



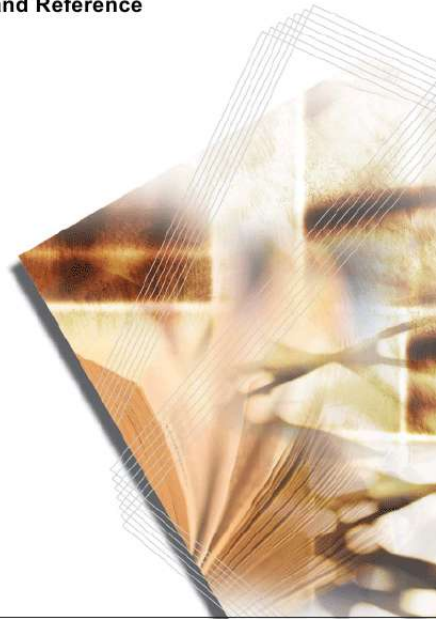
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PRESCRIBE Commands
Command Reference



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Overview of PRESCRIBE Commands by Function The tables in this section list all the printing system commands supported by the various models. Support for certain commands varies depending on the printing system model. Access Commands These commands provide access in and out of PRESCRIBE mode. Command EXIT !R! SCRC Function EXIT from PRESCRIBE mode PRESCRIBE start sequence Set Command Recognition Character Page 99 215 279 Print System Setting Commands These commands establish general printing environment parameters.

Command COPY EPL FDIR FRPO FRPO INIT MDAT MPTE MTYP OTRY PSRC RCLT RES RESL RGST RPU SCSZ SCU SEM SIR SPSZ STAK STAT TRSM UNIT UOM WIDE Function set number of COPIES select EcoPrint Level MP tray Feed DIRection Firmware RePrOgram FRPO-INITialize set MeDia type ATtribute MP Tray Empty select Media TYPE select paper Output TRaY select Paper SouRCe Rotated CoLLaTion RESet select RESoLution offset ReGiSTration Return to Previous Unit Set Custom paper SiZe Save Current Unit Set Emulation Mode Set Image Refinement level Set Paper SiZe select paper STAcKer STATus TRansparency Separate Mode set UNIT of measurement Unit Of Measurement per dots set WIDE A4 mode Page 61 98 100 112 114 162 166 172 177 213 217 220 222 225 233 282 283 287 304 324 335 336 352 352 355 361 2 Overview of PRESCRIBE Commands by Function Page Control, Text, and Comment Commands The placement commands determine where text will be placed on the page. Command CMNT CTXT PAGE RTTX RTXT TEXT Function CoMmeNT print Centered TeXT start new PAGE RoTate TeXt print Right-aligned TeXT print TEXT Page 59 69 179 234 236 348 Margin and Page Portrait/Landscape Orientation Commands These commands are used to set the top, bottom, right, and left margins, and to specify portrait or landscape page orientation. Normal text data is printed inside the margins, but the TEXT and RTEXT commands can be used to print character strings or graphics anywhere in the entire printable area of the page, regardless of the margin settings. There are several commands for setting margins, so it is possible to select the one that best suits the purpose at hand. Margin settings can be changed in the middle of a page.

Note that the following limitations apply to the margin setting commands. . . . The right margin must be at least one space character to the right of the left margin. The bottom margin must be at least one line below the top margin. It is not possible to specify negative values as margin settings. For example, a right margin setting beyond the printable area's right edge would be brought back just inside the right edge of the printable area. In like manner, it is not possible to use a bottom margin setting that would place the bottom margin past the bottom edge of the printable area. An easy way to set the right and bottom margins to the very edge of the printable area is to use a large value such as 100 (centimeters). The margins and page orientation can be reset by using the RES command. Command SBM SLM SLPP SPL SPO SPW SRM STM Function Set Bottom Margin Set Left Margin Set Lines Per Page Set Page Length Set Page Orientation Set Page Width Set Right Margin Set Top Margin Page 264 307 310 320 322 326 328 338 Margins and page orientation are more fully explained in Section 1.3.

of the Technical Reference manual. 3 PRESCRIBE Command Reference Text Spacing Commands These commands control the line spacing, character spacing, underline spacing, and underline thickness. The SLS and SLPI commands are used to set the line spacing. The SCS and SCPI commands are used to set the character spacing. These spacing settings may be changed even in the middle of a page. The table below lists the minimum, maximum, and default values for the text spacing command parameters. If values outside of the above ranges are used, the command is ignored. If a value smaller than one dot is specified for the character spacing, it is interpreted as 0, which results in proportional spacing. Minimum value Line spacing 1 dot 0.01 cm 0.

004 inch 1 dot 0.01 cm 0.004 inch Maximum value 2,047 dots 17.3 cm 6.8 inch 2,047 dots 17.3 cm 6.8 inch Default value 6 lpi 0.423 cm 0.167 inch 10 cpi 0.254 cm 0.

1 inch Character spacing Using the font mode (FTMD command), the line spacing and character spacing can be set automatically when the bitmap fonts are selected. Refer to the sections on the FTMD and SFA commands for additional details. Command SCPI SCS SHMI SLPI SLS SULP Function Set Characters Per Inch Set Character Spacing Set HMI Set Lines Per Inch Set Line Spacing Set UnderLine Parameters Page 276 281 298 309 312 346 Font Commands The font commands are used to select fonts. Fonts can be selected using substitute numbers instead of a font's specific number. It is also possible to change the attributes of fonts and print them in a unique style. Additionally, there are commands to download fonts to the printing system from an external source, and to generate fonts. Command ALTB A ALTB C ALTB D ALTB E ALTB G ALTB R ALTB S ALTB T ALTF ASFN Function [ALlocate TaBle] Assign user-defined character table [ALlocate TaBle] Convert character code [ALlocate TaBle] Delete user-defined character table [ALlocate TaBle] End defining combination characters [ALlocate TaBle] Generate user-defined table [ALlocate TaBle] Release user-defined character table [ALlocate TaBle] Start to define the combination character [ALlocate TaBle] define combined character by Table change to ALternate Font ASSign external characters for FoNt Page 14 15 16 17 18 19 20 21 23 31 4 Overview of PRESCRIBE Commands by Function Command CSET DAF DELF FLST FONT FSET FTMD INTL LDFC LDFN C LDFN F LDFN S RPCS RPF SCCS SCF SETF SFA SFNT TPRS Function Change symbol SET by symbol-set ID Delete All Fonts DElete Font print Font LiST change current FONT change current Font SETting by characteristic bitmap FonT MoDe InterNaTionaL characters LoaD Font Character generate bitmap character for LoaDing FoNt create header for LoaDing FoNt LoaD truetype FoNt Return to Previous Code Set Return to Previous Font Save Current Code Set Save Current Font SET alternate Font Set bitmap Font Attributes Select current FoNt by typeface Text PaRSing Page 65 71 75 105 108 115 119 129 147 149 151 153 226 227 268 270 288 290 294 351 Fonts are more fully explained in Chapter 4 of the Technical Reference manual. Cursor Movement Commands These commands move the cursor to specific positions. Cursor movements can be established for absolute positions based on the margins, zero point positions based on the printable area, or relative positions based on the current cursor position. Cursor movement commands only change the position of the cursor.

