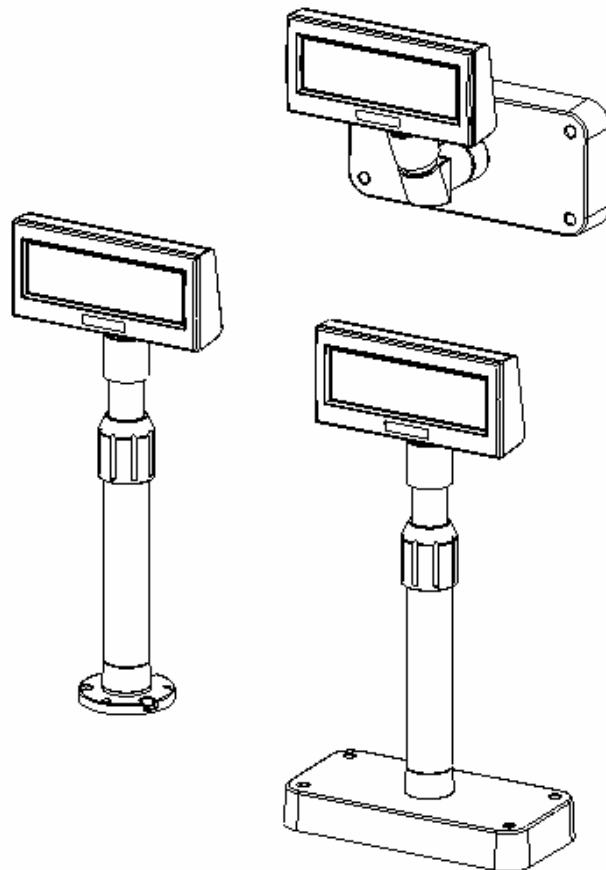


BIXOLON®

Command Manual
BCD-1100

Customer Display
Rev. 1.00



<http://www.bixolon.com>

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1. Notice

This Control Commands Manual contains information on the protocol and functions of all control commands that can be used with this Customer Display (BCD-1000).

2. Control Commands List

* Defaults (Initial State at Power-On) : The contents of the initial state are shown in below table.

Setting Items	Setting Contents
Command emulation mode	BIXOLON's Customer Display Standard
Display mode	Overwrite mode
Cursor position	Home position (the upper left corner of the window)
Display screen	Clear
Window	Not defined
Character code table	PC-437 (*)
International character set	U.S.A (*)
User-defined characters	Not defined
Macro definition	Not defined
Reserved characters	Canceled
Display blinking	Canceled
Brightness adjustment	100% (*)
Peripheral device selection	Display (*)
Set-up time	00:00

(*) Set by the memory switch

3. Back Space (Move Cursor Left)

ASCII Format	<BS>	<ESC> [D	<NUL> K
Dec. Format	8	27, 91, 68	0, 75
Hex. Format	[08h]	[1Bh] [5Bh] [44h]	[00h] [4Bh]
Description	<p>Moves the cursor one character position to the left. When the cursor is at the left end of a line, the operation of this command depends on the display mode, as follows :</p> <ol style="list-style-type: none"> 1) Overwrite mode : When the cursor is at the left end of the lower line, it is moved to the right end of the upper line. When it is at the left end of the upper line, it is moved to the right end of the lower line. 2) Vertical scroll mode : When the cursor is at the left end of the lower line, it is moved to the right end of the upper line. When it is at the left end of the upper line, the display on the upper line is scrolled to the lower line and the upper line is cleared. At this time, the cursor moved to the right end of the upper line. 3) Horizontal scroll mode : All characters on the current line are scrolled on character to the right. The cursor is not moved, but the character area at the left end is cleared. <p>* When a window is defined, the cursor is moved only within the current window.</p>		

