

TASCAM CD-A750

CONTROL I/O RS-232C connector RS-232C Protocol Specification

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TEAC Corporation

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1. Overview

The CD-A750 can be controlled by computer or external device via RS-232C connector on the rear panel with the RS-232C serial protocol. In this document, the CD-A750 is referred to as the "controlled device," and the external device that controls it is referred to as the "external controller."

2. Specifications

Electrical specifications

Conforms to standard JIS X-5101 (equivalent to former JIS C-6361 and EIA RS-232C)

(Not compatible with the RS-422A used in professional VTR units) $\,$

Impedance at receiver Measured with an applied voltage of between ±3 and 15V, the DC

resistance is between $3K\Omega$ and $7K\Omega$.

Total load capacitance is less than 2500pF

Open circuit voltage at transmitter Less than 25V Open circuit voltage at receiver Less than 2V

Signal voltage Open circuit voltage at the receiver is 0V, the signal voltage is

between ±5V and ±15V for a load impedance of between 3K and

7KΩ.

Signal discrimination Logical "1" Less than -3V

Logical "0" More than +3V

Communication format

Circuit type 3-wire, half-duplex Transmission type Digital binary serial

Data speed (baud rate) 4800/9600/19200/38400 bit/sec

Character length 7/8 bit

Parity bit Odd/Even/None

Stop bit 1/2 bit

(Data speed, character length, parity bit, and stop bit settings are made on the controlled device.)

Connector pin-out

Connector D-sub 9-pin female (unified screw thread)

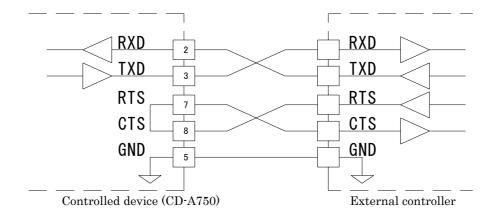


Terminal pin-out and input/output signals

Pin no.	In/Out	Signal name	Description
1	-	NC	Not connected
2	In	Rx Data	Data received at this pin *1
3	Out	Tx Data	Data transmitted from this pin
4	Out	(Reserved)	Reserved
5	-	GND	Ground
6	In	(Reserved)	Reserved
7	Out	RTS	Request To Send (output "request to transmit") *2
8	In	CTS	Clear To Send (input "ready to receive") *2
9	-	NC	Not connected

^{*1:} A voltage that satisfies the RS-232C specification must be applied to Rx Data.

^{*2:} RTS/CTS is loopback-connected within the controlled device. If using RTS/CTS control, consider the design of the external controller.



3. Command format

Command format overview

Byt	e 1	Byte 2	Byte 3	Byte 4	Byte 5	Byte 6	Byte 7	Byte 8	•••	Byte n
L	F	ID	Command		Data 1	Data 2	Data 3	Data 4		CR

Commands begin with a "line feed (LF)," end with a "carriage return (CR)".

The following byte of "LF" is machine ID.

In the case of CD-A750, "0" (30H) means CD and "1" (31H) means Cassette deck.

The machine ID for common function is either "0" or "1"

Commands are composed by two ASCII bytes.

The following bytes of the command are the data bytes.

The number of data bytes depends on the command.

For details on the data, refer to the detailed explanation for each command. For commands that use 0-9 and A--F as data values, uppercase characters are used for A--F.

Example commands

Example 1: PLAY command for the CD

When the controlled device is in Stop or Ready mode, this command starts playback of the CD on the controlled device.

The PLAY command is [12].

		ID	Comi	mand	
ASCII	LF	0	1	2	CR
HEX	0Ah	30h	31h	32h	0Dh

Example 2: Direct search for track 123 on the CD

Use "DIRECT TRACK SEARCH PRESET [23]" command.

The data bytes consist of ASCII in two-byte units.

For the "DIRECT TRACK SEARCH PRESET" command, the track number is specified as follows.

Data 1 Tens digit of the specified track number

Data 2 Ones digit of the specified track number

Data 3 Thousands digit of the specified track number

Data 4 Hundreds digit of the specified track number

Thus, the transmitted command will be as follows.

		ID	Comi	mand	I	Data:tr	ack 12	3	
ASCII	LF	0	2	3	2	3	0	1	CR
HEX	0Ah	30h	32h	33h	32h	33h	30h	31h	0Dh

Example 3: FORWARD PLAY command for the Cassette

When the controlled device is in Stop or Ready mode, this command starts playback of the cassette deck on the controlled device.

The PLAY command is [12].

		ID	Comi	mand	
ASCII	$_{ m LF}$	1	1	1	$^{\mathrm{CR}}$
HEX	0Ah	31h	31h	31h	0Dh

List of commands

CD Player section (Machine ID="0")

