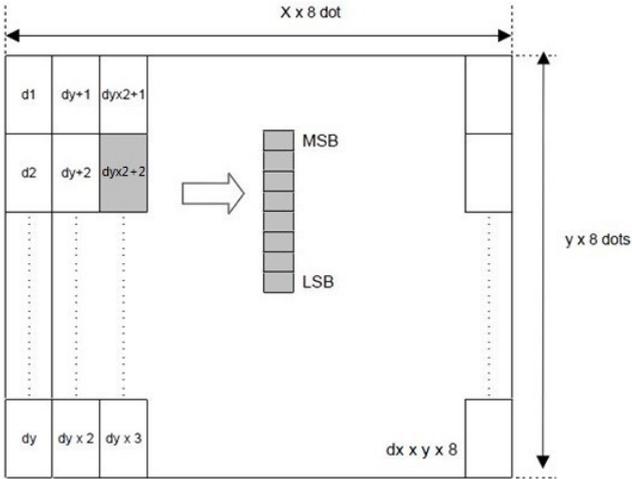
[Name]	Select character size.																																																																					
[Format]	<table> <tr> <td>ASCII</td> <td>GS</td> <td>!</td> <td>n</td> </tr> <tr> <td>Hex.</td> <td>1D</td> <td>21</td> <td>n</td> </tr> <tr> <td>Decimal</td> <td>29</td> <td>33</td> <td>n</td> </tr> </table>	ASCII	GS	!	n	Hex.	1D	21	n	Decimal	29	33	n																																																									
ASCII	GS	!	n																																																																			
Hex.	1D	21	n																																																																			
Decimal	29	33	n																																																																			
[Range]	$0 \leq n \leq 255$ $(1 \leq \text{Vertical enlargement} \leq 8, 1 \leq \text{Horizontal enlargement} \leq 8)$ Initial Value n = 0																																																																					
[Description]	<p>This command selects the character height and width using bits 0 to 3, and bits 4 to 7 respectively as follows:</p> <table border="1"> <thead> <tr> <th>Bit</th> <th>Function</th> <th>Setting</th> </tr> </thead> <tbody> <tr> <td>0</td> <td rowspan="4">Specifies the number of times normal font size in the vertical direction</td> <td rowspan="4">Refer to Table 2 [Enlarged in vertical direction]</td> </tr> <tr> <td>1</td> </tr> <tr> <td>2</td> </tr> <tr> <td>3</td> </tr> <tr> <td>4</td> <td rowspan="4">Specifies the number of times normal font size in the horizontal direction</td> <td rowspan="4">Refer to Table 1 [Enlarged in horizontal direction]</td> </tr> <tr> <td>5</td> </tr> <tr> <td>6</td> </tr> <tr> <td>7</td> </tr> </tbody> </table> <p>Table 1 [Enlarged in horizontal direction]</p> <table border="1"> <thead> <tr> <th>Hex</th> <th>Decimal</th> <th>Enlargement</th> </tr> </thead> <tbody> <tr> <td>00</td> <td>0</td> <td>1 time(standard)</td> </tr> <tr> <td>10</td> <td>16</td> <td>2 times</td> </tr> <tr> <td>20</td> <td>32</td> <td>3 times</td> </tr> <tr> <td>30</td> <td>48</td> <td>4 times</td> </tr> <tr> <td>40</td> <td>64</td> <td>5 times</td> </tr> <tr> <td>50</td> <td>80</td> <td>6 times</td> </tr> <tr> <td>60</td> <td>96</td> <td>7 times</td> </tr> <tr> <td>70</td> <td>112</td> <td>8 times</td> </tr> </tbody> </table> <p>Table 2 [Enlarged in vertical direction]</p> <table border="1"> <thead> <tr> <th>Hex</th> <th>Decimal</th> <th>Enlargement</th> </tr> </thead> <tbody> <tr> <td>00</td> <td>0</td> <td>1 time(standard)</td> </tr> <tr> <td>01</td> <td>1</td> <td>2 times</td> </tr> <tr> <td>02</td> <td>2</td> <td>3 times</td> </tr> <tr> <td>03</td> <td>3</td> <td>4 times</td> </tr> <tr> <td>04</td> <td>4</td> <td>5 times</td> </tr> <tr> <td>05</td> <td>5</td> <td>6 times</td> </tr> <tr> <td>06</td> <td>6</td> <td>7 times</td> </tr> <tr> <td>07</td> <td>7</td> <td>8 times</td> </tr> </tbody> </table>	Bit	Function	Setting	0	Specifies the number of times normal font size in the vertical direction	Refer to Table 2 [Enlarged in vertical direction]	1	2	3	4	Specifies the number of times normal font size in the horizontal direction	Refer to Table 1 [Enlarged in horizontal direction]	5	6	7	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	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
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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]	$0 \leq nL \leq 255, 0 \leq nH \leq 255,$
[Description]	<p>Specifies the character vertical direction position for the data expansion starting position using the absolute position based on the starting point in page mode. The position of the character vertical direction for the next data expansion starting position is the position specified by $[(nL + nH \times 256) \times \text{basic calculated pitch}]$ from the starting point.</p> <ul style="list-style-type: none"> ● When not in page mode, this command is ignored. ● Specifications for absolute positions that exceed the specified print range are ignored.

GS * X Y [d1...d(X x Y x 8)]

[Name]	Define download bit images.
[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]	$1 \leq X \leq 54$ (for 2 inch) $1 \leq X \leq 72$ (for 3 inch) $1 \leq Y \leq 96$ $0 \leq d \leq 255$
[Description]	Defines the download bit image of the number of dots specified by X and Y. <ul style="list-style-type: none"> ● X specifies the number of bytes in the horizontal direction. ● Y specifies the number of bytes in the vertical direction. ● Horizontal direction dot count is X x 8 dots; Vertical direction dot count is Y x 8 dots ● d indicates the bit-image data. Bits that correspond to the dots to print are 1, and the bits that correspond to the dots that are not printed are 0.



GS (A pL pH n m

[Name]	Execute test print.														
[Format]	ASCII GS (A pL pH n m Hex. 1D 28 41 pL pH n m Decimal 29 40 65 pL pH n m														
[Range]	{pL+ (pH×256) } = 2 (pL = 2,pH = 0) 0 ≤ n ≤ 2 , 48 ≤ n ≤ 50 2 ≤ m ≤ 3 , 50 ≤ m ≤ 51														
[Description]	<p>Executes the specified test print. The following command is ignored in page mode.</p> <p>Specifies the parameter count following pL and pH in (pL + (pH x 256)) bytes. n specifies the paper to be tested.</p> <table border="1" data-bbox="510 600 1085 730"> <tr> <td>n</td> <td>Paper Type</td> </tr> <tr> <td>0 , 48</td> <td>Basic sheet (paper roll)</td> </tr> <tr> <td>1 , 49</td> <td>Paper Roll</td> </tr> <tr> <td>2 , 50</td> <td></td> </tr> </table> <p>m specifies a test pattern..</p> <table border="1" data-bbox="510 791 1085 885"> <tr> <td>m</td> <td>Type of Test Print</td> </tr> <tr> <td>2 , 50</td> <td>Printer Status (Self Print)</td> </tr> <tr> <td>3 , 51</td> <td>Rolling Pattern Print</td> </tr> </table>	n	Paper Type	0 , 48	Basic sheet (paper roll)	1 , 49	Paper Roll	2 , 50		m	Type of Test Print	2 , 50	Printer Status (Self Print)	3 , 51	Rolling Pattern Print
n	Paper Type														
0 , 48	Basic sheet (paper roll)														
1 , 49	Paper Roll														
2 , 50															
m	Type of Test Print														
2 , 50	Printer Status (Self Print)														
3 , 51	Rolling Pattern Print														

GS (K pL pH n m

[Name]	Set print density.
[Format]	ASCII GS (A pL pH n m Hex. 1D 28 4B pL pH n m Decimal 29 40 75 pL pH n m
[Range]	{pL+ (pH×256) } = 2 (pL = 2,pH = 0) n = 49 250 ≤ m ≤ 255, 0 ≤ m ≤ 6 Initial Value m = 0

[Description]	Sets print density..	
	m	Print Density
	250	0.7
	251	0.7
	252	0.8
	253	0.8
	254	0.9
	255	0.9
	0	1.0
	1	1.1
	2	1.1
	3	1.2
	4	1.2
	5	1.3
	6	1.3

GS / m

[Name]	Print downloaded bit image.		
[Format]	ASCII	GS / m	
	Hex.	1D 2F m	
	Decimal	29 47 m	
[Range]	$0 \leq m \leq 3, 48 \leq m \leq 51$		
[Description]	This command prints the downloaded bit image defined by GS * according to the mode denoted by m.		
	m	Mode	Vertical dot density(DPI)
	0 , 48	Normal	203
	1 , 49	Double-width	101
	2 , 50	Double-height	203
	3 , 51	Quadruple	101

GS B n

[Name]	Turn white/black reverse printing mode on/off
--------	---

[Format]	ASCII GS B n Hex. 1D 42 n Decimal 29 66 n
[Range]	$0 \leq n \leq 255$ Initial Value n = 0
[Description]	Specifies or cancels black and white inverted printing. <ul style="list-style-type: none"> ● Cancels black and white inverted printing when n = <*****0>B. ● Specifies black and white inverted printing when n = <*****1>B. ● n is effective only when it is the lowest bit. ● Internal characters and download characters are targeted for black and white inverted printing. ● This command is effective for ANK and Chinese characters.

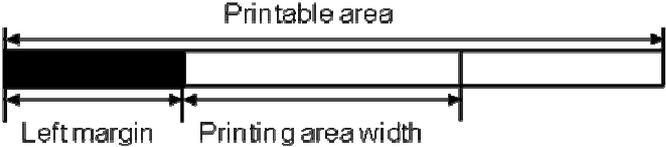
GS H n

[Name]	Select printing position of HRI characters.										
[Format]	ASCII GS H n Hex. 1D 48 n Decimal 29 72 n										
[Range]	$0 \leq n \leq 3, 48 \leq n \leq 51$ Initial Value n = 0										
[Description]	Selects the printing position of HRI characters when printing bar codes. <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>m</th> <th>Printing Position</th> </tr> </thead> <tbody> <tr> <td>0, 48</td> <td>No print</td> </tr> <tr> <td>1, 49</td> <td>Above bar code</td> </tr> <tr> <td>2, 50</td> <td>Below bar code</td> </tr> <tr> <td>3, 51</td> <td>Above and below bar code(both)</td> </tr> </tbody> </table>	m	Printing Position	0, 48	No print	1, 49	Above bar code	2, 50	Below bar code	3, 51	Above and below bar code(both)
m	Printing Position										
0, 48	No print										
1, 49	Above bar code										
2, 50	Below bar code										
3, 51	Above and below bar code(both)										

GS I n

[Name]	Transmit printer ID.		
[Format]	ASCII	GS	I n
	Hex.	1D	49 n
	Decimal	29	73 n
[Range]	$1 \leq n \leq 3, 49 \leq n \leq 51, 65 \leq n \leq 69$		
[Description]	Transmits the printer ID specified by n as follows:		
	n	Printer ID Type	Specifications
	1, 49	Model ID	MB-1030 or MP-1060
	2, 50	Type ID	1030-XX or 1060-XX
	3, 51	ROM Version ID	Depends on the ROM version
	65	Firmware Version	Depends on the firmware version
	66	Manufacturer Name	MB-1030 System or MP-1060 System
	67	Model Name	MB-1030 or MP-1060
	68	Serial Number	Depends on the serial number
	69	Chinese Character Types	Taiwan Language Characters: TW_BIG5 Japanese Language Characters: JP_SJIS Chinese Language Characters: CN_GB2312 Korean Language Characters: KO_EUC-KR

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]	$0 \leq nL \leq 255, 0 \leq nH \leq 255$ Initial Value (nL + nH x 256)=0 (nL=0, nH=0)
[Description]	nL and nH set the specified left margin. The left margin is [(nL + nH x 256) x basic calculated pitch]. 

GS P x y

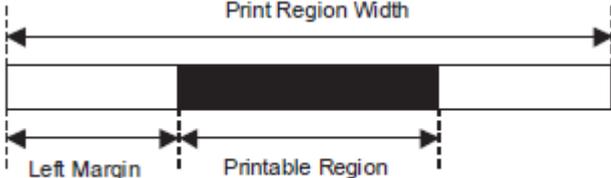
[Name]	Set basic calculated pitch.
[Format]	ASCII GS P x y Hex. 1D 50 x y Decimal 29 80 x y
[Range]	$0 \leq x \leq 255$ $0 \leq y \leq 255$ Initial Value x = 203, y = 203: EPSON targeted model print head 203 DPI
[Description]	Sets the horizontal basic calculated pitch to approximately 25.4/xmm [(1/x) inch], and the vertical basic calculated pitch to approximately 25.4/ymm [(1/y) inch]. x = 0: Returns the horizontal basic calculated pitch to its default value. y = 0: Returns the vertical basic calculated pitch to its default value.

