

Technical Note

MODEL DN-700C

For Serial Command

Thank you for selecting the DENON Professional DN-700C NETWORK CD/MEDIA PLAYER. The DN-700C has the serial remote control function. The serial commands are used to remotely control the DN-700C through RS-232C/Ethernet from a computer or control system. This technical note supplements the Owner's Manual about serial remote control function (see page 48 in the Owner's Manual and Appendix).

Serial Command Format

1. RS-232C

There are 2 formats of serial command. One is MIDI style and the other is D&M RC protocol '@...\r' style. Before remotely controlling the DN-700C, be sure to set the command style and communication rate in the System Setting menu of DN-700C (see page 18 in the Owner's Manual).

2. Ethernet

MIDI style command only.

How to make the command parameter for MIDI style command

The explanation is in page 51 in the Owner's Manual.

Example, time code (MMM:SS;FF, MMM=minute, SS=second, FF=frame) is made composed of ASCII code. If parameter code is 0x30, 0x 31, 0x32, it means '012' minute.

In case of HOT START command, the hot number is hexadecimal code not ASCII code. This means 0x14 is the hot number #20.

If you change the command parameter from the sample command below, you have to pay attention to change the Check Sum data in the command. The calculation is to add all bytes from the 'Format' code to 'Parameter Pack' code. For example, in case of CUE TIM 000:05;67 command, Check Sum is the 0x1f8 (0x11 + 0x01 + 0x00 + 0x00 + 0x06 + 0x09 + 0x30 + 0x30 + 0x30 + 0x3a + 0x30 + 0x35 + 0x3b + 0x36 + 0x37, 5th to 19th code). You use 1 byte (0xf8), the Check Sum code is 'f' (ASCII code is 0x46) and '8' (ASCII code is 0x38). So, command codes are;

0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x06,0x09,0x30,0x30,0x30,0x3a,0x30,0x35,0x3b,0x36,0x37,0x46,0x38,0xF7

MIDI style commands

Sample commands are below.

1. Playback operation

Command	Detail for example	Command Code for example	Remark
[STOP]		0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x01,0x00,0x31,0x33,0xF7	
[PLAY]		0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x02,0x00,0x31,0x34,0xF7	
[PAUSE]		0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x03,0x00,0x31,0x35,0xF7	
[CUE]		0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x04,0x00,0x31,0x36,0xF7	
[CUE TRK]	Move to track #1	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x05,0x04,0x30,0x30,0x30,0x31,0x44,0x43,0xF7	
[CUE TIM 000:05:67]	Move to 000:05:67 in current track	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x06,0x09,0x30,0x30,0x30,0x3a,0x30,0x35,0x3b,0x36,0x37,0x46,0x38,0xF7	
[FRAME FWD]		0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x07,0x00,0x31,0x39,0xF7	
[FRAME REV]		0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x08,0x00,0x31,0x41,0xF7	
[SEARCH SS1 FWD]	Speed 1	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x0A,0x00,0x31,0x43,0xF7	
[SEARCH SS1 REV]	Speed 1	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x0B,0x00,0x31,0x44,0xF7	
[SEARCH SS2 FWD]	Speed 2	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x0C,0x00,0x31,0x45,0xF7	
[SEARCH SS2 REV]	Speed 2	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x0D,0x00,0x31,0x46,0xF7	
[SEARCH SS3 FWD]	Speed 3	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x0E,0x00,0x32,0x30,0xF7	
[SEARCH SS3 REV]	Speed 3	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x0F,0x00,0x32,0x31,0xF7	
[SEARCH SS4 FWD]	Speed 4	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x10,0x00,0x32,0x32,0xF7	
[SEARCH SS4 REV]	Speed 4	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x11,0x00,0x32,0x33,0xF7	
[SEARCH SS5 FWD]	Speed 5	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x12,0x00,0x32,0x34,0xF7	
[SEARCH SS5 REV]	Speed 5	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x13,0x00,0x32,0x35,0xF7	
[TRACK FWD]		0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x14,0x00,0x32,0x36,0xF7	
[TRACK REV]		0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x15,0x00,0x32,0x37,0xF7	
[HOT START]	Start HOT #01	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x16,0x01,0x01,0x32,0x41,0xF7	
	Start HOT #02	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x16,0x01,0x02,0x32,0x42,0xF7	
[HOT CUE]	Cue up HOT #01	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x17,0x01,0x01,0x32,0x42,0xF7	
	Cue up HOT #02	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x17,0x01,0x02,0x32,0x43,0xF7	
[SKIP BACK]		0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x18,0x00,0x32,0x41,0xF7	
[FRAME ON]	Frame On	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x19,0x01,0x01,0x32,0x44,0xF7	
	Frame Off	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x19,0x01,0x00,0x32,0x43,0xF7	