	trol/Preset/Sense Command	Return Command		
		88	TIME DATA	
10	STOP			
11	PLAY			
12	PLAY			
14	READY			
16	SHUTTLE			
18	EJECT			
1A	TRACK SKIP			
1D	CALL			
20	AUTO CUE LEVEL PRESET	A0	AUTO CUE LEVEL RETURN	
23	DIRECT TRACK SEARCH PRESET			
2C	TIME SEARCH PRESET			
30	AUTO CUE SELECT	В0	AUTO CUE SELECT RETURN	
32	EOM TRACK TIME SELECT	B2	EOM TRACK TIME RETURN	
34	RESUME PLAY SELECT	B4	TIMER/RESUME PLAY SELECT RETURN	
35	PITCH CONTROL SELECT	В5	PITCH CONTROL SELECT RETURN	
36	AUTO READY SELECT	В6	AUTO READY SELECT RETURN	
37	REPEAT SELECT	В7	REPEAT SELECT RETURN	
3A	INCR PLAY SELECT	BA	INCR PLAY SELECT RETURN	
3B	AUTO SPACE SELECT	ВВ	AUTO SPACE SELECT RETURN	
3F	TIME DATA SEND SELECT	BF	TIME DATA SEND SELECT RETURN	
4D	PLAY MODE SELECT			
4E	PLAY MODE SENSE	CE	PLAY MODE RETURN	
50	MECHA STATUS SENSE	D0	MECHA STATUS RETURN	
55	TRACK No. SENSE	D5	TRACK No. STATUS RETURN	
56	MEDIA STATUS SENSE	D6	MEDIA STATUS RETURN	
57	CURRENT TRACK INFORMATION	D7	CURRENT TRACK INFORMATION	
	SENSE		RETURN	
58	CURRENT TRACK TIME SENSE	D8	CURRENT TRACK TIME RETURN	
59	TITLE SENSE	D9	TITLE RETURN	
5D	TOTAL TRACK No./TOTAL TIME SENSE	DD	TOTAL TRACK No./TOTAL TIME RETURN	
5E	PGM TOTAL TRACK No./TOTAL TIME SENSE	DE	PGM TOTAL TRACK No./TOTAL TIME RETURN	

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Cassette Deck section (Machine ID = "1")

Con	Control/Preset/Sense Command		Return Command		
10	STOP				
11	FORWARD PLAY				
12	REVERSE PLAY				
13	RECORD				
1A	F.FWD/REW				
1B	REC MUTE				
1C	PAUSE				
2D	RTZ				
50	MECHA STATUS SENSE	D0	MECHA STATUS RETURN		
56	MEDIA STATUS SENSE	D6	MEDIA STATUS RETURN		
5A	COUNTER SENSE	DA	COUNTER RETURN		
65	COUNTER RESET				

Common Functions (Machine ID = "0" or "1")

	yournour another watering the order of the control						
Con	trol/Preset/Sense Command	Retu	Return Command				
0F	INFORMATION REQUEST	8F	INFORMATION RETURN				
4C	REMOTE/LOCAL SELECT	CC	REMOTE/LOCAL SELECT RETURN				
		F0	ERROR SENSE REQUEST				
		F2	ILLEGAL STATUS				
		F4	POWER ON STATUS				
		F6	CHANGE STATUS				
78	ERROR SENSE	F8	ERROR SENSE RETURN				

Command sequence

In most cases the controlled device will not send an ACK in response to transport control or data preset commands sent from the external controller.

The controlled device will send back a return command in response to data sense commands that request a data value specified on the controlled device.

When the status of the controlled device changes, such as from Stop to Play mode, or when an error etc. occurs, the controlled device will send a command indicating this to the external controller.

Examples of the command sequence are given below.

You must leave an interval of at least 20 ms between commands.

Example 1: Controlling the transport of the controlled device

This example describes the Play operation.

When the controlled device receives the PLAY command and enters Play mode, it will transmit a CHANGED STATUS command.

ACK is not transmitted for the PLAY command.

	Comma	ınd	Chata of controlled desire
External controller		Controlled device	State of controlled device
			Stopped
PLAY	->		
	<-	CHANGED STATUS	Transmit when starting Play

Example 2: Presetting data

This example describes setting the AUTO CUE LEVEL.

When the controlled device receives the AUTO CUE LEVEL PRESET (Preset) command, it will set its AUTO CUE LEVEL.

ACK is not transmitted for this command.

Con	State of controlled device		
External controller	Controlled device	State of controlled device	
AUTO CUE LEVEL		AUTO CUE LEVEL set to	
PRESET (Preset -54dB)		-54dB	

Example 3: Obtaining specified data

This example describes obtaining the currently-set AUTO CUE LEVEL.

When the controlled device receives the AUTO CUE LEVEL PRESET (Sense) command, it will return the currently-set AUTO CUE LEVEL.

Comm	and	State of controlled device
External controller	Controlled device	State of controlled device
AUTO CUE LEVEL -> PRESET (Sense)		
<-	AUTO CUE LEVEL RETURN	

Example 4: Checking the status of the controlled device, and performing the next operation When the operating status of the controlled device changes, it will transmit CHANGED STATUS. By using CHANGED STATUS as a trigger for sending MECHA STATUS SENSE, the new operating status can be determined.

This example shows how to check the record-ready status of the controlled device and then initiate recording.

Co	Command				
External controller	External controller Controlled device				
RECORD (Record Ready)	->		Stopped		
Tibe on a richary	<-	CHANGED STATUS	Transmitted when entering record-ready status		
MECHA STATUS SENSE	->				
	<-	MECHA STATUS RETURN	Returns record-ready status		
RECORD (Record)	->				
	<-	CHANGES STATUS	Transmitted when entering record status		

Command details

The commands, data, and machine IDs described here are characters (ASCII).

A command is two character bytes, a machine ID is one character byte, and each item of data is an individual character byte.