GS V m

[Name]	Cut paper.
[Format]	ASCII GS V m (n)

	Hex. 1D 56 m (n) Decimal 29 86 m (n)										
[Range]	m = 0,1,48,49,65,66 0 ≤ n ≤ 255										
[Description]	Executes specified paper cut. <table border="1" style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>m</th> <th>Function</th> </tr> </thead> <tbody> <tr> <td>0, 48</td> <td>Full cut</td> </tr> <tr> <td>1, 49</td> <td>Partial cut (one point uncut)</td> </tr> <tr> <td>65</td> <td>Feeds paper to (cutting position + [n x basic calculated pitch]) and performs a full cut</td> </tr> <tr> <td>66</td> <td>Feeds paper to (cutting position + [n x basic calculated pitch]) and performs a partial cut (one point uncut)</td> </tr> </tbody> </table>	m	Function	0, 48	Full cut	1, 49	Partial cut (one point uncut)	65	Feeds paper to (cutting position + [n x basic calculated pitch]) and performs a full cut	66	Feeds paper to (cutting position + [n x basic calculated pitch]) and performs a partial cut (one point uncut)
m	Function										
0, 48	Full cut										
1, 49	Partial cut (one point uncut)										
65	Feeds paper to (cutting position + [n x basic calculated pitch]) and performs a full cut										
66	Feeds paper to (cutting position + [n x basic calculated pitch]) and performs a partial cut (one point uncut)										

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 ≤ nL ≤ 255, 0 ≤ nH ≤ 255
[Description]	<ul style="list-style-type: none"> ● Sets the print region width specified by nL and nH. ● Print region width is [(nL + nH x 256) x basic calculated pitch]. ● [(nL + nH x 256) x basic calculated pitch] ≥ 24.  <p>The diagram shows a horizontal line representing the print area. A double-headed arrow above the line is labeled 'Print Region Width' and spans the entire length of the line. Below the line, a double-headed arrow is labeled 'Printable Region' and spans a portion of the line, starting from a vertical dashed line on the left. To the left of this dashed line, another double-headed arrow is labeled 'Left Margin' and spans the distance from the left edge of the line to the dashed line.</p>

GS \ nL nH

[Name]	Set relative vertical print position in page mode.
[Format]	ASCII GS \ nL nH Hex. 1D 5C nL nH Decimal 29 92 nL nH
[Range]	$0 \leq nL \leq 255$ $0 \leq nH \leq 255$
[Description]	Specifies the character vertical direction position for the data expansion starting position using the relative position based on the current point in page mode. This sets the position moved from the current position to [(nL + nH x 256) x basic calculated pitch] for the next data expanding starting position. <ul style="list-style-type: none"> ● When not in page mode, this command is ignored.

GS a n

[Name]	Enable/disable Automatic Status Back (ASB).
[Format]	ASCII GS a n Hex. 1D 61 n Decimal 29 97 n
[Range]	$0 \leq n \leq 255$ Initial Value n = 0

[Description]	Selects the statuses that are targeted for transmission with the automatic status function (ASB: Automatic Status Back).			
	Bits	Statuses Targeted for ASB	“0”	“1”
	7	Undefined	---	---
	6	Undefined	---	---
	5	Undefined	---	---
	4	Undefined	---	---
	3	Continuous Paper Detector	Invalid	Valid
	2	Error	Invalid	Valid
	1	ONLINE/OFFLINE Status	Invalid	Valid
	0	Drawer kick connector pin #3	Invalid	Valid
The printer information transmitted is comprised of 4 bytes as follows:				
First byte(printer information)				
Bit	Off/On	Hex	Decimal	Function
7	Off	00	0	Not used. Fixed to Off
6	Off	00	0	Paper is not being fed by the paper feed button
	On	40	64	Paper is being fed by the paper feed button
5	Off	00	0	Cover is close
	On	20	32	Cover is open
4	On	10	16	Not used. Fixed to On
3	Off	00	0	On-line
	On	08	8	Off-line
2	Off	00	0	Drawer kick-out connector pin 3 is LOW
	On	04	4	Drawer kick-out connector pin 3 is HIGH
1	Off	00	0	Not used. Fixed to Off
0	Off	00	0	Not used. Fixed to Off
Second byte(printer information)				
Bit	Off/On	Hex	Decimal	Function
7	Off	00	0	Not used. Fixed to Off

6	Off	00	0	Not used. Fixed to Off
5	Off	00	0	Not used. Fixed to Off
4	Off	00	0	Not used. Fixed to Off
3	On	08	8	Not used. Fixed to Off
2	On	04	4	Not used. Fixed to Off
1	On	02	2	Not used. Fixed to Off
0	On	01	1	Not used. Fixed to Off
Third byte (paper sensor information)				
Bit	Off/On	Hex	Decimal	Function
7	Off	00	0	Not used. Fixed to Off
6	Off	00	0	Not used. Fixed to Off
5	Off	00	0	Not used. Fixed to Off
4	On	00	0	Not used. Fixed to Off
2,3	Off	00	0	Paper end sensor: paper present
	On	0C	12	Paper end sensor: no paper present
0,1	Off	00	0	Paper near end sensor: paper adequate
	On	03	3	Paper near end sensor: paper near end
Fourth byte (paper sensor information)				
Bit	Off/On	Hex	Decimal	Function
7	Off	00	0	Not used. Fixed to Off
6	Off	00	0	Black mark sensor status
5	Off	00	0	Not used. Fixed to Off
4	Off	00	0	Not used. Fixed to Off
3	On	08	8	Not used. Fixed to On
2	On	04	4	Not used. Fixed to On
1	On	02	2	Not used. Fixed to On
0	On	01	1	Not used. Fixed to On

GS f n

[Name]	Select font for HRI characters.								
[Format]	ASCII	GS	f n						
	Hex.	1D	66 n						
	Decimal	29	102 n						
[Range]	n = 0,1,48,49 Initial Value n = 0								
[Description]	Selects the HRI character font when printing bar codes.								
	<table border="1"> <thead> <tr> <th>n</th> <th>Font</th> </tr> </thead> <tbody> <tr> <td>0, 48</td> <td>Selects Font A (12 x 24).</td> </tr> <tr> <td>1, 49</td> <td>Selects Font B (9 x 17).</td> </tr> </tbody> </table>			n	Font	0, 48	Selects Font A (12 x 24).	1, 49	Selects Font B (9 x 17).
n	Font								
0, 48	Selects Font A (12 x 24).								
1, 49	Selects Font B (9 x 17).								

GS h n

[Name]	Set bar code height.		
[Format]	ASCII	GS	h n
	Hex.	1D	68 n
	Decimal	29	104 n
[Range]	1 ≤ n ≤ 255 Initial Value n = 162		
[Description]	Sets bar code height to n dots.		

1. GS k m d1 ... dk NUL.

2. GS k m n d1 ... dk

[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...dk Hex. 1D 6B m n d1...dk Decimal 29 107 m n d1...dk						
[Range]	1. $0 \leq m \leq 6$ The definition region of k and d differ according to the bar code type. 2. $65 \leq m \leq 73$ The definition region of n and d differ according to the bar code type.						
[Description]	Selects bar code type and prints bar codes. 1: <table border="1"> <tr> <td>m</td> <td>Bar Code Type</td> <td>Defined region of k</td> <td>Defined region of d</td> </tr> </table>			m	Bar Code Type	Defined region of k	Defined region of d
m	Bar Code Type	Defined region of k	Defined region 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 (EAN13)	$12 \leq k \leq 13$	$48 \leq d \leq 57$
3	JAN8 (EAN8)	$7 \leq k \leq 8$	$48 \leq d \leq 57$
4	CODE39	$1 \leq k \leq 255$	$48 \leq d \leq 57, 65 \leq d \leq 90,$ 32, 36, 37, 43, 45, 46, 47
5	ITF	$2 \leq k \leq 254$ (However, this is an even number.)	$48 \leq d \leq 57$
6	CODABAR	$1 \leq k \leq 255$	$48 \leq d \leq 57, 65 \leq d \leq 68,$ 36, 43, 45, 46, 47, 58

2:

m	Bar Code Type	Defined region of n	Defined region 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 (EAN13)	$12 \leq n \leq 13$	$48 \leq d \leq 57$
68	JAN8 (EAN8)	$7 \leq n \leq 8$	$48 \leq d \leq 57$
69	CODE39	$1 \leq n \leq 255$	$48 \leq d \leq 57, 65 \leq d \leq 90,$ 32, 36, 37, 43, 45, 46, 47
70	ITF	$2 \leq n \leq 254$ (However, this is an even number.)	$48 \leq d \leq 57$
71	CODABAR	$1 \leq n \leq 255$	$48 \leq d \leq 57, 65 \leq d \leq 68,$ 36, 43, 45, 46, 47, 58
72	CODE93	$1 \leq n \leq 255$	$0 \leq d \leq 127$
73	CODE128	$2 \leq n \leq 255$	$0 \leq d \leq 127$

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]	Sends the specified status. Detector Status (n=1,49)			
	Bit	Status	"0"	"1"
	7	Fixed at 0		
	6	Undefined		
	5	Undefined		
	4	Fixed at 0		
	3	Paper roll end detector	Has Paper	Paper out
	2	Paper roll end detector	Has Paper	Paper out
	1	Paper roll near end detector	Has Paper	Paper out
	0	Paper roll near end detector	Has Paper	Paper out
	Drawer Kick Connector Status (n=2,50)			
	Bit	Status	"0"	"1"
	7	Fixed at 0		
	6	Undefined		
	5	Undefined		
	4	Fixed at 0		
	3	Undefined		
	2	Undefined		
	1	Undefined		
	0	Drawer kick connector pin #3	"L"	"H"

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]	m = 0, m = 48 0 ≤ xL ≤ 54(for 2 inch) 0 ≤ xL ≤ 72(for 3 inch)										

GS w n

[Name]	Set bar code width.		
[Format]	ASCII	GS	w n
	Hex.	1D	77 n
	Decimal	29	119 n
[Range]	1 ≤ n ≤ 6 Initial Value n = 2		
[Description]	Sets the bar code horizontal size.		
	n	Multi-level Bar Code Module Width [mm]	Binary Level Bar Code Fine Element Width[mm] Thick Element Width[mm]
	1	0.141	0.141 0.423
	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

TWO-DIMENSIONAL BAR CODE COMMAND DETAILS

DC2 ; n

[Name]	QR Code Module Size Set		
[Format]	ASCII	DC	; n
	Hex.	12	3B n
	Decimal	18	59 n
[Range]	2 ≤ n ≤ 16 Initial Value n = 2		
[Description]	Specifies a module size of QR Code and Data Matrix. n: The number of dots for one side of the module size.		

GS p 1

[Name]	QR Code Print																		
[Format]	<p>ASCII GS p 1 model e v mode nl nh [data] Hex. 1D 70 01 model e v mode nl nh [data] Decimal 29 112 01 model e v mode nl nh [data]</p>																		
[Range]	<p>model=01, 02 e=4Ch, 4Dh, 51h, 48h 0, 1 ≤ v ≤ 40 mode=4Eh, 41h, 42h, 4Bh, 4Dh 1 ≤ nh × 256 + nl ≤ 7089</p>																		
[Description]	<p>Prints QRCode data based on the specified contents.</p> <p>model: Specifies a model</p> <p>e: Selects an error correction level. 'L' (4CH), 'M' (4DH), 'Q' (51H), 'H' (48H)</p> <p>v: =0: Automatic selection (A version is automatically selected depending on the number of input data.) 1 ≤ v ≤ 40 Fixed version (up to 14 for model-1)</p> <p>mode: Specifies a mode of data.</p> <table border="1"> <thead> <tr> <th>Mode</th> <th>Hexadecimal</th> <th>Mode</th> </tr> </thead> <tbody> <tr> <td>N</td> <td>4E</td> <td>Numerical mode</td> </tr> <tr> <td>A</td> <td>41</td> <td>Alphanumeric mode</td> </tr> <tr> <td>B</td> <td>42</td> <td>8-bit byte mode</td> </tr> <tr> <td>K</td> <td>4B</td> <td>Kanji mode</td> </tr> <tr> <td>M</td> <td>4D</td> <td>Mixed mode</td> </tr> </tbody> </table> <p>nl, nh: Specifies the number of data.</p> <p>Data: Kanji data of the QRCode data should be set by Shift JIS code.</p>	Mode	Hexadecimal	Mode	N	4E	Numerical mode	A	41	Alphanumeric mode	B	42	8-bit byte mode	K	4B	Kanji mode	M	4D	Mixed mode
Mode	Hexadecimal	Mode																	
N	4E	Numerical mode																	
A	41	Alphanumeric mode																	
B	42	8-bit byte mode																	
K	4B	Kanji mode																	
M	4D	Mixed mode																	

KANJI CONTROL COMMAND DETAILS

FS ! n

[Name]	Set print mode(s) for Kanji characters.																																						
[Format]	ASCII	FS	! n																																				
	Hex.	1C	21 n																																				
	Decimal	28	33 n																																				
[Range]	0 ≤ n ≤ 255 Initial Value n = 0																																						
[Description]	Batch specifies the Kanji character print mode.																																						
	<table border="1"> <thead> <tr> <th>Bit</th> <th>Function</th> <th>"0"</th> <th>"1"</th> </tr> </thead> <tbody> <tr> <td>7</td> <td>Underline</td> <td>Off</td> <td>On</td> </tr> <tr> <td>6</td> <td>Undefined</td> <td></td> <td></td> </tr> <tr> <td>5</td> <td>Undefined</td> <td></td> <td></td> </tr> <tr> <td>4</td> <td>Undefined</td> <td></td> <td></td> </tr> <tr> <td>3</td> <td>Double tall expanded</td> <td>Off</td> <td>On</td> </tr> <tr> <td>2</td> <td>Expanded wide</td> <td>Off</td> <td>On</td> </tr> <tr> <td>1</td> <td>Undefined</td> <td></td> <td></td> </tr> <tr> <td>0</td> <td>Undefined</td> <td></td> <td></td> </tr> </tbody> </table>			Bit	Function	"0"	"1"	7	Underline	Off	On	6	Undefined			5	Undefined			4	Undefined			3	Double tall expanded	Off	On	2	Expanded wide	Off	On	1	Undefined			0	Undefined		
Bit	Function	"0"	"1"																																				
7	Underline	Off	On																																				
6	Undefined																																						
5	Undefined																																						
4	Undefined																																						
3	Double tall expanded	Off	On																																				
2	Expanded wide	Off	On																																				
1	Undefined																																						
0	Undefined																																						

FS &

[Name]	Select Kanji character mode.		
[Format]	ASCII	FS	&
	Hex.	1C	26
	Decimal	28	38
[Range]	N/A		
[Description]	Specifies Kanji character mode.		

FS - n

[Name]	Turn underline mode on/off for Kanji characters			
[Format]	ASCII	FS	-	n
	Hex.	1C	2D	n
	Decimal	28	45	n
[Range]	$0 \leq n \leq 2, 48 \leq n \leq 50$			
[Description]	Specifies or cancels Kanji character underlines.			
	n	Function		
	0,48	Cancels Kanji character underline		
	1,49	Sets to one-dot width Kanji character underline and specifies Kanji character underlines.		
	2,50	Sets to two-dot width Kanji character underline and cancels Kanji character underlines.		

FS .

[Name]	Cancel Kanji character mode.		
[Format]	ASCII	FS	.
	Hex.	1C	2E
	Decimal	28	46
[Range]	N/A		
[Description]	Cancels Kanji character mode.		

