

Appendix B: Product Support Matrix

Appendix B is a table describing the differences in PCL implementation for recent HP devices.

In the table, the value in parentheses following a command parameter identifies the parameter value field value.

Printer Control

Command	Code	Range	L J II	L J III	L J 4	L J 4 P J	L J III S i	L J 4 S i	L J 4 V / 5 P	5 S i	C O L O R L J	P J X L 3 0 0	D J 1 2 0 0 C	D J 1 6 0 0 C	D J 5 0 0	D J 5 0 0 C	D J 5 2 0	D J 5 4 0	D J 5 6 0 C	D J 6 6 0 C	D J 8 5 0 C	F 1 0 0 / 1 3 5	C 3 0	C 4 0					
Dry Timer	<i>Esc&b#T</i>	No. of seconds																✓	✓	✓	✓	✓							
Gray Balance	<i>Esc&b#B</i>	Default (off) (0)																		✓									
		Enable (1)																		✓									
		Disable (2)																		✓									
Media Destination	<i>Esc&l#G</i>	Automatic (0)									✓																		
		Dest tray 1 (1)					✓	✓	✓	✓	✓																		
		Dest tray 2 (2)					✓	✓	✓	✓	✓																		
		Dest tray 3 (1)																											
Media Source	<i>Esc&l#H</i>	Eject page (0)	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
		Tray 1 (1)	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
		Manual feed (2)	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
		Man envel feed (3)	✓	✓	✓	✓	✓	✓	✓	✓	✓				✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
		Tray 2 (4)					✓	✓	✓	✓														✓	✓				
		Optional source (5)							✓	✓				✓															
		Envelope feeder (6)								✓																			
		Autoselect (7)								✓				✓															
Media Type	<i>Esc&l#M</i>	Plain paper (0)										✓	✓	✓													✓		
		Bond (1)										✓	✓	✓													✓		
		Special (2)										✓	✓	✓													✓		
		Glossy (3)										✓	✓	✓													✓		
		Transparency (4)										✓	✓	✓													✓		
Negative Motion	<i>Esc&a#N</i>	0,1										✓	✓	✓															
Number of Copies	<i>Esc&l#X</i>	1-99	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓									✓	✓	✓				
Peripheral Configuration	<i>Esc&b#W[data]</i>	0-32767			✓			✓	✓	✓	✓	✓	✓	✓				✓		✓	✓								
Presentation Mode	<i>Esc*r#F</i>	0,3		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓									✓	✓	✓				

Printer Control (continued)

Command	Code	Range	L J II	L J III	L J 4	L J 4 P J	L J III S i	L J 4 S i	L J 4 V / 5 P	5 S i	C O L O R L J	P J X L 3 0 0	D J 1 2 0 0 C	D J 1 6 0 0 C	D J 5 0 0	D J 5 0 0 C	D J 5 2 0	D J 5 4 0	D J 5 6 0 C	D J 6 6 0 C	D J 8 5 0 C	F 1 3 5	C 3 0	C 4 0					
Print Mode (text)	<i>Esc&k#W</i>	Left to right (0)													✓	✓	✓	✓	✓	✓									
		Bidirectional (1)													✓	✓	✓	✓	✓	✓									
		Right to left (2)													✓	✓	✓	✓	✓	✓									
		Text scale OFF (5)													✓	✓	✓	✓	✓	✓	✓								
		Text scale ON (6)													✓	✓	✓	✓	✓	✓	✓								
Print Quality	<i>Esc*o#M</i>	Economy (-1)																											
		Normal (0)																											
		Presentation (1)																											
Registration (Left)	<i>Esc&l#U</i>	(-32767)-(+32767)		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓								✓	✓	✓					
Registration (Top)	<i>Esc&l#Z</i>	(-32767)-(+32767)		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓								✓	✓	✓					
Reset	<i>EscE</i>	~	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓					
Self test	<i>Escz</i>	~	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓							
Simplex/Duplex	<i>Esc&l#X</i>						✓	✓		✓													✓	✓					
Unit of Measure	<i>Esc&u#D</i>	~			✓	✓		✓	✓	✓				✓									✓	✓					