The CD-A750 can use the following track numbers. However if a number not existing on the disc is specified, it will be considered an invalid command.

Track number (audio CD) maximum 99
Track number (MP3 CD) maximum 999

CD functions

STOP

Stops the CD player of the controlled device.

Command 10
Machine ID 0
Data none
Return none

PLAY

Play starts the CD player of the controlled device.

Command 11 & 12

Machine ID 0

Data none

Return none

READY

Puts the CD player of the controlled device into the PLAY-READY mode.

Command 14
Machine ID 0
Data 2 bytes

Data 1	Data 2	Description	Remarks
0	0	Ready Off	
0	1	Ready On	

[·] If data other than the above is received, the controlled device will transmit ILLEGAL [F2].

Return none

SHUTTLE

Puts the CD player of the controlled device in SHUTTLE mode.

SHUTTLE mode will be maintained until a command such as STOP, PLAY, or READY is received.

Command 16
Machine ID 0
Data 2 bytes

Data 1	Data 2	Description	Remarks
0	0	Shuttle	Shuttles in the forward direction.
		Forward	
0	1	Shuttle	Shuttles in the backward direction.
		Reverse	

[·] If data other than the above is received, the controlled device will transmit ILLEGAL [F2].

Return none

TRAY/EJECT

Opens or closes the tray of the CD player of the controlled device

Command 18
Machine ID 0
Data none
Return none

TRACK SKIP

Causes the CD player of the controlled device to skip tracks.

After skipping, the device will maintain the mode in which it was when the operation began.

Command 1A Machine ID 0 Data 2 bytes

Data 1	Data 2	Description		Remarks
0	0	Track Skip Next		Skips to the next track.
0	1	Track Sl	кiр	If the current position is at the beginning of a track,
		Previous		skips to the beginning of the previous track. If the
				current position is not at the beginning of a track, skips
				to the beginning of the current track

[·] If data other than the above is received, the controlled device will transmit ILLEGAL [F2].

Return none

CALL

Causes the controlled device to locate to the call point and enter playback-ready mode.

Command 1D
Machine ID 0
Data none
Return none

AUTO CUE LEVEL PRESET

Sets the Auto Cue Level of CD player of the controlled device.

A return command is returned only if Sense [FF] is specified.

The Auto Cue Mode setting is made using the command "AUTO CUE SELECT [30]."

Command 20
Machine ID 0
Data 2 bytes

Data 1	Data 2	Description	Remarks
0	0	Preset -24dB	
0	1	Preset -30dB	
0	2	Preset -36dB	
0	3	Preset -42dB	
0	4	Preset -48dB	
F	F	Sense	Requests that the current preset level to be returned.

[·] If data other than the above is received, the controlled device will transmit ILLEGAL [F2].

Return AUTO CUE LEVEL RETURN [A0]

DIRECT TRACK SEARCH PRESET

Searches for the specified track number.

When this command is received while in PLAY mode, the CD player of the controlled device will enter PLAY mode after searching. If the CD player of the controlled device had been in any other mode when searching began, it will be in play ready mode after searching.

Command 23 Machine ID 0 Data 4 bytes

	- J	
	Description	Remarks
Data 1	Tens digit of the track number	Track number

Data 2	Ones digit of the track number	Example) 2301: track 123
Data 3	Thousands digit of the track number	
Data 4	Hundreds digit of the track number	

• If the specified track number does not exist on the disc, the controlled device will transmit ILLEGAL [F2].

Return none

TIME SEARCH PRESET

Searches for the specified track number and time.

If this command is received while in PLAY mode, the device will enter PLAY mode following the search. If the device was in any other mode, it will be in play ready mode following the search.

Command 2C Machine ID 0 Data 12 bytes

Java	12 bytes	
	Description	Remarks
Data 1	Tens digit of track number	
Data 2	Ones digit of track number	
Data 3	Thousands digit of track number	
Data 4	Hundreds digit of track number	
Data 5	Tens digit of minutes	
Data 6	Ones digit of minutes	
Data 7	Thousands digit of minutes	
Data 8	Hundreds digit of minutes	
Data 9	Tens digit of seconds	
Data 10	Ones digit of seconds	
Data 11	0	Set to 0
Data 12	0	Set to 0

- If a track number not existing on the disc is specified, the controlled device will transmit ILLEGAL [F2].
- If data outside the operating range is received, the controlled device will transmit ILLEGAL [F2].

Return none

AUTO CUE SELECT

Specifies the auto cue mode setting of the CD player of the controlled device.

A return command is returned only if Sense [FF] is specified.

The AUTO CUE LEVEL setting is made by the command "AUTO CUE LEVEL PRESET [20]."

Command 30 Machine ID 0 Data 2 bytes

Data	. 1	Data 2	Description	Remarks
0		0	Auto Cue Off	
0		1	Auto Cue On	
F		F	Sense	Requests that the preset content be returned.

• If data other than the above is received, the controlled device will transmit ILLEGAL [F2].

Return AUTO CUE SELECT RETURN [B0]

EOM TRACK TIME PRESET

Specifies the time at which the tally signal will be output by the EOM (End Of Message) function which outputs a tally signal when the track nears its end.

A return command is returned only if data [FF] is specified.