4. Horizontal Tab (Move Cursor Right)

ASCII Format	<HT>	<ESC> [C	<NUL> M
Dec. Format	9	27, 91, 67	0, 77
Hex. Format	[09h]	[1Bh] [5Bh] [43h]	[00h] [4Dh]
Description	<p>Moves the cursor to the right. When the cursor is at the right end of a line, the operation of this command depends on the display mode, as follows :</p> <ol style="list-style-type: none"> 1) Overwrite mode : When the cursor is at the right end of the upper line, it is moved to the left end of the lower line. When it is at the right end of the lower line, it is moved to the left end of the upper line. 2) Vertical scroll mode : When the cursor is at the right end of the upper line, it is moved to the left end of the lower line. When it is at the right end of the lower line, the display on the lower line is scrolled to the upper line and the lower line is cleared. At this time, the cursor moved to the left end of the lower line. 3) Horizontal scroll mode : All characters on the current line are scrolled on character to the left. The cursor is not moved, but the character area at the left end is cleared. <p>* When a window is defined, the cursor is moved only within the current window.</p>		

5. Move Cursor Downward (Line Feed)

ASCII Format	<LF>	<ESC> [B	<NUL> P
Dec. Format	10	27, 91, 66	0, 80
Hex. Format	[0Ah]	[1Bh] [5Bh] [42h]	[00h] [50h]
Description	<p>Moves the cursor down one line. When the cursor is on the lower line, the operation of this command depends on the display mode, as follows :</p> <ol style="list-style-type: none"> 1) Overwrite mode : The cursor is moved to the same column on the upper line. 2) Vertical scroll mode : The characters displayed on the lower line are scrolled to the upper line and the lower line is cleared. The cursor remains at the same position. 3) Horizontal scroll mode : The cursor is not moved. <p>* When a window is defined, the cursor is moved only within the current window.</p>		

6. Move Cursor Up

ASCII Format	<US><LF>	<ESC> [A	<NUL> H
Dec. Format	31, 10	27, 91, 65	0, 72
Hex. Format	[1Fh] [0Ah]	[1Bh] [5Bh] [41h]	[00h] [48h]
Description	<p>Moves the cursor up one line. When the cursor is on the upper line, the operation of this command depends on the display mode, as follows :</p> <ol style="list-style-type: none"> 1) Overwrite mode : The cursor is moved to the same column on the lower line. 2) Vertical scroll mode : The characters displayed on the upper line are scrolled to the lower line and the upper line is cleared. The cursor remains at the same position. 3) Horizontal scroll mode : The cursor is not moved. <p>* When a window is defined, the cursor is moved only within the current window.</p>		

7. Cursor Home (Move Cursor to Home Position)

ASCII Format	<HOM>	<ESC> [H	
Dec. Format	11	27, 91, 72	
Hex. Format	[0Bh]	[1Bh] [5Bh] [48h]	
Description	<p>Moves the cursor to the left-most position on the upper line (home position). Home position indicates the first column of the upper line.</p> <p>* When a window is defined, the home position is the upper left corner of the window.</p>		

8. Carriage Return (Move Cursor to Left-most Position)

ASCII Format	<CR>	<ESC> [L	<NUL> G
Dec. Format	13	11, 91, 76	0, 71
Hex. Format	[0Dh]	[1Bh] [5Bh] [4Ch]	[00h] [47h]
Description	<p>Moves the cursor to the left-most position on the current line.</p> <p>* The cursor is moved only within the current window.</p>		

9. Move Cursor to Right-most Position

ASCII Format	<US><CR>	<ESC> [R	
Dec. Format	31, 13	11, 91, 82	
Hex. Format	[1Fh] [0Dh]	[1Bh] [5Bh] [52h]	
Description	<p>Moves the cursor to the right-most position on the current line.</p> <p>* The cursor is moved only within the current window.</p>		

10. Move Cursor to Bottom Position

ASCII Format	<US> B	<ESC> [K	
Dec. Format	31, 65	11, 91, 75	
Hex. Format	[1Fh] [42h]	[1Bh] [5Bh] [4Bh]	
Description	Moves the cursor to the bottom position. The bottom position indicates the 20th column of the lower line. * When a window is defined, the bottom position is the lower right corner of the window.		