Text and Characters

Command	Code	Range	L J II	L J III	L J 4	L J 4 P J	L J III S i	L J 4 S i	L J 4 V / 5 P	5 S i	C O L O R L J	P J X L 3 0 0	D J 1 2 0 0 C	D J 1 6 0 0 C	D J 5 0 0	D J 5 0 0 C	D J 5 2 0	D J 5 4 0	D J 5 6 0 C	D J 6 6 0 C	D J 8 5 0 C	F 1 3 5	C 3 0	C 4 0				
Display Functions	<i>EscY</i>	Turn on	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓				
	<i>EscZ</i>	Turn off	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓				
End-of-Line Wrap	<i>Esc&s#C</i>	Turn on (0)	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓				
		Turn off (1)	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓				
Escapement Encapsulated Text	<i>Esc&p#W</i>	4-32767																				✓						
Underline	<i>Esc&d#D</i>	Default (0)	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓				
		Single fixed (1)	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓				
		Double fixed (2)													✓	✓	✓	✓	✓	✓	✓							
		Single floating (3)	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓				
		Double floating (4)													✓	✓	✓	✓	✓	✓	✓							
	<i>Esc&d@</i>	Turn off	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓				
Text Parsing Method	<i>Esc&t#P</i>	1-byte processing (0,1)				✓			✓	✓			✓	✓														
		2-byte (2)											✓	✓														
		2-byte for chars, 1-byte for codes (21)				✓			✓	✓			✓	✓														
		Shift JIS (31)				✓			✓	✓			✓	✓														
		Depends on 8th bit of first byte (38)				✓			✓	✓			✓	✓														
Text Path Direction	<i>Esc&c#T</i>	Horizontal (0)				✓			✓	✓			✓															
		Vertical (-1)				✓			✓	✓			✓															
Transparent Data Mode	<i>Esc&p#X[data]</i>	Number of bytes	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓				

Text and Characters (continued)

Command	Code	Range	L J II	L J III	L J 4	L J 4 P J	L J III S i	L J 4 S i	L J 4 V / 5 P	5 S i	C O L O R L J	P J X L 3 0 0	D J 1 2 0 0 C	D J 1 6 0 0 C	D J 5 0 0	D J 5 0 0 C	D J 5 2 0	D J 5 4 0	D J 5 6 0 C	D J 6 6 0 C	D J 8 5 0 C	F 1 3 5	C 3 0	C 4 0				
Line Termination	<i>Esc&k#G</i>	CR⇒CR; LF⇒LF; FF⇒FF	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓				
		CR⇒CR+LF; LF⇒LF; FF⇒FF	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓				
		CR⇒CR; LF⇒CR+LF; FF⇒CR+FF	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓				
		CR⇒CR+LF; LF⇒CR+LF; FF⇒CR+FF	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓				

Page Control

Command	Code	Range	L J II	L J III	L J 4	L J 4 P J	L J III S i	L J 4 S i	L J 4 V / 5 P	5 S i	C O L O R L J	P J X L 3 0 0	D J 1 2 0 0 C	D J 1 6 0 0 C	D J 5 0 0	D J 5 0 0 C	D J 5 2 0	D J 5 4 0	D J 5 6 0 C	D J 6 6 0 C	D J 8 5 0 C	F 1 3 5	C 3 0	C 4 0					
Clear Horizontal Margins	<i>Esc9</i>	~	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓					
Job Separation	<i>Esc&IIIT</i>						✓																✓	✓	✓				
Line Spacing	<i>Esc&l#D</i>	Number of lines (lines / inch)	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓					
Top Margin	<i>Esc&l#E</i>	0-Page length (number of lines)	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓					
Left Margin (column #)	<i>Esc&a#L</i>	0-Right margin	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓					
Right Margin (column #)	<i>Esc&a#M</i>	L margin to R logical page limit	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓					
Orientation	<i>Esc&l#O</i>	Portrait (0)	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓					
		Landscape (1)	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓					
		Reverse portrait (2)		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓										✓	✓	✓			
		Rev landscape (3)		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓										✓	✓	✓			

Page Control (continued)

Command	Code	Range	L J II	L J III	L J 4	L J 4 P J	L J III S i	L J 4 S i	L J 4 V / 5 P	5 S i	C O L O R L J	P J X L 3 0 0	D J 1 2 0 0 C	D J 1 6 0 0 C	D J 5 0 0	D J 5 0 0 C	D J 5 2 0	D J 5 4 0	D J 5 6 0 C	D J 6 6 0 C	D J 8 5 0 C	F 1 3 5	C 3 0	C 4 0				
Page Length	<i>Esc&l#P</i>	0 to page size (number of lines)	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓				
Side Selection	<i>Esc&a#G</i>						✓	✓															✓	✓				
Page Size	<i>Esc&l#A</i>	Default-current (0)												✓														
		Executive (1)	✓	✓	✓	✓	✓	✓	✓	✓	✓						✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
		US Letter (2)	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
		US Legal (3)	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
		Ledger 11x17 (6)							✓	✓			✓															
		ISO A3 (27)							✓	✓			✓															
		ISO A4 (26)	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
		ISO A5 (25)																✓		✓	✓							
		ISO & JIS A3 (27)							✓	✓																		
		JIS B5 (45)	✓	✓	✓	✓	✓	✓	✓	✓	✓												✓	✓	✓			
		JIS B4 (46)							✓	✓																		
		Hagaki postcard (71)				✓			✓									✓		✓	✓							
		Oufuku-Hagaki postcard (72)				✓			✓	✓																		
		Card, 4x6 in (74)																✓		✓	✓							
		Card, 5x8 in (75)																✓		✓	✓							
		Monarch Envelope (80)	✓	✓	✓	✓	✓	✓	✓	✓	✓													✓	✓			
		# 10 Envelope (81)	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓		✓	✓			
		Int'l DL Envelope (90)	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓			✓	✓	✓	✓	✓	✓		✓	✓			
		Int'l C5 Envelope (91)	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓								✓		✓	✓			
		Int'l C6 Envelope (92)																✓		✓								
		Intl. B5 Envelope (100)	✓	✓	✓	✓	✓	✓	✓	✓	✓													✓	✓			
		Custom (101)				✓			✓	✓								✓		✓	✓							