Command 32 Machine ID 0 Data 2 bytes

Data 1	Data 2	Description	Remarks
0	0	EOM Track Off	
0	5	5 seconds	
1	0	10 seconds	
1	5	15 seconds	
2	0	20 seconds	
2	5	25seconds	
3	0	30 seconds	
3	5	35seconds	
F	F	Sense	Requests that the preset content be returned.

[•] If data outside the range specified above is received, the controlled device will transmit ILLEGAL[F2].

Return EOM TRACK TIME RETURN [B2]

RESUME PLAY SELECT

Specifies the resume play mode setting of the CD player of the controlled device.

A return command is returned only if Sense [FF] is specified.

Command 34 Machine ID 0 Data 2 bytes

Data 1	Data 2	Description	Remarks
0	0	Resume Play Off	
0	2	Resume Play On	
F	F	Sense	Requests that the preset content be returned.

 $[\]cdot$ If data other than the above is received, the controlled device will transmit ILLEGAL [F2].

Return TIMER/RESUME PLAY SELECT RETURN [B4]

PITCH CONTROL SELECT

Specifies the Pitch Control mode of the CD player of the controlled device.

A return command is returned only if Sens [FF] is specified.

Command 35
Machine ID 0
Data 2 bytes

Data 1	Data 2	Description	Remarks
0	0	Pitch Control Off	
0	1	Pitch Control On	
F	F	Sense	Requests that the preset content be returned.

⁻ If data other than the above is received, the controlled device will transmit ILLEGAL [F2].

Return PITCH CONTROL SELECT RETURN [B5]

AUTO READY SELECT

Specifies the Auto Ready mode setting of the CD player of the controlled device.

A return command is returned only if Sense [FF] is specified.

Command 36
Machine ID 0
Data 2 bytes

	0		
Data 1	Data 2	Description	Remarks
0	0	Auto Ready Off	
0	1	Auto Ready On	
F	F	Sense	Requests that the preset content be returned.

[•] If data other than the above is received, the controlled device will transmit ILLEGAL [F2]. Return AUTO READY SELECT RETURN [B6]

REPEAT SELECT

Specifies the Repeat Mode setting of the CD player of the controlled device.

A return command is returned only if Sense [FF] is specified.

Command 37 Machine ID 0 Data 2 bytes

Data 1	Data 2	Description	Remarks
0	0	Repeat Off	
0	1	Repeat On	
F	F	Sense	Requests that the preset content be returned.

· If data other than the above is received, the controlled device will transmit ILLEGAL [F2].

Return REPEAT SELECT RETURN [B7]

INCR PLAY SELECT

Specifies the Incremental Play Mode of the CD player of the controlled device.

A return command is returned only if Sense [FF] is specified.

Command 3A Machine ID 0 Data 2 bytes

Data 1	Data 2	Description	Remarks
0	0	INCR Play Off	
0	1	INCR Play On	
F	F	Sense	Requests that the preset content be returned.

[·] If data other than the above is received, the controlled device will transmit ILLEGAL [F2].

Return INCR PLAY SELECT RETURN [BA]

AUTO SPACE SELECT

Specifies the Auto Space Mode of the CD player of the controlled device.

A return command is returned only if Sense [FF] is specified.

Command 3B
Machine ID 0
Data 2 bytes

Data 1	Data 2	Description	Remarks
0	0	Auto Space Off	
0	1	Auto Space On	
F	F	Sense	Requests that the preset content be returned.

[·] If data other than the above is received, the controlled device will transmit ILLEGAL [F2].

Return AUTO SPACE SELECT RETURN [BB]

TIME DATA SEND SELECT

Specifies the output time mode of the CD player of the controlled device.

A return command is returned only if Sense [FF] is specified.

Command 3F Machine ID 0 Data 2 bytes

Data 1	Data 2	Description	Remarks
0	0	Off	
0	1	Elapsed time send	With frame data
0	2	Remain time send	With frame data
0	4	Total remain time send	With frame data
1	1	Elapsed time send	Without frame data
1	2	Remain time send	Without frame data

1	4	Total remain time send	Without frame data
F	F	Sense	Requests that the preset content be returned.

- · If data other than the above is received, the controlled device will transmit ILLEGAL [F2].
- Except for the CD-DA disc, only [11] Elapsed time send is available

Return TIME DATA SEND SELECT RETURN [BF]

PLAY MODE SENSE

Requests that the status of the CD player of the controlled device's Play mode be returned.

Command 4E Machine ID 0 Data none

Return PLAY MODE RETURN [CE]

MECHA STATUS SENSE

Requests that the status of the CD player of the controlled device's mechanism be returned.

Command 50
Machine ID 0
Data none

Return MECHA STATUS RETURN [D0]

TRACK No. SENSE

Requests that the current track number be returned.

Command 55 Machine ID 0 Data none

Return TRACK No. RETURN [D5]

DISC STATUS SENSE

Requests that the presence or absence of a disc and the type of disc be returned.

Command 56 Machine ID 0 Data none

Return DISC STATUS RETURN [D6]

CURRENT TRACK INFORMATION SENSE

Requests that information for the current track be returned.

Command 57
Machine ID 0
Data none

Return CURRENT TRACK INFORMATION RETURN [D7]

CURRENT TRACK TIME SENSE

Requests that the time information for the current track be returned in the specified form.

