DN-700C / DN-501C

MIDI Command Guide

September 10th, 2014

Ver.1.00

Contents

1. General

Note: In this document, the controlled equipment is called the "device" (our product) and the controlling equipment is called the "host".

The Serial Remote control function can be used when the host machine, like a PC, is connected to the device. The host controls the device by sending Control commands and detects the device's status by sending Status Request commands. The device and host can be connected in one of two ways: RS-232C and IP (Ethernet).

Three main features:

1. Device control from the host
2. Device status detection via Status Request commands from the host
3. Device status changes are sent automatically to the host

2. Specification

2-1. RS-232C Control

The host can control the device when they are connected with a RS-232C straight cable. Connect the cable to the device's 9-pin D-sub connector as shown in the following diagram.
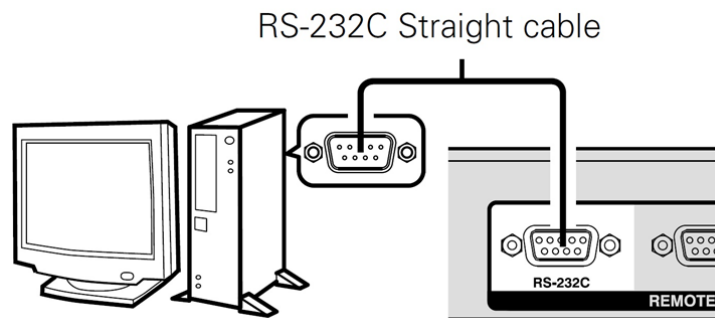
- Transmission type :   Asynchronous / full duplex
- Connector type :   9-pin D-sub (straight)
- Transfer rate :   9,600 / 38,400 bps, selectable (via "Serial Bit Rate" in the "System Setting" menu)
- Clock accuracy :   < $\pm 2.0\%$
- Data length :   8 bits
- Parity :   None
- Start bit :   1 bit
- Stop bit :   1 bit
- Flow Control :   None
- Maximum data length :   93 bytes

Pin Assignments

Pin No.	Signal Name	I/O
1	GND	-
2	TxD	Transfer
3	RxD	Receiver
4	NC	-
5	S.GND	-
6	NC	-
7	NC	-
8	NC	-
9	NC	-

2-2. IP Control (Ethernet) * DN-700C only
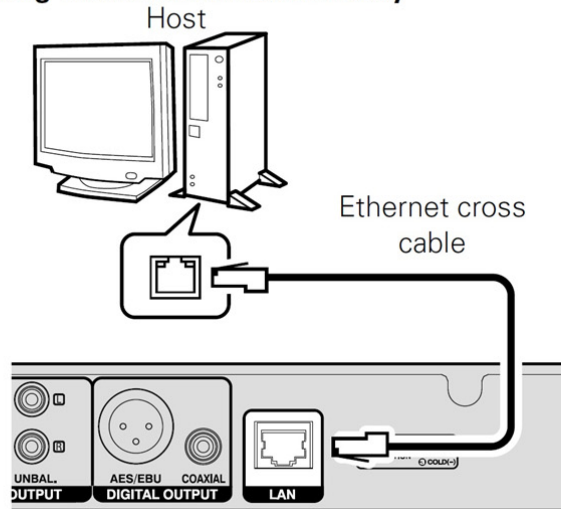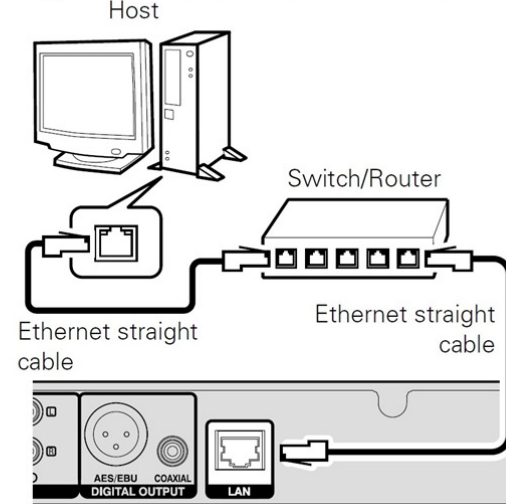
The host can control the device when they are connected with an Ethernet cable. Connect the cable to the device's RJ-45 connector as shown in the following diagram. (10BASE-T / 100BASE-TX)

IP Control Connection

· Transmission type :   Full duplex

· Transfer speed :   10 Mbps / 100 Mbps

· TCP port number :   23 (telnet)

· Maximum data length :   93 bytes

3. Communication Protocol

Commands are sent using command packets between the start byte and end byte.

0x F0004003 (Start Byte)	Command Packet	0xF7 (End byte)
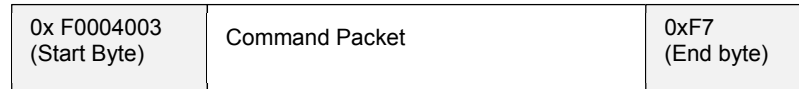
This is the format of command packet:

Format (0x11)	Total Command Packet (1 byte)	Remain Command Packet (1 byte)	Command (2 bytes)	Parameter Pack Length (1 byte)	Parameter Pack (0-80 bytes)	Checksum (2 bytes)

Item	Remarks
Format	0x11 Fixed.
Total Command Packet	This is used when sending a command whose parameter length is more than 80 bytes. When the parameter length is 80 bytes or less, the Total Command Packet is 1.
Remain Command Packet	This is used when sending a command whose parameter length is more than 80 bytes. When the parameter length is 80 bytes or less, the Total Command Packet is 0.
Command	This is structured by the Category code and Command. The length is 2 bytes.
Parameter Pack Length	The length of the Parameter Pack. The maximum length is 80 bytes.
Parameter Pack	The command parameter.
Checksum	The sum from Format to Parameter Pack. The MSB 4-bit and LSB 4-bit are then translated into ASCII code. Example: In ASCII, "3" is 0x33 and "F" is 0x46. When the checksum is 0x3F, this is translated into "0x33, 0x46".