Also, the cursor may not be moved outside of the printable area (see MZP command). It is possible to store the cursor position in memory then to return to that position stored in memory. Command MAP MRP MRPA MZP RPP SCP Function Move to Absolute Position Move to Relative Position Move to Relative Position specified by Angle Move to Zero-relative Position Return to Previous Position Save Current Position Page 157 167 169 174 230 275 Vector Graphics Commands The commands below are used to create figures such as lines, circles, and rectangles, and to add shading, simply by adding parameters.



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It is possible to specify colors for all vector graphics. For details, see a color specific command such as SCOL. 5 PRESCRIBE Command Reference If an attempt is made to create figures outside of the printable area using these commands, the coordinates are adjusted automatically so that the figures print inside the printable area. As in the example below, this can produce printed results different from what is expected. Print settings according to command Actual printed result Printing extremely complex figures can exhaust printing system memory. Downloadable fonts can be particularly taxing on printing system memory, producing unexpected print results. It may be possible to correct the problem by removing some of the downloaded fonts or by simplifying the graphic.

To determine current memory usage, refer to a status page. Command ARC BLK BOX CIR DAP DPAT DRP DRPA DZP FPAT GPAT PAT PIE SPD XPAT Function draw filled-in ARC draw filled-in BLoCK draw BOX draw CIRcle Draw to Absolute Position select Dashed PATtern Draw to Relative Position Draw to Relative Position specified by Angle Draw to Zero-relative Position generate Fill PATtern set Gray PATtern select fill PATtern draw PIE chart Set Pen Diameter generate eXpanded fill PATtern Page 28 40 42 52 73 78 80 82 87 110 122 184 199 318 393 Path Mode Graphics Commands The following commands provide a variety of path construction operators and painting operators for stroking or filling paths. Command CLIP CLPR CLSP CPTH Function CLIP current path CLiP Rectangular area CLoSe Path Character PaTH Page 54 55 57 64 6 Overview of PRESCRIBE Commands by Function Command FILL FLAT NEWP PARC PCRP PCZP PDIR PDRP PDZP PELP PMRA PMRP PMZP PRBX PRRC RPG SCAP SCG SDP SIMG SLJN SMLT STRK Function FILL closed path set FLATness start NEW Path in Path, draw ARC iin Path, Curve to Relative Position in Path, Curve to Zero-relative Position set Print DIRection in Path, Draw to Relative Position in Path, Draw to Zero-relative Position in Path, draw ELLipse in Path, Move to Relative position specified by Angle in Path, Move to Relative Position in Path, Move to Zero-relative Position in Path, draw Round BoX in Path, at Relative position, draw aRC Return to Previous Graphics state Set line CAP Save Current Graphics state Store Dash Pattern Set IMAge model Set Line JoiN Set Miter LimiT STRoKe current path Page 101 104 176 182 186 188 190 193 195 197 201 203 205 209 211 228 266 272 285 298 305 313 344 Raster Graphics Commands Raster graphics commands can be used to draw any graphic design by specifying the individual dots. The dot resolution is selectable from 75, 100, 150, 200, 300, 600, and 1200 dots per inch. Command ENDR PXPL RVCD RVRD SRO SROP STR Function END Raster data PiXel PLacement ReceiVe Compressed raster Data ReceiVe Raster Data Set Raster Options Set Raster OPERATION SeT dot Resolution Page 96 214 238 240 330 332 343 Color Commands Color commands are used to create a color palette, assign colors to a palette, and specify colors.

In this manual, color commands are marked with COLOR under the command name. 7 PRESCRIBE Command Reference Command ACLI CID CMOD CPAL GRAY GRRD HUE LGHT MCLR PANT RGBL RPPL RVCL SATU SCOL SCPL SGPC SIMP SMNT SPAL Function Add CoLoR by Index Configure color-Image Data Color MODe Control PALette represent GRAY GRaphic data ReaD adjust HUE adjust LiGHtness Match CoLoR create PANTone color palette control RGB Level Return to Previous PaLette ReceiVe CoLoR raster data adjust SATUration level Select COlor Save Current PaLette Set kcGI Pen Color create SIMPle color palette Set MoNiTor simulation Select PALette Page 12 50 60 63 124 125 127 155 159 180 223 232 239 263 274 278 297 302 315 317 Barcode Commands Barcodes conforming to various specifications can be printed simply by specifying the type of barcode and the barcode data. It is also possible to print barcodes with check digits added. Command BARC ENDB XBAR XBCP XBUF Function draw BARCode END a two-dimensional Barcode string print two dimensional barcode select barcode type/reset all other XBCP parameters, etc. define a BUFFer name Page 34 91 363 365 to 387 391 Macro Commands A series of PRESCRIBE commands can be defined for sequential processing as a macro.