FS S n1 n2

[Name]	Set Kanji character spacing				
[Format]	ASCII	FS	S	n1	n2
	Hex.	1C	53	n1	n2
	Decimal	28	83	n1	n2
[Range]	$0 \leq n1 \leq 255, 0 \leq n2 \leq 255$ Initial Value $n1 = 0, n2 = 0$				
[Description]	Sets the Kanji character space amount and right space amount.				
	<ul style="list-style-type: none"> ● Left space amount: $n1 \times$ (basic calculated pitch) ● Right space amount: $n2 \times$ (basic calculated pitch) 				

FS W n

[Name]	Turn quadruple-size mode on/off for Kanji characters.												
[Format]	<table> <tr> <td>ASCII</td> <td>FS</td> <td>W</td> <td>n</td> </tr> <tr> <td>Hex.</td> <td>1C</td> <td>57</td> <td>n</td> </tr> <tr> <td>Decimal</td> <td>28</td> <td>87</td> <td>n</td> </tr> </table>	ASCII	FS	W	n	Hex.	1C	57	n	Decimal	28	87	n
ASCII	FS	W	n										
Hex.	1C	57	n										
Decimal	28	87	n										
[Range]	$0 \leq n \leq 255$ Initial Value n = 0												
[Description]	Specifies or cancels quadruple size Kanji character. <ul style="list-style-type: none"> ● Cancels quadruple size when n = <*****0>B. ● Specifies quadruple size when n = <*****1>B. ● n is effective only when it is the lowest bit. 												

LANGUAGES

CHAPTER

7

This chapter shows tables of character codes.

Note: All the tables only show the character configurations. They do not show the actual print pattern.

Sections include:

- Ank Code Page
- INTERNATIONAL CHARACTERS
- Japanese Language Codes (Shift-JIS Codes)
- Taiwanese Language Codes
- Simplified Chinese Language Codes
- Korean Language Codes

7-1 Ank Codes

CP-437

0	0123456789ABCDEF
1	
2	!"#\$%&'()*+,-./
3	0123456789:;<=>?
4	@ABCDEFGHIJKLMNO
5	PQRSTUVWXYZ[\]^_
6	`abcdefghijklmnopqrstuvwxyz
7	~
8	ÇüéáàâäçèéëïíîË
9	ÊëËôöóóúÿÓÜøƒ¥¶ƒ
A	áíóúñÑáº¿-½¼í«»
B	⌌
C	⌌
D	⌌
E	⌌
F	⌌
	αβΓ πΣαμτφθΩδωφεη
	≡±≥≤

CP-850

0	0123456789ABCDEF
1	
2	!"#\$%&'()*+,-./
3	0123456789:;<=>?
4	@ABCDEFGHIJKLMNO
5	PQRSTUVWXYZ[\]^_
6	`abcdefghijklmnopqrstuvwxyz
7	~
8	ÇüéáàâäçèéëïíîË
9	ÊëËôöóóúÿÓÜøƒØ×ƒ
A	áíóúñÑáº¿-½¼í«»
B	⌌
C	⌌
D	⌌
E	⌌
F	⌌
	øßÖöóóμβρÚÚÿŸ
	- ± ≥ ≤

CP-857

0	0123456789ABCDEF
1	
2	!"#\$%&'()*+,-./
3	0123456789:;<=>?
4	@ABCDEFGHIJKLMNO
5	PQRSTUVWXYZ[\]^_
6	`abcdefghijklmnopqrstuvwxyz
7	~
8	ÇüéáàâäçèéëïíîË
9	ÊëËôöóóúÿÓÜøƒØ×\$
A	áíóúñÑáº¿-½¼í«»
B	⌌
C	⌌
D	⌌
E	⌌
F	⌌
	øßÖöóóμβρÚÚÿŸ
	- ± ≥ ≤

CP-737

0	0123456789ABCDEF
1	
2	!"#\$%&'()*+,-./
3	0123456789:;<=>?
4	@ABCDEFGHIJKLMNO
5	PQRSTUVWXYZ[\]^_
6	`abcdefghijklmnopqrstuvwxyz
7	~
8	ΑΒΓΔΕΖΗΘΙΚΛΜΝΞΟΠ
9	ΡΣΤΥΦΧΨΩαβγδεζηθβ
A	ικλμνξοπρστυφχψ
B	⌌
C	⌌
D	⌌
E	⌌
F	⌌
	ωάέηίϊούυώΆΈΉΊΌΥ
	Ω±≥≤

CP-852

0	0123456789ABCDEF
1	
2	!"#\$%&'()*+,-./
3	0123456789:;<=>?
4	@ABCDEFGHIJKLMNO
5	PQRSTUVWXYZ[\]^_
6	`abcdefghijklmnopqrstuvwxyz
7	~
8	ÇüéáàâäçèéëïíîË
9	ÉËËôöóóúÿËÖÜŸ×ç
A	áíóúÀáâËËËËËËËËËË
B	⌌
C	⌌
D	⌌
E	⌌
F	⌌
	dðÈÈdNÍÈè-
	øßÖöóóμβρÚÚÿŸ
	- ± ≥ ≤

CP-860

0	0123456789ABCDEF
1	
2	!"#\$%&'()*+,-./
3	0123456789:;<=>?
4	@ABCDEFGHIJKLMNO
5	PQRSTUVWXYZ[\]^_
6	`abcdefghijklmnopqrstuvwxyz
7	~
8	ÇüéáàâäçèéëïíîË
9	ÉËËôöóóúÿËÖÜŸ×ç
A	áíóúñÑáº¿-½¼í«»
B	⌌
C	⌌
D	⌌
E	⌌
F	⌌
	αβΓ πΣαμτφθΩδωφεη
	≡±≥≤

7-2 International Characters

	23	24	40	5B	5C	5D	5E	60	7B	7C	7D	7E
U.S.A	#	\$	@	[\]	^	'	{		}	~
France	#	\$	à	°	Ç	§	^	'	é	ù	è	~
Germany	#	\$	ä	Ä	Ö	Ü	^	'	ä	ö	ü	ß
UK	£	\$	@	[\]	^	'	{		}	~
Denmark I	#	\$	@	Æ	Ø	Å	^	'	æ	ø	å	~
Sweden	#	¤	É	Ä	Ö	Å	Ü	é	ä	ö	å	ü
Italy	#	\$	@	°	\	é	^	ù	à	ò	è	ì
Spain	¤	\$	@	í	Ñ	¿	^	'	ñ	õ	ñ	~
Japan	#	\$	@	[¥]	^	'	{		}	~
Norway	#	¤	É	Æ	Ø	Å	Ü	é	æ	ø	å	ü
Denmark II	#	\$	É	Æ	Ø	Å	Ü	é	æ	ø	å	ü
Spain II	#	\$	á	í	Ñ	¿	é	'	í	ñ	ó	ú
Latin America	#	\$	á	í	Ñ	¿	é	ü	{		}	ú
Korea	#	\$	@	[₩]	^	'	{		}	~
Russia	#	\$	@	[\]	^	'	{		}	~
Slavonic	#	\$	@	[\]	^	'	{		}	~

7-3 Japanese Language Codes (Shift-JIS Codes)

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
8140		一	、	。	、	、	、	、	、	、	、	、	、	、	、	、
8150		、	、	、	、	、	、	、	、	、	、	、	、	、	、	、
8160		、	、	、	、	、	、	、	、	、	、	、	、	、	、	、
8170		、	、	、	、	、	、	、	、	、	、	、	、	、	、	、
8180		、	、	、	、	、	、	、	、	、	、	、	、	、	、	、
8190		、	、	、	、	、	、	、	、	、	、	、	、	、	、	、
81A0		、	、	、	、	、	、	、	、	、	、	、	、	、	、	、
81B0		、	、	、	、	、	、	、	、	、	、	、	、	、	、	、
81C0		、	、	、	、	、	、	、	、	、	、	、	、	、	、	、
81D0		、	、	、	、	、	、	、	、	、	、	、	、	、	、	、
81E0		、	、	、	、	、	、	、	、	、	、	、	、	、	、	、
81F0		、	、	、	、	、	、	、	、	、	、	、	、	、	、	、

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
8540																
8550																
8560																
8570																
8580																
8590																
85A0																
85B0																
85C0																
85D0																
85E0																
85F0																

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
8240																
8250		1	2	3	4	5	6	7	8	9						
8260		A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
8270		Q	R	S	T	U	V	W	X	Y	Z					
8280		a	b	c	d	e	f	g	h	i	j	k	l	m	n	o
8290		p	q	r	s	t	u	v	w	x	y	z				
82A0		あ	い	う	え	お	か	き	く	け						
82B0		げ	こ	さ	し	じ	ず	せ	そ	ただ						
82C0		ち	つ	づ	て	と	ど	な	ぬ	ね	の	は	ば	ぼ		
82D0		ひ	び	ふ	ぶ	へ	べ	ほ	ぼ	ま	み	む	め			
82E0		も	や	ゆ	よ	ら	り	る	れ	ろ	わ	わ	ゐ	ゑ		
82F0		を	ん													

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
8640																
8650																
8660																
8670																
8680																
8690																
86A0																
86B0																
86C0																
86D0																
86E0																
86F0																

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
8340		ア	アイ	イウ	ウエ	エオ	カ	ガ	キ	ク						
8350		ケ	ゲ	ゴ	サ	ザ	シ	ジ	ス	ズ	セ	ゼ	ソ	タ		
8360		チ	ツ	ツ	テ	ト	ナ	ニ	ヌ	ノ	ハ	バ				
8370		パ	ヒ	ビ	フ	ブ	ヘ	ベ	ホ	ボ	マ	ミ				
8380		ム	メ	モ	ヤ	ユ	ヨ	ラ	リ	ル	ロ	ワ				
8390		ヰ	ヱ	ヰ	ヱ	ヰ	ヱ	ヰ	ヱ	ヰ	ヱ	ヰ	A			
83A0		Β	Γ	Δ	Ε	Z	H	Θ	I	K	Λ	M	N	Ξ	Ο	Π
83B0		Σ	T	Υ	Φ	X	Ψ	Ω						α		
83C0		β	γ	δ	ε	ζ	η	θ	ι	κ	λ	μ	ν	ξ	ο	π
83D0		σ	τ	υ	φ	χ	ψ	ω								
83E0																
83F0																

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
8740																
8750																
8760																
8770																
8780																
8790																
87A0																
87B0																
87C0																
87D0																
87E0																
87F0																

0123456789ABCDEF
 8440 А Б В Г Д Е Ё Ж З И Й К Л М Н О
 8450 П Р С Т У Ф Х Ц Ч Ш Щ Ъ Ы Ъ Э Ю
 8460 Я
 8470 а б в г д е ё ж з и й к л м н
 8480 о п р с т у ф х ц ч ш щ ъ ы ь э
 8490 ю я
 84A0 | 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20
 84B0 | 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20
 84C0
 84D0
 84E0
 84F0

0123456789ABCDEF
 8940 院陰隱顛吋右宇烏羽汪兩卯鴉窺丑確
 8950 白渦墟頃嶺蔚鱗姥厥浦瓜閩嶓云連雲
 8960 荏韻飲宮嬰影映曳宋永泳洩瑛盈穎穎
 8970 英術詠銳液疫益駢悅謁越閱覆厭厭
 8980 圍堰奄宴延怨掩援沿演炎焰煙燕猿緣
 8990 艷苑蘭遠鉛鴛塢於汚塢凹央輿往庀押
 89A0 旺橫歐毆王翁嶺鶯鷗黃岡沖荻億屋憶
 89B0 臆桶壯乙俺卸恩溫穩音下化飯何伽伽
 89C0 佳加可嘉夏嫁家寡科暇果架歌河火珂
 89D0 禍禾稼箇花苟茄荷華菓蝦課嘩貨迥過
 89E0 霞蚊俄峨我牙面臥芽蛾賀雅餓駕介會
 89F0 解回塊壞迴快怪悔恢懷戒拐改

0123456789ABCDEF
 8A40 魁晦城海灰界皆繪芥蟹開階貝凱劾外
 8A50 咳害崖慨概涯碍蓋街該鎧骸淫霽蛙垣
 8A60 柿蛎鈎劇嚇各廓拈攢核殼獲確確窺窺
 8A70 角赫較郭閣隔革學岳樂額顛掛笠裡
 8A80 權梃鰈瀉割喝恰括活渴滑葛褐轄且鯉
 8A90 叶柁樺鞞株兜羈蒲釜鏗鏗鴨柏茅莖粥
 8AA0 刈刈瓦乾侃冠寒刊勸勸卷喚堪姦完官
 8AB0 寬干幹患感憤憾換換敢相桓檣款歎汗漢
 8AC0 潤灌環甘監看竿管簡緩迂翰肝臟莞韻
 8AD0 諫賞還鑑間閑閑階韓館館丸倉岸嶽玩
 8AE0 癌眼岩甌鷹雁頑顏願企伎危喜器基奇
 8AF0 嬉寄岐希幾忌揮机旗既期楨槩

0123456789ABCDEF
 8840
 8850
 8860
 8870
 8880
 8890
 88A0 啞娃阿哀愛挨始逢葵茜藕惡握渥旭草
 88B0 芦鏻梓庀斡扱宛姐虻鮫綉黏或粟裕
 88C0 安庵按暗案闇鞍杏以伊位依偉團夷委
 88D0 威尉惟意慰易椅為畏異移維緯胃萎衣
 88E0 謁違溫醫井亥域育郁磯一壹溢逸稻茨
 88F0 芋鱉允印咽員因姻引飲淫胤蔭

0123456789ABCDEF
 8D40 后喉坑垢好孔孝宏工巧巷幸庑康康弘
 8D50 恒慌抗拘控攻昂晃更杭校梗構江洪浩
 8D60 溝溝甲呈硬稿糠紅絃絞網耕考肯肱腔
 8D70 膏航荒行衡講貢購郊醇鉅鉅鋼閣閣
 8D80 項香高鴻剛劫号台壕拷濠豪轟趨克刻
 8D90 告國穀酷鵠黑獄濃腰甌忽惚骨狍込込
 8DA0 頃今困坤墾婚恨懇昏昆根棍混痕紺良
 8DB0 瑰些佐又峻崕左差查沙達砂詐鎖裝坐
 8DC0 座挫債催再最哉塞妻宰彩才採栽歲濟
 8DD0 災采犀碎砦祭齋細菜裁載際劑在材罪
 8DE0 財呀坂阪界榭着咲崎崎確篤作削炸榨
 8DF0 昨朔柵窄策索錯棧銜匙匙冊冊