11. Move Cursor to Specified Position

ASCII Format	<US> \$ x y	<ESC> 1 x y	<ESC> P x y
Dec. Format	31, 36, x, y	31, 108, x, y	31, 80, x, y
Hex. Format	[1Fh] [24h] x y	[1Bh] [6Ch] x y	[1Bh] [50h] x y
Description	Moves the cursor to the nth column on the mth line. If a value exceeding the range is specified for x (column) and/or y (line), this command is ignored and the cursor does not move. (range : $1 \leq x \leq 20$, $y=1$ ro 2)		

12. Clear Display Screen and Clear String Mode

ASCII Format	<CLR>		
Dec. Format	12		
Hex. Format	[0Ch]		
Description	Clear all the displayed characters. After the command is executed, the cursor moves to the home position. * When a window is defined, the cursor is moved only within the current window.		

13. Clear Cursor Line and Clear String Mode

ASCII Format	<CAN>		
Dec. Format	24		
Hex. Format	[18h]		
Description	Clears the line containing the cursor. After the command is executed, the cursor moves to the left-most position on the current line. * When a window is defined, the home position is the upper left corner of the window.		

14. Initialize Display

ASCII Format	<ESC> @		
Dec. Format	27, 64		
Hex. Format	[1Bh] [40h]		
Description	Reset the various display settings to their initial values. The software settings are reset to their power-on values. The jumper switches are not checked again. The data in the receive buffer is not cleared. After initializing the display, the display screen is cleared and the cursor moves to the home position.		

15. Select Peripheral Device(s)

ASCII Format	<ESC> = n		
Dec. Format	27, 61, n		
Hex. Format	[1Bh] [3Dh] n		
Description	<p>Select peripheral device(s).</p> <ul style="list-style-type: none"> * n=01h, enable printer, disable display. * n=02h, disable printer, enable display. * n=03h, enable printer, enable display. * n=04h, display message for customer side (Display data can be accepted when J1 is opened). * n=05h, display message for operator side (Display data can be accepted when J1 is closed). 		

16. Select/Cancel User-defined Characters

ASCII Format	<ESC> % n		
Dec. Format	27, 37, n		
Hex. Format	[1Bh] [25h] n		
Description	<p>Selects or cancels the user-defined character set. (n=0 or 1, default n=0)</p> <p>When n is 1, the user-defined character set is selected. When the user-defined character set is not defined using the "<ESC> &" command, the internal character set is displayed.</p> <p>When n is 0, the user-defined character set is canceled. (The internal character set is selected.) In this case, this command has no effect on the user-defined characters that have already been defined using the "<ESC> &" command.</p> <p>This command has no effect on the characters already displayed.</p>		

17. Define User-defined Characters

ASCII Format	<ESC> & x n m [a (p1...pa)] * (m-n+1)
Dec. Format	27, 38, s n m [a (p1...pa)] * (m-n+1), s=1, 32 ≤ n ≤ m ≤ 255, 0 ≤ p1...pa ≤ 255
Hex. Format	[1Bh] [26h] s n m [a (p1...pa)] * (m-n+1), s=01h, 20h ≤ n ≤ m ≤ FFh, 00h ≤ p1...pa ≤ FFh
Description	<p>Defines user-defined characters.</p> <ul style="list-style-type: none"> * s denotes the number of bytes in the vertical direction. (s=1) * n specifies the beginning character code for the definition, and m specifies the final character code. When only one character is defined, use n=m. * 224 characters can be defined between character codes 20h (32) and FFh (255) in the character code table. * a denotes the number of dots in the horizontal direction. When a < 5, the remaining dots on the right side of the user-defined characters are padded with spaces. * p1...pa is the dot data to be defined for the characters. This indicates the dot pattern for a dot in the horizontal direction from the left side. * The number of data items to be defined is s * a. When 8 bits are specified for the communication word length, the most significant bit is ignored. * Once the user-defined characters are defined, they remain effective until they are redefined, "<ESC> @" is executed, or the power is turned off. * When only the user-defined characters are defined and the user-defined character set is not selected using the "<ESC> %" command, the user-defined characters are not displayed.
Example	<p>To define the character "€" at character code 20h (32) :</p> <p>1) When the most significant bit is processed as "0", or when the communication word length is specified as 7 bits, the defined character definition is executed as shown below :</p> <p>[1Bh] [26h] [01h] : define user-defined character [20h] [20h] [05h] : code from 20h to 20h, each character will be composed by 5 bytes [12h] [2Ah] [7Fh] [2Ah] [24h] : left side of above define example (MSB="0")</p> <p>2) When the communication word length is specified as 8 bits and the most significant bit is processed as "1", the user-defined character definition is executed as shown below :</p> <p>[1Bh] [26h] [01h] : define user-defined character [20h] [20h] [05h] : code from 20h to 20h, each character will be composed by 5 bytes [92h] [AAh] [FFh] [AAh] [A4h] : right side of above define example (MSB="1")</p>