Macros are selected using the CALL command and automatically using the AMCR command. Command AMCR CALL CCPY 8 Function call Automatic MaCRo CALL macro Carbon CoPY Page 25 44 46 Overview of PRESCRIBE Commands by Function Command DAM DELM EMCR ENDC ENDM MCRO Function Delete All Macros DELeTe Macro Enable MaCRo depending on paper source END carbon Copy END Macro define MaCRo Page 72 76 89 92 94 160 Debug Commands These commands can be used to check the print data in hexadecimal format for print jobs with unexpected output. Command ENDD RDMP Function END Dump Received-data DuMP Page 93 218 External Media Control Commands If an external storage, such as JEIDA Ver. 4 memory card or CompactFlash card, or a hard disk, is installed in the printing system, the following commands can be used to write data to or read from it. These commands do not apply to the models that do not have an external storage. Command RWER D RWER F RWER I RWER L RWER R RWER S RWER T RWER W RWR F D RWR F F RWR F L RWR F P RWR F R RWR F T RWR F W RWR F W RWR F W RWR F W WRED Function [Read/Write External Resource] Delete data on external media [Read/Write External Resource] Format external media [Read/Write External Resource] automatically print partition Information [Read/Write External Resource] print partition List [Read/Write External Resource] Read data from external media [Read/Write External Resource] Store TrueType font [Read/Write External Resource] set Terminate string [Read/Write External Resource] Write data to external media [Read/Write Resource File] Delete data on external device [Read/Write Resource File] Format external device [Read/Write Resource File] print resource file List [Read/Write Resource File] set hidden file [Read/Write Resource File] Read [Read/Write Resource File] set Terminate string [Read/Write Resource File] Write data to external device (API program) [Read/Write Resource File] Write data to external device (printable data) WRite EnD Page 242 243 244 245 246 247 249 250 252 253 254 255 256 257 258 259 261 262 362 9 PRESCRIBE Command Reference Control Commands for Option Devices A variety of options, such as feeders, sorters, document finishers, etc., are available for print systems. The commands below provides access to the optional equipment. Command APSG ASTK BKL T CSTK DUPX DXPG FOLD JOG MID MSTK PNCH SSTK STPC STPL Function Assign Paper Source Group Assign STacKer trays print in BooKLeT binding select Collator STacKer select/deselect DUPlEX mode select DupleX PaGe side FOLD printed pages JOG output stacks for separation Multi-tray ID select Mailbox STacKer PuNCH select Sorter STacKer set STaPle Counter STaPle Page 27 32 38 68 84 85 107 145 164 171 207 334 340 341 e-MPS Commands The printing system features various job storing options e-MPS (enhanced Multiple Printing System) that utilize the hard disk.



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For this feature to be performed, a print job must be defined as an e-MPS job by the JOBS command.

Once the job is defined and stored in the hard disk by the JOBS command, it can be retrieved from the hard disk for printing with various printing features such as stapling, duplex-printing, mailboxing, etc., added on the fly. Command CDSK JOB JOB L JOB O JOB P JOB S JOB T MPSS VMAL VMOB VMPW Function Check hard DiSK JOB Deletion print JOB List JOB Output JOB, print with Print options JOB Start JOB Terminate e-MPS Storage Virtual Mailbox ALias Virtual Mailbox Output Bin set Virtual Mailbox PassWord Page 49 132 134 136 138 140 144 165 357 358 359 10 PRESCRIBE Commands 2. PRESCRIBE Commands In the command format descriptions below, the command is written in fixed-pitch CAPITAL letters. Parameters are indicated in lowercase italics. Optional parameters, which may be omitted, are enclosed in brackets []. Three dots (...) mean that the preceding parameters may be repeated.

Except for the initial !R!, PRESCRIBE commands may be written in lowercase letters if preferred. Example: !R! SFNT 'Helvetica'; EXIT; Refer to Chapter 1 of the Technical Reference manual for the discussion on how PRESCRIBE follows the rule regarding upper- and lowercase letters. The functions of some PRESCRIBE commands are duplicated by the panel keys. For example, the same status page can be printed by the STAT command or by pressing the panel keys. The User's Manual provides a full description of the control panel functions.

Many PRESCRIBE commands can be embedded commands within word processing software. This support depends upon the emulation mode and the software. See Emulation of the Technical Reference manual. 11 PRESCRIBE Command Reference ACLI -- Add CoLoR by Index COLOR Format ACLI index, color1, color2, color3; Parameters index: integer from 1 to 255 color1: value for red, integer from 0 to 255, in RGB color space value for lightness, number from 0.0 to 100.

0, in L*a*b color space color2: value for green, integer from 0 to 255, in RGB color space value for red/green, number from 0.0 to 100.0, in L*a*b color space color3: value for blue, integer from 0 to 255, in RGB color space value for yellow/blue, number from 0.0 to 100.0, in L*a*b color space Function The ACLI command adds a color to the currently active palette. This command is ignored when the currently active palette is a simple color palette or the Pantone color palette. If an index number larger than the palette size is given, this command is also ignored. If a color is added to the existing index number, the current color for that index number is automatically replaced with the new color. To add a color in a palette, the following guidelines must be used depending on the color space used: For RGB color space, specify the values for red, green, and blue with an integer from 0 to 255, where 0 = 0% and 255 = 100%. Any value outside this range is rounded to the minimum or maximum value, namely 0 or 255.

A fractional value beyond the decimal point is discarded. For L*a*b color space, specify relative values for the lightness, red/green, and yellow/blue with a number from 0.0 to 100.0. Any value outside this range is rounded to the minimum or maximum value, namely 0.0 or 100.0. 12 ACLI File !R! RES; DAM; UNIT C; SFNT 'AntiqueOlive-Bd', 20; CPAL C; SPAL 1; CID 0, 1; ACLI 1, 0, 0, 255; ACLI 2, 0, 255, 0; ACLI 3, 255, 0, 0; MZP 1, 1; SCOL 1; TEXT 'This line is printed in blue.'; MZP 1, 2.4; SCOL 2; TEXT 'This line is printed in green.'

; MZP 1, 3.8; SCOL 3; TEXT 'This line is printed in red.'; EXIT; Printout Related Commands CPAL, SPAL 13 PRESCRIBE Command Reference ALTB A -- Format [ALlocate TaBle] Assign user-defined character table ALTB A, table-id; Parameter table-id: number identifying the character table assigned to the resident font, from 1 to 65535 Function The ALTB A command assigns the user-defined character table to the current resident font. File See ALTB C on page 15. 14 ALTB C ALTB C -- [ALlocate TaBle] Convert character code Format ALTB C, table-id, source-character, target-character; Parameters table-id: number identifying the character table to convert the character, from 1 to 65535 source-character: character code before conversion: 1-byte code = 0 to 255; 2-byte code = 0 to 65533, or in hexadecimal notation (\$xxxx).