0123456789ABCDEF
 8E40 察撈撮擦札殺薩雜阜鯖捌鏑晒晒三
 8E50 傘參山慘撒散棧燦珊瑚筭纂歪讚贊酸
 8E60 餐斬暫戕仕仔伺使刺司史嗣四士始姉
 8E70 姿子屍市師志思指支攷斯施旨枝止
 8E80 死氏獅社私糸紙紫肢脂至視詞詩試誌
 8E90 諮資贈雌飼齒事似侍兒宇寺慈持時次
 8EA0 滋治蘭鹽痔礫示而耳自詩辭夕鹿式識
 8EB0 鳴竺軸穴牽七叱孰失嫉室悉濕漆疾質
 8EC0 突部篠僂柴芝屨蕊縞舍射射捨斜煮
 8ED0 社紗者謝車遮蛇邪借勺尺杓灼灼的祝
 8EE0 錫若寂弱菴主取守手殊狩珠種腫趨
 8EF0 酒首備受呪壽授樹綬需因収周

0123456789ABCDEF

8B40 機掃殺氣汽纖折季稀紀微規記賞起軌
 8B50 輝飢騎鬼龜偽儀妓宜戲技擬欺犧疑祇
 8B60 義辯誼議掬菊鞠吉吃喫結構詰沽杵黍
 8B70 却客踰虛逆斤久仇休及吸宮弓急救
 8B80 朽求汲泣灸球究窮笈級糾給日牛去居
 8B90 巨拒拋拳渠虛許距鋸漁鯉魚亨亨京供
 8BA0 俠僑兇競共凶協匡腳叫喬境峽強邇怯
 8BB0 恐恭挾教橋況狂狹矯胸膏興薈鄉鏡響
 8BC0 響驚仰凝堯曉業局曲極玉桐杆僅勤均
 8BD0 巾錦斤欣欽琴禁禽筋緊芹菌袷襟謹近
 8BE0 金吟銀九俱句区狗玖矩苦軀驅駝駒具
 8BF0 愚虞虞空偶寓遇隔串櫛釧屑屈

0123456789ABCDEF

8C40 掘窟沓靴轡窪熊隈象粟綠桑嶽勳君薰
 8C50 訓群軍郡卦袂祁係傾刑兇啓圭珪型裂
 8C60 形徑患慶蕙懇揭携敬景桂浮哇稽系經
 8C70 繼繫罽基荊蚩計詣警輕頸鸚芸迎鯨
 8C80 劇戟擊激隙桁傑欠決潔穴結血訣月件
 8C90 儉倦健兼券劔喧圍堅嫌建憲懸拳捲檢
 8CA0 權牽犬鞅研硯絹泉肩見謙翼軒遣鍵險
 8CB0 頭驗缺元原廠幻弦滅源玄現絃絃言詭
 8CC0 限乎個古呼固姑孤己庫弧戶故枯湖狐
 8CD0 糊袴股胡菰虎誇跨鈿履顧鼓五互午
 8CE0 吳吾娛後御悟悟櫛瑚碁語誤讓齏乞鯉
 8CF0 交倏候候倅光公功劬幼厚口向

0123456789ABCDEF

9040 拭植燭燭織職色蝕食蝕每尻伸信侵唇
 9050 娠寢審心慎振新晉森榛浸深申疹真神
 9060 秦紳臣芯薪親診身辛進針震人仁刃塵
 9070 壬尋甚尽腎訊訊陣鞞鞞須醉凶厨
 9080 逗吹垂帥推水炊暉粹翠翠遂辭錘錘隨
 9090 瑞髓崇嵩數枢趨雞据杉棍管頗雀裾澄
 90A0 摺寸世瀨啟是凄制勢姓征性成政整星
 90B0 晴棲栖正清牲生盛精聖聲製西誠誓請
 90C0 逝醒青靜齊稅脆隻席憎咸斥昔析石積
 90D0 籍績膏賣赤跡蹟碩切拙接撰折設窃節
 90E0 說雪絕舌蟬仙先千占宣專尖川戰扇撰
 90F0 栓梅泉淺洗染滂煎扁旋穿箭線

0123456789ABCDEF

8F40 宗就州修愁拾洲秀秋終繡習臬舟兼衆
 8F50 龔讐鞦韆週酋醜集醜什住充十從戎柔
 8F60 汁洪獸縱重銃叔夙宿淑祝縮肅熟熱出
 8F70 術述俊峻春瞬竣舜駿准循旬栢殉淳
 8F80 準潤盾純巡遵醇順妲初所暑曙渚庶緒
 8F90 署書署諸諸助叙女序徐恕劓除傷償勝
 8FA0 匠升召哨商唱嘗嬰妾媵宵將少少尚庄
 8FB0 床廠彰承抄招掌捷昇昌昭晶松梢樟樵
 8FC0 沼消涉湘燒焦痲症省硝確祥称章笑粧
 8FD0 紹肖薑蔞蕉衝裝訟証詔詳象賞醬鉦鐘
 8FE0 鐘障鞘上丈丞兼兇刺城場壤壤常情擾
 8FF0 柔杖淨狀豈穰蒸釀鑿錠噁噁節

0123456789ABCDEF

9440 如尿管妊忍認濡襦褌寧葱猫熱年念
 9450 捻撚燃粘乃迺之埜囊惱濃納能腦膿震
 9460 覗蚤巴把播霸把波派芭破婆芭馬俳
 9470 糜痒排敗杯盃背肺輩配倍培媒梅
 9480 煤煤頹貢壳陪陪這蠅秤矧萩伯剝博拍
 9490 柏泊白箔柏柏薄迫嚙漠爆縛莫駁麥函
 94A0 箱砒著鑿筍櫛囉肌畑扇八鉢澆發醜髮
 94B0 伐罰拔伎閻鳩嘶鳩蛤隼判判半反叛帆
 94C0 撇斑扳汜汎版犯班畔繁般藩販範采煩
 94D0 煩飯飯晚晚番盤蕃善壘匪卒否妃庇彼悲
 94E0 扉批披斐比必疲皮碑秘緋罷肥罷非費
 94F0 避非飛飛簸備尾微批毘毘眉美

0 1 2 3 4 5 6 7 8 9 A B C D E F

9140 織羨腺舛船薦賤賤踐選遷錢銑閃鮮前
 9150 善漸然全禪繕膳纏嚙盟蛆措會曾楚狙
 9160 疏疎礎祖租粗素組蘇訴阻遯鼠偕創双
 9170 叢倉喪壯奏爽宋厝亘愨想搜掃擗擗
 9180 操早曹巢槍槽漕燥爭瘦相窓糲綜綜綜
 9190 草莊莽蒼藻裝走送遭鎗霜駮像增憎臧
 91A0 臧臧造促側則即息捉束測足速俗屬賊
 91B0 族統卒袖具掬存孫尊損村遜他多太汰
 91C0 詔唾墜妥恠打舵舵椅陀駝駢体堆对耐
 91D0 岱帶待怠態戴替泰滯胎腿苔袋貸退逮
 91E0 隊黛綱代台大第醒題鷹蕩漉卓啄宅托
 91F0 挾拓沃濯琢託鐸濁諾苴夙蛸只

0 1 2 3 4 5 6 7 8 9 A B C D E F

9240 叩但達辰奪脫癸豎岫棚谷狸鱗樽誰丹
 9250 單嘆坦担探巨欵淡温炭短端筆綻耽胆
 9260 蛋誕鍛田壇彈斷暖檀段男談值知地弛
 9270 恥智池痴稚置致蚺遲馳築畜竹筑蓄
 9280 逐秩塞茶矯着中仲宙忠抽壹柱注虫衷
 9290 註耐鏘駐樽豬猪芋著貯丁兆凋喋龍帖
 92A0 帳庁弔張彫徵徽挑暢朝潮牒叮眺聰脹
 92B0 腸蝶調諜超跳跳長頂鳥勅抄直朕沈珍
 92C0 賃鎮陳津墜樵植追鎚痛通塚樞楫規佃
 92D0 漬柘辻薦綴鏗樁潰坪壺孀紬爪吊鈞鶴
 92E0 亭低停偵刺貞呈堤定帝底庭廷弟悌抵
 92F0 挺提梯汀碇禛程締綆訂諦蹄通

0 1 2 3 4 5 6 7 8 9 A B C D E F

9340 邸鄭釘鼎泥摘擗敵滴的笛適鎬溺哲徹
 9350 撤輸迭鉄典墳天展店添縹甜貼軫顛点
 9360 佞殿澱田電兔吐堵塗妬屠徒斗杜渡登
 9370 菟賭途都鍍砥砥努度士奴怒倒党冬
 9380 凍刀唐塔塘套宕島嶋悼投搭東桃拷揀
 9390 盜淘湯燙灯燴當痘禱等答筒糖統到董
 93A0 蕩蕩藤騰騰豆踏逃透鑿陶頭騰鬪勳動同
 93B0 堂導儻撞洞腫董胴苟萄銅岬鴉鴉得德
 93C0 滂特營禿篤毒獨誦析樞凸突樞屆黨苦
 93D0 寅西滯噸屯敦敦沌豚通頓吞曇鈍奈那
 93E0 內乍卮薜謎滌捺鍋櫛馴緯噸南楠軟難
 93F0 汝二尼忒迓勾版肉缸廿日乳入

0 1 2 3 4 5 6 7 8 9 A B C D E F

9540 鼻佟裨匹疋罷彥蔘蔘蔘肘耐必畢畢逼檢
 9550 姪媛紐百謬佞彪標冰漂飄票表評豹廟
 9560 描病秒苗鎚鉅錐錐錐品花斌浜濱貧寶
 9570 頻敏瓶不付埠夫婦富富布府佈扶敷
 9580 斧普浮父符腐膚芙譜負賦赴阜俯侮撫
 9590 武舞葡葡部封楓風葑落伏副復幅服福
 95A0 腹復覆覆弗弘佛弘物緬分吻噴噴憤扮
 95B0 焚奮粉糞紛秀文聞丙併兵摒幣平弊柄
 95C0 並蔽閉陞米貢僻壁癖碧別營莨篋偏變
 95D0 片篇編邊返運便勉婉弁鞭保鋪鋪圃捕
 95E0 步甫輔輔穗募慕慕茂暮母簿苦做俸包
 95F0 采報率率寶峰峯崩庖抱捧放方朋

0 1 2 3 4 5 6 7 8 9 A B C D E F

9640 法泡宗砲縫胞芳葫蓬蓬寢訪魯邦鋒飽
 9650 鳳鵬之亡傍剖坊妨幅忘忙房暴望某棒
 9660 冒紡肪膨謀貌貿鋒防吠頰北僕卜墨撲
 9670 朴牧睦穆鉅勃沒殆堀魄奔本翻凡盆
 9680 摩磨靡麻埋妹味枚每哩禳幕澳枕鮪枉
 9690 鱗樹亦僕又抹沫沫迄每爾磨万慢滿漫
 96A0 蔓味未魅已箕岬岬蜜麥羨稔派炒耗民
 96B0 眠務夢無牟矛孺鷓掠媼媼冥名命明盟
 96C0 迷銘鳴娃牝滅免綿綿麵麵麵摸茂茂妄
 96D0 孟毛猛盲網耗蒙儲木默目李勿餅尤厄
 96E0 初嵐問問問門勿也冶夜爺耶野弥矢厄
 96F0 役約業詠躍靖柳數鐘偷愈油瘡

0 1 2 3 4 5 6 7 8 9 A B C D E F

9740 諭輸唯佑優勇友宥幽悠憂損有柚滂涌
 9750 猶猷由祐裕誘遊邑郵媵醜夕予余与譽
 9760 輿預預幼妖容庸揚搖擁擁楊樣洋溶溶
 9770 用窯羊耀葉蓉蓉要謔蹻蹻陽養慾仰欲
 9780 沃浴翌翼淀羅螺裸來萊賴雷洛絡落酪
 9790 乱卵嵐欄濫藍蘭覽利史履李梨璃璃痢
 97A0 裏裡里離陸律率立莅掠略劉流溜琉留
 97B0 疏粒陸龍龍侶慮慮虜了亮僚兩浚寮料
 97C0 梁涼獠療瞭稜稜糧良諒遠量陵領力綠倫
 97D0 厘林淋淋淋臨臨隣隣隣璣璣璣璣類令
 97E0 伶伶冷勵嶺伶玲玲苓鈴鈴零靈麗麗曆
 97F0 歷列劣烈裂廉慙憐憐連煉煉練練聯

0 1 2 3 4 5 6 7 8 9 A B C D E F

9840 蓮連練呂魯爐炉路露勞婁廊弄朗樓
 9850 榔浪漏牢狼籠老聾端郎六鑰錄肋錄論
 9860 倭和話歪賄脇惑粹驚互亘鱒詫藁蕨椀
 9870 灣碗腕
 9880
 9890
 98A0 丐丕个丕、丿丿乂乖乘亂丿豫爭舒式
 98B0 于亞亟一亢京臺臺从仍仄仆仗仗仞仞
 98C0 仟价伉估估佛佻佻佻佻佻佻佻佻佻
 98D0 佻佻佻佻佻佻佻佻佻佻佻佻佻佻佻
 98E0 偃偃偃偃偃偃偃偃偃偃偃偃偃偃偃
 98F0 會偃偃偃偃偃偃偃偃偃偃偃偃偃偃