Command 58
Machine ID 0
Data 2 bytes

Data 1	Data 2	Description	Remarks
0	0	Elapsed Time	Elapsed track time
0	1	Remain Time	Remaining track time
0	3	Total Remain Time	Remaining disc time

[·] If data other than the above is received, the controlled device will transmit ILLEGAL [F2].

Return CURRENT TRACK TIME RETURN [D8]

TEXT SENSE

Requests that the title of the current track be returned.

 $\begin{array}{ll} \text{Command} & 59 \\ \text{Machine ID} & 0 \\ \text{Data} & 2 \text{ bytes} \end{array}$

Data	ı 1	Data 2	Description	Remarks
0		0		

• If a track number not existing on the disc is specified, the controlled device will transmit ILLEGAL [F2].

Return TEXT RETURN [D9]

TOTAL TRACK No./TOTAL TIME SENSE

Requests that the total number of tracks on the disc and the total time be returned.

Command 5D Machine ID 0 Data none

Return TOTAL TRACK No./TOTAL TIME RETURN [DD]

PGM TOTAL TRACK No./TOTAL TIME SENSE

Requests that the total number of tracks for program playback and the total time be returned.

Command 5E Machine ID 0 Data none

Return PGM TOTAL TRACK No./TOTAL TIME RETURN [DE]

TIME DATA

This is the return command for the command "TIME DATA SEND SELECT [3F]".

It returns the total number of tracks and the total time of the disc.

Command 88 Machine ID 0

Data 8 or 6 bytes

	Description	Remarks
Data 1	Tens digit of minutes	
Data 2	Ones digit of the minutes	
Data 3	Thousands digit of the minutes	
Data 4	Hundreds digit of the minutes	
Data 5	Tens digit of the seconds	
Data 6	Ones digit of the seconds	
Data 7	Tens digit of the frames	
Data 8	Ones digit of the frames	

- The cycle of the command output depends on the controlled device.
- $\boldsymbol{\cdot}\,$ The frame data output can be set on or off.

Request/Preset TIME DATA SEND SELECT [3F]

AUTO CUE LEVEL RETURN

This is the return command in response to the command "AUTO CUE LEVEL PRESET [20]".

It returns the currently specified auto cue level.

 $\begin{array}{ll} \text{Command} & \text{A0} \\ \text{Machine ID} & 0 \\ \text{Data} & 2 \text{ bytes} \end{array}$

Data 1	Data 2	Description	Remarks
0	0	-24dB	
0	1	-30dB	

0	2	-36dB	
0	3	-42dB	
0	4	-48dB	

Request/Preset AUTO CUE LEVEL PRESET [20]

AUTO CUE SELECT RETURN

This is the return command in response to the command "AUTO CUE SELECT [30]".

It returns the Auto Cue on/off status.

Command B0
Machine ID 0
Data 2 bytes

Data 1	Data 2	Description	Remarks
0	0	Auto Cue Off	
0	1	Auto Cue On	

Request/Preset AUTO CUE SELECT [30]

EOM TRACK TIME RETURN

This is the return command in response to the command "EOM TRACK TIME PRESET [32]".

It returns the time at which the EOM (End Of Message) function will give notice that the end of the track is near.

Command B2
Machine ID 0
Data 2 bytes

	Data 1	Data 2	Description	Remarks
	0	0	EOM Track Off	
ſ	N1	N2	Number of seconds	N1: Tens digit of seconds, N2: Ones digit of seconds

Request/Preset EOM TRACK TIME PRESET [32]

TIMER/RESUME PLAY SELECT RETURN

This is the return command in response to the command "TIMER/RESUME PLAY SELECT [34]".

It returns the status of the Timer play setting and Resume play mode.

Command B4
Machine ID 0
Data 2 bytes

D	ata 1	Data 2	Description	Remarks
	0	0	Timer Play: Off / Resume Play: Off	
	0	1	Timer Play: On / Resume Play: Off	
	0	2	Timer Play: Off / Resume Play: On	
	0	3	Timer Play: On / Resume Play: On	

Request/Preset TIMER/RESUME PLAY SELECT [34]

PITCH CONTROL SELECT RETURN

This is the return command for the command "PITCH CONTROL SELECT [35]".

It returns the Pitch Control on/off status.

 $\begin{array}{ll} \text{Command} & \text{B5} \\ \text{Machine ID} & 0 \\ \text{Data} & 2 \text{ bytes} \end{array}$

Data 1	Data 2	Description	Remarks
0	0	Pitch Control Off	
0	1	Pitch Control On	

Request/Preset PITCH CONTROL SELECT [35]

AUTO READY SELECT RETURN

This is the return command for the command "AUTO READY SELECT [36]".

It returns the Auto Ready on/off status.

Command B6
Machine ID 0
Data 2 bytes

Data 1	Data 2	Description	Remarks
0	0	Auto Ready Off	
0	1	Auto Ready On	

Request/Preset AUTO READY SELECT [36]

REPEAT SELECT RETURN

This is the return command for the command "REPEAT SELECT [37]".

It returns the Repeat Mode on/off status.

Command B7
Machine ID 0
Data 2 bytes

Data 1	Data 2	Description	Remarks
0	0	Repeat Off	
0	1	Repeat On	

Request/Preset REPEAT SELECT [37]

INCR PLAY SELECT RETURN

This is the return command for the command "INCR PLAYSYNC SELECT [3A]".

It returns the Incremental Play on/off status.