2. Device operation

Command	Detail for example	Command Code for example	Remark
[POWER ON]		0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x01,0x01,0x00,0x31,0x34,0xF7	
[POWER STANDBY]		0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x01,0x02,0x00,0x31,0x35,0xF7	
[RETRACT]		0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x01,0x03,0x00,0x31,0x36,0xF7	
[EJECT]		0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x01,0x04,0x00,0x31,0x37,0xF7	
[UNBAL VOL UP 10]	Volume up 1.0 dB	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x01,0x05,0x02,0x30,0x41,0x38,0x42,0xF7	
[UNBAL VOL DN 10]	Volume down 1.0 dB	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x01,0x06,0x02,0x30,0x41,0x38,0x43,0xF7	
[UNBAL VOL -1234]	Volume -12.3dB	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x01,0x07,0x05,0x01,0x31,0x32,0x33,0x34,0x45,0x41,0xF7	
	Volume +12.3dB	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x01,0x07,0x05,0x00,0x31,0x32,0x33,0x34,0x45,0x39,0xF7	
[ENTER]		0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x01,0x08,0x00,0x31,0x42,0xF7	
[ESC]		0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x01,0x09,0x00,0x31,0x43,0xF7	
[ABORT]		0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x01,0x0A,0x00,0x31,0x44,0xF7	
[ARROW D]	Arrow down	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x01,0x0B,0x00,0x31,0x45,0xF7	
[ARROW U]	Arrow up	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x01,0x0C,0x00,0x31,0x46,0xF7	
[ARROW R]	Arrow right	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x01,0x0D,0x00,0x32,0x30,0xF7	
[ARROW L]	Arrow left	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x01,0x0E,0x00,0x32,0x31,0xF7	