4. Command List

4-1. Playback operation

Command	Category Code	Command	Example	Example Command Code * Red points are variable	Remark
[STOP]	0	1		0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x01,0x00,0x31,0x33,0xF7	
[PLAY]	0	2		0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x02,0x00,0x31,0x34,0xF7	
[PAUSE]	0	3		0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x03,0x00,0x31,0x35,0xF7	
[CUE]	0	4		0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x04,0x00,0x31,0x36,0xF7	
[CUE TRK]	0	5	Move to track #1	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x05,0x04,0x30,0x30,0x30,0x31,0x44,0x43,0xF7	* 1
[CUE TIME 000:05:67]	0	6	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	* 2
[FRAME FWD]	0	7		0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x07,0x00,0x31,0x39,0xF7	
[FRAME REV]	0	8		0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x08,0x00,0x31,0x41,0xF7	
[SEARCH SS1 FWD]	0	10	Speed 1	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x0A,0x00,0x31,0x43,0xF7	
[SEARCH SS1 REV]	0	11	Speed 1	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x0B,0x00,0x31,0x44,0xF7	
[SEARCH SS2 FWD]	0	12	Speed 2	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x0C,0x00,0x31,0x45,0xF7	
[SEARCH SS2 REV]	0	13	Speed 2	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x0D,0x00,0x31,0x46,0xF7	
[SEARCH SS3 FWD]	0	14	Speed 3	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x0E,0x00,0x32,0x30,0xF7	
[SEARCH SS3 REV]	0	15	Speed 3	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x0F,0x00,0x32,0x31,0xF7	
[SEARCH SS4 FWD]	0	16	Speed 4	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x10,0x00,0x32,0x32,0xF7	
[SEARCH SS4 REV]	0	17	Speed 4	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x11,0x00,0x32,0x33,0xF7	
[SEARCH SS5 FWD]	0	18	Speed 5	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x12,0x00,0x32,0x34,0xF7	
[SEARCH SS5 REV]	0	19	Speed 5	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x13,0x00,0x32,0x35,0xF7	
[TRACK FWD]	0	20		0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x14,0x00,0x32,0x36,0xF7	
[TRACK REV]	0	21		0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x15,0x00,0x32,0x37,0xF7	

* 1 The parameter and checksum (written in red) are variable. The parameter should be "0001" to "2000" in ASCII.

* 2 The parameter and checksum (written in red) are variable. The parameter should be "000:00;00" to "999:59;74" in ASCII.

Command	Category Code	Command	Example	Example Command Code * Red points are variable	Remark
[HOT START]	0	22	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	
			Start HOT #03	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x16,0x01,0x03,0x32,0x43,0xF7	
			Start HOT #04	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x16,0x01,0x04,0x32,0x44,0xF7	
			Start HOT #05	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x16,0x01,0x05,0x32,0x45,0xF7	
			Start HOT #06	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x16,0x01,0x06,0x32,0x46,0xF7	
			Start HOT #07	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x16,0x01,0x07,0x33,0x30,0xF7	
			Start HOT #08	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x16,0x01,0x08,0x33,0x31,0xF7	
			Start HOT #09	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x16,0x01,0x09,0x33,0x32,0xF7	
			Start HOT #10	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x16,0x01,0x0A,0x33,0x33,0xF7	
			Start HOT #11	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x16,0x01,0x0B,0x33,0x34,0xF7	
			Start HOT #12	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x16,0x01,0x0C,0x33,0x35,0xF7	
			Start HOT #13	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x16,0x01,0x0D,0x33,0x36,0xF7	
			Start HOT #14	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x16,0x01,0x0E,0x33,0x37,0xF7	
			Start HOT #15	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x16,0x01,0x0F,0x33,0x38,0xF7	
			Start HOT #16	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x16,0x01,0x10,0x33,0x39,0xF7	
			Start HOT #17	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x16,0x01,0x11,0x33,0x41,0xF7	
			Start HOT #18	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x16,0x01,0x12,0x33,0x42,0xF7	
			Start HOT #19	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x16,0x01,0x13,0x33,0x43,0xF7	
			Start HOT #20	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x16,0x01,0x14,0x33,0x44,0xF7	

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PROFESSIONAL

Command	Category Code	Command	Example	Example Command Code * Red points are variable	Remark
[HOT CUE]	0	23	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	
			Cue up HOT #03	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x17,0x01,0x03,0x32,0x44,0xF7	
			Cue up HOT #04	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x17,0x01,0x04,0x32,0x45,0xF7	
			Cue up HOT #05	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x17,0x01,0x05,0x32,0x46,0xF7	
			Cue up HOT #06	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x17,0x01,0x06,0x33,0x30,0xF7	
			Cue up HOT #07	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x17,0x01,0x07,0x33,0x31,0xF7	
			Cue up HOT #08	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x17,0x01,0x08,0x33,0x32,0xF7	
			Cue up HOT #09	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x17,0x01,0x09,0x33,0x33,0xF7	
			Cue up HOT #10	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x17,0x01,0x0A,0x33,0x34,0xF7	
			Cue up HOT #11	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x17,0x01,0x0B,0x33,0x35,0xF7	
			Cue up HOT #12	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x17,0x01,0x0C,0x33,0x36,0xF7	
			Cue up HOT #13	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x17,0x01,0x0D,0x33,0x37,0xF7	
			Cue up HOT #14	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x17,0x01,0x0E,0x33,0x38,0xF7	
			Cue up HOT #15	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x17,0x01,0x0F,0x33,0x39,0xF7	
			Cue up HOT #16	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x17,0x01,0x10,0x33,0x41,0xF7	
			Cue up HOT #17	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x17,0x01,0x11,0x33,0x42,0xF7	
			Cue up HOT #18	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x17,0x01,0x12,0x33,0x43,0xF7	
			Cue up HOT #19	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x17,0x01,0x13,0x33,0x44,0xF7	
			Cue up HOT #20	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x17,0x01,0x14,0x33,0x45,0xF7	
[SKIP BACK]	0	24		0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x18,0x00,0x32,0x41,0xF7	
[FRAME ON]	0	25	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	
[END MONITOR]	0	26		0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x00,0x1A,0x00,0x32,0x43,0xF7	