Command BA
Machine ID 0
Data 2 bytes

	Data 1	Data 2	Description	Remarks
ſ	0	0	INCR Play Off	
Ī	0	1	INCR Play On	

Request/Preset INCR PLAY SELECT [3A]

AUTO SPACE SELECT RETURN

This is the return command for the command "AUTO SPACE SELECT [3B]".

It returns the Auto Space on/off status.

Command BB
Machine ID 0
Data 2 bytes

]	Data 1	Data 2	Description	Remarks
	0	0	Auto Space Off	
	0	1	Auto Space On	

Request/Preset AUTO SPACE SELECT [3B]

TIME DATA SEND SELECT RETURN

This is the return command for the command "TIME DATA SEND SELECT [3F]".

It returns the Time Data format. $\,$

Command BF
Machine ID 0
Data 2 bytes

Data 1	Data 2	Description	Remarks
0	0	Off	
0	1	Elapsed Time Send	With Frame data

0	2	Remain Time Send	With Frame data
0	4	Total Remain Time Send	With Frame data
1	1	Elapsed Time Send	Without Frame data
1	2	Remain Time Send	Without Frame data
1	4	Total Remain Time Send	Without Frame data

Request/Preset TIME DATA SEND SELECT [3F]

PLAY MODE RETURN

This is the return command for the command "PLAY MODE SENSE [4E]".

It returns the current Play mode.

Command CE
Machine ID 0
Data 2 bytes

Data 1	Data 2	Description	Remarks
0	0	Continue	Play all tracks on the disc
0	1	Single	Play a single track
0	3	Within A-B	A-B repeat play mode
0	4	Program (Data Empty)	Program Play mode (with no tracks programmed)
0	5	Program	Program Play mode
0	6	Random	Random Play mode

Request/Preset PLAY MODE SENSE [4E]

MECHA STATUS RETURN

This is the return command for the command "MECHA STATUS SENSE [50]".

It returns the current operating status of the mechanism.

Command D0
Machine ID 0
Data 2 bytes

Data 1	Data 2	Description	Remarks
0	0	No Disc	No disc is inserted
0	1	Tray/Eject	Tray is being opened or closed
0	2	Open	Tray is open
1	0	Stop	Stopped
1	1	Play	Playing
1	2	Ready On	Play-ready mode
F	F	Other than above	

Request/Preset MECHA STATUS SENSE [50]

TRACK No. RETURN

This is the return command for the command "TRACK No. SENSE [55]".

It returns whether the current track number and EOM are shown.

If Group mode is on, the group number is returned.

 $\begin{array}{ll} \text{Command} & \text{D5} \\ \text{Machine ID} & 0 \\ \text{Data} & 6 \text{ bytes} \end{array}$

	0 8) 008			
	Description	Remarks		
Data 1	EOM Status	00: EOM indication not shown		
Data 2	EOM Status	01: EOM is displayed		
Data 3	Tens digit	0000	Stopped, and track is not cued, etc.	
Data 4	Ones digit	0001 - 0999	Track number	
Data 5	Thousands digit			
Data 6	Hundreds digit			

Request/Preset TRACK No. SENSE [55]

MEDIA STATUS RETURN

This is the return command for the command "MEDIA STATUS SENSE [56]".

It returns the presence/absence of a disc, and the type of disc.

Command D6
Machine ID 0
Data 4 bytes

Data 1	Media Status	00: Media not present
Data 2	Media Status	01: Media present
Data 3		00: CD-DA
Data 4	Media Type	10: CD-Data (DATA CD)
Data 4		FF: Others

Request/Preset DISC STATUS SENSE [56]

CURRENT TRACK INFORMATION RETURN

This is the return command for the command "CURRENT TRACK INFORMATION SENSE [57]". If the Play mode is Program mode, this returns the program number. For any other Play mode, it returns the track number.

Command D7
Machine ID 0
Data 12 bytes

	Description	Remarks
Data 1	Tens digit of the track number	
Data 2	Ones digit of the track number	
Data 3	Thousands digit of the track number	
Data 4	Hundreds digit of the track number	
Data 5	Tens digit of the minutes	
Data 6	Ones digit of the minutes	
Data 7	Thousands digit of the minutes	
Data 8 Hundreds digit of the minutes		
Data 9	Tens digit of the seconds	
Data 10	Ones digit of the seconds	
Data 11	Tens digit of the frames	
Data 12	Ones digit of the frames	

Request/Preset CURRENT TRACK INFORMATION SENSE [57]

CURRENT TRACK TIME RETURN

This is the return command for the command "CURRENT TRACK TIME SENSE [58]".

It returns the current track time or the disc time.

 $\begin{array}{ll} \text{Command} & \text{D8} \\ \text{Machine ID} & 0 \\ \text{Data} & \underline{10 \text{ bytes}} \\ \end{array}$

	Description	Remarks
Data 1		00: Track elapsed time
Data 2	Time Mode	01: Track remaining time
Data 2		03 Disc remaining time
Data 3	Tens digit of the minutes	
Data 4	Ones digit of the minutes	
Data 5	Thousands digit of the minutes	
Data 6	Hundreds digit of the minutes	
Data 7	Tens digit of the seconds	
Data 8	Ones digit of the seconds	
Data 9	Tens digit of the frames	

Data 10	Ones digit of the frames	
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Request/Preset CURRENT TRACK TIME SENSE [58]

TITLE RETURN

This is the return command for the command "TITLE SENSE [59]".