3. File operation

Command	Detail for example	Command Code for example	Remark
[HOT LOAD]	Load Hot List from A:/DN-700C.PPL	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x03,0x03,0x1C,0x34,0x31,0x33,0x41,0x32,0x46,0x34,0x34,0x34,0x45,0x32,0x44,0x33,0x37,0x33,0x30,0x33,0x30,0x34,0x33,0x32,0x45,0x35,0x30,0x35,0x30,0x34,0x43,0x32,0x42,0xF7	A=USB B=CD
	Load Hot List from A:/DN-700C.ppl	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x03,0x03,0x1C,0x34,0x31,0x33,0x41,0x32,0x46,0x34,0x34,0x34,0x45,0x32,0x44,0x33,0x37,0x33,0x30,0x33,0x30,0x34,0x33,0x32,0x45,0x37,0x30,0x37,0x30,0x36,0x43,0x33,0x31,0xF7	A=USB B=CD
[HOT SAVE]	Save Hot List to A:/DN-700CS.PPL	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x03,0x04,0x1E,0x34,0x31,0x33,0x41,0x32,0x46,0x34,0x34,0x34,0x45,0x32,0x44,0x33,0x37,0x33,0x30,0x33,0x30,0x34,0x33,0x35,0x33,0x32,0x45,0x35,0x30,0x35,0x30,0x34,0x43,0x39,0x36,0xF7	A=USB B=CD
[PRG LOAD]	Load Program List from A:/DN-700C.M3U	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x03,0x05,0x1C,0x34,0x31,0x33,0x41,0x32,0x46,0x34,0x34,0x34,0x45,0x32,0x44,0x33,0x37,0x33,0x30,0x33,0x30,0x34,0x33,0x32,0x45,0x34,0x44,0x33,0x33,0x35,0x35,0x33,0x34,0xF7	A=USB B=CD
[PRG SAVE]	Save Program List to A:/DN-700CS.M3U	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x03,0x06,0x1E,0x34,0x31,0x33,0x41,0x32,0x46,0x34,0x34,0x34,0x45,0x32,0x44,0x33,0x37,0x33,0x30,0x33,0x30,0x34,0x33,0x35,0x33,0x32,0x45,0x34,0x44,0x33,0x33,0x35,0x35,0x39,0x46,0xF7	A=USB B=CD
	Save Program List to A:/DN-700CS.M3U	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x03,0x06,0x1C,0x34,0x31,0x33,0x41,0x32,0x46,0x34,0x34,0x34,0x45,0x32,0x44,0x33,0x37,0x33,0x30,0x34,0x33,0x35,0x33,0x32,0x45,0x34,0x44,0x33,0x33,0x35,0x35,0x33,0x41,0xF7	A=USB B=CD

4. Playback setting

Command	Detail for example	Command Code for example	Remark
[HOT SET]	Set current track to HOT #01	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x01,0x01,0x01,0x31,0x41,0xF7	
	Set current track to HOT #02	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x01,0x01,0x02,0x31,0x42,0xF7	
[HOT SET]	Set track #0010 to HOT #01	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x02,0x05,0x01,0x30,0x30,0x31,0x30,0x45,0x30,0xF7	
	Set track #0009 to HOT #01	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x02,0x05,0x01,0x30,0x30,0x30,0x39,0x45,0x38,0xF7	
	Set track #0008 to HOT #01	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x02,0x05,0x01,0x30,0x30,0x30,0x38,0x45,0x37,0xF7	
[HOT RMV]	Remove HOT #01	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x03,0x01,0x01,0x31,0x43,0xF7	
	Remove HOT #02	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x03,0x01,0x02,0x31,0x44,0xF7	
	Remove HOT #05	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x03,0x01,0x05,0x32,0x30,0xF7	
[HOT IN]	Set 000:01:23 to HOT #01	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x07,0x0A,0x01,0x30,0x30,0x30,0x3a,0x30,0x31,0x3b,0x32,0x33,0x46,0x34,0xF7	
[PRG INS]	Insert current track to program #0001	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x0B,0x04,0x30,0x30,0x30,0x31,0x45,0x37,0xF7	
[PRG INS]	Insert track #1 to program #0001	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x0C,0x08,0x30,0x30,0x30,0x31,0x30,0x30,0x30,0x31,0x41,0x44,0xF7	