18. Delete User-defined Characters

ASCII Format	<ESC> ? n		
Dec. Format	27, 63, n		
Hex. Format	[1Bh] [3Fh] n		
Description	Cancels user-defined characters. (20h ≤ n ≤ FFh) This command cancels the pattern defined for the character code specified by n. If specified code is transmitted after the pattern is canceled by this command, the internal character is displayed. If the specified character code is not defined, this command is ignored. This command has no effect on characters already displayed.		

19. Store User-defined Characters into EEPROM

ASCII Format	<ESC> s <MD1>		
Dec. Format	27, 115, 1		
Hex. Format	[1Bh] [73h] [01h]		
Description	Current using character data, including user-defined characters, is stored into EEPROM.		

20. Restore User-defined Characters from EEPROM

ASCII Format	<ESC> s <MD1>		
Dec. Format	27, 100, 1		
Hex. Format	[1Bh] [64h] [01h]		
Description	Character font table is reloaded from EEPROM, and the user-defined characters will be selected.		

21. Select an International Code set

ASCII Format	<ESC> R n	<ESC> f n	
Dec. Format	27, 82, n	27, 102, n	
Hex. Format	[1Bh] [52h] n	[1Bh] [66h] n	
Description	Set international code set. After setting international code set, the user-defined characters are subject to be deleted.		

22. Select a Character Font Table

ASCII Format	<ESC> t n	<ESC> c n	
Dec. Format	27, 116, n	27, 99, n	
Hex. Format	[1Bh] [74h] n	[1Bh] [63h] n	
Description	Select character font table.		

23. Select/Cancel Window Range

ASCII Format	<ESC> W n m x1 y1 x2 y2
Dec. Format	27, 87, n, m, x1, y1, x2, y2 (1 ≤ n ≤ 4, m=0, 1, 48 or 49, 1 ≤ x1 ≤ x2 ≤ 20, 1 ≤ y1 ≤ y2 ≤ 2)
Hex. Format	[1Bh] [57h] n m x1 y1 x2 y2
Description	<p>Selects or cancels a single window on the display screen.</p> <ul style="list-style-type: none"> * n specifies the window number to be selected or canceled. (01h ≤ n ≤ 04h) * m specifies selection or cancellation. <ul style="list-style-type: none"> When m=1 or 49 (31h), a window is selected. (Values x1, y1, x2, and y2 are required) When m=0 or 48 (32h), a window is canceled. (Values x1, y1, x2, and y2 are not required) * x1 and y1 set the positions of the upper left column and line of the window, respectively. <p>Up to four windows can be selected simultaneously on the display screen. However, the window ranges cannot overlap. If a value outside the display screen or overlapping another window is set, this command is ignored. To cancel a window, arguments for the window range (x1, y1, x2, and y2) must not be transmitted.</p>

24. Overwrite Mode

ASCII Format	<US><MD1>	<ESC><DC1>	
Dec. Format	31, 1	27, 17	
Hex. Format	[1Fh] [01h]	[1Bh] [11h]	
Description	<p>Selects overwrite mode as the screen display mode.</p> <p>In overwrite mode, entering a character code moves the cursor to the left end of the lower line when the cursor is at the right end of the upper line, and to the left end of the upper line when the cursor is at the right end of the lower line.</p> <p>This mode is selected when the power is turned on.</p> <p>Selecting overwrite mode cancels horizontal or vertical scroll mode.</p> <p>Except when the cursor is at the right end, entering a character code moves the cursor one character to the right after displaying the character.</p>		