4-2. Device operation

Command	Category Code	Command	Example	Example Command Code * Red points are variable	Remark
[POWER ON]	1	1		0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x01,0x01,0x00,0x31,0x34,0xF7	
[POWER STANDBY]	1	2		0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x01,0x02,0x00,0x31,0x35,0xF7	
[RETRACT]	1	3		0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x01,0x03,0x00,0x31,0x36,0xF7	
[EJECT]	1	4		0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x01,0x04,0x00,0x31,0x37,0xF7	
[UNBAL VOL UP 10]	1	5	Volume up 0.1 dB	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x01,0x05,0x02,0x30,0x31,0x37,0x42,0xF7	* 1
			Volume up 1.0 dB	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x01,0x05,0x02,0x30,0x41,0x38,0x42,0xF7	
[UNBAL VOL DN 10]	1	6	Volume down 0.1 dB	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x01,0x06,0x02,0x30,0x31,0x37,0x43,0xF7	* 1
			Volume down 1.0 dB	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x01,0x06,0x02,0x30,0x41,0x38,0x43,0xF7	
[UNBAL VOL -123]	1	7	Volume -12.3dB	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x01,0x07,0x04,0x01,0x31,0x32,0x33,0x42,0x35,0xF7	* 2
			Volume +10.0dB	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x01,0x07,0x04,0x00,0x31,0x30,0x30,0x41,0x46,0xF7	
[ENTER]	1	8		0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x01,0x08,0x00,0x31,0x42,0xF7	
[ESC]	1	9		0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x01,0x09,0x00,0x31,0x43,0xF7	
[ABORT]	1	10		0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x01,0x0A,0x00,0x31,0x44,0xF7	
[ARROW D]	1	11	Arrow down	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x01,0x0B,0x00,0x31,0x45,0xF7	
[ARROW U]	1	12	Arrow up	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x01,0x0C,0x00,0x31,0x46,0xF7	
[ARROW R]	1	13	Arrow right	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x01,0x0D,0x00,0x32,0x30,0xF7	
[ARROW L]	1	14	Arrow left	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x01,0x0E,0x00,0x32,0x31,0xF7	

* 1 The parameter and checksum (written in red) are variable. The parameter should be "00" to "FF" (hexadecimal) in ASCII (e.g., 1.0dB = "0A", 1.6dB = "10").

* 2 The parameter and checksum (written in red) are variable. The parameter should be as below:

Byte 1: 0:Plus / 1:Minus

Byte2 to Byte5: 10 times the value of the volume in ASCII (+1.23 is 0x00,0x31,0x32,0x33)

4-3. File operation

Command	Category Code	Command	Example	Example Command Code * Red points are variable	Remark
[HOT LOAD]	3	3	Load Hot List from USB:¥¥DN-700C.PPL	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x03,0x03,0x22,0x35,0x35,0x35, 0x33,0x34,0x32,0x33,0x41,0x35,0x43,0x35,0x43,0x34,0x34,0x34,0x45, 0x32,0x44,0x33,0x37,0x33,0x30,0x33,0x30,0x34,0x33,0x32,0x45,0x35, 0x30,0x35,0x30,0x34,0x43,0x37,0x43,0xF7	* 1
			Load Hot List from USB:¥¥¥DN-700C.ppl	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x03,0x03,0x22,0x35,0x35,0x35, 0x33,0x34,0x32,0x33,0x41,0x35,0x43,0x35,0x43,0x34,0x34,0x34,0x45, 0x32,0x44,0x33,0x37,0x33,0x30,0x33,0x30,0x34,0x33,0x32,0x45,0x37, 0x30,0x37,0x30,0x36,0x43,0x38,0x32,0xF7	* 1
[HOT SAVE]	3	4	Save Hot List to USB:¥¥DN-700CS.PPL	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x03,0x04,0x24,0x35,0x35,0x35, 0x33,0x34,0x32,0x33,0x41,0x35,0x43,0x35,0x43,0x34,0x34,0x34,0x45, 0x32,0x44,0x33,0x37,0x33,0x30,0x33,0x30,0x34,0x33,0x35,0x33,0x32, 0x45,0x35,0x30,0x35,0x30,0x34,0x43,0x45,0x37,0xF7	* 1
[PRG LOAD]	3	5	Load Program List from USB:¥¥DN-700C.M3U	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x03,0x05,0x22,0x35,0x35,0x35, 0x33,0x34,0x32,0x33,0x41,0x35,0x43,0x35,0x43,0x34,0x34,0x34,0x45, 0x32,0x44,0x33,0x37,0x33,0x30,0x33,0x30,0x34,0x33,0x32,0x45,0x34, 0x44,0x33,0x33,0x35,0x35,0x38,0x35,0xF7	* 1
[PRG SAVE]	3	6	Save Program List to USB:¥¥DN-700CS.M3U	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x03,0x06,0x24,0x35,0x35,0x35, 0x33,0x34,0x32,0x33,0x41,0x35,0x43,0x35,0x43,0x34,0x34,0x34,0x45, 0x32,0x44,0x33,0x37,0x33,0x30,0x33,0x30,0x34,0x33,0x35,0x33,0x32, 0x45,0x34,0x44,0x33,0x33,0x35,0x35,0x46,0x30,0xF7	* 1
			Save Program List to USB:¥¥DN-70CS.M3U	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x03,0x06,0x22,0x35,0x35,0x35, 0x33,0x34,0x32,0x33,0x41,0x35,0x43,0x35,0x43,0x34,0x34,0x34,0x45, 0x32,0x44,0x33,0x37,0x33,0x30,0x34,0x33,0x35,0x33,0x32,0x45,0x34, 0x44,0x33,0x33,0x35,0x35,0x38,0x42,0xF7	* 1