[PRG RMV]	Remove program #0001	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x0D,0x04,0x30,0x30,0x30,0x31,0x45,0x39,0xF7	
[SET CUR FDR]	Set current folder A:/MPGLANG1	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x11,0x16,0x34,0x31,0x33,0x41,0x32,0x46,0x34,0x44,0x35,0x30,0x34,0x37,0x34,0x43,0x34,0x31,0x34,0x45,0x34,0x37,0x33,0x31,0x46,0x42,0xF7	A=USB B=CD
[SET CUR FDR FWD]		0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x12,0x00,0x32,0x39,0xF7	
[SET CUR FDR REV]		0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x13,0x00,0x32,0x41,0xF7	
[SET CUR FIL]	Set current file B:/Track-01	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x14,0x16,0x34,0x32,0x33,0x41,0x32,0x46,0x35,0x34,0x37,0x32,0x36,0x31,0x36,0x33,0x36,0x42,0x32,0x44,0x33,0x30,0x33,0x32,0x45,0x42,0xF7	A=USB B=CD
	Set current file A:/Track01.WAV	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x14,0x1C,0x34,0x31,0x33,0x41,0x32,0x46,0x35,0x34,0x37,0x32,0x36,0x31,0x36,0x33,0x36,0x42,0x33,0x30,0x33,0x31,0x32,0x44,0x35,0x37,0x34,0x31,0x35,0x36,0x32,0x42,0xF7	
	Set current file A:/MPGLANG1/10 04.WAV	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x14,0x28,0x34,0x31,0x33,0x41,0x32,0x46,0x34,0x44,0x35,0x30,0x34,0x37,0x34,0x43,0x34,0x31,0x34,0x45,0x34,0x37,0x33,0x31,0x32,0x46,0x33,0x31,0x33,0x30,0x33,0x30,0x33,0x34,0x32,0x45,0x35,0x37,0x34,0x31,0x35,0x36,0x43,0x43,0xF7	
[PITCH SW XXX]	Pitch On	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x15,0x01,0x01,0x32,0x45,0xF7	
	Pitch Off	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x15,0x01,0x00,0x32,0x44,0xF7	
[PITCH VAL]	Pitch +12.3%	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x16,0x06,0x00,0x30,0x31,0x32,0x33,0x30,0x32,0x39,0xF7	
	Pitch -12.3%	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x16,0x06,0x01,0x30,0x31,0x32,0x33,0x30,0x32,0x41,0xF7	
	Pitch -0.0%	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x16,0x06,0x01,0x30,0x30,0x30,0x30,0x30,0x32,0x34,0xF7	
[KEY SW]	Master Key On	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x19,0x01,0x31,0x36,0x32,0xF7	
	Master Key Off	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x19,0x01,0x30,0x36,0x31,0xF7	
[PITCH UP LOW]		0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x1B,0x00,0x33,0x32,0xF7	
[PITCH UP MID]		0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x1C,0x00,0x33,0x33,0xF7	
[PITCH UP HI]		0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x1D,0x00,0x33,0x34,0xF7	
[PITCH DN LOW]		0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x1E,0x00,0x33,0x35,0xF7	
[PITCH DN MID]		0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x1F,0x00,0x33,0x36,0xF7	
[PITCH DN HI]		0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x20,0x00,0x33,0x37,0xF7	
[SET AB]	Set AB loop A point = 000:01:00 B point = 000:02:00	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x21,0x12,0x30,0x30,0x30,0x3A,0x30,0x31,0x3B,0x30,0x30,0x30,0x30,0x30,0x3A,0x30,0x32,0x3B,0x30,0x30,0x44,0x37,0xF7	
	Set AB loop A point = 000:01:00 B point = 000:05:00	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x21,0x12,0x30,0x30,0x30,0x3A,0x30,0x31,0x3B,0x30,0x30,0x30,0x30,0x30,0x3A,0x30,0x35,0x3B,0x30,0x30,0x44,0x41,0xF7	