式

0 1 2 3 4 5 6 7 8 9 A B C D E F

9940 僉僉僉僉僉僉僉僉僉僉僉僉僉僉僉
 9950 僉僉僉僉僉僉僉僉僉僉僉僉僉僉僉
 9960 兪兮龔門回冉冉罔青龔冢一寇冢冢
 9970 冢冢冢冢冢冢冢冢冢冢冢冢冢冢冢
 9980 劓劓劓劓劓劓劓劓劓劓劓劓劓劓劓
 9990 劓劓劓劓劓劓劓劓劓劓劓劓劓劓劓
 99A0 劓劓劓劓劓劓劓劓劓劓劓劓劓劓劓
 99B0 匄匄匄匄匄匄匄匄匄匄匄匄匄匄
 99C0 卮卮卮卮卮卮卮卮卮卮卮卮卮卮卮
 99D0 屮參纂雙雙雙雙叮叨叭叭吁咩呀听
 99E0 吭吼吡吡吩各呖咏呵咄咄呖咄咄咄
 99F0 咀噉咄咄咄咄咄咄咄咄咄咄咄咄

0 1 2 3 4 5 6 7 8 9 A B C D E F

9A40 咫晒咤咤咤咤咤咤咤咤咤咤咤咤
 9A50 咤咤咤咤咤咤咤咤咤咤咤咤咤咤
 9A60 咤咤咤咤咤咤咤咤咤咤咤咤咤咤
 9A70 嘖嘖嘖嘖嘖嘖嘖嘖嘖嘖嘖嘖嘖嘖
 9A80 嘖嘖嘖嘖嘖嘖嘖嘖嘖嘖嘖嘖嘖嘖
 9A90 囹囹囹囹囹囹囹囹囹囹囹囹囹囹
 9AA0 囹囹囹囹囹囹囹囹囹囹囹囹囹囹
 9AB0 垚垚垚垚垚垚垚垚垚垚垚垚垚垚
 9AC0 垚垚垚垚垚垚垚垚垚垚垚垚垚垚
 9AD0 壘壘壘壘壘壘壘壘壘壘壘壘壘壘壘
 9AE0 壘壘壘壘壘壘壘壘壘壘壘壘壘壘壘
 9AF0 夸夾夸奕奕奕奕奕奕奕奕奕奕奕奕

0 1 2 3 4 5 6 7 8 9 A B C D E F

9C40 廖廣廝廚廝廝廝廝廝廝廝廝廝廝廝
 9C50 弃弃弃弃弃弃弃弃弃弃弃弃弃弃弃
 9C60 彖彖彖彖彖彖彖彖彖彖彖彖彖彖彖
 9C70 徕徕徕徕徕徕徕徕徕徕徕徕徕徕徕
 9C80 怙怙怙怙怙怙怙怙怙怙怙怙怙怙怙
 9C90 悛悛悛悛悛悛悛悛悛悛悛悛悛悛悛
 9CA0 悛悛悛悛悛悛悛悛悛悛悛悛悛悛悛
 9CB0 悛悛悛悛悛悛悛悛悛悛悛悛悛悛悛
 9CC0 悛悛悛悛悛悛悛悛悛悛悛悛悛悛悛
 9CD0 悛悛悛悛悛悛悛悛悛悛悛悛悛悛悛
 9CE0 悛悛悛悛悛悛悛悛悛悛悛悛悛悛悛
 9CF0 儼儼儼儼儼儼儼儼儼儼儼儼儼儼儼

0 1 2 3 4 5 6 7 8 9 A B C D E F

9D40 夔戡戡戡戡戡戡戡戡戡戡戡戡戡戡
 9D50 抉抉抉抉抉抉抉抉抉抉抉抉抉抉抉
 9D60 拜拌拌拌拌拌拌拌拌拌拌拌拌拌拌
 9D70 挾挾挾挾挾挾挾挾挾挾挾挾挾挾挾
 9D80 搨搨搨搨搨搨搨搨搨搨搨搨搨搨搨
 9D90 搨搨搨搨搨搨搨搨搨搨搨搨搨搨搨
 9DA0 擒擒擒擒擒擒擒擒擒擒擒擒擒擒擒
 9DB0 擒擒擒擒擒擒擒擒擒擒擒擒擒擒擒
 9DC0 攷攷攷攷攷攷攷攷攷攷攷攷攷攷攷
 9DD0 斷旃旃旃旃旃旃旃旃旃旃旃旃旃旃旃
 9DE0 杏昵昞昞昞昞昞昞昞昞昞昞昞昞昞
 9DF0 晰晰晰晰晰晰晰晰晰晰晰晰晰晰晰

0 1 2 3 4 5 6 7 8 9 A B C D E F

9E40 擘擘擘擘擘擘擘擘擘擘擘擘擘擘擘
 9E50 霸霸霸霸霸霸霸霸霸霸霸霸霸霸霸
 9E60 杼杼杼杼杼杼杼杼杼杼杼杼杼杼杼
 9E70 拆拆拆拆拆拆拆拆拆拆拆拆拆拆拆
 9E80 梳梳梳梳梳梳梳梳梳梳梳梳梳梳梳
 9E90 棧棧棧棧棧棧棧棧棧棧棧棧棧棧棧
 9EA0 棧棧棧棧棧棧棧棧棧棧棧棧棧棧棧
 9EB0 揅揅揅揅揅揅揅揅揅揅揅揅揅揅揅揅揅
 9EC0 揅揅揅揅揅揅揅揅揅揅揅揅揅揅揅揅揅
 9ED0 權權權權權權權權權權權權權權權
 9EE0 樅樅樅樅樅樅樅樅樅樅樅樅樅樅樅樅樅
 9EF0 樅樅樅樅樅樅樅樅樅樅樅樅樅樅樅樅樅

7-4 Taiwanese Language Codes

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
A140	ˆ	˘	˙	˚	˛	˜	˝	˞	˟	ˠ	ˡ	ˢ	ˣ	ˤ	˥	˦
A150	˧	˨	˩	˪	˫	ˬ	˭	ˮ	˯	˰	˱	˲	˳	˴	˵	˶
A160	˷	˸	˹	˺	˻	˼	˽	˾	˿	̀	́	̂	̃	̄	̅	̆
A170	̇	̈	̉	̊	̋	̌	̍	̎	̏	̐	̑	̒	̓	̔	̕	̖
A180	̗	̘	̙	̚	̛	̜	̝	̞	̟	̠	̡	̢	̣	̤	̥	̦
A190	̧	̨	̩	̪	̫	̬	̭	̮	̯	̰	̱	̲	̳	̴	̵	̶
A1A0	̷	̸	̹	̺	̻	̼	̽	̾	̿	̀	́	̂	̃	̄	̅	̆
A1B0	̇	̈	̉	̊	̋	̌	̍	̎	̏	̐	̑	̒	̓	̔	̕	̖
A1C0	̗	̘	̙	̚	̛	̜	̝	̞	̟	̠	̡	̢	̣	̤	̥	̦
A1D0	̧	̨	̩	̪	̫	̬	̭	̮	̯	̰	̱	̲	̳	̴	̵	̶
A1E0	̷	̸	̹	̺	̻	̼	̽	̾	̿	̀	́	̂	̃	̄	̅	̆
A1F0	̇	̈	̉	̊	̋	̌	̍	̎	̏	̐	̑	̒	̓	̔	̕	̖

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
A240	ˆ	˘	˙	˚	˛	˜	˝	˞	˟	ˠ	ˡ	ˢ	ˣ	ˤ	˥	˦
A250	˧	˨	˩	˪	˫	ˬ	˭	ˮ	˯	˰	˱	˲	˳	˴	˵	˶
A260	˷	˸	˹	˺	˻	˼	˽	˾	˿	̀	́	̂	̃	̄	̅	̆
A270	̇	̈	̉	̊	̋	̌	̍	̎	̏	̐	̑	̒	̓	̔	̕	̖
A280	̗	̘	̙	̚	̛	̜	̝	̞	̟	̠	̡	̢	̣	̤	̥	̦
A290	̧	̨	̩	̪	̫	̬	̭	̮	̯	̰	̱	̲	̳	̴	̵	̶
A2A0	̷	̸	̹	̺	̻	̼	̽	̾	̿	̀	́	̂	̃	̄	̅	̆
A2B0	̇	̈	̉	̊	̋	̌	̍	̎	̏	̐	̑	̒	̓	̔	̕	̖
A2C0	̗	̘	̙	̚	̛	̜	̝	̞	̟	̠	̡	̢	̣	̤	̥	̦
A2D0	̧	̨	̩	̪	̫	̬	̭	̮	̯	̰	̱	̲	̳	̴	̵	̶
A2E0	̷	̸	̹	̺	̻	̼	̽	̾	̿	̀	́	̂	̃	̄	̅	̆
A2F0	̇	̈	̉	̊	̋	̌	̍	̎	̏	̐	̑	̒	̓	̔	̕	̖

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
A440	一	乙	七	乃	九	了	二	人	儿	八	几	刀	刁	力		
A450	匕	卜	十	又	三	下	丈	上	丫	丸	凡	久	么	也	乞	于
A460	亡	兀	刀	勺	千	义	口	土	土	夕	大	女	子	子	子	寸
A470	小	尤	尸	山	川	工	己	巳	巳	巾	干	干	干	弋	弓	才
A480																
A490																
A4A0	丑	丐	不	中	丰	丹	之	尹	予	云	井	互	五	亢	仁	
A4B0	什	什	什	仇	仍	今	介	仄	元	允	内	六	兮	公	元	凶
A4C0	分	切	刈	勾	勾	勾	化	匹	午	升	卅	卞	卮	友	及	反
A4D0	壬	天	夫	太	天	孔	少	尤	尺	屯	巴	幻	甘	弔	引	心
A4E0	戈	户	手	扎	支	文	斗	斤	方	日	日	月	木	欠	止	歹
A4F0	毋	比	毛	氏	水	火	爪	父	爻	片	牙	牛	犬	玉	丙	

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
A540	世	不	且	丘	主	乍	乏	乎	以	付	仔	仕	他	仗	代	令
A550	仙	仞	充	兄	冉	册	冬	凹	凸	刊	加	功	包	匆	北	
A560	匪	仔	半	卉	卡	占	卯	扃	去	可	古	右	召	叮	叩	叨
A570	叨	司	回	叫	另	只	史	叱	台	句	叭	叻	四	因	外	
A580																
A590																
A5A0	央	失	奴	奶	孛	孛	它	尼	巨	巧	左	市	布	平	幼	弁
A5B0	弘	弗	必	戈	打	扔	扒	扑	扌	扌	旦	朮	本	未	未	札
A5C0	母	民	氏	永	汁	汀	汜	犯	玄	玉	瓜	瓦	甘	生	用	胤
A5D0	田	由	甲	申	疋	白	皮	血	目	矛	矢	石	示	禾	穴	立
A5E0	丞	丢	兵	兵	乱	互	交	亦	亥	仿	伙	伙	伙	伙	伙	伙
A5F0	伙	伙	伙	伙	伙	伙	伙	伙	伙	伙	伙	伙	伙	伙	伙	伙

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
A640	共	再	冰	列	刑	刖	刖	刖	刑	穷	困	匠	匠	匠	危	吉
A650	同	吊	吐	吁	吁	吁	吁	吁	吁	吁	吁	吁	吁	吁	吁	吁
A660	圳	地	在	圭	圪	圪	圪	圪	圪	夙	夙	夙	夙	夙	夙	夙
A670	如	灼	字	存	宇	守	宅	安	寺	尖	吃	州	帆	并	年	
A680																
A690																
A6A0	式	池	亡	村	戎	戎	戎	戎	戎	戎	托	收	早	旨	旬	
A6B0	旭	曲	曳	有	朽	朴	朱	朵	次	此	死	氛	汝	汗	汗	江
A6C0	池	汐	油	污	污	汛	汛	汛	灰	牟	牛	牝	百	竹	米	糸
A6D0	羽	老	考	而	耒	耳	聿	肉	肋	肌	臣	自	至	白	舌	舛
A6E0	舟	良	色	艾	虫	血	行	衣	西	阡	串	亭	位	住	住	佗
A6F0	佞	伴	佛	何	估	佑	佑	佑	佗	何	伸	佃	似	似	似	佃

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AA40 昇服用杭枋枕東果杏把枇枝林杯杰板
 AA50 枉松杵杆枚科杼杪杲欣武政致氓氛泣
 AA60 注泳沓泌泥可沽沾沼波沫法泓沸泄油
 AA70 況沮泗泗泱沿治泡泛沓沫泯泯泐冷
 AA80
 AA90
 AAA0 炕爇炒炊炙爬爭爸版牧物狀狎狙狗
 AAB0 狐玩玃玃玃玃玃玃玃玃玃玃玃玃玃玃玃
 AAC0 社祀祁秉和空穹竺糾罔羌罕者肺肥肢
 AAD0 肱股肫肩肴肪肯臥與舍芳芝芙芭芽芡
 AAE0 芹苳芬芥苾苾苾苾苾苾苾苾苾苾苾苾
 AAF0 返迓邗陔陔邗邗邗邗邗邗邗邗邗邗邗邗

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AB40 陂佳雨青非亟亭亮信侵候便俠備倘保
 AB50 促侶俣俣俣俣俣俣俣俣俣俣俣俣俣俣
 AB60 胃冠剗剗剗剗剗剗剗剗剗剗剗剗剗剗
 AB70 厚叛友哀咨咨咨咨咨咨咨咨咨咨咨咨
 AB80
 AB90
 ABA0 哄哈咯思咱嘛咩喇喇喇喇喇喇喇喇喇
 ABB0 城垮垮突契奏奎奂姜婢姘姘姘姘姘姘
 ABC0 姚蕊威姻孩宜室室客宥封屎屏屍屋峙
 ABD0 峒巷帝帝帝帝帝帝帝帝帝帝帝帝帝帝
 ABE0 徇後佻怒思怠急怎怨恍怡恨恢恆恃恬
 ABF0 恫恫恫扁拜對對對對對對對對對對對對

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B040 虔奴蚪蚪蚪蚪蚪蚪蚪蚪蚪蚪蚪蚪蚪蚪
 B050 許許信訓訊訊訊訊訊訊訊訊訊訊訊訊
 B060 躬軫軫軫軫軫軫軫軫軫軫軫軫軫軫軫
 B070 郡郡郡郡郡郡郡郡郡郡郡郡郡郡郡郡
 B080
 B090
 B0A0 陞陞陞陞陞陞陞陞陞陞陞陞陞陞陞陞
 B0B0 偽停假偃偃偃偃偃偃偃偃偃偃偃偃偃偃
 B0C0 儂儂儂儂儂儂儂儂儂儂儂儂儂儂儂儂
 B0D0 匾參曼商商商商商商商商商商商商商
 B0E0 唵唵唵唵唵唵唵唵唵唵唵唵唵唵唵
 B0F0 埠埠埠埠埠埠埠埠埠埠埠埠埠埠埠埠