* 1 The parameter and checksum (written in red) are variable. The file name is specified as below:

  The separator is "¥(0x5C". The media name is "CDA:", "CDD:", "USB:", or "NETxxx:".

  The folder name ends with "¥". The root directory is specified by "¥¥". The upper folder is specified by "..¥". (Example of the file path:i"USB:¥¥FOLDER1¥TRACK.mp3".)

  All characters are transferred to 2 bytes. (Example: "A" is 0x41 in ASCII. This MSB is "4" (0x34), and this LSB is "1" (0x31). Therefore, the "A" is transferred to 0x34,0x31.)

4-4. Playback setting

Command	Category Code	Command	Example	Example Command Code * Red points are variable	Remark
[HOT SET]	5	1	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	
			Set current track to HOT #03	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x01,0x01,0x03,0x31,0x43,0xF7	
			Set current track to HOT #04	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x01,0x01,0x04,0x31,0x44,0xF7	
			Set current track to HOT #05	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x01,0x01,0x05,0x31,0x45,0xF7	
			Set current track to HOT #06	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x01,0x01,0x06,0x31,0x46,0xF7	
			Set current track to HOT #07	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x01,0x01,0x07,0x32,0x30,0xF7	
			Set current track to HOT #08	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x01,0x01,0x08,0x32,0x31,0xF7	
			Set current track to HOT #09	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x01,0x01,0x09,0x32,0x32,0xF7	
			Set current track to HOT #10	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x01,0x01,0x0A,0x32,0x33,0xF7	
			Set current track to HOT #11	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x01,0x01,0x0B,0x32,0x34,0xF7	
			Set current track to HOT #12	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x01,0x01,0x0C,0x32,0x35,0xF7	
			Set current track to HOT #13	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x01,0x01,0x0D,0x32,0x36,0xF7	
			Set current track to HOT #14	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x01,0x01,0x0E,0x32,0x37,0xF7	
			Set current track to HOT #15	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x01,0x01,0x0F,0x32,0x38,0xF7	
			Set current track to HOT #16	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x01,0x01,0x10,0x32,0x39,0xF7	
			Set current track to HOT #17	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x01,0x01,0x11,0x32,0x41,0xF7	
			Set current track to HOT #18	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x01,0x01,0x12,0x32,0x42,0xF7	
			Set current track to HOT #19	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x01,0x01,0x13,0x32,0x43,0xF7	
			Set current track to HOT #20	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x01,0x01,0x14,0x32,0x44,0xF7	

Command	Category Code	Command	Example	Example Command Code * Red points are variable	Remark
[HOT SET]	5	2	Set track #0010 to HOT #01	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x02,0x05,0x01,0x30,0x30,0x31,0x30,0x45,0x30,0xF7	* 1
			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]	5	3	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 #03	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x03,0x01,0x03,0x31,0x45,0xF7	
			Remove HOT #04	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x03,0x01,0x04,0x31,0x46,0xF7	
			Remove HOT #05	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x03,0x01,0x05,0x32,0x30,0xF7	
			Remove HOT #06	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x03,0x01,0x06,0x32,0x31,0xF7	
			Remove HOT #07	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x03,0x01,0x07,0x32,0x32,0xF7	
			Remove HOT #08	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x03,0x01,0x08,0x32,0x33,0xF7	
			Remove HOT #09	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x03,0x01,0x09,0x32,0x34,0xF7	
			Remove HOT #10	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x03,0x01,0x0A,0x32,0x35,0xF7	
			Remove HOT #11	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x03,0x01,0x0B,0x32,0x36,0xF7	
			Remove HOT #12	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x03,0x01,0x0C,0x32,0x37,0xF7	
			Remove HOT #13	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x03,0x01,0x0D,0x32,0x38,0xF7	
			Remove HOT #14	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x03,0x01,0x0E,0x32,0x39,0xF7	
			Remove HOT #15	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x03,0x01,0x0F,0x32,0x41,0xF7	
			Remove HOT #16	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x03,0x01,0x10,0x32,0x42,0xF7	
			Remove HOT #17	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x03,0x01,0x11,0x32,0x43,0xF7	
			Remove HOT #18	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x03,0x01,0x12,0x32,0x44,0xF7	
			Remove HOT #19	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x03,0x01,0x13,0x32,0x45,0xF7	
			Remove HOT #20	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x03,0x01,0x14,0x32,0x46,0xF7	
[HOT IN]	5	7	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	* 2

* 1 The parameter and checksum (written in red) are variable. The first byte is the hot list number (hexadecimal). The second byte to fifth byte is the track number ("0000" to "2000" in ASCII).