5. Device setting

Command	Detail for example	Command Code for example	Remark
[DIMMER XXX]	Dimmer 100%	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x07,0x01,0x01,0x00,0x31,0x42,0xF7	
	Dimmer 75%	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x07,0x01,0x01,0x01,0x31,0x43,0xF7	
	Dimmer 50%	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x07,0x01,0x01,0x02,0x31,0x44,0xF7	
	Dimmer 25%	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x07,0x01,0x01,0x03,0x31,0x45,0xF7	
	Dimmer 0%	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x07,0x01,0x01,0x04,0x31,0x46,0xF7	
[LOCK XXX]		0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x07,0x02,0x01,0x01,0x31,0x44,0xF7	
[PRESET 0 0]	Shift Mde = LOCK	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x07,0x03,0x06,0x30,0x30,0x30,0x30,0x30,0x34,0x32,0xF7	
[PRESET 0 1]	Shift Mde = MOMENTARY	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x07,0x03,0x06,0x30,0x30,0x30,0x30,0x30,0x31,0x34,0x33,0xF7	
[PRESET 1 0]	Pwer ON = STOP	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x07,0x03,0x06,0x30,0x31,0x30,0x30,0x30,0x30,0x34,0x33,0xF7	
[PRESET 1 1]	Pwer ON = RESUME PLAY	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x07,0x03,0x06,0x30,0x31,0x30,0x30,0x30,0x30,0x31,0x34,0x34,0xF7	
[PRESET 2 0]	PLAY RANGE = ALL	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x07,0x03,0x06,0x30,0x32,0x30,0x30,0x30,0x30,0x34,0x34,0xF7	
[PRESET 2 1]	PLAY RANGE = FDR	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x07,0x03,0x06,0x30,0x32,0x30,0x30,0x30,0x30,0x31,0x34,0x35,0xF7	
[PRESET 3 0]	Play Mde = Single	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x07,0x03,0x06,0x30,0x33,0x30,0x30,0x30,0x30,0x34,0x35,0xF7	
[PRESET 3 1]	Play Mde = Cnt	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x07,0x03,0x06,0x30,0x33,0x30,0x30,0x30,0x30,0x31,0x34,0x36,0xF7	

[SYSCFG 3 1]		0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x07,0x0A,0x06,0x30,0x33,0x30,0x30,0x30,0x31,0x34,0x44,0xF7	
[SYSCFG 17 0]		0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x07,0x0A,0x0A,0x31,0x37,0x30,0x30,0x30,0x30,0x30,0x30,0x31,0x35,0xF7	
[SYSCFG 17]	255.255.255.0	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x07,0x0A,0x0A,0x31,0x37,0x46,0x46,0x46,0x46,0x30,0x30,0x39,0x39,0xF7	
[SYSCFG 17]	10203	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x07,0x0A,0x0A,0x31,0x37,0x30,0x31,0x32,0x33,0x34,0x35,0x36,0x37,0x33,0x31,0xF7	
[SYSCFG ALL CHG]		0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x07,0x0B,0x30,0x30,0x31,0x30,0x31,0x30,0x31,0x30,0x31,0x30,0x31,0x30,0x31,0x30,0x31,0x30,0x31,0x30,0x31,0x34,0x34,0x34,0x44,0x30,0x30,0x30,0x31,0x30,0x31,0x30,0x31,0x30,0x31,0x30,0x31,0x34,0x34,0x30,0x30,0x38,0x43,0xF7	
[SYSCFG DEFAULT]		0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x07,0x0C,0x00,0x32,0x35,0xF7	