25. Vertical Scroll Mode

ASCII Format	<US><MD2>	<ESC><DC2>	
Dec. Format	31, 2	27, 18	
Hex. Format	[1Fh] [02h]	[1Bh] [12h]	
Description	<p>Selects vertical scroll mode as the screen display mode.</p> <p>In vertical scroll mode, entering a character code moves the cursor to the left end of the lower line when the cursor is at the right end of the upper line, scrolls the characters displayed on the lower line to the upper line, and clears the lower line when the cursor is at the right end of the lower line. At this time, the cursor is moved to the left end of the lower line.</p> <p>Selecting vertical scroll mode cancels overwrite or horizontal scroll mode.</p> <p>Except when the cursor is at the right end, entering a character code moves the cursor one character to the right after displaying the character.</p>		

26. Horizontal Scroll Mode

ASCII Format	<US><MD3>	<ESC><DC3>	
Dec. Format	31, 3		
Hex. Format	[1Fh] [03h]	[1Bh] [13h]	
Description	<p>Selects horizontal scroll mode as the screen display mode.</p> <p>In horizontal scroll mode, entering a character code scrolls all displayed characters (including commas and periods) one character to the left, then displays the new character at the right end (when the cursor is at the right end of either line). Selecting horizontal scroll mode cancels overwrite or vertical scroll mode. Except when the cursor is at the right end, entering a character code moves the cursor one character to the right after displaying the character.</p>		

27. Set Display Screen Blink Interval

ASCII Format	<US> E n		
Dec. Format	31, 69, n		
Hex. Format	[1Fh] [45h] n		
Description	<p>Sets or cancels the blink interval of the display screen. ($0 \leq n \leq 255$) n specifies the blink interval. [(n*50ms.) ON / (n*50ms.) OFF] is repeated. When n=0, the display is kept on (cancels blinking). When n=255, the display is turned off but the contents of the display are maintained.</p>		

28. Set and Display Counter (Set Time)

ASCII Format	<US> T h m		
Dec. Format	31, 84, h m		
Hex. Format	[1Fh] [54h] h m		
Description	<p>The counter time is set and displayed at the right side of the bottom line. * h is hours, and m is minutes. ($0 \leq h \leq 23$, $0 \leq m \leq 59$) When this command is entered, the screen is cleared and the time is displayed in 24-mode at the right side of the bottom line. The time counter start from the transmitted code h:m:00. After the time is displayed, the cursor moves to the home position. The counter display disappears when any of the following occurs :</p> <ol style="list-style-type: none"> 1) The cursor moves to the bottom line. 2) Display characters move to the bottom line. 3) the <CLR> command is received. <p>Even if the time counter is cleared, it continues to be updated in the display.</p>		