* 2 The parameter and checksum (written in red) are variable. The first byte is the hot list number (hexadecimal). The time information after that is in ASCII ("000:00;00" to "999:59;74").

DN-700C/DN-501C
MIDI Command Guide

DENON PROFESSIONAL

Command	Category Code	Command	Example	Example Command Code * Red points are variable	Remark
[PRG INS]	5	11	Insert current track to program #0001	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x0B,0x04,0x30,0x30,0x30,0x31,0x45,0x37,0xF7	* 1
[PRG INS]	5	12	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	* 2
[PRG RMV]	5	13	Remove program #0001	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x0D,0x04,0x30,0x30,0x30,0x31,0x45,0x39,0xF7	* 1
[SET CUR FDR]	5	17	Set Current folder USB:¥¥MPGLANG1	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x11,0x1C,0x35,0x35,0x35,0x33,0x34,0x32,0x33,0x41,0x35,0x43,0x35,0x43,0x34,0x44,0x35,0x30,0x34,0x37,0x34,0x43,0x34,0x31,0x34,0x45,0x34,0x37,0x33,0x31,0x34,0x43,0xF7	* 3
[SET CUR FDR FWD]	5	18		0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x12,0x00,0x32,0x39,0xF7	
[SET CUR FDR REV]	5	19		0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x13,0x00,0x32,0x41,0xF7	
[SET CUR FIL]	5	20	0001	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x14,0x04,0x30,0x30,0x30,0x31,0x46,0x30,0xF7	* 1
[PITCH SW XXX]	5	21	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]	5	22	Pitch +12.3%	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x16,0x06,0x00,0x30,0x31,0x32,0x33,0x30,0x32,0x39,0xF7	* 4
			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%	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x16,0x06,0x00,0x30,0x30,0x30,0x30,0x30,0x32,0x33,0xF7	
[KEY SW]	5	25	Master Key On	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x19,0x01,0x01,0x33,0x32,0xF7	
			Master Key Off	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x19,0x01,0x00,0x33,0x31,0xF7	
[PITCH UP LOW]	5	27		0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x1B,0x00,0x33,0x32,0xF7	
[PITCH UP MID]	5	28		0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x1C,0x00,0x33,0x33,0xF7	
[PITCH UP HI]	5	29		0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x1D,0x00,0x33,0x34,0xF7	
[PITCH DN LOW]	5	30		0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x1E,0x00,0x33,0x35,0xF7	
[PITCH DN MID]	5	31		0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x1F,0x00,0x33,0x36,0xF7	
[PITCH DN HI]	5	32		0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x20,0x00,0x33,0x37,0xF7	

* 1 The parameter and checksum (written in red) are variable. The first 4 bytes are the insert position ("0000" to "0099" in ASCII).

* 2 The parameter and checksum (written in red) are variable. The first 4 bytes are the insert position ("0000" to "0099" in ASCII). The file number ("0000" to "2000" in ASCII) follows it.

* 3 The parameter and checksum (written in red) are variable. The file name format is referred to File Operation.

* 4 The parameter and checksum (written in red) are variable. The parameter should be as below:

Byte 1: 0:Plus / 1:Minus   Byte 2 to Byte 5: 10 times the value of the pitch in ASCII (e.g., "+1.23" is "0x00,0x31,0x32,0x33").

Command	Category Code	Command	Example	Example Command Code * Red points are variable	Remark
[SET AB]	5	33	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	* 1
			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	
[SET CUR MEDIA XXX]	5	34	USB	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x22,0x04,0x30,0x30,0x30,0x30,0x46,0x44, 0xF7	
			CD	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x22,0x04,0x30,0x30,0x30,0x31,0x46,0x45, 0xF7	
			iPad	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x22,0x04,0x30,0x30,0x30,0x32,0x46,0x46, 0xF7	
			Net	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x05,0x22,0x04,0x30,0x30,0x30,0x33,0x30,0x30, 0xF7	

* 1 The parameter and checksum (written in red) are variable. The first 9 bytes are the A point time information in ASCII ("000:00;00" to "999:59;74"). The B point time information follows it

with the same format.

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4-5. Device setting

Command	Category Code	Command	Example	Example Command Code * Red points are variable	Remark
[DIMMER XXX]	7	1	Dimmer 100%	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x07,0x01,0x01,0x01,0x31,0x43,0xF7	
			Dimmer 75%	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x07,0x01,0x01,0x02,0x31,0x44,0xF7	
			Dimmer 50%	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x07,0x01,0x01,0x03,0x31,0x45,0xF7	
			Dimmer 25%	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x07,0x01,0x01,0x04,0x31,0x46,0xF7	
			Dimmer 0%	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x07,0x01,0x01,0x05,0x32,0x30,0xF7	
[LOCK XXX]	7	2		0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x07,0x02,0x01,0x01,0x31,0x44,0xF7	
[PRESET X: Y]	7	3	Shift Mde= LOCK	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x07,0x03,0x06,0x30,0x30,0x30,0x30,0x30,0x30,0x34,0x32,0xF7	* 1
[PRESET ALL CHG]	7	4	(All 1)	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x07,0x04,0x30,0x30,0x31,0x36,0x35,0xF7	* 1
[PRESET DEFAULT	7	5		0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x07,0x05,0x00,0x31,0x45,0xF7	
[PRESET LOAD]	7	6	File name = default	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x07,0x06,0x00,0x31,0x46,0xF7	
[PRESET SAVE]	7	7	File name = default	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x07,0x07,0x00,0x32,0x30,0xF7	
[SET MAC ADDR]	7	8	00-05-CD-12-00-70	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x07,0x08,0x0C,0x30,0x30,0x30,0x35,0x43,0x44,0x31,0x32,0x30,0x30,0x37,0x30,0x41,0x33,0xF7	* 2
[GET MAC ADDR]	7	9		0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x07,0x09,0x00,0x32,0x32,0xF7	
[SYSCFG X Y]	7	10	System config 0:0	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x07,0x0A,0x06,0x30,0x30,0x30,0x30,0x30,0x30,0x34,0x39,0xF7	* 3
[SYSCFG ALL CHG]	7	11	(All 1)	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x07,0x0B,0x22,0x30,0x31,0x30,0x31,0x30,0x31,0x30,0x31,0x30,0x31,0x30,0x31,0x30,0x31,0x30,0x31,0x30,0x31,0x30,0x31,0x30,0x30,0x30,0x30,0x30,0x30,0x30,0x30,0x30,0x30,0x30,0x30,0x30,0x30,0x30,0x30,0x41,0x46,0xF7	* 4
[SYSCFG DEFAULT]	7	12		0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x07,0x0C,0x00,0x32,0x35,0xF7	