6. Playback status

Command	Detail for example	Command Code for example	Remark
[GET TRP STAT]	Get transport status	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x01,0x00,0x31,0x43,0xF7	
[GET CUR FDR]	Get current folder	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x02,0x00,0x31,0x44,0xF7	
[GET ELP TIME]	Get elapse time	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x03,0x00,0x31,0x45,0xF7	
[GET REM TIME]	Get remain time	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x04,0x00,0x31,0x46,0xF7	
[GET CUR FILE]	Get current file	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x05,0x00,0x32,0x30,0xF7	
[GET CUR TRK]	Get current track number	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x06,0x00,0x32,0x31,0xF7	
[GET CUR IDX]	Get current index number	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x07,0x00,0x32,0x32,0xF7	
[GET CUR SIZE]	Get current file size	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x08,0x00,0x32,0x33,0xF7	
[GET CUR LEN]	Get current total time	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x09,0x00,0x32,0x34,0xF7	
[GET CUR TITL]	Get title name	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x0A,0x00,0x32,0x35,0xF7	
[GET CUR ART]	Get artist name	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x0B,0x00,0x32,0x36,0xF7	
[GET CUR ALBM]	Get album name	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x0C,0x00,0x32,0x37,0xF7	
[GET CUR CH]	Get channel number	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x0D,0x00,0x32,0x38,0xF7	
[GET CUR FMT]	Get file format	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x0E,0x00,0x32,0x39,0xF7	
[GET CUR SMP]	Get sample rate	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x0F,0x00,0x32,0x41,0xF7	
[GET TAT TTL]	Get total track number	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x10,0x00,0x32,0x42,0xF7	
[GET TAT FIL]	Get track file name 0001	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x11,0x04,0x30,0x30,0x30,0x31,0x46,0x31,0xF7	
[GET CUE FILE]	Get current file name	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x12,0x00,0x32,0x44,0xF7	
[GET CUE TRK]	Get current track number	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x13,0x00,0x32,0x45,0xF7	
[GET CUE TIME]	Get cue time	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x14,0x00,0x32,0x46,0xF7	
[GET HOT NO]	Get Hot Number	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x15,0x00,0x33,0x30,0xF7	
[GET HOT FILE]	Get file name of Hot start	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x16,0x00,0x33,0x31,0xF7	
[GET HOT FILE XX]	Get file name of Hot list #10	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x17,0x01,0x0A,0x33,0x44,0xF7	
	Get file name of Hot list #01	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x17,0x01,0x01,0x33,0x34,0xF7	
[GET HOT IN XX]	Get track number and start time code in HOT #01	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x18,0x01,0x01,0x33,0x35,0xF7	
[GET PRG NO]	Get program number	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x1C,0x00,0x33,0x37,0xF7	
[GET PRG FILE]	Get program file name	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x1D,0x00,0x33,0x38,0xF7	
[GET PRG FILE XXX]	Get file name of program #0001	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x1E,0x04,0x30,0x30,0x30,0x31,0x46,0x45,0xF7	
	Get file name of program #0002	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x1E,0x04,0x30,0x30,0x30,0x32,0x46,0x46,0xF7	
[GET PRG TTL]	Get total number of program	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x1F,0x00,0x33,0x41,0xF7	
[GET TRP DIR]	Get playback direction	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x21,0x00,0x33,0x43,0xF7	
[GET TRP SPD]	Get playback speed	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x22,0x00,0x33,0x44,0xF7	

7. Device status

Command	Detail for example	Command Code for example	Remark
[GET POW STAT]	Power status	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0B,0x01,0x00,0x31,0x45,0xF7	
[GET WIN STAT]	Display window status	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0B,0x02,0x00,0x31,0x46,0xF7	
[GET DIM STAT]	dimmer status	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0B,0x03,0x00,0x32,0x30,0xF7	
[GET LOCK STAT]	Key lock status	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0B,0x04,0x00,0x32,0x31,0xF7	
[GET PITCH STAT]	Pitch status	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0B,0x05,0x00,0x32,0x32,0xF7	
[GET PITCH VAL]	Pitch value	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0B,0x06,0x00,0x32,0x33,0xF7	
[GET KEY STAT]	Master key status	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0B,0x07,0x00,0x32,0x34,0xF7	
[GET PRS 5]	Preset setting value of #005	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0B,0x08,0x01,0x05,0x32,0x42,0xF7	
[GET UBL VOL]	Volume	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0B,0x09,0x00,0x32,0x36,0xF7	
[GET FW VER]	Firmware version	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0B,0x0A,0x00,0x32,0x37,0xF7	
[GET DRV VER]	Drive firmware version	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0B,0x0B,0x00,0x32,0x38,0xF7	
[GET DEV ID]	MAC address	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0B,0x0C,0x00,0x32,0x39,0xF7	
[GET PPWD]	Password	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0B,0x0E,0x00,0x32,0x42,0xF7	
[GET AVAILABLE PSTAT]	Power status	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0B,0x0F,0x00,0x32,0x43,0xF7	
[GET CUR MEDIA]	Current Media	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0B,0x12,0x00,0x32,0x46,0xF7	
[GET ALV 5]	System setting value of #005	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0B,0x13,0x04,0x30,0x30,0x30,0x35,0x46,0x39,0xF7	