target-character: character code after conversion: 1-byte code = 0 to 255; 2-byte code = 0 to 65533, or in hexadecimal notation (\$xxxx). Function The ALTB C command converts the character code given as source-character to the character code given as target-character in the user-defined character table. If the character table having the identical number already exists, the existing character table is replaced by the new character table. File In the example below, the character table number 56535 is generated by ALTB G, in which the character "\ (backslash, character code 92)" is replaced with the Euro currency symbol `a (character code 186 for Roman-9 symbol set)." !R! SFNT "TimesNewRoman", 14; CSET 4U; CMNT Roman-9; ALTB G, 56535, 1; ALTB C, 56535, 92, 186; ALTB A, 56535; TEXT "The Euro currency is symbolized as \

"; ALTB R, 56535; CMNT Release user table; PAGE; EXIT; Printout 15 PRESCRIBE Command Reference ALTB D -- Format [ALlocate TaBle] Delete user-defined character table ALTB D, table-id; Parameter table-id: number identifying the character table, from 1 to 65535, to be deleted Function The ALTB D command deletes the character table defined by the user. If the table to be deleted is currently allocated to the resident font (see ALTB A), terminate the allocation by using ALTB R before deleting. It is possible to delete all userdefined character tables at once by using ALTB D, 0;. File See ALTB C on page 15.

Related Commands ALTB A, ALTB R 16 ALTB E ALTB E -- Format [ALlocate TaBle] End defining combination characters ALTB E; Parameter None Function This command signals the end of defining combination characters in an already generated user-defined character table which was started by the ALTB S command. (page 20). The registered combined characters can be printed by specifying the character code which was assigned at the time of definition. Related Command ALTB S 17 PRESCRIBE Command Reference ALTB G -- [ALlocate TaBle] Generate user-defined table Format ALTB G, table-id, table-format; Parameters table-id: table ID number: 1 to 65535 table-format: 1 = 1-byte, character codes 0 to 255 2 = 2-byte, character codes 0 to 65533 Function The ALTB G command generates a user-defined table in either 1-byte or 2-byte format. If the same table ID number already exists, the format table is replaced with the newly generated table. 18 ALTB R ALTB R -- Format [ALlocate TaBle] Release user-defined character table ALTB R, table-id; Parameter table-id: number identifying the character table to be released Function The ALTB R command terminates the assignment of the user-defined character table for the current resident font.



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It is also possible to terminate the assignment of all userdefined character tables by using `ALTB R, 0`. 19 PRESCRIBE Command Reference `ALTB S -- Format [ALlocate TaBle] Start to define the combination character ALTB S, table-id, code[, width, height[, x-coordinate, y-coordinate, [paint-mode]]];`

Parameters `table-id`: number identifying the character table to define the combination character, from 1 to 65535 `code`: character code for which the combination character is defined. 1-byte code = 0 to 255; 2-byte code = 0 to 65533, or in hexadecimal notation (`$xxxx`). `width`: overall width of the combined character, represented by number from 1 to 65535 in units where the width of the resident font character is 1000 `height`: overall height of the combined character, represented by number from 1 to 65535 in units where the height of the resident font character is 1000 `x-coordinate`: X coordinate of the reference point, integer value converted in reference to 1000 units `y-coordinate`: Y coordinate of the reference point, integer value converted in reference to 1000 units `paint-mode`: paint mode: 0 = normal (filled), non-zero = line width of outline character (stroked): 1 to 100 units

Function This command starts to define the combination of characters by specifying the region and coordinates. The characters to combine in this region are registered using the `ALTB T` command (page 21). The `ALTB S` sequence is terminated by the `ALTB E` command. If the identical table number already exists, the existing character table is replaced with the new character table. 20 `ALTB T ALTB T -- Format [ALlocate TaBle] define combined character by Table ALTB T, character-code, width, height, x-coordinate, y-coordinate; Parameters code`: character code for which the combined character is defined, or hexadecimal notation (`$xxxx`), `JIS code width`: character width: the value from 1 to the character width specified by `ALTB S` (page 20) `height`: character height: the value from 1 to the character height specified by `ALTB S` (page 20) `x-coordinate`: X coordinate of the reference point, integer value calculated in 1000 unit basis `y-coordinate`: Y coordinate of the reference point, integer value calculated in 1000 unit basis

Function This command defines the region in which to store the combination of characters within coordinates (0, 0) to (1000, 1000) by specifying a rectangular area and reference point for the characters. There are no restrictions on the number of characters to be combined. Example: `Y (1000, 1000) (0, 0) 21 PRESCRIBE Command Reference File !R! res; unit c; SFNT 'TimesNewRoman', 48; ALTB G, 1000, 1; ALTB ALTB ALTB ALTB ALTB ALTB ALTB ALTB ALTB ALTB ALTB A, S, T, T, T, T, T, T, T, E; 1000; 1000, 64, 1800, 1000; 77, 700, 700, 0, 700; CMNT M; 65, 700, 700, 630, 700; CMNT A; 85, 700, 700, 1050, 700; CMNT U; 73, 700, 700, 1570, 700; CMNT I; 36, 700, 700, 0, 0; CMNT $; 57, 700, 700, 400, 0; CMNT 9; 57, 700, 700, 800, 0; CMNT 9; 57, 700, 700, 1200, 0; CMNT 9; MZP 2, 4; SFNT 'TimesNewRoman', 48; TEXT "HOLIDAYS!"; PAGE; EXIT; Printout 22 ALTF ALTF -- change to ALternate Font Format ALTF alternate-number; Parameter alternate-number: a number from 0 to 47`

Function The `ALTF` command changes the current font to a font designated by an alternate number.

The actual font assigned to this alternate number is set by a previous `SETF` command. The alternate number can be a bitmap font number or a number specifically assigned to the scalable font using the `SFNT` command (See File on the next page). If no font has been assigned to the specified alternate number, the `ALTF` command has no effect: the font does not change. The `ALTF` command enables you to prepare a document using several fonts, without deciding in advance which specific fonts to use. For example, you could use `ALTF 1` to designate plain text and `ALTF 2` to designate italics, and allow the specific size and style of type to be determined by `SETF` commands at a later time.