Page Control (continued)

Command	Code	Range	L J II	L J III	L J 4	L J 4 P J	L J III S i	L J 4 S i	L J 4 V / 5 P	5 S i	C O L O R L J	P J X L 3 0 0	D J 1 2 0 0 C	D J 1 6 0 0 C	D J 5 0 0	D J 5 0 0 C	D J 5 2 0	D J 5 4 0	D J 5 6 0 C	D J 6 6 0 C	D J 8 5 0 C	F 1 3 5	C 3 0	C 4 0				
Perforation Skip Mode	<i>Esc&l#L</i>	0,1	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓				
Text Length	<i>Esc&l#F</i>	0-(Page length - Top margin)	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓				
Vertical Motion Index (VMI)	<i>Esc&l#C</i>	0-Page length	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓				

CAP Movement

Command	Code	Range	L J II	L J III	L J 4	L J 4 P J	L J III S i	L J 4 S i	L J 4 V / 5 P	5 S i	C O L O R L J	P J X L 3 0 0	D J 1 2 0 0 C	D J 1 6 0 0 C	D J 5 0 0	D J 5 0 0 C	D J 5 2 0	D J 5 4 0	D J 5 6 0 C	D J 6 6 0 C	D J 8 5 0 C	F 1 3 5	C 3 0	C 4 0				
Horizontal Motion Index (HMI)	<i>Esc&k#H</i>	0-32767	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓				
Move CAP Horizontal (Columns)	<i>Esc&a#C</i>	(-32767)-(+32767)	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓				
Move CAP Horizontal (Decipoints)	<i>Esc&a#H</i>	(-32767)-(+32767)	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓				
Move CAP Horizontal (Dots)	<i>Esc*p#X</i>	(-32767)-(+32767)	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓				
Move CAP Vertical (Rows)	<i>Esc&a#R</i>	(-32767)-(+32767)	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓				
Move CAP Vertical (Decipoints)	<i>Esc&a#V</i>	(-32767)-(+32767)	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓				
Move CAP Vertical (Dots)	<i>Esc*p#Y</i>	(-32767)-(+32767)	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓				
Print Direction	<i>Esc&a#P</i>	0, 90, 180, 270	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓										✓	✓			
Push/Pop CAP	<i>Esc&f#S</i>	0-1	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓										✓	✓	✓		

B-8 PCL Prodcut Matrix

Space	SP	~	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓				
-------	----	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	--	--	--	--

Font Selection

NOTE: Primary commands below become **Secondary** by replacing the left parenthesis with a right parenthesis.

Command	Code	Range	L J I	L J I	L J 4	L J 4 P J	L J I S i	L J 4 S i	L J 4 V / 5 P	5 S i	C O L O R L J	P J X L 3 0 0	D J 1 2 0 0 C	D J 1 6 0 0 C	D J 5 0 0 C	D J 5 2 0	D J 5 4 0	D J 5 6 0 C	D J 6 6 0 C	D J 8 5 0 C	F 1 3 5	C 3 0	C 4 0						
Alphanumeric ID	<i>Esc&n#W</i>	0-5, 100								✓																			
Symbol Set (Primary)	<i>Esc(ID</i>	See Chap 9	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓					
Spacing (Primary)	<i>Esc(s#P</i>	Fixed (0)	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓					
		Proportional (1)	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓					
Pitch (Primary)	<i>Esc(s#H</i>	> 0 (2 decimal places)	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓					
Height (Primary)	<i>Esc(s#V</i>	> 0 (2 decimal places)	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓					
Style (Primary)	<i>Esc(s#S</i>	0-32767	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓					
Stroke Weight (Primary)	<i>Esc(s#B</i>	-7 to 7	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓					
Typeface (Primary)	<i>Esc(s#T</i>	See Chap 9	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓					
Quality (Primary)	<i>Esc(s#Q</i>	Letter (2)													✓	✓	✓	✓	✓	✓									
		NLQ (1)													✓	✓	✓	✓	✓	✓									
Shift In (Select Primary Font)	<i>SI</i>	~	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓					
Shift Out (Select Secondary Font)	<i>SO</i>	~	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓					

