

^WD – Print Directory Label

Description The ^WD command is used to print a label listing bar codes, objects stored in DRAM, or fonts.

For bar codes, the list shows the name of the bar code. For fonts, the list shows the name of the font, the number to use with ^A command, and size. For objects stored in DRAM, the list shows the name of the object, extension, size, and option flags. All lists are enclosed in a double-line box.

Format ^WDd:o.x

Parameters	Details
d = source device — optional	<i>Accepted Values:</i> R:, E:, B:, A: and Z: <i>Default Value:</i> R:
o = object name — optional	<i>Accepted Values:</i> 1 to 8 alphanumeric characters <i>Default Value:</i> * The use of a ? (question mark) is also allowed.
x = extension — optional	<i>Accepted Values:</i> any extension conforming to Zebra conventions .FNT = font .BAR = bar code .ZPL = stored ZPL format .GRF = GRF graphic .CO = memory cache .DAT = font encoding .BAS = ZBI encrypted program .BAE = ZBI encrypted program .STO = data storage .PNG = PNG graphic * = all objects .TTF = TrueType Font .TTE = True Type Extension <i>Default Value:</i> * The use of a ? (question mark) is also allowed.

.141

.TTF and .TTE are only supported in firmware version V60.14.x, V50.14.x, or later.



Example 1 • To print a label listing all objects in DRAM, enter:

```
^XA
^WDR:*. *
^XZ
```



Example 2 • To print a label listing all resident bar codes, enter:

```
^XA
^WDZ:*.BAR
^XZ
```



Example 3 • To print a label listing all resident fonts, enter:

```
^XA
```

```
^WDZ:*.FNT
```

```
^XZ
```