23 PRESCRIBE Command Reference File !R! RES; SFNT "Helvetica-Nr", 12, 1000; SFNT "TimesNewRoman-It", 11, 1001; SETF 1, 1000; SETF 2, 1001; MCRO BIBLIO; ALTF 1; TEXT %1, E; TEXT " ", E; ALTF 2; TEXT %2, E; TEXT " ", E; ALTF 1; TEXT %3, N; ENDM; ALTF 1; TEXT "Bibliography", N, U; TEXT, N; CALL BIBLIO, "Radin, Paul,", "Hero Cycles of the Winnebago,", "Indiana University Publications"; CALL BIBLIO, "Neumann, Erich,", "Amor and Psyche,", "Bollingen Press"; CALL BIBLIO, "Jung, Carl G.,", "Man and His Symbols,", "Bollingen Press"; PAGE; EXIT; Printout 24 AMCR AMCR -- call Automatic MaCRo Format AMCR mode, [repeat-count] macro-name, parameter, ...; Parameters mode: E = Enable automatic macro; Save and retain current printing parameters T = Enable automatic macro; Do not save current printing parameters D = Disable automatic macro repeat-count: number of times the macro is executed macro-name: name defined by the MCRO command parameter: values given to the dummy parameters in the macro definition

Function The `AMCR` command enables the automatic macro (overlay).

It automatically executes the macro defined by a `MCRO` command each time a page is printed. For example, it would be used to print multiple copies of the same form, filled in with different text. The `AMCR` command closely resembles the `CALL` command; therefore, the user should refer to the section on the `CALL` command for further information. When the automatic macro is enabled using mode `E`, the following printing system settings are saved and retained upon completion of the macro: font information, margins, cursor position, line spacing, character spacing, page orientation, unit of measurement, underline parameters, and fill pattern. When the automatic macro is enabled with mode `T`, the printing system settings are modified according to the parameter settings contained in the macro. Color specifications may be used within macros. When an auto-macro (`AMCR`) is executed, the active palette and color index number are saved and restored after the macro has executed. The automatic macro remains enabled until the `AMCR` command with the mode set to `D` is encountered or the printing system is switched off. Note that mode `D` requires no other parameters such as `repeat-count`. The following commands are invalid within a macro: `ASTK, PSRC, CCPY, DUPX, DXPG, JOB, JOBL, JOBO, JOBP, JOBS, JOBT, JOG, LDFC, LDFN, MID, MSTK, RDMP, SEM, SPSZ, SSTK, STAK, STAT, STPL, VMAL, VMPW`

25 PRESCRIBE Command Reference File !R! RES; MCRO CROPMARK; UNIT C; MZP 2.

46, 3.96; SCP; SCP; SCP; MRP -.635, 0; DRP -1.9, 0; RPP; MRP 0, -.635; DRP 0, -1.9; RPP; MRP 14.85, 0; SCP; SCP; MRP .635, 0; DRP 1.9, 0; RPP; MRP 0, -.635; DRP 0, -1.9; RPP; MRP 0, 21; SCP; SCP; MRP .635, 0; DRP 1.9, 0; RPP; MRP 0, .



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635; DRP 0, 1.9; RPP; MRP -14.

85, 0; SCP; MRP -.635, 0; DRP -1.9, 0; RPP; MRP 0, .635; DRP 0, 1.9; RPP; ENDM; AMCR E, CROPMARK; PAGE; UNIT C; SLM 3.

6; STM 5.2; EXIT; The text starts here. Printout Related Command CCPY 26 APSG APSG -- Assign Paper Source Group Format APSG group # (cassette 1), group # (cassette 2), ...group # (cassette 6); Parameters group #: Number representing the group to which the cassette is grouped, from the top (1) towards the bottom (6) cassette, as the following numbers: 0 = Ungroup the cassette 1 = Assign the cassette for group 1 2 = Assign the cassette for group 2 3 = Assign the cassette for group 3 Function The APSG command assigns the paper cassettes with group numbers, between 1 through 3, so that the grouped cassettes behave as a single paper source for bulk printing. The MP tray cannot be assigned to a group. All 6 parameters must be given even though the printer has less than 6 cassettes installed. For missing cassette numbers, specify 0. The printing system will automatically switch between the paper cassettes in the group when a cassette becomes empty.

When a group contains paper of different paper sizes and types, printing will continue for the different paper sizes and types. If the automatic paper selection feature of the printer driver is used, APSG is disabled. To utilize paper source grouping, the paper source must be explicitly commanded by the printer driver.

Example To set six paper cassettes into group 1 (cassettes 1 and 4), group 2 (cassettes 2 and 5), and group 3 (cassettes 3 and 6), respectively: !R! APSG 1,2,3,1,2,3; EXIT; In this example, when cassette 1 becomes empty, printing will continue using cassette 4 which is the other part of group 1. The APSG sequence is valid after the printing system is switched off. To upgroup paper cassettes, use parameter 0 as the following example: !R! APSG 1,0,0,1,0,0; EXIT; Paper cassettes of 2 and 5, and 3 and 6 are ungrouped, keeping paper cassettes 1 and 3 (group 1) intact. 27 PRESCRIBE Command Reference ARC -- draw filled-in ARC Format ARC inner-radius, outer-radius, start-angle, end-angle; Parameters inner-radius: inner radius of arc outer-radius: outer radius of arc start-angle: starting angle end-angle: ending angle Function The ARC command works in the standard graphics mode. It draws a filled-in arc-shaped area extending from the inner radius to the outer radius, and from the starting angle to the ending angle. The area is filled with the pattern designated by the previous PAT, FPAT, or GPAT command. The starting and ending angles are specified in integer degrees measured clockwise from the vertical. (Note that the PARC command measures the angles from the positive x axis.) The cursor is located at the center of curvature of the arc, and does not move. If the inner radius is zero, the area has a pie-slice shape, and can be used to fill in one sector of a pie chart. If the inner and outer radii are nearly equal and the fill pattern is the all-black pattern (PAT 1, for example), the result is a line arc. The line thickness is the difference between the two radii, rather than the value designated by the SPD (set pen diameter) command.

The ARC command does not draw the boundary of the filled-in area. 28 ARC File !R! RES; UNIT C; MAP 5, 8; PAT 52; ARC 1, 2, -45, 45; MAP 5, 10; PIE 2, 0, 10, 20, 30; ARC 0, 2, 0, 60; PAT 20; ARC 0, 2, 60, 180; PAT 10; ARC 0, 2, 180, 360; PAT 1; NEWP; PMZP 4, 2; PARC 4, 3, 1, 90, 270; PARC 5, 4, 1, 180, 360; PARC 6, 3, 1, 270, 90; PARC 5, 2, 1, 0, 180; STRK; MRP 0.6, 1.1; SFNT "Univers-Md"; TEXT "ARC"; PAGE; EXIT; 29 PRESCRIBE Command Reference Printout Related Command PARC 30 ASFN ASFN -- Assign external characters for FoNt Format ASFN mode, font-number; Parameters mode: A = assign external characters R = release external characters font-number: number identifying the external character font: 1000 to 65535 Function The ASFN command assigns external characters which are defined by the user to the current resident font. The external characters should be generated and downloaded in the printing system as an external font by using the LDFC or LDFN command.

