

# **Code 128 True Type Font**

**Dobson Software**

<http://www.dobsonsw.com/>

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*User assumes all liability for the use of this product.*

## **INSTALLATION**

### ***Font:***

**If installing from a setup executable follow the instructions as they appear on screen. These instructions pertain to a zip archive distribution.**

#### *Windows 98 / 2000:*

To install the Code 128 true type font you must first select the start menu. Choose the settings option and select “Control Panel.” When the control panel opens find and double click the font icon. This will open up a window showing all available fonts. Drag the Code128bWin.ttf file into the font window.

#### *Windows XP:*

To install the Code 128 true type font you must first select the start menu. Choose the settings option and select “Control Panel.” When the control panel opens find and double click the appearance and themes icon. Then select fonts. This will open up a window showing all available fonts. Drag the Code128bWin.ttf file into the font window.

#### *Macintosh OS 10.X:*

Double clicking the font file should bring up the font manager, allowing you to install the font.

Some Windows versions do not allow the installation of a font based on the font file’s permissions. If you have trouble installing the font, you may need to change the file permissions as required by your version of Windows.

## USAGE

### ***Font:***

The Code 128 true type font has been mapped as closely as possible to the traditional ASCII character set. However, certain characters are represented in the High ASCII range. Furthermore, Code 128 requires the use of a fairly straightforward check digit compiled from the data digits in the barcode. For a detailed mapping of characters available in the font please see Appendix A. For more detailed information on start characters, the stop character, or computing the check digit see links available at <http://freebarcodefonts.dobsonsw.com>. The licensed version, which includes the Code 128 conversion utility (<http://www.dobsonsw.com/code128.html>), handles all this conversion for you.

## APPENDIX A

### Font Mapping

Code 128 Value	Variant B Value	Variant C Value	Font Char
0	SPACE	00	128
1	!	01	33
2	“	02	34
3	#	03	35
4	\$	04	36
5	%	05	37
6	&	06	38
7	‘	07	39
8	(	08	40
9	)	09	41
10	*	10	42
11	+	11	43
12	,	12	44
13	-	13	45
14	.	14	46
15	/	15	47
16	0	16	48
17	1	17	49
18	2	18	50
19	3	19	51
20	4	20	52
21	5	21	53
22	6	22	54
23	7	23	55
24	8	24	56
25	9	25	57
26	:	26	58
27	;	27	59
28	<	28	60
29	=	29	61
30	>	30	62

31	?	31	63
32	@	32	64
33	A	33	65
34	B	34	66
35	C	35	67
36	D	36	68
37	E	37	69
38	F	38	70
39	G	39	71
40	H	40	72
41	I	41	73
42	J	42	74
43	K	43	75
44	L	44	76
45	M	45	77
46	N	46	78
47	O	47	79
48	P	48	80
49	Q	49	81
50	R	50	82
51	S	51	83
52	T	52	84
53	U	53	85
54	V	54	86
55	W	55	87
56	X	56	88
57	Y	57	89
58	Z	58	90
59	[	59	91
60	\	60	92
61	]	61	93
62	^	62	94
63	_	63	95
64	‘	64	96
65	a	65	97
66	b	66	98
67	c	67	99

68	d	68	100
69	e	69	101
70	f	70	102
71	g	71	103
72	h	72	104
73	i	73	105
74	j	74	106
75	k	75	107
76	l	76	108
77	m	77	109
78	n	78	110
79	o	79	111
80	p	80	112
81	q	81	113
82	r	82	114
83	s	83	115
84	t	84	116
85	u	85	117
86	v	86	118
87	w	87	119
88	x	88	120
89	y	89	121
90	z	90	122
91	{	91	123
92		92	124
93	}	93	125
94	~	94	126
95	DEL	95	145
96	FNC 3	96	146
97	FNC 2	97	147
98	SHIFT	98	148
99	CODE C	99	149
100	FNC 4		150
101	CODE A		151
102	FNC 1		152
103	START CODE A	START CODE A	153
104	START CODE B	START CODE B	154

105	START CODE C	START CODE C	155
106	STOP	STOP	156