29. Display Counter (Display Time)

ASCII Format	<US> U																																																																																																																																																																					
Dec. Format	31, 85																																																																																																																																																																					
Hex. Format	[1Fh] [55h]																																																																																																																																																																					
Description	<p>Displays the time counter at the right side of the bottom line. If the time has already been set using the "<US> T h m" command, the elapsed time is displayed in real time in the format "hours : minutes : seconds". If the time has not yet been set, the elapsed time (from when the counter was initialized by turning on the power or from the "<ESC> @" command) is displayed in real time in the format "hours : minutes : seconds". After the counter is displayed, the cursor moves to the home position. The counter display is cleared when any of the following occurs :</p> <ol style="list-style-type: none"> 1) The cursor moves to the bottom line. 2) Display characters move to the bottom line. 3) the <CLR> command is received. <p>Even if the time counter is cleared, it continues to be updated in the display.</p>																																																																																																																																																																					
Example	<p>1) Counter display just before receiving "<US> T h m" :</p> <table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <tr> <td>H</td><td>A</td><td>V</td><td>E</td><td></td><td>A</td><td></td><td>N</td><td>I</td><td>C</td><td>E</td><td></td><td>D</td><td>A</td><td>Y</td><td>!</td><td>!</td><td></td><td></td><td></td> </tr> <tr> <td>S</td><td>U</td><td>B</td><td>-</td><td>T</td><td>O</td><td>T</td><td>A</td><td>L</td><td></td><td></td><td></td><td></td><td></td><td>\$</td><td>3</td><td>2</td><td>.</td><td>9</td><td>5</td> </tr> </table> <p>[Example] Display Before Setting the Counter</p> <p>2) "<US> T h m" (1Fh 54h 17 35) is received :</p> <table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <tr> <td>-</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td> </tr> <tr> <td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td>1</td><td>7</td><td>:</td><td>3</td><td>5</td><td>:</td><td>0</td><td>0</td> </tr> </table> <p>[Example] Counter Setting Indication Above screen "HAVE A NICE DAY!! / SUB-TOTAL \$32.95" is cleared, and the input time is displayed at the right side of the lower line ; counting begins from "17:35:00" seconds. At this time, the cursor moves to the home position indicated by "_".</p> <p>3) Display data "Welcome to E-SHOP!" is received :</p> <table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <tr> <td>W</td><td>e</td><td>l</td><td>c</td><td>o</td><td>m</td><td>e</td><td></td><td>t</td><td>o</td><td></td><td>E</td><td>-</td><td>S</td><td>H</td><td>O</td><td>P</td><td>!</td><td>_</td><td></td> </tr> <tr> <td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td>1</td><td>7</td><td>:</td><td>3</td><td>5</td><td>:</td><td>0</td><td>0</td> </tr> </table> <p>[Example] Indication When the Cursor Does Not Move Counter display in the bottom line has no effect on data displayed in the top line.</p> <p>4) <LF> (0Ah) is received :</p> <table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <tr> <td>W</td><td>e</td><td>l</td><td>c</td><td>o</td><td>m</td><td>e</td><td></td><td>t</td><td>o</td><td></td><td>E</td><td>-</td><td>S</td><td>H</td><td>O</td><td>P</td><td>!</td><td></td><td></td> </tr> <tr> <td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td>-</td> </tr> </table> <p>[Example] Indication When the Cursor Moves Moving the cursor to the bottom line clears the time display, but counting continues internally. (Above example shows assumed overwrite mode.)</p>			H	A	V	E		A		N	I	C	E		D	A	Y	!	!				S	U	B	-	T	O	T	A	L						\$	3	2	.	9	5	-																																1	7	:	3	5	:	0	0	W	e	l	c	o	m	e		t	o		E	-	S	H	O	P	!	_																1	7	:	3	5	:	0	0	W	e	l	c	o	m	e		t	o		E	-	S	H	O	P	!																							-
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30. Brightness Adjustment (Dimming Control)

ASCII Format	<US> X m	<ESC> * n	
Dec. Format	31, 88, n	27, 42, n	
Hex. Format	[1Fh] [58h] n	[1Bh] [2Ah] n	
Description	Set the brightness of the fluorescent character display tube. n selects the percentage of brightness as follows : * n=01h, Brightness=20% * n=02h, Brightness=40% * n=03h, Brightness=60% * n=04h, Brightness=100% (default)		

31. Turn Reversed Character Mode On/Off

ASCII Format	<US> r n		
Dec. Format	31, 114, n		
Hex. Format	[1Fh] [72h] n		
Description	Selects or cancels reverse display of the characters received after this command. * n=00h or 30h, reverse characters are canceled. * n=01h or 31h, reverse characters are selected.		

32. Execute Self-test

ASCII Format	<US> @		
Dec. Format	31, 64		
Hex. Format	[1Fh] [40h]		
Description	A series of self-test is displayed. All set values except those listed below are initialized : 1) User-defined character definitions 2) Macro definitions 3) Time counter value After completion of the self-test, the screen is cleared and the display position is moved to the home position.		

33. Start/End Macro Definition

ASCII Format	<US> :		
Dec. Format	31, 58		
Hex. Format	[1Fh] [3Ah]		
Description	Starts or ends a macro definition. Up to 80 bytes can be defined for macro processing (one byte per character). Macro definition processing starts with the first "<US> :" command and end with the second "<US> :" command. Receipt of either of the two types of data shown below is regarded as a macro definition error. Macro definition processing is stopped, and any following data is processed as normal data. At this time, the macro remains undefined. 1) The "<US> ^" command is received during a macro processing definition. 2) A macro processing definition exceeds 80 bytes (except for the "<US> :" command). To delete a macro definition, send a "<US> ." command just after "<US> :".		