It returns the title of the track.

If no title has been written for the specified track or the title data is other than ASCII format, this returns the command "ILLEGAL SENSE REQUEST [F2]."

Command D9
Machine ID 0
Data none

Data 3 bytes - 35 bytes

	v v		
	Description	Remarks	
Data 1	0	Fixed to "00"	
Data 2	0	rixed to 00	
Data 3 – Data35	Text data	ASCII data	

- The title is between 0 and 33 character bytes in length.
- · The returned data might be shorter than the length of actual data.

Request/Preset TITLE SENSE [59]

TOTAL TRACK No./TOTAL TIME RETURN

This is the return command for the command "TOTAL TRACK No./TOTAL TIME SENSE [5D]".

It returns the total number of tracks and the total time of the disc.

Command DD

Machine ID 0

Data 12 bytes

	Description	Remarks
Data 1	Tens digit of total number of tracks	If Data 1 – Data 4 is 0000, the disc is
Data 2	Ones digit of total number of tracks	either a blank disc, or no disc is inserted.
Data 3	Thousands digit of total number of tracks	
Data 4	Hundreds digit of total number of tracks	
Data 5	Tens digit of minutes	
Data 6	Ones digit of the minutes	
Data 7	Thousands digit of the minutes	
Data 8	Hundreds digit of the minutes	
Data 9	Tens digit of the seconds	
Data 10	Ones digit of the seconds	
Data 11	Tens digit of the frames	
Data 12	Ones digit of the frames	

Request/Preset TOTAL TRACK No./TOTAL TIME SENSE [5D]

PGM TOTAL TRACK No./TOTAL TIME RETURN

This is the return command for the command "PGM TOTAL TRACK No./TOTAL TIME SENSE [5E]".

It returns the total number of tracks and total disc time for Program Play mode.

 $\begin{array}{ll} \text{Command} & \text{DE} \\ \text{Machine ID} & 0 \\ \text{Data} & 12 \text{ bytes} \end{array}$

	Description	Remarks
Data 1	Tens digit of total number of tracks	If Data 1 – Data 4 is 0000, no program
Data 2	Ones digit of total number of tracks	has been created.
Data 3	Thousands digit of total number of tracks	
Data 4	Hundreds digit of total number of tracks	

Data 5	Tens digit of the minutes	
Data 6	Ones digit of the minutes	
Data 7	Thousands digit of the minutes	
Data 8	Hundreds digit of the minutes	
Data 9	Tens digit of the seconds	
Data 10	Ones digit of the seconds	
Data 11	Tens digit of the frames	
Data 12	Ones digit of the frames	

Request/Preset PGM TOTAL TRACK No./TOTAL TIME SENSE [5E]

Cassette Deck

STOP

Puts the cassette deck of the controlled device in STOP mode.

Command 10
Machine ID 1
Data none
Return none

FORWARD PLAY

Puts the cassette deck of the controlled device in Forward PLAY mode, or in Forward RECORD mode if it is in record-ready mode.

Command 11
Machine ID 1
Data none
Return none

REVERSE PLAY

Puts the cassette deck of the controlled device in Reverse PLAY mode, or in Reverse RECORD mode if it is in record-ready mode.

Command 12
Machine ID 1
Data none
Return none

RECORD

Puts the cassette deck of the controlled device in RECORD-READY mode.

Command 13
Machine ID 1
Data none
Return none

F.FWD/REW

Puts the cassette deck of the controlled device in F.FWD mode or REW mode.

Command 1A Machine ID 1 Data 2 bytes

•	Java	- ~ 3	000	
	Data 1	Data 2	Description	Remarks
	0	0	F.FWD	
	0	1	REW	

· If data other than the above is received, the controlled device will transmit ILLEGAL [F2].

Return none

REC MUTE

Executes the REC MUTE on cassette deck of the controlled device.

Command 1B
Machine ID 1
Data none
Return none

PAUSE

Puts the cassette deck of the controlled device in PAUSE mode.

Command 1C
Machine ID 1
Data none
Return none

RTZ

Executes the RTZ on cassette deck of the controlled device.

Command 1D
Machine ID 1
Data none
Return none

MECHA STATUS SENSE

Requests that the current mechanism status of the cassette deck of the controlled device be

returned.

Command 50 Machine ID 1 Data none

Return MECHA STATUS RETURN [D0]

MEDIA STATUS SENSE

Requests that the presence or absence of a media and the type of media be returned.

Command 56
Machine ID 1
Data none

Return MEDIA STATUS RETURN [D6]

COUNTER SENSE

Requests that the counter information of the cassette deck of the controlled device be returned.

Command 5A Machine ID 1 Data none

Return COUNTER RETURN [D6]

COUNTER RESET

Resets the counter of the cassette deck of the controlled device.

Command 65
Machine ID 1
Data none
Return none

MECHA STATUS RETURN

This is the return command for the command "MECHA STATUS SENSE [50]".

It returns the current operating status of the mechanism.