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AE40 哦唧唧唧唧唧唧唧唧唧唧唧唧唧唧
 AE50 娑娘媼媼媼媼媼媼媼媼媼媼媼媼媼媼
 AE60 害家宴宮尚容宸射開展屢岫峽峻嶺嶺
 AE70 峰島崑崑崑崑崑崑崑崑崑崑崑崑崑崑
 AE80
 AE90
 AEA0 恣恥恐恭恩恩息愔愔愔愔愔愔愔愔愔
 AEB0 扇拳擊拿捎挾振捕拮拮拮拮拮拮拮拮拮
 AEC0 挫挫挫挫挫挫挫挫挫挫挫挫挫挫挫挫
 AED0 罷暮朔朔朔朔朔朔朔朔朔朔朔朔朔朔
 AEE0 桌桌桌桌桌桌桌桌桌桌桌桌桌桌桌桌
 AEF0 氣氣氣氣氣氣氣氣氣氣氣氣氣氣氣氣

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AF40 漉涉浮浚浴浩涌忍浹溼滉滉滉滉滉滉
 AF50 烈鳥參特狼狽狽狽狽狽狽狽狽狽狽狽
 AF60 畔畚畚畚畚畚畚畚畚畚畚畚畚畚畚畚
 AF70 飽益益益益益益益益益益益益益益益
 AF80
 AF90
 AFA0 砥砥砥砥砥砥砥砥砥砥砥砥砥砥砥砥
 AFB0 林秧租秦秘秘秘秘秘秘秘秘秘秘秘秘
 AFC0 素素素素素素素素素素素素素素素素
 AFD0 耘耕耕耕耕耕耕耕耕耕耕耕耕耕耕耕
 AFE0 能脊胛胛胛胛胛胛胛胛胛胛胛胛胛胛胛胛
 AFF0 苜苜苜苜苜苜苜苜苜苜苜苜苜苜苜苜

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B440 婷媼媼媼媼媼媼媼媼媼媼媼媼媼媼媼
 B450 嵐嵐嵐嵐嵐嵐嵐嵐嵐嵐嵐嵐嵐嵐嵐嵐
 B460 循循循循循循循循循循循循循循循循
 B470 復復復復復復復復復復復復復復復復
 B480
 B490
 B4A0 插插插插插插插插插插插插插插插插
 B4B0 敦敦敦敦敦敦敦敦敦敦敦敦敦敦敦敦
 B4C0 替替替替替替替替替替替替替替替替
 B4D0 棗棗棗棗棗棗棗棗棗棗棗棗棗棗棗棗
 B4E0 毳氣氤氳游滄滄滄滄滄滄滄滄滄滄滄
 B4F0 湘湘湖湖湖湖湖湖湖湖湖湖湖湖湖湖

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B840 睹學問爭鳴唯唯矮矮碎碎碎碎碎碎碎碎
B850 確確確確確確確確確確確確確確確確
B860 節節節節節節節節節節節節節節節節
B870 署署署署署署署署署署署署署署署署
B880
B890
B8A0 腹腹腹腹腹腹腹腹腹腹腹腹腹腹腹腹
B8B0 萼萼萼萼萼萼萼萼萼萼萼萼萼萼萼萼
B8C0 蚊蚊蚊蚊蚊蚊蚊蚊蚊蚊蚊蚊蚊蚊蚊蚊
B8D0 規規規規規規規規規規規規規規規規
B8E0 詮詮詮詮詮詮詮詮詮詮詮詮詮詮詮詮
B8F0 賤賤賤賤賤賤賤賤賤賤賤賤賤賤賤賤

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B940 辟辟運運運運運運運運運運運運運運
B950 道道道道道道道道道道道道道道道道
B960 鈞鈞鈞鈞鈞鈞鈞鈞鈞鈞鈞鈞鈞鈞鈞鈞
B970 雷雷雷雷雷雷雷雷雷雷雷雷雷雷雷雷
B980
B990
B9A0 飽飽飽飽飽飽飽飽飽飽飽飽飽飽飽飽
B9B0 僭僭僭僭僭僭僭僭僭僭僭僭僭僭僭僭
B9C0 嘛嘛嘛嘛嘛嘛嘛嘛嘛嘛嘛嘛嘛嘛嘛嘛
B9D0 塵塵塵塵塵塵塵塵塵塵塵塵塵塵塵塵
B9E0 嫩嫩嫩嫩嫩嫩嫩嫩嫩嫩嫩嫩嫩嫩嫩嫩
B9F0 屢屢屢屢屢屢屢屢屢屢屢屢屢屢屢屢

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BA40 愿愿愿愿愿愿愿愿愿愿愿愿愿愿愿愿
BA50 摺摺摺摺摺摺摺摺摺摺摺摺摺摺摺摺
BA60 稿稿稿稿稿稿稿稿稿稿稿稿稿稿稿稿
BA70 歡歡歡歡歡歡歡歡歡歡歡歡歡歡歡歡
BA80
BA90
BAA0 滿滿滿滿滿滿滿滿滿滿滿滿滿滿滿滿
BAB0 滌滌滌滌滌滌滌滌滌滌滌滌滌滌滌滌
BAC0 瑰瑰瑰瑰瑰瑰瑰瑰瑰瑰瑰瑰瑰瑰瑰瑰
BAD0 碟碟碟碟碟碟碟碟碟碟碟碟碟碟碟碟
BAE0 箋箋箋箋箋箋箋箋箋箋箋箋箋箋箋箋
BAF0 綾綾綾綾綾綾綾綾綾綾綾綾綾綾綾綾

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BC40 劇劇劇劇劇劇劇劇劇劇劇劇劇劇劇劇
BC50 嘆嘆嘆嘆嘆嘆嘆嘆嘆嘆嘆嘆嘆嘆嘆嘆
BC60 嬋嬋嬋嬋嬋嬋嬋嬋嬋嬋嬋嬋嬋嬋嬋嬋
BC70
BC80
BC90
BCA0 恩恩恩恩恩恩恩恩恩恩恩恩恩恩恩恩
BCB0 拳拳拳拳拳拳拳拳拳拳拳拳拳拳拳拳
CCC0 搯搯搯搯搯搯搯搯搯搯搯搯搯搯搯搯
BCD0 標標標標標標標標標標標標標標標標
BCE0 潼潼潼潼潼潼潼潼潼潼潼潼潼潼潼潼
BCF0 膝膝膝膝膝膝膝膝膝膝膝膝膝膝膝膝

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BD40 瑾瑾瑾瑾瑾瑾瑾瑾瑾瑾瑾瑾瑾瑾瑾瑾
BD50 順順順順順順順順順順順順順順順順
BD60 窠窠窠窠窠窠窠窠窠窠窠窠窠窠窠窠
BD70 緋緋緋緋緋緋緋緋緋緋緋緋緋緋緋緋
BD80
BD90
BDA0 扇扇扇扇扇扇扇扇扇扇扇扇扇扇扇扇
BDB0 蔑蔑蔑蔑蔑蔑蔑蔑蔑蔑蔑蔑蔑蔑蔑蔑
BDC0 蝗蝗蝗蝗蝗蝗蝗蝗蝗蝗蝗蝗蝗蝗蝗蝗
BDD0 請請請請請請請請請請請請請請請請
BDE0 賞賞賞賞賞賞賞賞賞賞賞賞賞賞賞賞
BDF0 跣跣跣跣跣跣跣跣跣跣跣跣跣跣跣跣

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BE40 鞋鞋鞋鞋鞋鞋鞋鞋鞋鞋鞋鞋鞋鞋鞋鞋
BE50 銷銷銷銷銷銷銷銷銷銷銷銷銷銷銷銷
BE60 霉霉霉霉霉霉霉霉霉霉霉霉霉霉霉霉
BE70 駛駛駛駛駛駛駛駛駛駛駛駛駛駛駛駛
BE80
BE90
BEA0 駛駛駛駛駛駛駛駛駛駛駛駛駛駛駛駛
BEB0 馴馴馴馴馴馴馴馴馴馴馴馴馴馴馴馴
BEC0 擊擊擊擊擊擊擊擊擊擊擊擊擊擊擊擊
BED0 憶憶憶憶憶憶憶憶憶憶憶憶憶憶憶憶
BEE0 擒擒擒擒擒擒擒擒擒擒擒擒擒擒擒擒
BEF0 樹樹樹樹樹樹樹樹樹樹樹樹樹樹樹樹

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D040 突竄芒竺竈糗糗村糗糗糾糾紉紉累累辜辜
D050 扛耇奕而綽子耇肢勝肢肌肢腫肢腫胞胞炸
D060 胜胸胎胎胎胎胎胎胎胎胎胎胎胎胎胎胎胎
D070 蕪蕪蕪蕪蕪蕪蕪蕪蕪蕪蕪蕪蕪蕪蕪蕪蕪蕪
D080
D090
D0A0 荃荃荃荃荃荃荃荃荃荃荃荃荃荃荃荃荃荃
D0B0 爐爐爐爐爐爐爐爐爐爐爐爐爐爐爐爐爐爐
D0C0 鉅鉅鉅鉅鉅鉅鉅鉅鉅鉅鉅鉅鉅鉅鉅鉅鉅鉅
D0D0 儋儋儋儋儋儋儋儋儋儋儋儋儋儋儋儋儋儋儋
D0E0 蕘蕘蕘蕘蕘蕘蕘蕘蕘蕘蕘蕘蕘蕘蕘蕘蕘蕘
D0F0 吃吃吃吃吃吃吃吃吃吃吃吃吃吃吃吃吃吃吃

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D240 毯毯毯毯毯毯毯毯毯毯毯毯毯毯毯毯毯毯
D250 漉漉漉漉漉漉漉漉漉漉漉漉漉漉漉漉漉漉
D260 浹浹浹浹浹浹浹浹浹浹浹浹浹浹浹浹浹浹
D270 焮焮焮焮焮焮焮焮焮焮焮焮焮焮焮焮焮焮
D280
D290
D2A0 控控控控控控控控控控控控控控控控控控
D2B0 珙珙珙珙珙珙珙珙珙珙珙珙珙珙珙珙珙珙珙珙珙珙
D2C0 牲牲牲牲牲牲牲牲牲牲牲牲牲牲牲牲牲牲牲
D2D0 肌肌肌肌肌肌肌肌肌肌肌肌肌肌肌肌肌肌
D2E0 砧砧砧砧砧砧砧砧砧砧砧砧砧砧砧砧砧砧
D2F0 稭稭稭稭稭稭稭稭稭稭稭稭稭稭稭稭稭稭稭稭

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D440 甬甬甬甬甬甬甬甬甬甬甬甬甬甬甬甬甬甬
D450 僂僂僂僂僂僂僂僂僂僂僂僂僂僂僂僂僂僂僂
D460 倍倍倍倍倍倍倍倍倍倍倍倍倍倍倍倍倍倍
D470 區區區區區區區區區區區區區區區區區區
D480
D490
D4A0 噲噲噲噲噲噲噲噲噲噲噲噲噲噲噲噲噲噲
D4B0 執執執執執執執執執執執執執執執執執執
D4C0 棟棟棟棟棟棟棟棟棟棟棟棟棟棟棟棟棟棟棟
D4D0 媿媿媿媿媿媿媿媿媿媿媿媿媿媿媿媿媿媿
D4E0 媿媿媿媿媿媿媿媿媿媿媿媿媿媿媿媿媿媿
D4F0 孫孫孫孫孫孫孫孫孫孫孫孫孫孫孫孫孫孫孫

0123456789ABCDEF

D140 啖啖啖啖啖啖啖啖啖啖啖啖啖啖啖啖啖啖
D150 窪窪窪窪窪窪窪窪窪窪窪窪窪窪窪窪窪窪
D160 號號號號號號號號號號號號號號號號號號號
D170 萃萃萃萃萃萃萃萃萃萃萃萃萃萃萃萃萃萃
D180
D190
D1A0 恁恁恁恁恁恁恁恁恁恁恁恁恁恁恁恁恁恁
D1B0 辰辰辰辰辰辰辰辰辰辰辰辰辰辰辰辰辰辰
D1C0 掏掏掏掏掏掏掏掏掏掏掏掏掏掏掏掏掏掏掏
D1D0 旂旂旂旂旂旂旂旂旂旂旂旂旂旂旂旂旂旂旂旂
D1E0 柎柎柎柎柎柎柎柎柎柎柎柎柎柎柎柎柎柎
D1F0 柎柎柎柎柎柎柎柎柎柎柎柎柎柎柎柎柎柎

0123456789ABCDEF

D340 筭筭筭筭筭筭筭筭筭筭筭筭筭筭筭筭筭筭
D350 紉紉紉紉紉紉紉紉紉紉紉紉紉紉紉紉紉紉
D360 爨爨爨爨爨爨爨爨爨爨爨爨爨爨爨爨爨爨
D370 舛舛舛舛舛舛舛舛舛舛舛舛舛舛舛舛舛舛
D380
D390
D3A0 萼萼萼萼萼萼萼萼萼萼萼萼萼萼萼萼萼萼
D3B0 妾妾妾妾妾妾妾妾妾妾妾妾妾妾妾妾妾妾
D3C0 缺缺缺缺缺缺缺缺缺缺缺缺缺缺缺缺缺缺
D3D0 舛舛舛舛舛舛舛舛舛舛舛舛舛舛舛舛舛舛
D3E0 豺豺豺豺豺豺豺豺豺豺豺豺豺豺豺豺豺豺
D3F0 造造造造造造造造造造造造造造造造造造

0123456789ABCDEF

D540 嶺嶺嶺嶺嶺嶺嶺嶺嶺嶺嶺嶺嶺嶺嶺嶺嶺嶺
D550 惘惘惘惘惘惘惘惘惘惘惘惘惘惘惘惘惘惘
D560 悵悵悵悵悵悵悵悵悵悵悵悵悵悵悵悵悵悵
D570 取取取取取取取取取取取取取取取取取取
D580
D590
D5A0 捷捷捷捷捷捷捷捷捷捷捷捷捷捷捷捷捷捷
D5B0 根根根根根根根根根根根根根根根根根根
D5C0 柎柎柎柎柎柎柎柎柎柎柎柎柎柎柎柎柎柎
D5D0 梯梯梯梯梯梯梯梯梯梯梯梯梯梯梯梯梯梯
D5E0 淀淀淀淀淀淀淀淀淀淀淀淀淀淀淀淀淀淀
D5F0 潑潑潑潑潑潑潑潑潑潑潑潑潑潑潑潑潑潑潑