For the print systems supporting 2-byte font system, if the user-defined font is a 1-byte code font, it is assigned to the current resident roman (ANK) font. If it is a 2-byte code font, it is assigned to the current 2-byte font. This command has no effect if the resident font is a bitmap font and the font to be assigned is an outline font, or vice versa. mode = R is used to release the current resident font from the external characters. Note that it is necessary to release the external font assignment if you want to delete the external font. 31 PRESCRIBE Command Reference ASTK -- Assign STAcKer trays Format ASTK tray1, tray2, tray3, ...; Parameters tray1, tray2, tray3, ..

.: Number representing the tray in the optional sorter which becomes the last (bottom) tray in each group, as counted from the top towards the bottom tray. Function The ASTK command assigns the sorter trays in groups so that the sorter can be shared among the multiple users. Each parameter represents the last tray in each group of trays. The maximum number of parameters must be equal to the number of the trays the sorter is equipped with. By the factory default, the trays are grouped as the following table: Group 1 2 3 4 5 Equiv. ASTK command SO-6 1, 2, 3, 4, 5, 6, 7, 8, 9 to 15 ASTK 2, 4, 6, 8; Sorter model SO-30 1, 2, 3, 4, 5, 6, 7, 8, 9 ASTK 2, 4, 6, 8; SO-60 1, 2, 3, 4, 5 -- -- ASTK 2, 4; The ASTK command is ignored if parameters include the value greater than the actual number of trays. If the number of parameters is less than the maximum number of sorter trays, the printing system automatically groups the remaining trays in one, making it the last group. For example, the command sequence ASTK 2, 4, 6; is equivalent to ASTK 2, 4, 6, (bottom tray number);. The tray group setting made by ASTK is stored indefinitely in the printing system's permanent memory while the power is off, or until it is changed by another ASTK command.

It is ignored in the normal sorter mode (FRPO S0, 0;) but the printing system automatically sets up the previous tray group setting when the sorter is again switched to the multiple environment mode (FRPO S0, 1; or FRPO S0, 2;). 32 ASTK File The following command sequence delivers print jobs to trays 4, 5, 6, and 7 (the second group). !R! FRPO S0, 1; CMNT Enter multiple sorter mode; ASTK 3, 7, 9; CMNT Create three groups; MID 2; CMNT Send the output to 2nd grp.; SSTK; CMNT Sort; EXIT; Related Commands CSTK, MID, MSTK, SSTK 33 PRESCRIBE Command Reference BARC -- draw BARCode Format BARC type, flag, 'string', short, tall [, bar1, bar2, bar3, bar4, space1, space2, space3, space4]; Parameters type: There are the following barcode types: 0 = UPC A 1 = UPC A with two-digit supplement 2 = UPC A with five-digit supplement 3 = UPC D-1 4 = UPC D-2 5 = UPC D-3 6 = UPC D-4 7 = UPC D-5 8 = UPC E 9 = UPC E with two-digit supplement 10 = UPC E with five-digit supplement 11 = EAN-8 (Truncated JAN) 12 = EAN-13 (Truncated JAN) 13 = DUN-14 (Distribution Unit Number, EAN) 14 = DUN-16 (Distribution Unit Number, EAN) 15 = MSI with no check digit 16 = MSI with single mod-10 check digit 17 = MSI mod-10 followed by mod-10 check digit 18 = MSI mod-11 followed by mod-10 check digit 19 = CODE 39 with no check digit 20 = CODE 39 with mod-43 check digit 21 = Interleaved two of five with no check digit 22 = Identicon two of five with no checksum 23 = Code 128 (manual mode change) 24 = Code 128 (auto mode change) 25 = Code 11 with only 'c' 26 = Code 11 with both 'c' and 'k' checksum 27 = Code 93 with both 'c' and 'k' checksum 28 = CODABAR with no check digit (narrow gap) 29 = Matrix two of five with no checksum 31 = Industrial two of five with no checksum 32 = Ames with no checksum 33 = Delta distance 'a' (IBM) with no checksum 34 = Delta distance 'a' (IBM) with no checksum 35 = EAN 8 with two-digit supplement 36 = EAN 8 with five-digit supplement 37 = EAN 13 with two-digit supplement 38 = EAN 13 with five-digit supplement 39 = POSTNET 40 = FIM 41 = Interleaved two of five with check digit 42 = UPC/EAN128 34 BARC 43 = CUSTOM CODE (Japan) 44 = CODABAR with no check digit (wide gap) flag: Y = Print the string under the barcode N = Do not print the string; Text to be converted to a barcode.



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The block is filled in with the pattern designated by the previous PAT, FPAT, or GPAT command. The cursor is moved as specified by the option. If the option is omitted, the cursor is not moved (same as option B). 40 BLK File !R! RES; UNIT C; MAP 5, 5; PAT 20; BOX 4, 1; BLK 4, 1; MRP 0, 1.5; BOX 4, 1; BLK 4, 1; MRP .9, .6; SFNT "Helvetica-Nr"; TEXT 'OVERPRINTING'; MRP 0, 5; PAT 29; BOX 1, -4; BLK PAT 39; BOX 1, -3; BLK PAT 49; BOX 1, -2; BLK PAT 59; BOX 1, -1; BLK PAGE; EXIT; 1, 1, 1, 1, -4, -3, -2, -1, H; H; H; H; Printout 41 PRESCRIBE Command Reference BOX -- draw BOX Format BOX width, depth[, option]; Parameters width: width of the box depth: depth of the box option: B = Leave the cursor unmoved (Default) H = Move the cursor to the horizontally adjacent corner V = Move the cursor to the vertically adjacent corner E = Move the cursor to the diagonally opposite corner L = Move the cursor one line down N = Move the cursor to the beginning of the next line B-option (No motion) N-option Left margin V-option L-option H-option E-option Function The BOX command draws a box of a specified size with one corner at the current cursor position. The line thickness is designated by the SPD (set pen diameter) command. The size and thickness is measured on the basis of value established in the UNIT command. The cursor is moved as specified by the option.