Font Downloading

Command	Code	Range	L J II	L J III	L J 4	L J 4 P J	L J III S i	L J 4 S i	L J 4 V / 5 P	5 S i	C O L O R L J	P J X L 3 0 0	D J 1 2 0 0 C	D J 1 6 0 0 C	D J 5 0 0	D J 5 0 0 C	D J 5 2 0	D J 5 4 0	D J 5 6 0 C	D J 6 6 0 C	D J 8 5 0 C	F 1 3 5	C 3 0	C 4 0				
Character Code	<i>Esc*c#E</i>	0-32767	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓							✓	✓	✓					
Font ID	<i>Esc*c#D</i>	0-32767	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓				
Download Char	<i>Esc(s#W[data]</i>	0-32767	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓				
Download Font	<i>Esc)s#W[data]</i>	0-32767	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓				
		Format 0	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓					✓		✓	✓	✓					
		Format 10		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓										✓	✓			
		Format 11			✓	✓	✓	✓	✓	✓	✓			✓											✓			
		Format 15			✓	✓	✓	✓	✓	✓	✓		✓	✓								✓			✓			
		Format 16				✓	✓	✓	✓	✓				✓														
		Format 20			✓	✓	✓	✓	✓	✓	✓			✓				✓		✓	✓							
Font Control	<i>Esc*c#F</i>	0-6	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓				
Select Primary Font by ID	<i>Esc(#X</i>	0-32767	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓				
Select Primary Font by ID	<i>Esc)#X</i>	0-32767	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓				

User-Defined Symbol Set

Command	Code	Range	L J II	L J III	L J 4	L J 4 P J	L J III S i	L J 4 S i	L J 4 V / 5 P	5 S i	C O L O R L J	P J X L 3 0 0	D J 1 2 0 0 C	D J 1 6 0 0 C	D J 5 0 0	D J 5 0 0 C	D J 5 2 0	D J 5 4 0	D J 5 6 0 C	D J 6 6 0 C	D J 8 5 0 C	F 1 3 5	C 3 0	C 4 0				
Download Symbol Set	<i>Esc(f#W[data]</i>	0-32767			✓	✓	✓	✓	✓	✓	✓	✓	✓	✓										✓				
Symbol Set Control	<i>Esc*c#S</i>	0-5			✓	✓	✓	✓	✓	✓	✓	✓	✓	✓										✓				
Symbol Set ID	<i>Esc*c#R</i>	0-32767			✓	✓	✓	✓	✓	✓	✓	✓	✓	✓										✓				

Raster

Command	Code	Range	L J II	L J III	L J 4	L J 4 P J	L J III S i	L J 4 S i	L J 4 V / 5 P	5 S i	C O L O R L J	P J X L 3 0 0	D J 1 2 0 0 C	D J 1 6 0 0 C	D J 5 0 0	D J 5 0 0 C	D J 5 2 0	D J 5 4 0	D J 5 6 0 C	D J 6 6 0 C	D J 8 5 0 C	F 1 3 5	C 3 0	C 4 0												
Compression Method	<i>Esc*b#M</i>	Unencoded, row-based (0)		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓												
		Run-Length (1)		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓		✓	✓												
		TIFF PackBits (2)		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓		✓	✓												
		Delta Row (3)		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓		✓	✓												
		Unencoded, block-based (4)																																		
		Adaptive (5)		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓										✓	✓											
		CCITT Group 3 one-dimensional (6)																					✓	✓	✓											
		CCITT Group 3 two-dimensional (7)																					✓	✓	✓											
		CCITT Group 4 (8)																					✓	✓	✓											
		Replacement Delta Row (9)												✓		✓	✓	✓	✓	✓	✓															
Configure Raster Data	<i>Esc*g#W</i>	Format 1 (obsolete)																✓																		
		Format 2																	✓		✓	✓														
		Format 3																																		
		Format 4																																		
		Format 5																																		
Seed Row Source	<i>Esc*b#S</i>	Same plane of previous row (0)														✓		✓	✓	✓	✓															
		Previous plane (1)														✓		✓	✓	✓	✓															
		2nd previous (2)														✓		✓	✓	✓	✓															
		3rd previous (4-plane only) (3)																✓	✓	✓	✓															
End Raster Graphics	<i>Esc*rC</i>	~		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓		
Resolution	<i>Esc*t#R</i>	75 dots per inch	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓		
		100 dots per inch	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	
		150 dots per inch	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
		200 dots per inch			✓	✓	✓	✓	✓	✓				✓																						
		300 dots per inch	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓

B-12 PCL Product Matrix

		600 dots per inch			✓	✓	✓	✓	✓	✓			✓																					
--	--	-------------------	--	--	---	---	---	---	---	---	--	--	---	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

Raster (continued)

Command	Code	Range	L J II	L J III	L J 4	L J 4 P J	L J III S i	L J 4 S i	L J 4 V / 5 P	5 S i	C O L O R L J	P J X L 3 0 0	D J 1 2 0 0 C	D J 1 6 0 0 C	D J 5 0 0 0	D J 5 0 0 0 C	D J 5 2 0 0	D J 5 4 0 0	D J 5 6 0 0 C	D J 6 6 0 0 C	D J 8 5 0 0 C	F 1 3 5	C 3 0	C 4 0															
Raster Depletion	<i>Esc*o#D</i>	None (0)													✓				✓		✓																		
		25% (2)													✓				✓		✓																		
		50% (3)													✓				✓		✓																		
		25% with gamma (4)																	✓		✓																		
		50% with gamma (5)																	✓		✓																		
Raster Quality	<i>Esc*r#Q</i>	Default (0)													✓	✓			✓																				
		Draft (1)													✓	✓			✓		✓																		
		High (2)													✓	✓			✓		✓																		
Mechanical Print Quality	<i>Esc*o#Q</i> (same as below)	Fast (-1)										✓	✓	✓																									
		Normal (0)										✓	✓	✓																									
		Better (1)										✓	✓	✓																									
		Best (2)																																					
Raster Shingling	<i>Esc*o#Q</i> (same as above)	0% (0)													✓	✓	✓	✓	✓	✓	✓																		
		50%, two pass (1)													✓	✓	✓	✓	✓	✓	✓																		
		25%, four pass (2)													✓	✓	✓	✓	✓	✓	✓																		
Raster Print Mode	<i>Esc*p#N</i>	Default (no break) (0)													✓	✓	✓	✓	✓	✓																			
		Bidirectional (1)													✓	✓	✓	✓	✓	✓																			
		Left to right (2)													✓	✓	✓	✓	✓	✓																			
		Right to left (3)													✓	✓	✓	✓	✓	✓																			
		Smart bidirection(4)													✓	✓	✓	✓	✓	✓																			
Raster Height (Destination)	<i>Esc*t#V</i>	0-32767 pixels									✓	✓	✓	✓																									
Raster Height (Source)	<i>Esc*r#T</i>	0-32767 pixels		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓								✓	✓	✓															
Raster Width (Destination)	<i>Esc*t#H</i>	0-32767 pixels									✓	✓	✓	✓																									

Raster Width (Source)	<i>Esc*r#S</i>	0-32767 pixels		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
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Raster (continued)

Command	Code	Range	L J II	L J III	L J 4	L J 4 P J	L J III S i	L J 4 S i	L J 4 V / 5 P	5 S i	C O L O R L J	P J X L 3 0 0	D J 1 2 0 0 C	D J 1 6 0 0 C	D J 5 0 0 0	D J 5 0 0 C	D J 5 2 0	D J 5 4 0	D J 5 6 0 C	D J 6 6 0 C	D J 8 5 0 C	F 1 3 5	C 3 0	C 4 0				
Scale Algorithm	<i>Esc*t#K</i>	Enhance images with light background (0)										✓	✓	✓														
		Enhance images with dark background (1)										✓	✓	✓														
Start Raster	<i>Esc*r#A</i>	At logical page left limit (0)	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓				
		At CAP (1)	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓				
		At logical page left limit, scaling ON (2)									✓	✓	✓	✓														
		At CAP, scaling ON (3)									✓	✓	✓	✓														
Transfer Raster data (Plane)	<i>Esc*b#V</i>	0-32767									✓	✓	✓	✓		✓		✓	✓	✓	✓							
Transfer Raster (Row/Block)	<i>Esc*b#W</i>	0-32767	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓				
Raster Y Offset	<i>Esc*b#Y</i>	(-32767) to (32767) pixels		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓				