7-5 Simplified Chinese Language Codes

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
A0A0																
A0B0																
A0C0																
A0D0																
A0E0																
A0F0																

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
A1A0																
A1B0																
A1C0																
A1D0																
A1E0																
A1F0																

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
A2A0																
A2B0																
A2C0																
A2D0																
A2E0																
A2F0																

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
A3A0																
A3B0																
A3C0																
A3D0																
A3E0																
A3F0																

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
A8A0																
A8B0																
A8C0																
A8D0																
A8E0																
A8F0																

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
A9A0																
A9B0																
A9C0																
A9D0																
A9E0																
A9F0																

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
AAA0																
AAB0																
AAC0																
AAD0																
AAE0																
AAF0																

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
ABA0																
ABB0																
ABC0																
ABD0																
ABE0																

0 1 2 3 4 5 6 7 8 9 A B C D E F
A4A0 ああいうえおおかがきぎく
A4B0 ぐげごさざしじすずせそぞた
A4C0 だぢっつづてとどなにぬねのは
A4D0 ばびびびふぶへべほぼほまみ
A4E0 むめもややゆゆよよりりれるろわわ
A4F0 ゐゑをん

0 1 2 3 4 5 6 7 8 9 A B C D E F
A5A0 アアイウエエオオカガキギク
A5B0 グケゲコゴサザシジスズセゼソゾタ
A5C0 ダチヂッツツテトドナニヌネノハ
A5D0 パバヒビビフブフヘベホボボマミ
A5E0 ムメモヤヤユユヨヨラリルレロワウ
A5F0 ㇿㇾㇽㇼㇻㇺㇻㇼㇽㇾㇿ

0 1 2 3 4 5 6 7 8 9 A B C D E F
A6A0 Α Β Γ Δ Ε Ζ Η Θ Ι Κ Λ Μ Ν Ξ Ο
A6B0 Π Ρ Σ Τ Υ Φ Χ Ψ Ω
A6C0 α β γ δ ε ζ η θ ι κ λ μ ν ξ ο
A6D0 π ρ σ τ υ φ χ ψ ω
A6E0 ᾀ ᾁ ᾂ ᾃ ᾄ ᾅ ᾆ ᾇ ᾈ ᾉ ᾊ ᾋ ᾌ ᾍ ᾎ ᾏ
A6F0 ῀ ῁ ῂ ῃ ῄ ῅ ῆ ῇ Ὲ Έ Ὴ Ή ῌ ῍ ῎ ῏

0 1 2 3 4 5 6 7 8 9 A B C D E F
A7A0 А Б В Г Д Е Ё Ж З И Й К Л М Н
A7B0 О П Р С Т У Ф Х Ц Ч Ш Щ Ъ Ы Ь Э
A7C0 Ю Я
A7D0 а б в г д е ё ж з и й к л м н
A7E0 о п р с т у ф х ц ч ш щ ъ ы ь э
A7F0 ю я

0 1 2 3 4 5 6 7 8 9 A B C D E F
ACA0
ACB0
ACC0
ACD0
ACE0
ACF0

0 1 2 3 4 5 6 7 8 9 A B C D E F
ADA0
ADB0
ADC0
ADD0
ADE0
ADF0

0 1 2 3 4 5 6 7 8 9 A B C D E F
AEA0
AEB0
AEC0
AED0
AEE0
AEF0

0 1 2 3 4 5 6 7 8 9 A B C D E F
AFA0
AFB0
AFC0
AFD0
AFE0
AFF0

0 1 2 3 4 5 6 7 8 9 A B C D E F
 30A0 啊阿挨挨哎唉哀皑癸谒矮艾碍爱隘
 30B0 鞍氨安俺按暗岸胺案肮昂盎凹放熬翱
 30C0 袄傲奥懊澳芭捌扒叭吧芭八疤巴拔跋
 30D0 靶把把坝霸罢爸白柏百摆佰败拜裨斑
 30E0 班搬扳般颁扳版扮拌伴瓣半办絆邦帮
 30F0 梆榜绑绑棒蚌蚌镑傍谤苞包包褒剥

0 1 2 3 4 5 6 7 8 9 A B C D E F
 31A0 薄雹保堡饱宝抱报暴豹鲍爆杯碑悲
 31B0 卑北辈背贝钡倍狈备惫焙被奔笨本笨
 31C0 崩纒甬泵蹦迸逼鼻比鄙笔彼碧蓖蔽毕
 31D0 毙彪巾庇痹闭敝弊必辟臂臂避避鞭边
 31E0 编贬扁便变卜辨辩遍遍标彪膘表鳖憋
 31F0 别癯彬斌濒滨宾宾揆兵冰柄丙秉饼炳

0 1 2 3 4 5 6 7 8 9 A B C D E F
 32A0 病并玻菠播拨钵波博勃搏铂箔伯帛
 32B0 舶脖膊勃泊泊驳捕卜哺补埠不布步簿部
 32C0 怖擗猜裁材才财睬睬采彩菜蔡餐参蚕
 32D0 残恹惨惨惨苍仓仓沧藏操糙槽曹草厕策
 32E0 侧册测层蹭插又荏茶查碴捺察岔差诧
 32F0 拆柴豺接掺掺馋馋缠铲产阐颤昌猖

0 1 2 3 4 5 6 7 8 9 A B C D E F
 33A0 场尝常常长偿肠厂敞畅唱倡超抄钞朝
 33B0 嘲潮巢炒炒车扯撤掣彻澈椰邑辰尘晨
 33C0 忱沉陈趁衬撑称橙橙呈乘程恹澄诚
 33D0 承逞骋秤吃痴持匙池迟弛驰耻齿侈尺
 33E0 赤翅斥斥充冲虫崇宠抽畴畴畴愁筹
 33F0 仇绸瞅丑丑初出橱厨踮蹀錐滁除楚

0 1 2 3 4 5 6 7 8 9 A B C D E F
 38A0 浮浚福袱弗甫抚辅俯釜釜脯腑腐腐
 38B0 赴赴覆覆赋复付阜父腹负富讣附妇缚
 38C0 咐噀壤该改概钙盖溉干甘杆柑竿杆赶
 38D0 感秆敢麟冈钢缸缸纲岗港杠篙皋高
 38E0 膏羔糕搞搞稿告哥歌搁戈鸱膈挖割革
 38F0 葛格蛤阍隔隔个各给根跟耕更庚羹

0 1 2 3 4 5 6 7 8 9 A B C D E F
 39A0 埂耿梗工攻功恭龚供躬公宫弓弓巩
 39B0 拱贡共钩勾勾苟狗垢构购够辜咕咕箍
 39C0 估沽孤姑鼓古盍骨谷股故顾固雇刮瓜
 39D0 刮寡挂褂乖拐怪棺关官冠观管馆罐惯
 39E0 灌贯光广逛瑰规圭硅归龟闰轨鬼诡葵
 39F0 柱拒跪贵剑辊滚棍锅郭国果裹过哈

0 1 2 3 4 5 6 7 8 9 A B C D E F
 3AA0 骸孩海亥害害骇酣憨邯韩含涵寒函
 3AB0 喊罕翰撼捍憾悍汗汗夯杭航壕壕
 3AC0 豪毫郝好耗号浩呵喝荷核禾和何合
 3AD0 盒貉阍河涸赫褐鹤鹤嘿嘿痕很狠很哼
 3AE0 亨横衡恒轰哄烘虹鸿洪宏弘红喉猴
 3AF0 吼吼候后呼乎忽瑚壶葫胡蚰狐糊湖

0 1 2 3 4 5 6 7 8 9 A B C D E F
 3BA0 弧虎唬护互沪户花哗华猾滑画划化
 3BB0 话恸恸怀淮坏欢环桓还缓换患唤痪痪
 3BC0 焕涣宦幻荒慌黄磺蝗簧皇惶惶晃晃
 3BD0 恍恍灰挥辉辉恢恢回毁悔慧卉惠贿贿
 3BE0 秽会烺汇讳诲绘荤昏婚魂浑混豁活伙
 3BF0 火获或惑霍货祸击圾基机畸稽积箕

0 1 2 3 4 5 6 7 8 9 A B C D E F
B4A0 础储矗撞触处揣川穿椽传船喘串枪
B4B0 窗幢床闯创吹炊捶锤垂春椿醇唇淳纯
B4C0 蠢戳绰疵茨磁雌辞慈瓷词此刺赐次聪
B4D0 葱囱匆从丛凑粗醋簇促蹙纂率崔催
B4E0 脆粹粹淬翠村存寸磋撮搓措挫措措达
B4F0 答瘩打大呆歹歹戴戴带殆代袋袋待逮

0 1 2 3 4 5 6 7 8 9 A B C D E F
B5A0 怠耽担丹单郸掸胆旦氮但惮淡诞弹
B5B0 蛋当挡党荡档刀捣蹈倒岛祷导到稻掉
B5C0 道盗德的蹬灯登等瞪凳邓堤低滴迪
B5D0 敌笛狄涤翟嫡抵底地蒂第帝弟递递颠
B5E0 掂滇滇点典颠垫垫佃甸店惦奠奠殿殿
B5F0 叮雕凋刁掉吊吊吊调跌蹇蹇蝶迭谍叠

0 1 2 3 4 5 6 7 8 9 A B C D E F
B6A0 丁叮叮钉顶鼎锭定订丢东冬董懂动
B6B0 栋侗洞冻洞兜抖抖陡陡逗痘都督毒揆
B6C0 独读堵睹赌杜镀肚度渡妒端短锻段断
B6D0 缎堆兑队对墩吨蹲敦顿钝盾遁搦哆
B6E0 多夺掇躲朵跌舵刹情堕蛾峨鹅俄额讹
B6F0 娥恶厄扼遏鄂饿恩而儿耳尔洱洱二

0 1 2 3 4 5 6 7 8 9 A B C D E F
B7A0 贰发罚筏伐乏阉法珐藩帆番翻樊矾
B7B0 钶繁凡烦反返贩贩犯饭乏坊芳方防房
B7C0 防妨仿访纺放非啡啡肥匪啡吠肺废
B7D0 沸费芬酚吩氛纷纷坟焚汾粉奋份忿愤
B7E0 粪丰封枫蜂峰锋风疯烽逢冯缝讽奉凤
B7F0 佛否夫敷肤肤拂拂拂幅幅幅符伏服

0 1 2 3 4 5 6 7 8 9 A B C D E F
B8A0 肌饥迹激讯鸡姬绩绩吉极棘籍集
B8B0 及急疾汲即嫉级挤几脊己薊技冀季伎
B8C0 祭剂悸济寄寂记记既忘忌妓继纪嘉枷
B8D0 夹佳家加荚颊贾甲钾假稼价架驾嫁歼
B8E0 监坚尖尖简煎兼肩艰奸缄茧荚柬碱硷
B8F0 拣捡简俭剪减荐鑑鉴贱贱见键箭箭

0 1 2 3 4 5 6 7 8 9 A B C D E F
B9A0 健舰剑饯渐溅涧建僵姜将浆江疆蒋
B9B0 浆浆匠匠酱降蕉蕉礁焦胶交郊浇娇娇
B9C0 嚼搅皎娇饶脚狡角皎缴绞剿教酵轿较
B9D0 叫窖揭接皆秸街阶截劫节桔杰捷睫竭
B9E0 洁结解姐戒藉芥界借介芥诫届巾筋斤
B9F0 金今津襟紧锦仅谨进靳晋禁近焮浸

0 1 2 3 4 5 6 7 8 9 A B C D E F
B9A0 尽劲荆兢莘晶晶鲸京惊精梗经井警
B9B0 景颈静境敬镜径痉靖竟竞净炯窘揪究
B9C0 纠玖非久灸九酒洒救旧臼舅咎就疚鞠
B9D0 拘狙疽居驹菊局局矩举沮聚拒据巨具
B9E0 距踞锯俱句惧炬剧捐鹃娟眷眷卷绢绢
B9F0 攫抉掘倔爵觉决决绝均钧钧军君峻

0 1 2 3 4 5 6 7 8 9 A B C D E F
B9A0 俊浚浚郡骏喀喀卡喀开揩楷凯慨刊
B9B0 堪勘坎砍看康慷糠扛抗亢炕考烤烤靠
B9C0 坷苛柯榫榫颗科壳咳可渴克刻客课肯
B9D0 啃垦恳坑吭空恐孔控扼口扣寇枯哭窟
B9E0 苦酷库裤夸垮跨跨胯块筷筷快宽款匡
B9F0 筐狂框矿眶旷况况况盂盂窳窳奎魁傀

0 1 2 3 4 5 6 7 8 9 A B C D E F
C4A0 摹摹模膜磨磨魔抹末莫默沫漠寞
C4B0 陌谲牟某拇牡亩姆母墓暮募慕木目
C4C0 睦牧穆拿哪呐纳那娜纳氛乃奶耐奈南
C4D0 男难囊挠脑恼闹淖馁馁内嫩能妮倪倪
C4E0 泥尼拟你匿颞逆溺焉拈年碾孽捻念娘
C4F0 昵尿拟捏聂孽啮镊镊涅恣柠拧凝宁

0 1 2 3 4 5 6 7 8 9 A B C D E F
C5A0 拧泞牛扭纽纽脓浓农弄奴努怒女暖
C5B0 虐虐挪懦糯诺哦欧殴殴藕呕偶汲咄跣
C5C0 爬怕怕葩拍排牌排湃派拳潘盘磐盼畔
C5D0 判叛兵彪旁榜胖抛咆咆袍袍跑跑坯胚
C5E0 培裴陪陪配佩沛喷盆砰抨烹彭蓬棚
C5F0 棚篷膨朋鹏捧碰坯砒霹批披劈琶毗