* 1 The parameter and checksum (written in red) are variable. The first 2 bytes are Parameter 1 ("00" to "27" in ASCII). Parameter 2 follows ("0000" to "001D" in ASCII). Parameter 1 and 2 are specified in the following table.

* 2 The parameter and checksum (written in red) are variable. Parameter 2 is stored each in 2 bytes.

* 3 The parameter and checksum (written in red) are variable. The Mac address is specified 8 bytes ASCII strings

* 4 The parameter and checksum (written in red) are variable. The first 2 bytes is the SYSCFG index num. (It is "00" to "08" in ASCII). The value ("0000" to "0004" in ASCII) follows it.

* 5 The parameter and checksum (written in red) are variable. The parameter 2 is stored each in 2 bytes.

DENON
PROFESSIONAL

Parameter 1	Item	Parameter 2							
		0	1	2	3	4	5	6	7
0	Shift Mode	Lock	Momentary						
1	Power On	Stop	Resume Play	Play First					
2	Play Range	All	Folder						
3	Play Mode	Single	Contnuous						
4	Random	Off	On						
5	Program	Off	On						
6	Finish Mode	Stop	Next	Recue					
7	Repeat	Off	On						
8	Auto Cue	Off	-48dB	-42dB	-36dB				
9	Skip Back	0.5sec to 60sec (0.5sec step)　0：0.5sec～29：60sec							
10	Search Mode	Normal	Silent						
11	Auto Fade In	Off	0.5sec	1.0sec	3.0sec				
12	Auto Fade Out	Off	0.5sec	1.0sec	3.0sec				
13	Start Delay	Off	100msec	200msec	300msec				
14	End Of Message	Off	0sec	5sec	10sec	15sec	20sec	30sec	60sec
15	Next Trk Reserve	Off	On						
16	Master Key	Off	On						
17	Dimmer	Off	On						
18	Display Dimmer	100%	75%	50%	25%	0%			
19	LED Dimmer	100%	75%	50%	25%				
20	Screen Saver	Off	On						
21	Remain Time Mode	Track	Total						
22	Fader Start	Play	Play-Pause	Play-Next	Play&Lock	Play&Lock-Pause	Play&Lock-Next		
23	Para Rem Mode	HotStart	HotCue						

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Parameter1	Item	Parameter2				
		0	**1**	**2**	**3**	**4**
0	Mono	Off	On			
1	Volume Output	Fixed(0dB)	Variable			
2	Output Rate	Auto	44.1k	48k		
3	Auto Sleep	Off	30sec	10min	20min	30min
4	IR Remote	Off	On			
5	Ref(XLR/RCA)	+24dBu/+10dBV	+20dBu/+6dBV	+18dBu/+4dBV	+6dBV/+6dBV	
6	Display Contrast	1	2	3	4	5
7	Serial Bit Rate	9600	38400			
8	Serial Protocol	MIDI	RC			

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4-6. Playback status

Command	Category Code	Command	Example	Example Command Code * Red points are variable	Remark
[GET TRP STAT]	9	1	Get transport status	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x01,0x00,0x31,0x43,0xF7	
[GET CUR FDR]	9	2	Get current folder	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x02,0x00,0x31,0x44,0xF7	
[GET ELP TIME]	9	3	Get elapse time	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x03,0x00,0x31,0x45,0xF7	
[GET REM TIME]	9	4	Get remain time	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x04,0x00,0x31,0x46,0xF7	
[GET CUR FILE]	9	5	Get current file	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x05,0x00,0x32,0x30,0xF7	
[GET CUR TRK]	9	6	Get Current Track number	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x06,0x00,0x32,0x31,0xF7	
[GET CUR IDX]	9	7	Get current index number	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x07,0x00,0x32,0x32,0xF7	
[GET CUR SIZE]	9	8	Get current file size	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x08,0x00,0x32,0x33,0xF7	
[GET CUR LEN]	9	9	Get current total time	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x09,0x00,0x32,0x34,0xF7	
[GET CUR TITL]	9	10	Get title name	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x0A,0x00,0x32,0x35,0xF7	
[GET CUR ART]	9	11	Get artist name	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x0B,0x00,0x32,0x36,0xF7	
[GET CUR ALBM]	9	12	Get album name	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x0C,0x00,0x32,0x37,0xF7	
[GET CUR CH]	9	13	Get channel number	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x0D,0x00,0x32,0x38,0xF7	
[GET CUR FMT]	9	14	Get file format	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x0E,0x00,0x32,0x39,0xF7	
[GET CUR SMP]	9	15	Get sample rate	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x0F,0x00,0x32,0x41,0xF7	
[GET TAT TTL]	9	16	Get total track number	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x10,0x00,0x32,0x42,0xF7	
[GET TAT FIL]	9	17	Get track file name 0001	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x11,0x04,0x30,0x30,0x30,0x31,0x46,0x31,0xF7	* 1
[GET CUE FILE]	9	18	Get current file name	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x12,0x00,0x32,0x44,0xF7	
[GET CUE TRK]	9	19	Get current track number	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x13,0x00,0x32,0x45,0xF7	
[GET CUE TIME]	9	20	Get cue time	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x14,0x00,0x32,0x46,0xF7	
[GET HOT NO]	9	21	Get Hot Number	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x15,0x00,0x33,0x30,0xF7	
[GET HOT FILE]	9	22	Get file name of Hot start	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x16,0x00,0x33,0x31,0xF7	

* 1 The parameter and checksum (written in red) are variable. The first 4 bytes are the file number ("0000" to "2000" in ASCII).