Raster Color

Command	Code	Range	L J II	L J III	L J 4	L J 4 P J	L J III S i	L J 4 S i	L J 4 V / 5 P	5 S i	C O L O R L J	P J X L 3 0 0	D J 1 2 0 0 C	D J 1 6 0 0 C	D J 5 0 0	D J 5 0 0 C	D J 5 2 0	D J 5 4 0	D J 5 6 0	D J 6 6 0 C	D J 8 5 0 C	F 1 3 5	C 3 0	C 4 0					
Color Component (First)	<i>Esc*v#A</i>	0-32767									✓	✓	✓	✓								✓							
Color Component (Second)	<i>Esc*v#B</i>	0-32767									✓	✓	✓	✓								✓							
Color Component (Third)	<i>Esc*v#C</i>	0-32767									✓	✓	✓	✓								✓							
Color Index	<i>Esc*v#I</i>	0 to (2 ^{# bits/index})-1									✓	✓	✓	✓								✓							
Color Lookup Tables	<i>Esc*l#W</i>	0 or 770									✓																		
Configure Image Data	<i>Esc*v#W</i>	6,18									✓	✓	✓	✓															
Download Dither Matrix	<i>Esc*m#W</i>	6-32767									✓	✓	✓	✓															
Gamma Number	<i>Esc*t#I</i>	0.0-32767.0									✓	✓	✓	✓															
Monochrome Print Mode	<i>Esc&b#M</i>	0,1									✓			✓															
Palette ID	<i>Esc&p#I</i>	0-32767									✓																		
Palette Configuration	<i>Esc*d#W</i>	9-32767																				✓							
Palette Control	<i>Esc&p#C</i>	0,1,2,6									✓																		
Push/Pop Palette	<i>Esc*p#P</i>	0,1									✓	✓	✓	✓															
Render Algorithm	<i>Esc*t#J</i>	0-14 (0-12 for CLJ)									✓	✓	✓	✓															
Select Palette	<i>Esc&p#S</i>	0-32767									✓																		
Simple Color	<i>Esc*r#U</i>	KCMY palette (-4)												✓				✓	✓	✓	✓								
		CMY palette (-3)									✓	✓	✓	✓		✓		✓	✓	✓	✓								
		Mono palette (1)									✓	✓	✓	✓		✓		✓	✓	✓	✓								
		RGB palette (3)									✓	✓	✓	✓		✓		✓	✓	✓	✓								
Viewing Illuminant	<i>Esc*i#W</i>	8																											

Macros

Command	Code	Range	L J II	L J III	L J 4	L J 4 P J	L J III S i	L J 4 S i	L J 4 V / 5 P	5 S i	C O L O R L J	P J X L 3 0 0	D J 1 2 0 0 C	D J 1 6 0 0 C	D J 5 0 0	D J 5 0 0 C	D J 5 2 0	D J 5 4 0	D J 5 6 0 C	D J 6 6 0 C	D J 8 5 0 C	F 1 3 5	C 3 0	C 4 0				
Macro ID	<i>Esc&f#Y</i>	0-32767	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓								✓	✓	✓				
Macro Control	<i>Esc&f#X</i>	0-10	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓								✓	✓	✓				

Print Model

Command	Code	Range	L J II	L J III	L J 4	L J 4 P J	L J III S i	L J 4 S i	L J 4 V / 5 P	5 S i	C O L O R L J	P J X L 3 0 0	D J 1 2 0 0 C	D J 1 6 0 0 C	D J 5 0 0	D J 5 0 0 C	D J 5 2 0	D J 5 4 0	D J 5 6 0 C	D J 6 6 0 C	D J 8 5 0 C	F 1 3 5	C 3 0	C 4 0				
Download Pattern	<i>Esc*c#Wdata]</i>	0-(2 ³¹ -1)			✓	✓		✓	✓	✓	✓	✓	✓	✓										✓				
Foreground Color (DJ5xx uses for text only)	<i>Esc*v#S</i>	0 to (2**bits/index)-1 (Current palette)									✓	✓	✓	✓							✓							
		White (0)																	✓	✓	✓	✓						
		True Black (1)																	✓	✓	✓	✓						
		Cyan (2)																	✓	✓	✓	✓						
		Magenta (4)																	✓	✓	✓	✓						
		Blue (6)																	✓	✓	✓	✓						
		Yellow (8)																	✓	✓	✓	✓						
		Green (10)																	✓	✓	✓	✓						
		Red (12)																	✓	✓	✓	✓						
		Composite Blk (14)																	✓	✓	✓	✓						
Logical Operation	<i>Esc*!#O</i>	0-255				✓			✓	✓	✓	✓	✓	✓														
Pattern Control	<i>Esc*c#Q</i>	0,1,2,4,5			✓	✓		✓	✓	✓	✓	✓	✓	✓									✓	✓				
Pattern ID	<i>Esc*c#G</i>	1-100 for Shading	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓									✓	✓				
		1-6 for cross-hatch	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓									✓	✓				

