

## IGNORED OR UNDEFINED CODES

Codes that are unusable or undefined in a given print mode are either ignored or printed with the symbol X which represents an invalid code.

There are several reasons a code may be unusable in a certain mode. Redundant codes that don't 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. And there are many ASCII control codes in the range 0 to 31 that the LMP-2150 simply doesn't recognize. ASCII 0, for example, is not used in any of the three print modes.

The following summarizes the undefined print codes:

## ALL MODES:

Out of range on repeat sequence.

Out of range on POS sequence.

Redundant codes that change the current printer status; for example, sending a CHR\$(14) when underline is already set.

DP: 0,1,4,5,19,30,31,127,255,27 0,27 9,27 10,27 17,27 24-26,27 29,27 33-38,27 49,27 51,27 65,27 67-68,27 71,27 73 n1 n2,27 75,27 76 n1

WP: 0,1,4,5,20,30,31,127,255, (ESC same as DP)

GRAPHIC: All codes in the range 0-127 are ignored except 10,12,13,28 n1 n2, 27 50,27 52, and 27 73.

Unprintable repeat sequence data n2 is also ignored.

Codes printed as `X'

## DP and WP:

\* All codes from 0 to 31 and 128 to 159 except the active function codes or the above ignored codes.

\* Unprintable repeat data n2.

\* Standard, Compressed, or Condensed and Switch 4 is in ASCII position all codes from 160 to 191.

\* Standard, Compressed, or Condensed-all codes from 192 to 223.

\* Correspondence-all codes from 192 to 254.

## TANDY CONTROL CODES

CODE DEC.	SYMBOL HEX.	DP MODE	WP MODE	GRAPHICS MODE	REMARKS
08 n	(08) n	BS	Backspace (n= Binary) n:	Backspace (n= Binary) n:	Ignored receives n as ***

			Backspaced point number	Backspaced point number	character data point number	
10	(0A)	LF	Executes LF according to latched information	Full Line Feed (Executive)	7/60" LF (Executive)	* LF/NL selectable
12	(0C)	FF	Form Feed	Form Feed	Form Feed	LF/NL selectable
13	(0D)	CR	Carriage Return (When NL, LF Pitch is latched one)	Carriage Return (When NL, LF Pitch is 1/6" per line)	Carriage Return (When NL, LF Pitch is 7/60" per line)	NL/CR selectable
14	(0E)	SO	End Underline	End Underline	Ignored	
15	(0F)	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	(1B)	ESC	The ESC is the first of a two character command	The ESC is the first of a two character command	The ESC is the first of a two character command	
27	(1B)	ESC	Start Elongation	Start Elongation	Start Elongation	
14	(0E)	SO				
27	(1B)	ESC	End Elongation	End Elongation	End Elongation	
15	(0F)	SI				
27	(1B)	ESC	Positioning (2 pitches are available) (n1, n2 indicate dot position from home position)	Positioning (2 pitches are available) (n1, n2 indicate dot position from home position)	Positioning (2 pitches are available) (n1, n2 indicate dot position from home position)	n1n2: Binary value
16	(10)	n1				
n1	n1					
n2	n2					
27	(1B)	ESC	Select Correspondence Normal Character	Select Correspondence Normal Character	Ignored	
18	(12)	DC2				10 CPI
27	(1B)	ESC	Select Standard Normal Character	Select Standard Normal Character	Ignored	
19	(13)	DC3				10 CPI
27	(1B)	ESC	Select Condensed	Select Condensed	Ignored	16.7 CPI

20	(14)	DC4	Character	Character		
27	(1B)	ESC	Selects CR only	Selects CR only	Ignored	
21	(15)					
27	(1B)	ESC	Select CR = NL	Select CR = NL	Ignored	
22	(16)					
27	(1B)	ESC	Select Compressed Character	Select Compressed Character	Ignored	12.5 CPI
23	(17)	ETB				
27	(1B)	ESC	1/12"LF pitch is latched	Select Subscript Character	Ignored	17 CPI
28	(1C)	FS				
27	(1B)	ESC	Select Corres- pondence Elite Character	Select Corres- pondence Elite Character	Ignored	12 CPI
29	(1D)	GS				
27	(1B)	ESC	Ignored	Select Superscript Character	Ignored	17 CPI
30	(1E)	RS				
27	(1B)	ESC	Start Bold Character	Start Bold Character	Ignored	
31	(1F)	US				
27	(1B)	ESC	End Bold Character	End Bold Character	Ignored	
32	(20)	SP				
27	(1B)	ESC	1/72" Line Feed	1/72" Line Feed	1/72" Line Feed	
50	(32)	2				
27	(1B)	ESC	Sets n/6" as Form Length	Sets n/6" as Form Length	Sets n/6" as Form Length	n: Binary Value
52	(34)	4				
n		n				
27	(1B)	ESC	Set Full Forw- ard Line Feed (No motion)	Ignored	Ignored	
54	(36)	6				
27	(1B)	ESC	n/8" as Form Length	n/8" as Form Length	Ignored	
56	(38)					
30			Ignored	Ignored	End Graphics	
32 thru 126	(1E) (7E)		ASCII character set	ASCII character set	Ignored	
128	(80)		Ignored	Ignored	Dot pattern is	

thru 137	(89)			printed	
138	(8A)	Refer to 10	Refer to 10	Dot pattern is printed	
139 thru 140	(8B) (8C)	Ignored	Ignored	Dot pattern is printed	
141	(8D)	Refer to 13	Refer to 13	Dot pattern is printed	
142 thru 159	(8E) (9F)	Ignored	Ignored	Dot pattern is printed	
160 thru 191	(A0)	Represents up to 32 printable characters. If correspondence font style is in use, either 32 ASCII or 32 European characters will be chosen depending on the position of Switch 4 (ASCII/Europe). In all other font styles, 25 European characters plus 7 spaces will be chosen if Switch 4 is set to Europe position, but if Switch is set to ASCII position, the invalid character symbol X is printed.		Dot pattern is printed	
192 thru 223	(C0)	Ignored	Ignored	Dot pattern is printed	
224 thru 254	(E0)	Represents 31 printable symbols defined as Block Graphic Characters. When correspondence font style is selected, these codes result in the invalid character symbol X being printed.		Dot pattern is printed	
255	(FF)			Dot pattern is printed	

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