Command	Category Code	Command	Example	Example Command Code * Red points are variable	Remark
[GET HOT FILE XX]	9	23	Get file name of Hot list #01	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x17,0x01,0x01,0x33,0x34,0xF7	
			Get file name of Hot list #02	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x17,0x01,0x02,0x33,0x35,0xF7	
			Get file name of Hot list #03	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x17,0x01,0x03,0x33,0x36,0xF7	
			Get file name of Hot list #04	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x17,0x01,0x04,0x33,0x37,0xF7	
			Get file name of Hot list #05	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x17,0x01,0x05,0x33,0x38,0xF7	
			Get file name of Hot list #06	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x17,0x01,0x06,0x33,0x39,0xF7	
			Get file name of Hot list #07	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x17,0x01,0x07,0x33,0x41,0xF7	
			Get file name of Hot list #08	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x17,0x01,0x08,0x33,0x42,0xF7	
			Get file name of Hot list #09	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x17,0x01,0x09,0x33,0x43,0xF7	
			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 #11	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x17,0x01,0x0B,0x33,0x45,0xF7	
			Get file name of Hot list #12	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x17,0x01,0x0C,0x33,0x46,0xF7	
			Get file name of Hot list #13	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x17,0x01,0x0D,0x34,0x30,0xF7	
			Get file name of Hot list #14	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x17,0x01,0x0E,0x34,0x31,0xF7	
			Get file name of Hot list #15	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x17,0x01,0x0F,0x34,0x32,0xF7	
			Get file name of Hot list #16	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x17,0x01,0x10,0x34,0x33,0xF7	
			Get file name of Hot list #17	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x17,0x01,0x11,0x34,0x34,0xF7	
			Get file name of Hot list #18	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x17,0x01,0x12,0x34,0x35,0xF7	
			Get file name of Hot list #19	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x17,0x01,0x13,0x34,0x36,0xF7	
			Get file name of Hot list #20	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x17,0x01,0x14,0x34,0x37s,0xF7	

Command	Category Code	Command	Example	Example Command Code * Red points are variable	Remark
[GET HOT IN XX]	9	24	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 track number and start time code in HOT #02	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x18,0x01,0x02,0x33,0x36,0xF7	
			Get track number and start time code in HOT #03	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x18,0x01,0x03,0x33,0x37,0xF7	
			Get track number and start time code in HOT #04	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x18,0x01,0x04,0x33,0x38,0xF7	
			Get track number and start time code in HOT #05	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x18,0x01,0x05,0x33,0x39,0xF7	
			Get track number and start time code in HOT #06	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x18,0x01,0x06,0x33,0x41,0xF7	
			Get track number and start time code in HOT #07	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x18,0x01,0x07,0x33,0x42,0xF7	
			Get track number and start time code in HOT #08	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x18,0x01,0x08,0x33,0x43,0xF7	
			Get track number and start time code in HOT #09	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x18,0x01,0x09,0x33,0x44,0xF7	
			Get track number and start time code in HOT #10	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x18,0x01,0x0A,0x33,0x45,0xF7	
			Get track number and start time code in HOT #11	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x18,0x01,0x0B,0x34,0x30,0xF7	
			Get track number and start time code in HOT #12	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x18,0x01,0x0C,0x34,0x31,0xF7	
			Get track number and start time code in HOT #13	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x18,0x01,0x0D,0x34,0x32,0xF7	
			Get track number and start time code in HOT #14	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x18,0x01,0x0E,0x34,0x33,0xF7	
			Get track number and start time code in HOT #15	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x18,0x01,0x0F,0x34,0x34,0xF7	
			Get track number and start time code in HOT #16	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x18,0x01,0x10,0x34,0x35,0xF7	
			Get track number and start time code in HOT #17	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x18,0x01,0x11,0x34,0x36,0xF7	
			Get track number and start time code in HOT #18	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x18,0x01,0x12,0x34,0x37,0xF7	
			Get track number and start time code in HOT #19	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x18,0x01,0x13,0x34,0x38,0xF7	
			Get track number and start time code in HOT #20	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x18,0x01,0x14,0x34,0x39,0xF7	

Command	Category Code	Command	Example	Example Command Code * Red points are variable	Remark
[GET PRG NO]	9	28	Get Program number	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x1C,0x00,0x33,0x37,0xF7	
[GET PRG FILE]	9	29	Get program file name	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x1D,0x00,0x33,0x38,0xF7	
[GET PRG FILE XXX]	9	30	Get file name of program #0001	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x1E,0x04,0x30,0x30,0x30,0x31,0x46,0x45,0xF7	* 1
			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]	9	31	Get total Number of program	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x1F,0x00,0x33,0x41,0xF7	
[GET TRP DIR]	9	33	Get playback direction	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x21,0x00,0x33,0x43,0xF7	
[GET TRP SPD]	9	34	Get playback speed	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x09,0x22,0x00,0x33,0x44,0xF7	

* 1 The parameter and checksum (written in red) are variable. The first 4 bytes are the file number ("0000" to "2000" in ASCII).