0 1 2 3 4 5 6 7 8 9 A B C D E F
C6A0 啤脾疲皮匹痞僻譬譬篇偏片骗飘漂
C6B0 瓢粟撇瞥拼频贫聘乒坪苹萍平凭瓶
C6C0 评屏披泼泼颇破魄迫柏剖扑铺仆莆葡
C6D0 菩蒲埔朴圃圃浦谱曝瀑期欺栖戚妻七
C6E0 凄漆柒砌其棋奇歧畦畸脐齐旗祈祁骑
C6F0 起岂乞企启契砌器气迄弃汽泣泣沼

0 1 2 3 4 5 6 7 8 9 A B C D E F
C7A0 恰洽牵扦钎铅千迁签仟谦乾黔钱钿
C7B0 前潜遣浅谴墅嵌欠歉枪呛腔羌墙蔷强
C7C0 抢抢鞅敲悄桥瞧乔侨巧鞘翘翘峭俏俏
C7D0 切茄且怯窃软侵亲秦琴勤芹禽禽寝沁
C7E0 青轻氢倾卿清擎晴氤情顷请庆琼穷秋
C7F0 丘邱球求囚茵迥迥趋区蛆曲驱屈渠渠

0 1 2 3 4 5 6 7 8 9 A B C D E F
CCA0 懒蹇蹇踏胎苔沓台泰太态汰坍摊
CCB0 贪瘫滩坛檀痰潭潭谈坦袒袒碳探叹炭
CCC0 汤塘塘堂棠隆唐糖倘淌淌趟烫淘涛滔
CCD0 绦萄桃逃陶陶讨套特滕腾疼疼梯剔踢
CCE0 铤提提蹄蹄体替嘘惕涕剃屉天添填田
CCF0 甜恬舔腆挑挑条迢眺眺贴贴铁厅听厅

0 1 2 3 4 5 6 7 8 9 A B C D E F
CDA0 汀廷停亭庭挺挺通桐酮瞳同铜彤董
CDB0 桶捅筒筒痛偷投头透透秃突图徒途涂
CDC0 屠土吐兔湍困推颓腿腿褪退吞屯臀拖
CDD0 托脱陀陀驮驼橛妥拓唾挖哇蛙洼娃
CDE0 袜歪外腕弯湾玩玩丸丸完碗挽晚皖惋
CDF0 宛婉万腕汪王亡枉网往旺望忘妄威

0 1 2 3 4 5 6 7 8 9 A B C D E F
CEA0 巍微危危违桅围唯惟为潍维苇委委
CEB0 伟伪尾纬未蔚味畏胃喂魏位谓谓尉尉
CEC0 卫瘟温文文闻纹吻稳案问噙翁瓮过蛄
CED0 渦窩我戟卧握沃巫鸣鸨乌污诿屋无羌
CEE0 梧吾吴毋武五捂午舞伍侮坞戊霏晤物
CEF0 勿务悟误昔熙析西晒矽晰嗜吸锡牺

0 1 2 3 4 5 6 7 8 9 A B C D E F
CFA0 稀息希悉膝夕惜熄熈溪汐犀檄袭席
CFB0 习媳喜洗洗系隙戏细孺蛭虾匪鼯辖暇峡
CFC0 侠狭下厦厦吓掀敏先仙鲜鲜咸贤街舷
CFD0 闲涎弦嫌显险现猷县腺腥羨宪陷限线
CFE0 相厢饕饕香箱襄湘乡翔祥详想响享项巷
CFF0 橡橡向象萧硝硝削峭峭销销消宵淆晓

0 1 2 3 4 5 6 7 8 9 A B C D E F
F4A0 簪簪簪簪簪簪簪簪 卑卑卑卑卑卑卑卑
F4B0 舢舢舢舢舢舢舢舢 舢舢舢舢舢舢舢舢
F4C0 衾衾衾衾衾衾衾衾 衾衾衾衾衾衾衾衾
F4D0 羿羿羿羿羿羿羿羿 羿羿羿羿羿羿羿羿
F4E0 麴麴麴麴麴麴麴麴 麴麴麴麴麴麴麴麴
F4F0 麴麴麴麴麴麴麴麴 麴麴麴麴麴麴麴麴

0 1 2 3 4 5 6 7 8 9 A B C D E F
FCA0
FCB0
FCC0
FCD0
FCE0
FCF0

0 1 2 3 4 5 6 7 8 9 A B C D E F
F5A0 酩酩酩酩酩酩酩酩 酩酩酩酩酩酩酩酩
F5B0 酩酩酩酩酩酩酩酩 酩酩酩酩酩酩酩酩
F5C0 酩酩酩酩酩酩酩酩 酩酩酩酩酩酩酩酩
F5D0 酩酩酩酩酩酩酩酩 酩酩酩酩酩酩酩酩
F5E0 酩酩酩酩酩酩酩酩 酩酩酩酩酩酩酩酩
F5F0 酩酩酩酩酩酩酩酩 酩酩酩酩酩酩酩酩

0 1 2 3 4 5 6 7 8 9 A B C D E F
FDA0
FDB0
FDC0
FDD0
FDE0
DFD0

0 1 2 3 4 5 6 7 8 9 A B C D E F
F6A0 舢舢舢舢舢舢舢舢 舢舢舢舢舢舢舢舢
F6B0 舢舢舢舢舢舢舢舢 舢舢舢舢舢舢舢舢
F6C0 舢舢舢舢舢舢舢舢 舢舢舢舢舢舢舢舢
F6D0 舢舢舢舢舢舢舢舢 舢舢舢舢舢舢舢舢
F6E0 舢舢舢舢舢舢舢舢 舢舢舢舢舢舢舢舢
F6F0 舢舢舢舢舢舢舢舢 舢舢舢舢舢舢舢舢

0 1 2 3 4 5 6 7 8 9 A B C D E F
FEA0
FEB0
FEC0
FED0
FEE0
FEF0

0 1 2 3 4 5 6 7 8 9 A B C D E F
F7A0 舢舢舢舢舢舢舢舢 舢舢舢舢舢舢舢舢
F7B0 舢舢舢舢舢舢舢舢 舢舢舢舢舢舢舢舢
F7C0 舢舢舢舢舢舢舢舢 舢舢舢舢舢舢舢舢
F7D0 舢舢舢舢舢舢舢舢 舢舢舢舢舢舢舢舢
F7E0 舢舢舢舢舢舢舢舢 舢舢舢舢舢舢舢舢
F7F0 舢舢舢舢舢舢舢舢 舢舢舢舢舢舢舢舢

0 1 2 3 4 5 6 7 8 9 A B C D E F
FFA0
FFB0
FFC0
FFD0
FFE0
FFF0

7-6 Korean Language Codes

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
A1A0	"	'	[]	<	>	~	·	·	·	·	·	·	·	·	·
A1B0	"	'	[]	<	>	~	·	·	·	·	·	·	·	·	·
A1C0	÷	≠	≤	≥	∞	∴	°	°	°	°	°	°	°	°	°	°
A1D0	∠	⊥	∩	∪	∇	≡	≠	§	*	☆	★	○	●	◊	◆	◆
A1E0	□	■	▲	▼	↖	↗	↘	↙	↑	↓	↔	↔	↔	↔	↔	↔
A1F0	∞	∴	°	°	°	°	°	°	°	°	°	°	°	°	°	°

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
A2A0	⇒	⇒	⇒	⇒	⇒	⇒	⇒	⇒	⇒	⇒	⇒	⇒	⇒	⇒	⇒	⇒
A2B0	:	∑	∏	∏	∏	∏	∏	∏	∏	∏	∏	∏	∏	∏	∏	∏
A2C0	♣	♠	♠	♠	♠	♠	♠	♠	♠	♠	♠	♠	♠	♠	♠	♠
A2D0	Na	Ca	™	amp	pm	Tel										
A2E0																
A2F0																

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
A3A0	!	#	\$	%	&	'	()	*	+	-	.	/				
A3B0	0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
A3C0	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
A3D0	P	Q	R	S	T	U	V	W	X	Y	Z	[W	^	~	~
A3E0	`	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o
A3F0	p	q	r	s	t	u	v	w	x	y	z	{		}	~	~

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
A4A0	가	나	다	라	사	아	야	우	유	우	우	우	우	우	우	우
A4B0	고	구	구	구	구	구	구	구	구	구	구	구	구	구	구	구
A4C0	하	하	하	하	하	하	하	하	하	하	하	하	하	하	하	하
A4D0	티	티	티	티	티	티	티	티	티	티	티	티	티	티	티	티
A4E0	미	미	미	미	미	미	미	미	미	미	미	미	미	미	미	미
A4F0	oo															

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
A9A0	æ	ð	ð	h	i	ij	k	l	l	ø	œ	β	p	t	u	u
A9B0	ñ	(r)	(l)	(c)	(e)	(o)	(h)	(s)	(o)	(s)	(s)	(e)	(m)	(e)	(r)	(r)
A9C0	(i)	(e)	(e)	(e)	(e)	(e)	(e)	(e)	(e)	(e)	(e)	(e)	(e)	(e)	(e)	(e)
A9D0	(d)	(e)	(f)	(g)	(h)	(i)	(j)	(k)	(l)	(m)	(n)	(o)	(p)	(q)	(r)	(s)
A9E0	(t)	(u)	(v)	(w)	(x)	(y)	(z)	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
A9F0	(10)	(11)	(12)	(13)	(14)	(15) ¹	2	3	4	n	1	2	3	4	~	~

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
AAA0	~	あ	あ	い	う	う	え	え	お	お	か	か	が	が	さ	さ
AAB0	く	け	こ	こ	さ	さ	し	し	ず	ず	せ	せ	そ	そ	た	た
AAC0	だ	ち	ち	っ	つ	つ	て	て	ど	ど	な	な	ぬ	ぬ	の	の
AAD0	ば	ば	び	び	び	ふ	ふ	ふ	へ	へ	べ	べ	ほ	ほ	ま	ま
AAE0	む	め	も	も	や	や	ゆ	ゆ	よ	よ	ら	ら	り	り	る	る
AAF0	ろ	ろ	を	を	ん											

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
ABA0	ア	ア	イ	イ	ウ	ウ	エ	エ	オ	オ	カ	カ	キ	キ	ク	ク
ABB0	グ	ケ	ケ	コ	コ	サ	サ	シ	シ	ス	ス	セ	セ	ソ	ソ	タ
ABC0	ダ	チ	チ	ツ	ツ	テ	テ	ト	ト	ナ	ナ	ニ	ニ	ノ	ノ	ハ
ABD0	パ	パ	ピ	ピ	ピ	フ	フ	ヘ	ヘ	ベ	ベ	ホ	ホ	ポ	ポ	マ
ABE0	ム	メ	モ	モ	ヤ	ヤ	ユ	ユ	ヨ	ヨ	ラ	ラ	リ	リ	ロ	ワ
ABF0	キ	エ	ラン	ヴ	カ	ケ										

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
ACA0	~	А	Б	В	Г	Д	Е	Ё	Ж	З	И	Й	К	Л	М	Н
ACB0	~	О	П	Р	С	Т	У	Ф	Х	Ц	Ч	Ш	Ъ	Ы	Ь	Э
ACC0	~	Ю	Я													
ACD0	~	а	б	в	г	д	е	ё	ж	з	и	й	к	л	м	н
ACE0	~	о	п	р	с	т	у	ф	х	ц	ч	ш	ъ	ы	ь	э
ACF0	~	ю	я													

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
C4A0		치	친	친	질	질	침	침	침	칭	카	각	각	각	각	
C4B0		갑	갓	강	개	개	켄	켄	켄	갓	갓	갓	갓	갓	갓	
C4C0		컻	컻	컨	컨	컨	켈	켈	켈	켈	켈	켈	켈	켈	켈	
C4D0		켈	커	커	켈	켈	켈	켈	켈	켈	켈	켈	켈	켈	켈	
C4E0		쿣	공	과	과	관	관	관	관	관	궡	궡	궡	궡	궡	
C4F0		쿨	쿨	쿨	쿨	쿨	퀵	퀵	퀵	퀵	퀵	퀵	퀵	퀵	퀵	

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
C5A0		킴	킴	킴	킴	킴	킴	킴	킴	킴	크	크	크	크	크	
C5B0		키	키	킨	김	김	김	김	김	킴	타	타	타	타	타	
C5C0		닷	닷	대	택	택	택	택	택	택	택	택	택	택	택	
C5D0		털	털	털	털	털	털	털	털	털	털	털	털	털	털	
C5E0		턴	턴	테	테	테	테	테	테	테	통	통	통	통	통	
C5F0		퇴	퇴	퇴	퇴	퇴	퇴	퇴	퇴	퇴	통	통	통	통	통	

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
C6A0		튀	튀	튀	튀	튀	튀	튀	튀	튀	툄	툄	툄	툄	툄	
C6B0		튼	튼	툄	툄	툄	툄	툄	툄	툄	툄	툄	툄	툄	툄	
C6C0		툄	툄	툄	툄	툄	툄	툄	툄	툄	툄	툄	툄	툄	툄	
C6D0		패	패	패	패	패	패	패	패	패	퍼	퍼	퍼	퍼	퍼	
C6E0		펄	펄	펄	펄	펄	펄	펄	펄	펄	퍼	퍼	퍼	퍼	퍼	
C6F0		펄	펄	펄	펄	펄	펄	펄	펄	펄	퍼	퍼	퍼	퍼	퍼	

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
C7A0		피	피	피	피	표	표	표	표	표	푼	푼	푼	푼	푼	
C7B0		품	품	품	품	품	품	품	품	품	푼	푼	푼	푼	푼	
C7C0		푼	푼	푼	푼	푼	푼	푼	푼	푼	푼	푼	푼	푼	푼	
C7D0		학	학	학	학	학	학	학	학	학	해	해	해	해	해	
C7E0		행	행	행	행	행	행	행	행	행	해	해	해	해	해	
C7F0		헬	헬	헬	헬	헬	헬	헬	헬	헬	헬	헬	헬	헬	헬	

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
CCA0																
CCB0																
CCC0																
CCD0																
CCE0																
CCF0																

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
CDA0																
CDB0																
CDC0																
CDD0																
CDE0																
CDF0																

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
CEA0																
CEB0																
CEC0																
CED0																
CEE0																
CEF0																

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
CFA0																
CFB0																
CFC0																
CFD0																
CFE0																
CFF0																