		0-32767 for user-defined	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
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Print Model (continued)

Command	Code	Range	L J II	L J III	L J 4	L J 4 P J	L J III S i	L J 4 S i	L J 4 V / 5 P	5 S i	C O L O R L J	P J X L 3 0 0	D J 1 2 0 0 C	D J 1 6 0 0 C	D J 5 0 0	D J 5 0 0 C	D J 5 2 0	D J 5 4 0	D J 5 6 0 C	D J 6 6 0 C	D J 8 5 0 C	F 1 3 5	C 3 0	C 4 0									
Pattern Reference Point	<i>Esc*p#R</i>	0,1			✓	✓		✓	✓	✓	✓	✓	✓	✓									✓										
Pattern Type	<i>Esc*v#T</i>	Solid black or foreground color (0)	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓								✓	✓	✓									
		White (1)	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓								✓	✓	✓									
		HP shaded (2)	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓								✓	✓	✓									
		HP cross-hatch (3)	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓								✓	✓	✓									
		User pattern (4)			✓	✓		✓	✓	✓	✓	✓	✓	✓										✓									
Pixel Placement	<i>Esc*l#R</i>	0,1				✓	✓	✓	✓	✓	✓		✓																				
Fill Rectangle	<i>Esc*c#P</i>	Solid black or foreground color (0)	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓								✓		✓	✓								
		White (1)	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓										✓	✓								
		HP shaded (2)	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓										✓	✓								
		HP cross-hatch (3)	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓										✓	✓								
		User pattern (4)	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓											✓								
		Current pattern (5)			✓	✓		✓	✓	✓	✓	✓	✓	✓																			
Rectangle Size, Horiz (Decipoints)	<i>Esc*c#H</i>	0-32767		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓								✓	✓	✓									
Rectangle Size, Horizontal (Dots)	<i>Esc*c#A</i>	0-32767		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓								✓	✓	✓									
Rectangle Size, Vertical (Decipoints)	<i>Esc*c#V</i>	0-32767		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓								✓	✓	✓									
Rectangle Size, Vertical (Dots)	<i>Esc*c#B</i>	0-32767		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓								✓	✓	✓									
Transparency Mode (Pattern)	<i>Esc*v#O</i>	0,1		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓									✓	✓									

Transparency Mode (Source)	<i>Esc*v#N</i>	0,1		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓									✓	✓					
----------------------------	----------------	-----	--	---	---	---	---	---	---	---	---	---	---	--	--	--	--	--	--	--	--	---	---	--	--	--	--	--

Status

Command	Code	Range	L J II	L J III	L J 4	L J 4 P J	L J III S i	L J 4 S i	L J 4 V / 5 P	5 S i	C O L O R L J	P J X L 3 0 0	D J 1 2 0 0 0 C	D J 1 6 0 0 0 C	D J 5 0 0 0	D J 5 0 0 0 C	D J 5 2 0 0	D J 5 4 0 0	D J 5 6 0 0 C	D J 6 6 0 0 C	D J 8 5 0 0 C	F 1 3 5	C 3 0	C 4 0				
Display Functions Off	<i>EscZ</i>	~	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓				
Display Functions On	<i>EscY</i>	~	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓				
Echo	<i>Esc*s#X</i>				✓	✓		✓	✓	✓	✓													✓				
Flush All Pages	<i>Esc&r#F</i>	0,1			✓	✓		✓	✓	✓	✓	✓	✓											✓				
Inquire Status Readback Entity	<i>Esc*s#U</i>				✓	✓		✓	✓	✓	✓											✓		✓				
Free Memory Space	<i>Esc*s#M</i>	1			✓	✓		✓	✓	✓	✓													✓				
Self-test	<i>Escz</i>	~	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓					
Status Readback Location Type	<i>Esc*s#T</i>				✓	✓		✓	✓	✓	✓											✓		✓				
Status Readback Location Unit	<i>Esc*s#U</i>				✓	✓		✓	✓	✓	✓											✓		✓				

Language Switching

Command	Code	Range	L J II	L J III	L J 4	L J 4 P J	L J III S i	L J 4 S i	L J 4 V / 5 P	5 S i	C O L O R L J	P J X L 3 0 0	D J 1 2 0 0 C	D J 1 6 0 0 C	D J 5 0 0	D J 5 0 0 C	D J 5 2 0	D J 5 4 0	D J 5 6 0 C	D J 6 6 0 C	D J 8 5 0 C	F 1 3 5	C 3 0	C 4 0					
Comment (PJL)	@PJL COMMENT <text>			✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓								✓	✓	✓					
Enter Language (PJL)	@PJL ENTER LANGUAGE = (PCL POSTSCRIPT HPGL2)			✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓								✓	✓	✓					
Enter HP-GL/2 Mode	<i>Esc%#B</i>	Stand-alone plotter (-1)										✓	✓																
		Use previous HP-GL/2 pen position (0)		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓									✓	✓					
		Use current PCL CAP (1)		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓									✓	✓					
		Use PCL coordinate system and old HP-GL/2 pen position (2)										✓	✓	✓															
		Use PCL coordinate system and current PCL CAP (3)										✓	✓	✓															
Enter PCL mode	<i>Esc%#A</i>	0,1		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓									✓	✓					
Exit Language / Start PJL	<i>Esc%#X</i>	-12345		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓								✓	✓	✓					

