IGNORED CODES

Codes that are unusable or undefined in a given print mode are ignored.

There are several reasons a code might be unusable in a certain mode.
Redundant codes that do not change the current printer status are usually
ignored. For example, if the printer is in DP mode, sending a CHR$ (19)
(used to enter DP mode) is useless. There are many ASCII control codes in
the range 0-31 that the printer simply does not recognize. ASCII 0, for
example, is not used in any of the three print modes.

The following table summarizes the undefined print codes.

ALL MODES:

* Out of range on a repeat sequence
* Out of range on a dot positioning sequence
* Redundant codes that don't change the current printer status
* Unprintable repeat data n2

DP MODE: 0, 1, 19, 30, 127, 255

WP MODE: 0, 1, 20, 30, 127, 255

GRAPHICS MODE: All codes in the range 0-127 are ignored except: 7, 10, 12,
13, 27 14, 27 15, 27 16 n1 n2, 27 21, 27 22, 27 33, 27 49, 27 52 n, 27 71,
27 73 n1 n2..., 27 75, 27 76, 27 85 n, 28 n1 n2, 30.

TANDY CONTROL CODES

CODE	HEX	SYMBOL	DP MODE	WP MODE	GRAPHICS MODE	REMARKS
8 n	(08)	BS n	Backspace (n= Binary) n: BS point NO.	Backspace (n= Binary) n: BS point NO.	Ignored	
10	(0A)	LF	Line Feed	Line Feed (Full LF)	Line Feed (7/60" LF)	
12	(0C)	FF	Form Feed	Form Feed	Form Feed	
13	(0D)	CR	Carriage Return (Latched data)	Carriage Return (1/6")	Carriage Return (7/60")	
14	(0E)	SO	End Underline	End Underline	Ignored	
15	(0E)	SI	Start Underline	Start Underline	Ignored	
18	(12)	DC2	Select Graphics Mode	Select Graphics Mode	Ignored	
19	(13)	DC3	Ignored	Select DP Mode	Ignored	
20	(14)	DC4	Select WP Mode	Ignored	Ignored	

27 1 } 9	(1B) (01) } (09	ESC 01 } 09	Proportional Spacing	Proportional Spacing	Ignored	
27 10	(1B) (0A)	ESC LF	Set Full Reverse Line Feed	Perform Full Reverse Line Feed	Ignored	
27 14	(1B) (0E)	ESC SO	Start Elongation	Start Elongation	Start Elongation	
27 15	(1B) (0F)	ESC SI	End Elongation	End Elongation	End Elongation	
27 16 n1 n2	(1B) (10)	ESC DEL n1 n2	Positioning (2 pitches are available) (n:Binary)	Positioning (2 pitches are available) (n:Binary)	Positioning (2 pitches are available) (n:Binary)	
27 17	(1B) (11)	ESC DC1	Select Proportional Character	Select Proportional Character	Ignored	
27 18	(1B) (12)	ESC DC2	Select NLQ Correspondence-10 Character	Select NLQ Correspondence-10 Character		
27 19	(1B) (13)	ESC DC3	Select Standard 10 CPI Character	Select Standard 10 CPI Character	Ignored	
27 20	(1B) (15)	ESC DC4	Select Condensed Character	Select Condensed Character	Ignored	
27 21	(1B) (16)	ESC NAK	Select CR only	Select CR only	Select CR only	
27 22	(1B) (16)	ESC SYN	Select CR=NL (LF)	Select CR=NL (LF)	Select CR=NL (LF)	
27 23	(1B) (17)	ESC ETB	Select Standard-12 Character	Select Standard-12 Character	Ignored	
27 28	(1B) (1C)	ESC FS	Half Forward Line Feed (Set)	Half Forward Line Feed (Set)	Ignored	