If the option is omitted, the cursor is not moved (same as option B). The BOX command draws only the outline of the box. To fill in the box, use the BLK command. The width and depth may use either a positive or negative value. File !R! RES; UNIT C; SPD .1; SLM 2; 42 BOX MAP 4, 0; SCP; SFNT "Helvetica-Nr", 10; BOX 4, 2, L; TEXT 'Text printed with option L'; RPP; BOX 4, 2, N; TEXT 'Text printed with option N'; PAGE; EXIT; Printout 43 PRESCRIBE Command Reference CALL -- CALL macro Format CALL[repeat-count] macro-name, parameter-value, ...; Parameters repeat-count: number of times the macro is to be executed macro-name: name defined by a MCRO command parameter-values: values given to the dummy parameters in the macro definition Function The CALL command executes a macro previously defined by a MCRO command. The macro may be executed any desired number of times by specifying a repeat count.

Note that the repeat count is not followed by a comma. If the repeat count is omitted, the macro is executed once. Only the first four characters of the macro name are significant. They must match the first four characters of a macro name defined by a previous MCRO command. A parameter value consists of the characters that occur between the delimiting commas, excluding the commas.

These parameters are substituted without change for the corresponding dummy parameter in the macro definition, except that consecutive spaces are compressed to a single space. When a character-string parameter is enclosed in apostrophes or quotation marks, the enclosed string together with the enclosing apostrophes or quotation marks is substituted for the dummy parameter. In this case, consecutive spaces are not compressed. If a CALL command has too few parameters, it is still valid. The macro is partially executed; any commands in the macro body without appropriate parameters will be ignored. The CALL command, like other commands, is limited to 255 characters in length. 44 CALL File !R! RES; UNIT C; SLS .5; CMNT Requires BX and SCREEN macros; CMNT See ENDM command page; MAP 9, 3; CALL BX; MAP 7, 4; CALL 5 BX; MAP 5, 5; CALL 9 BX; MAP 8, 6; CALL SCREEN, 2.2, 1.7; MAP 8.6, 7; TEXT 'Narrow', L; TEXT 'screen'; MAP 5.9; CALL SCREEN, 8.2,1.2; MAP 8,10; TEXT 'Wide screen'; PAGE; EXIT; Printout 45 PRESCRIBE Command Reference CCPY -- Carbon CoPY Format CCPY mode; Parameter mode: E = enable carbon copy D = disable carbon copy Function The CCPY command continuously executes different automacros using different paper sources, enabling to apply the different form overlay using the different paper type to a document to be carbon-copied, similarly to hand-writing carbon copy forms. The CCPY statement should be terminated with the ENDC command. The macro and paper source for each form should be described following the CCPY command in a separate line using the PSRC and AMCR command, and terminated by the TERM command.

For example, the second line in the following example is applied to the first page of the document and executes the CROPMARK macro printing the page on the paper fed from cassette #2. The third line applies to the second page of the document, and so on. It is possible to add as many lines as required to match the number of pages of the document to print. CCPY E; PSRC 2; AMCR E, CROPMARK; TERM; PSRC 3; AMCR E, SIGNATURE; TERM; PSRC 4; AMCR E, COLOPHON; TERM; ENDC; During the carbon copy is executed, the copy count (COPY command) is forced to be 1. To apply no overlay to a specific page, describe only the TERM command in the line corresponding to the page. Note that the same paper source as the previous line is applied to that line. For example: CCPY E; PSRC 2; AMCR E, CROPMARK; TERM; TERM; PSRC 4; AMCR E, COLOPHON; TERM; ENDC; In the example above, the second page is printed using cassette #2 with no form overlay. In carbon copy, duplex printing is not possible. The paper size and the page orientation should be consistent for all pages in the document to be carbon copied. Otherwise, the carbon copy is cancelled.

To terminate carbon copy, send CCPY D to the printing system. 46 CCPY File !R! RES; DAM; CCPY D; UNIT C; MCRO COVER; UNIT C; SFNT 'Helvetica-Bd',14; TEXT 'Registration Form', L; SFNT 'Helvetica', 9; TEXT 'Please provide your personal details: '; MRP 0, .2; BOX 6, 1; MRP 0, .35; TEXT 'Your Name'; ENDM; MCRO MAIL; UNIT C; SFNT 'Helvetica-Bd',14; TEXT 'Mailing Information', L; SFNT 'Helvetica', 9; TEXT 'Shipping Department Use Only'; MRP 0, .2; BOX 6, 1; MRP 0, .

35; TEXT " Client's Name"; ENDM; MCRO COPY; UNIT C; SFNT 'Helvetica-Bd',14; TEXT "Client's Copy", L; SFNT 'Helvetica', 9; TEXT 'Please retain this copy for future reference.'; MRP 0, .2; BOX 6, 1; MRP 0, .35; TEXT ' Registered Client'; ENDM; CCPY E; PSRC 1; AMCR E,COVER; TERM; PSRC 0; AMCR E,MAIL; TERM; PSRC 1; AMCR E,COPY; TERM; ENDC; EXIT; !R! CMNT Document to be carbon-copied; SFNT 'Helvetica', 12; MZP 0, 1.9; TEXT ' David Sumimoto'; PAGE; EXIT; 47 PRESCRIBE Command Reference Printout 48 CDSK CDSK -- Check hard DiSK Format CDSK; Parameter None Function The CDSK command verifies data in the hard disk (garbage collection).

It deletes garbage jobs such as page image data that were accidentally generated in the hard disk and normally inaccessible for deletion.



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File !R! CDSK; EXIT; 49 PRESCRIBE Command Reference CID -- Configure color-Image Data COLOR Format CID color-space, encoding; Parameters color-space: 0 = Device-dependent RGB (Default) 1 = Device-dependent CMY 2 = Void 3 = CIE L*a*b encoding; Pixel encoding 1 = Indexed by Pixel (Default) 3 = Direct by Pixel Function The CID command creates a new color palette using the ID which is assigned to the currently active palette. Note that the currently active palette is deleted by this command. It is possible to add and change colors on this palette. However, the currently active colors do not change even though a new palette is created with this command. The same colors as simple colors are defined for index numbers 0 through 7 when the RGB color space is specified. The color assignments for these indices can be changed using the ACLI command. Indexed by Pixel encoding assigns colors onto the palette. This is used for rendering text and vector objects. Direct by Pixel encoding assigns colors directly to pixels.