8. Get list

Command	Detail for example	Command Code for example	Remark
[GET MEDIA LIST]	No answer (refresh)	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0D,0x01,0x00,0x32,0x30,0xF7	
[GET MEDIA TTL]	Number of Media	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0D,0x02,0x00,0x32,0x31,0xF7	
[GET MEDIA X]	Media type of #0001	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0D,0x03,0x04,0x30,0x30,0x30,0x31,0x45,0x37,0xF7	
[GET MSV LST]	No answer (refresh)	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0D,0x04,0x00,0x32,0x33,0xF7	
[GET MSV TTL]	Number of Server	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0D,0x05,0x00,0x32,0x34,0xF7	
[GET MSV X]	Server name of #0001	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0D,0x06,0x04,0x30,0x30,0x30,0x31,0x45,0x41,0xF7	
[GET FDR LST 3=0003]	No answer (refresh)	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0D,0x07,0x04,0x30,0x30,0x30,0x33,0x45,0x44,0xF7	
[GET FDR 5=0005 6=0006]	6th folder name in #0005 folder	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0D,0x09,0x08,0x30,0x30,0x30,0x35,0x30,0x30,0x30,0x36,0x42,0x42,0xF7	
[GET FDR 1=0001 2=0002]	2nd folder name in #0001 folder	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0D,0x09,0x08,0x30,0x30,0x30,0x31,0x30,0x30,0x30,0x32,0x42,0x33,0xF7	
[GET FDR 2=0002 1=0001]	1st folder name in #0001 folder	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0D,0x09,0x08,0x30,0x30,0x30,0x32,0x30,0x30,0x30,0x31,0x42,0x33,0xF7	
[GET SND LST 7=0007]	No answer (refresh)	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0D,0x0A,0x04,0x30,0x30,0x30,0x37,0x46,0x34,0xF7	
[GET SND TTL 8=0008]	number of sound file in #0008 folder	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0D,0x0B,0x04,0x30,0x30,0x30,0x38,0x46,0x36,0xF7	
[GET SND TTL 1=0001]	number of sound file in #0001 folder	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0D,0x0B,0x04,0x30,0x30,0x30,0x31,0x45,0x46,0xF7	
[GET SND 1=0001 1=0001]	File name of 1st track in #0001 folder	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0D,0x0C,0x08,0x30,0x30,0x30,0x31,0x30,0x30,0x30,0x31,0x42,0x35,0xF7	
[GET M3U LST 01=0001]	No answer (refresh)	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0D,0x0D,0x04,0x30,0x30,0x30,0x31,0x46,0x31,0xF7	
[GET M3U TTL 01=0001]	number of program file in #0001 folder	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0D,0x0E,0x04,0x30,0x30,0x30,0x31,0x46,0x32,0xF7	
[GET M3U 01=0001 01=0001]	File name of 1st program file in #0001 folder	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0D,0x0F,0x08,0x30,0x30,0x30,0x31,0x30,0x30,0x30,0x31,0x42,0x38,0xF7	
[GET PPL LST 01=0001]	No answer (refresh)	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0D,0x10,0x04,0x30,0x30,0x30,0x31,0x46,0x34,0xF7	
[GET PPL TTL 01=0001]	number of hot list file in #0001 folder	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0D,0x11,0x04,0x30,0x30,0x30,0x31,0x46,0x35,0xF7	
[GET PPL 1=0001 1=0001]	File name of 1st hot list file in #0001 folder	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0D,0x12,0x08,0x30,0x30,0x30,0x31,0x30,0x30,0x30,0x31,0x42,0x42,0xF7	

-End of File-