Picture Frame

Command	Code	Range	L J II	L J III	L J 4	L J 4 P J	L J III S i	L J 4 S i	L J 4 V / 5 P	5 S i	C O L O R L J	P J X L 3 0 0	D J 1 2 0 0 C	D J 1 6 0 0 C	D J 5 0 0	D J 5 0 0 C	D J 5 2 0	D J 5 4 0	D J 5 6 0 C	D J 6 6 0 C	D J 8 5 0 C	F 1 3 5	C 3 0	C 4 0				
Picture Frame Anchor Point	<i>Esc*c#T</i>	0		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓									✓	✓				
Picture Frame Horizontal Size (Decipoint)	<i>Esc*c#X</i>	0-32767		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓									✓	✓				
Picture Frame Vertical Size (Decipoints)	<i>Esc*c#Y</i>	0-32767		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓									✓	✓				
HP-GL/2 Plot Horizontal Size	<i>Esc*c#K</i>	0-32767		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓									✓	✓				
HP-GL/2 Plot Vertical Size	<i>Esc*c#L</i>	0-32767		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓									✓	✓				

Control Codes

Command	Code	Range	L J II	L J III	L J 4	L J 4 P J	L J III S i	L J 4 S i	L J 4 V / 5 P	5 S i	C O L O R L J	P J X L 3 0 0	D J 1 2 0 0 C	D J 1 6 0 0 C	D J 5 0 0	D J 5 0 0 C	D J 5 2 0	D J 5 4 0	D J 5 6 0 C	D J 6 6 0 C	D J 8 5 0 C	F 1 3 5	C 3 0	C 4 0					
Back Space	<i>BS</i>	~	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓				
Carriage Return	<i>CR</i>	~	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓				
Escape	<i>ESC</i>	~	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓				
Formfeed	<i>FF</i>	~	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓				
Horizontal Tab	<i>HT</i>	~	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓				
Line Feed	<i>LF</i>	~	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓				
Null	<i>NUL</i>	~	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓				

HP-GL/2

Command	Code	Range	L J II	L J III	L J 4	L J 4 P J	L J III S i	L J 4 S i	L J 4 V / 5 P	5 S i	C O L O R L J	P J X L 3 0 0	D J 1 2 0 0 C	D J 1 6 0 0 C	D J 5 0 0	D J 5 0 0 C	D J 5 2 0	D J 5 4 0	D J 5 6 0 C	D J 6 6 0 C	D J 8 5 0 C	F 1 3 5	C 3 0	C 4 0				
HP-GL/2 Kernel				✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓									✓	✓				
Bezier	<i>BR, BZ</i>				✓	✓		✓	✓	✓	✓	✓	✓	✓										✓				
Fill Type	<i>FT</i>	Odd / Even		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓										✓				
		Non-zero winding			✓	✓		✓	✓	✓	✓	✓	✓	✓										✓	✓			
Label Origin	<i>LO</i>	1-9 / 11-19		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓										✓	✓			
		21			✓	✓		✓	✓	✓	✓	✓	✓	✓										✓	✓			
Merge Control	<i>MC</i>					✓			✓	✓	✓	✓	✓	✓														
Color Range	<i>CR</i>										✓	✓	✓	✓														
Number of Pens	<i>NP</i>												✓	✓														
Pen Color	<i>PC</i>										✓	✓	✓	✓														
Pixel Placement	<i>PP</i>										✓	✓	✓	✓														
Screened Vectors	<i>SV</i>			✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓										✓	✓			
Transparency Mode	<i>TR</i>			✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓										✓	✓			
Primary Font Selection by ID	<i>FI</i>			✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓										✓	✓			
Secondary Font Selection by ID	<i>FN</i>			✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓										✓	✓			
Scalable or Bitmap Fonts	<i>SB</i>			✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓										✓	✓			
Label Mode	<i>LM</i>					✓			✓	✓	✓		✓	✓														

NOTE: Except for not allowing font downloads, OfficeJet is the same as the DeskJet 520.