35. Set Cursor On/Off

ASCII Format	<US> C n	<ESC> _ n	
Dec. Format	31, 67, n	29, 95, n	
Hex. Format	[1Fh] [43h] n	[1Fh] [5Fh] n	
Description	Set cursor ON or OFF (n=0 or 1). When n=00h, cursor is turned off. When n=01h, cursor is turned on.		

36. Set Line Blinking

ASCII Format	<US><DC1> n		
Dec. Format	31, 17, n		
Hex. Format	[1Fh] [11h] n		
Description	Set line blinking (n=31h or 32h). When n=31h, Upper line blinking. When n=32h, Lower line blinking.		

37. Clear Line Blinking

ASCII Format	<US><DC2> n		
Dec. Format	31, 18, n		
Hex. Format	[1Fh] [12h] n		
Description	Clear line blinking (n=31h or 32h). When n=31h, Clear upper line blinking. When n=32h, Clear lower line blinking.		

38. Write String Character to Upper Line

ASCII Format	<ESC> Q A d1 d2 d3 d4...dn <CR>	<ESC> F A d1 d2 d3 d4...dn <CR>
Dec. Format	27, 81, 65, d1, d2, d3, d4,...dn, 13	27, 70, 65, d1, d2, d3, d4,...dn, 13
Hex. Format	[1Bh] [51h] [41h] d1 d2 d3 d4...dn [0Dh]	[1Bh] [46h] [41h] d1 d2 d3 d4...dn [0Dh]
Description	Set the string display mode, write to upper line d1 d2 d3 d4...dn. (1≤n≤20, 20h≤dn≤FFh) The string display mode will be cancelled and revert back to the last mode after receiving either "<CLR>" or "<CAN>".	

39. Write String Character to Lower Line

ASCII Format	<ESC> Q B d1 d2 d3 d4...dn <CR>	<ESC> Q B d1 d2 d3 d4...dn <CR>
Dec. Format	27, 81, 66, d1, d2, d3, d4,...dn, 13	27, 70, 66, d1, d2, d3, d4,...dn, 13
Hex. Format	[1Bh] [51h] [42h] d1 d2 d3 d4...dn [0Dh]	[1Bh] [46h] [42h] d1 d2 d3 d4...dn [0Dh]
Description	Set the string display mode, write to lower line d1 d2 d3 d4...dn. (1≤n≤20, 20h≤dn≤FFh) The string display mode will be cancelled and revert back to the last mode after receiving either “<CLR>” or “<CAN>”.	

40. Upper Line Message Scroll Continuously

ASCII Format	<ESC> Q D d1 d2 d3 d4...dn <CR>	<ESC> F D d1 d2 d3 d4...dn <CR>
Dec. Format	27, 81, 68, d1, d2, d3, d4,...dn, 13	27, 70, 68, d1, d2, d3, d4,...dn, 13
Hex. Format	[1Bh] [51h] [44h] d1 d2 d3 d4...dn [0Dh]	[1Bh] [46h] [44h] d1 d2 d3 d4...dn [0Dh]
Description	The upper line message will scroll continuously in the horizontal direction until a new command is received. (1≤n≤40, 20h≤dn≤FFh) The string display mode will be cancelled and revert back to the last mode after receiving either “<CLR>” or “<CAN>”.	

41. Lower Line Message Scroll Continuously

ASCII Format	<ESC> Q O d1 d2 d3 d4...dn <CR>	<ESC> F O d1 d2 d3 d4...dn <CR>
Dec. Format	27, 81, 79, d1, d2, d3, d4,...dn, 13	27, 70, 79, d1, d2, d3, d4,...dn, 13
Hex. Format	[1Bh] [51h] [44h] d1 d2 d3 d4...dn [0Dh]	[1Bh] [46h] [44h] d1 d2 d3 d4...dn [0Dh]
Description	The lower line message will scroll continuously in the horizontal direction until a new command is received. (1≤n≤40, 20h≤dn≤FFh) The string display mode will be cancelled and revert back to the last mode after receiving either “<CLR>” or “<CAN>”.	