Command D0

Machine ID 1

Data 4 bytes

Data 1	Data 2	Description	Remarks
1	0	Stop	
1	1	Play	
1	3	Record	
1	4	Record-Pause	
1	A	F.FWD/REW	
1	C	Pause	

Data 3	Data 4	Description	Remarks
0	0	No direction	
0	1	Forward direction	
0	2	Reverse direction	

Request/Preset MECHA STATUS SENSE [50]

MEDIA STATUS RETURN

This is the return command for the command "MEDIA STATUS SENSE [56]".

It returns the presence/absence of a media, and the type of media.

Command D6
Machine ID 1
Data 4 bytes

 1 5 5 6 6 5				
Data 1	Media Status	00: Media not present		
Data 2	Media Status	01: Media present		
Data 3		00: Forward = permitted / Reverse = permitted		
Data 5		01: Forward = prohibited / Reverse = permitted		
Data 4	Write Protect tabs	10: Forward = permitted / Reverse = prohibited		
Data 4		11: Forward = prohibited / Reverse = prohibited		

Request/Preset MEDIA STATUS SENSE [56]

COUNTER RETURN

This is the return command for the command "COUNTER SENSE [5A]".

It returns the current counter data.

Command DA
Machine ID 1
Data 4 bytes

	Description	Remarks
Data 1	Thousands digit of counter data	
Data 2	Hundreds digit of counter data	
Data 3	Tens digit of counter data	
Data 4	Ones digit of counter data	

Request/Preset COUNTER SENSE [5A]

Common functions

INFORMATION REQUEST

Requests the controlled device to return information such as the software version.

Command 0F
Machine ID 0 or 1
Data none

Return INFORMATION RETURN [8F]

REMOTE/LOCAL SELECT

Enables or disables key operations on the controlled device's own panel.

A return command is returned only if Sense [FF] is specified.

Command 4C
Machine ID 0 or 1
Data 2 bytes

Data 1	Data 2	Description	Remarks
0	0	Remote	Only remote operation via RS-232C will be enabled. Key
			operations on the device's own panel and remote controller
			will be disabled.
0	1	Local	Remote operation and key operations on the device's own
			panel will be enabled.
F	F	Sense	Requests that the preset content be returned.

[·] If data other than the above is received, the controlled device will transmit ILLEGAL [F2].

Return REMOTE/LOCAL SELECT RETURN [CC]

ERROR SENSE

Requests that error data be returned from the controlled device.

If the controlled device issues an "ERROR SENSE REQUEST [F0]," you should use this command to check the content of the error.

Command 78
Machine ID 0 or 1
Data none

Return ERROR SENSE RETURN [F8]

INFORMATION RETURN

This is the return command in response to the command "INFORMATION REQUEST [0F]."

It returns the software version of the controlled device.

Command 8F Machine ID 0 Data 4 bytes

Data 1	Tens digit of the software version	Example of Data 1 – Data 4
Data 2	Ones digit of the software version	0100 Version 1.00
Data 3	First decimal place of the software version	
Data 4	Second decimal place of the software version	

Request INFORMATION REQUEST [0F]

REMOTE/LOCAL SELECT RETURN

This is the return command for the command "REMOTE/LOCAL SELECT [4C]."

It returns the enabled or disabled status for operation of the device's panel keys.

 $\begin{array}{ll} \text{Command} & \text{CC} \\ \text{Machine ID} & \text{0 or 1} \\ \text{Data} & \text{2 bytes} \end{array}$

Data 1	Data 2	Description	Remarks
0	0	Remote	Only remote operations via RS-232C will be enabled. Key
			operations on the device's own panel and remote controller will be disabled.
0	1	Local	Remote operations as well as operations of the device's own
			panel will be enabled.

Request/Preset REMOTE/LOCAL SELECT [4C]

ERROR SENSE REQUEST

This is transmitted when the controlled device is in an error condition.

If this command is transmitted from the controlled device, the external controller device should transmit the command "ERROR SENSE [78]" to determine the content of the error.

Command F0
Machine ID 0 or 1
Data none
Request/Preset none

ILLEGAL STATUS

This command is returned when an invalid command or data has been sent to the controlled device. If this command is transmitted from the controlled device, the external controller device should re-transmit the correct command or data in compliance with the specifications.

Command F2
Machine ID 0 or 1
Data none
Request/Preset none

POWER ON STATUS

This command indicates that the controlled device has been powered-on.

Command F4
Machine ID 0 or 1
Data none
Request/Preset none

CHANGED STATUS

This command indicates that the operation or mode of the controlled device has changed.

Command F6
Machine ID 0 or 1
Data 2 bytes

Data 1	Data 2	Description		Remarks
0	0	Changed	Mechanical	The status of the mechanism has changed
		Status		
0	3	Changed	Track/EOM	The track number has changed. The EOM
		Status		display/non-display state has changed.

Request/Preset none

ERROR SENSE RETURN

This is the return command for the command "ERROR SENSE [78]."

It returns an error code.

Command F8
Machine ID 0 or 1
Data 4 bytes

Data 1	N2	Error code (N1-N2N3)
Data 2	N3	1–01 An error occurred during
		communication with the CD drive
Data 3	0	1–02 The file type is not supported or
		otherwise could not be played
Date 4	N1	1-03 The TOC or file system could not be
		read, or focus adjustment was not
		possible
		1–04 The CD drive hardware is broken
		1–05 The track cannot be accessed

		2-01	The cassette mechanism is broken	1
-	. (D EDDOD GENIGE [=o]			

Request/Preset ERROR SENSE [78]