4-7. Device status

Command	Category Code	Command	Example	Example Command Code * Red points are variable	Remark
[GET POW STAT]	11	1	Power status	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0B,0x01,0x00,0x31,0x45,0xF7	
[GET WIN STAT]	11	2	Display window status	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0B,0x02,0x00,0x31,0x46,0xF7	
[GET DIM STAT]	11	3	dimmer status	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0B,0x03,0x00,0x32,0x30,0xF7	
[GET LOCK STAT]	11	4	Key lock status	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0B,0x04,0x00,0x32,0x31,0xF7	
[GET PITCH STAT]	11	5	Pitch status	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0B,0x05,0x00,0x32,0x32,0xF7	
[GET PITCH VAL]	11	6	Pitch value	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0B,0x06,0x00,0x32,0x33,0xF7	
[GET KEY STAT]	11	7	Master key status	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0B,0x07,0x00,0x32,0x34,0xF7	
[GET PRS 5]	11	8	Preset setting value of #005	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0B,0x08,0x01,0x05,0x32,0x42,0xF7	
[GET UBL VOL]	11	9	Volume	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0B,0x09,0x00,0x32,0x36,0xF7	
[GET FW VER]	11	10	Firmware version	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0B,0x0A,0x00,0x32,0x37,0xF7	
[GET DRV VER]	11	11	Drive firmware version	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0B,0x0B,0x00,0x32,0x38,0xF7	
[GET DEV ID]	11	12	MAC address	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0B,0x0C,0x00,0x32,0x39,0xF7	
[GET PPWD]	11	14	Password	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0B,0x0E,0x00,0x32,0x42,0xF7	
[GET AVAILABLE PSTAT]	11	15	Power status	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0B,0x0F,0x00,0x32,0x43,0xF7	
[GET CUR MEDIA]	11	18	Current Media	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0B,0x12,0x00,0x32,0x46,0xF7	
[GET ALV 5]	11	19	System setting value of #0005	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0B,0x13,0x04,0x30,0x30,0x30,0x35,0x46,0x39,0xF7	

* 1 The parameter and checksum (written in red) are variable. The first 4 bytes are the System setting index number ("0000" to "0008" in ASCII).

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4-8. Get list

Command	Category Code	Command	Example	Example Command Code * Red points are variable	Remark
[GET MEDIA LIST]	13	1	No answer (refresh)	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0D,0x01,0x00,0x32,0x30,0xF7	
[GET MEDIA TTL]	13	2	Number of Media	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0D,0x02,0x00,0x32,0x31,0xF7	
[GET MEDIA X]	13	3	Media type of #0001	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0D,0x03,0x04,0x30,0x30,0x30,0x31,0x45,0x37,0xF7	* 1
[GET MSV LST]	13	4	No answer (refresh)	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0D,0x04,0x00,0x32,0x33,0xF7	
[GET MSV TTL]	13	5	Number of Server	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0D,0x05,0x00,0x32,0x34,0xF7	
[GET MSV X]	13	6	Server name of #0001	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0D,0x06,0x04,0x30,0x30,0x30,0x31,0x45,0x41,0xF7	* 1
[GET FDR TTL]	13	7	Number of Folder	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0D,0x08,0x00,0x32,0x37,0xF7	
[GET FDR LST X]	13	8	Folder List of #0003 No answer (refresh)	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0D,0x07,0x04,0x30,0x30,0x30,0x33,0x45,0x44,0xF7	* 1
[GET FDR XXXX]	13	9	#0005 folder	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0D,0x09,0x04,0x30,0x30,0x30,0x35,0x46,0x31,0xF7	* 1
			#0001 folder	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0D,0x09,0x04,0x30,0x30,0x30,0x31,0x45,0x44,0xF7	
			#0002 folder	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0D,0x09,0x04,0x30,0x30,0x30,0x32,0x45,0x45,0xF7	
[GET SND LST X]	13	10	#0007 No answer (refresh)	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0D,0x0A,0x04,0x30,0x30,0x30,0x37,0x46,0x34,0xF7	* 1
[GET SND TTL XXXX]	13	11	number of sound file in #0008 folder	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0D,0x0B,0x04,0x30,0x30,0x30,0x38,0x46,0x36,0xF7	* 1
			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 XXXX YYYY]	13	12	File name of first 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	* 2
[GET M3U LST XXXX]	13	13	#0001 No answer (refresh)	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0D,0x0D,0x04,0x30,0x30,0x30,0x31,0x46,0x31,0xF7	* 1
[GET M3U TTL XXXX]	13	14	number of program file in #0001 folder	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0D,0x0E,0x04,0x30,0x30,0x30,0x31,0x46,0x32,0xF7	* 1
[GET M3U XXXX YYYY]	13	15	File name of first 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	* 2
[GET PPL LST XXXX]	13	16	#0001 No answer (refresh)	0xF0,0x00,0x40,0x03,0x11,0x01,0x00,0x0D,0x10,0x04,0x30,0x30,0x30,0x31,0x46,0x34,0xF7	* 1
[GET PPL TTL XXXX]	13	17	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	* 1
[GET PPL XXXX YYYY]	13	18	File name of first 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	* 2

* 1 The parameter and checksum (written in red) are variable. The first 4 bytes are the number ("0000" to "9999" in ASCII).

* 2 The parameter and checksum (written in red) are variable. The first 4 bytes are the folder number ("0000" to "9999" in ASCII).The file number ("0000" to "9999" in ASCII) follows it.