27	(1B)	ESC	Select	Select	Ignored	
29	(1D)	GS	Correspondence 12 Character	Correspondence 12 Character		
27	(1B)	ESC	Select 1/12"	Perform 1/12"	Ignored	
30			Reverse LF	Reverse LF		
27	(1B)	ESC	Start Bold	Start Bold	Ignored	
31		US				
27	(1B)	ESC	End Bold	End Bold	Ignored	
32	(20)	SP				
27	(1B)	ESC	Select IBM Mode	Select IBM Mode	Select IBM Mode	
33	(21)	!				
27	(1B)	ESC	Load User Font	Load User Font	Ignored	
38	(21)	&				
27	(1B)	ESC	1/20 Forward Line Feed	1/20 Forward Line Feed	1/20 Forward Line Feed	
49	(31)	1				
27 52 n	(1B) (34)	ESC 4 n	Form Length Set	Form Length Set	Form Length Set	
27 54	(1B) (36)	ESC 6	Set Full Forward Line Feed (no motion	Ignored	Ignored	
27 56	(1B) (38)	ESC 8	Set 3/4" LF	Perform 3/4" LF	Ignored	
27 58	(1B) (3A)	ESC :	Select IBM Character Set 1	Select IBM Character Set 1	Ignored	
27 59	(1B) (3B)	ESC ;	Select Tandy Character Set	Select Tandy Character Set	Ignored	
27 61 n	(1B) (3D) n	ESC = n	Font Assign Correspondence 10-Character	Font Assign Correspondence 10-Character	Ignored	
27 62 n	(1B) (3E n	ESC > n	Font Assign Correspondence 12 Character	Font Assign Correspondence 12 Character	Ignored	
27 63 n	(1B) n	ESC ? n	Font Assign Proportional Character	Font Assign Proportional Character	Ignored	

27 66 48	(1B) (42) (30)	ESC B 0	End Italic Character	End Italic Character	Ignored	
27 66 49	(1B) (42) (31)	ESC B n	Select Italic Character	Select Italic Character		
27 71	(1B) (47)	ESC G	4/5 Forward Line Feed	4/5 Forward Line Feed	4/5 Forward Line Feed	
27 72 n	(1B) (48)	ESC H n	Perforation Skip Set	Perforation Skip Set	Ignored	
27 73 n1 n2 d1 ~ dk	(1B) (49) n1 n2 d1 ~ dk	ESC I n1 n2 d1 ~ dk	High Resolution Graphics (n1n2: Column length) (d1 ~ dk: Image cut)	High Resolution Graphics (n1,n2: Column length) (d1 ~ dk: Image cut)	High Resolution Graphics (n1n2: Column length) (d1 ~ dk: Image cut)	
27 77	(1B) (4D)	ESC M	Select Microfont	Select Microfont	Ignored	
27 81 n	(1B) (51)	ESC Q n	Set Left Margin	Set Left Margin	Ignored	
27 82 n	(1B) (52)	ESC R n	Set Right Margin	Set Right Margin	Ignored	
27 83 n	(1B) (53)	ESC S n	n=0 Select Superscript n=1 Selects Subscript	n=0 Set Superscript n=1 Select Subscript	Ignored	
27 85 n	(1B) (55)	ESC U n	n=0 Sets Bi- directional n=1 Sets Uni- directional	n=0 Sets Bi- directional n=1 Sets Uni- directional	Ignored	
27 87	(1B) (57)	ESC W	Select Double- Height Character	Select Double- Height Character	Ignored	
27 88	(1B) (58)	ESC X	End Superscript and Subscript	End Superscript and Subscript	Ignored	
27 89 n	(1B) (59)	ESC Y n	Select Country Character	Select Country Character	Ignored	
27	(1B)	ESC	Enhanced	Enhanced	Ignored	

90	(5A)	Z				
28 n1 n2	(1C)	FS n1 n2	Repeat Character (undefined code is ignored	Repeat Character (undefined code is ignored	Repeat Print Data	n1: Repeat # n2: Char. or print data
30	(1E)	RS	End Graphics Mode	End Graphics Mode	End Graphics Mode	

(smm 07/27/93)