This is used for bitmap images. Changing a color palette does not affect color print quality on output pages. 50 CID File !R! RES; DAM; UNIT C; SFNT 'Helvetica-Bd', 20; CPAL C, 1; SPAL 1; CID 0, 1; CMNT RGB Color Space used; ACLI 1, 0, 0, 255; MZP 1, 1; SCOL 1; TEXT 'An RGB color palette is used.' CID 3, 1; CMNT L*a*b Color Space used; ACLI 2, 100, 75, 0; MZP 1, 2; SCOL 2; TEXT 'An L*a*b color palette is used.'; PAGE; EXIT; Printout 51 PRESCRIBE Command Reference CIR -- draw CIRcle Format CIR radius; Parameter radius: radius of the circle Function In standard graphics mode, the CIR command draws a circle centered at the current cursor position. The line thickness used is designated by the SPD command. A circle can also be drawn by using the path mode graphics. Refer to the PARC command. File !R! RES; UNIT C; SLS .5; SPD .

01; MAP 10, 1; CIR .1; MRP 0, .1; CIR .2; MRP 0, .2; CIR .4; MRP 0, .4; CIR .8; MRP 0, .8; SPD .02; CIR 1.

6; MRP 0, 1.6; CIR 3.2; MRP 0, 3.2; SPD .2; CIR .1; MRP .2, .4; SFNT "Helvetica-Nr"; TEXT 'Cursor now here'; PAGE; EXIT; 52 CIR Printout 53 PRESCRIBE Command Reference CLIP -- CLIP current path Format CLIP [clip-mode]; Parameter clip-mode: 1: EO clip 2: Non-zero winding clip Function The CLIP command sets the current path as the clipped path. After this command is issued, no painting is done outside the area of the path. Executing this command does not delete the current path.

The RES command initializes paths to a state with no clip area. 54 CLPR CLPR -- CLiP Rectangular area Format CLPR [x1, y1, x2, y2]; Parameters x1: x coordinate of the top-left corner of the rectangle y1: y coordinate of the top-left corner of the rectangle x2: x coordinate of the bottom-right corner of the rectangle y2: y coordinate of the bottom-right corner of the rectangle Function The CLPR command describes a rectangular path which intersects the inside of the texts, current path, or raster graphics objects. The clipping rectangle does not clip those graphics segments drawn in the standard mode graphics. Any painting operations outside the specified rectangle is erased and those segments within it are painted on the page. The coordinates are measured from the top and left edge limits in the units designated by the UNIT command. If the parameters are omitted, the rectangle is equal to the size of the current page size. If an attempt is made to position the top-left corner to the right of the bottom-left corner [greater values for (x1, y1) than for (x2, y2)], the printing system exchanges the coordinate values with each other. The printing system resets the size of the rectangular clipping path to be equal to the maximum printable area of the current page size when a PSRC, RES, SPO, or SPSZ (Set Page SiZe) command is encountered. 55 PRESCRIBE Command Reference File !R! RES; UNIT NEWP; SPD 1; PMRA 6, 9, 3, PAT 1; PARC 6, 9, 3, CLPR 3, 6, 9, STRK; PAGE; EXIT; C; 0; 0, 360; 12; Printout 56 CLSP CLSP -- CLoSe Path Format CLSP; Parameter None Function The CLSP command closes an open path by adding a line segment extending from the end of the path to the beginning of the path. Simply ending a path at the path's starting point does not make it a closed path; such a path remains open until it is closed. Closure can be made either explicitly, by means of the CLSP command, or implicitly by means of the FILL (FILL current path) command. File !R! RES; UNIT C; NEWP; CMNT The 1 st path below is stroked without closing; SPD .25; PMZP 5, 10; PMRA 5, 10, 1, 90; PARC 5, 10, 1, 90, 270; PARC 7, 10, 1, 270, 90; STRK; NEWP; CMNT Next path PMZP 5, 14; PMRA 5, 14, 1, PARC 5, 14, 1, PARC 7, 14, 1, CLSP; STRK; PAGE; EXIT; is closed by CLSP before stroked; 90; 90, 270; 270, 90; 57 PRESCRIBE Command Reference Printout Related Command NEWP 58 CMNT CMNT -- CoMmeNT Format CMNT string; Parameter string: any character string Function The CMNT command adds a character string, typically a comment explaining the purpose of the following PRESCRIBE commands. The CMNT command statement will be ignored by the printing system. Although character strings are normally enclosed in apostrophes or quotation marks, this is unnecessary for comment strings as long as the string does not itself contain an apostrophe, quotation mark, or semicolon.

File !R! RES; SLM 2; STM 2; SFNT 'TimesNewRoman'; CMNT TimesNewRoman; EXIT; The CMNT command in the above program reminds you that SFNT represents the TimesNewRoman font. Printout 59 PRESCRIBE Command Reference CMOD -- Color MODe COLOR Format CMOD mode; Parameter mode: color mode: 0 = Monochrome 1 = Color (Default) Function The CMOD command switches between monochrome and color modes. In monochrome mode, other color commands are still enabled, but printing is converted to monochrome or grayscale. This command causes a page break. 60 COPY COPY -- set number of COPIES Format COPY number; Parameter number: number of copies Function The COPY command designates the number of copies for each page in a print job.

This copy count value can be changed by sending the printing system another COPY command or by issuing a reset command. For best results, place the copy command near the start of a job or at the top of a page. If two or more copy commands are placed on the same page, the last one will be recognized. File !R! RES; SLM 0.5; UNIT P; SFNT 'Helvetica-Bd', 14.4; SLS 17; COPY 3; EXIT; Announcement Party Tonight at 6:00 !R! PAGE; EXIT; 61 PRESCRIBE Command Reference Printout 62 CPAL CPAL -- Control PALETTE COLOR Format CPAL mode[, palette-id]; Parameters mode: palette control mode: A = Delete all palettes S = Delete all stacked palettes D = Delete the palette having the specified ID C = Copy the active palette to the specified ID palette-id: number from 0 to 32767 (Default is 0) Function The CPAL command controls the palette identified by palette-id in the way described by the control mode.



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