# Cary Audio Design <br> CD 303/300 HDCD Player <br> RS-232 Protocol and Control Details 

## Com Port Setup:

Use standard communications settings. The default that most devices use/accept is:
Baud Rate - 9600
Data Bits - 8
Parity - None
Stop Bits - 1

## Com Port Pin Configuration:

Use standard pin configuration. A configuration that allows direct connection to a PC via
9 -pin straight through serial cable is best. Use of only 3 pins(Transmit, Receive, Ground)is best.
9 pin female D connector
Pin $2=$ Transmit
Pin $3=$ Receive
Pin $5=$ Ground
RS-232 interface:
Commands are to be sent to the unit via RS-232 using the following format:
$<$ Command $>=<$ Command ID $><$ Argument $>$
$<$ Command ID $>=<$ Byte $>$
$<$ Argument $>=0 x 0 \mathrm{~d}$
$<$ Byte $>=0 \times 30,0 \times 30$

## Status Byte:

Upon receiving the command and done, a single status byte will be transmitted
The format for the status byte is:
$<$ Status Byte $>=$ Command $>$
<Command> $=0 \times 31,0 \times 30,0 \times 30$
RS232-Interface Usage Details:
The RS-232 interface has a first-in-first-out (FIFO) buffer which will allow each commands to be received in direct succession. Commands are executed in the order in which they are received with approximately a $1 / 2$ second delay between each command. If a longer string of commands is necessary, a minimum of $1 / 2$ second delay should be added before sending additional commands.

Example for sending a long string of commands:
[Command 1]
<Delay $1 / 2$ second $>$
[Command 2]
<Delay $1 / 2$ second $>$
[Command 3]
<Delay $1 / 2$ second $>$
If receiving the errors data, a single status byte will be transmitted. The status byte is:
Rs232 = <ERR>
ASCII $=<0 \times 45,0 \times 58,0 \times 58>$

| Upon Receiving the Command and done |  |  | a Single Status byte will be transmitted |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
| Command description | $\begin{gathered} \text { Rs232 } \\ \text { Command } \end{gathered}$ | ASCII <br> Command | Status Command Description | $\begin{gathered} \mathrm{Rs} 232 \\ \text { Command } \end{gathered}$ | ASCII <br> Command |
| POWER ON | 00 | 0x30,0x30,0x0d | Take unit out of standby | 100 | $0 \times 31,0 \times 30,0 \times 30$ |
| POWER OFF | 01 | 0x $30,0 \times 31,0 \times 0 \mathrm{~d}$ | Put unit in standby | 101 | 0x31,0x30,0x31 |
| TRAY OPEN | 02A | 0x30,0x32,0x41 | Tray open | 102A | 0x31,0x30,0x32,0x41 |
| TRAY CLOSE | 02B | 0x30,0x32,0x42 | Tray close | 102B | 0x31,0x30,0x32,0x42 |
| PLAY | 03 | 0x $30,0 \times 33,0 \times 0 \mathrm{~d}$ | Play | 103 | 0x31,0x30,0x33 |
| PREVIOUS | 04 | 0x $30,0 \times 34,0 \times 0 \mathrm{~d}$ | Previous | 104 | 0x31,0x30,0x34 |
| PAUSE | 05 | 0x30,0x35,0x0d | Pause | 105 | 0x31,0x30,0x35 |
| STOP | 06 | 0x30,0x36,0x0d | Stop | 106 | 0x31,0x30,0x36 |
| NEXT | 07 | 0x $30,0 \times 37,0 \times 0 \mathrm{~d}$ | Next | 107 | $0 \times 31,0 \times 30,0 \times 37$ |
| REVERSE | 08 | 0x $30,0 \times 38,0 \times 0 \mathrm{~d}$ | Reverse | 108 | $0 \times 31,0 \times 30,0 \times 38$ |
| FORWARD | 09 | 0x30,0x39,0x0d | Forward | 109 | 0x31,0x30,0x39 |
| NUMBER KEY PAD 1 | 0A | 0x30,0x41,0x0d | Number Keypad 1 | 10A | 0x31,0x30,0x41 |
| NUMBER KEY PAD 2 | 0B | 0x $30,0 \times 42,0 \times 0 \mathrm{~d}$ | Number Keypad 2 | 10B | $0 \times 31,0 \times 30,0 \times 42$ |
| NUMBER KEY PAD 3 | 0C | 0x30,0x43,0x0d | Number Keypad 3 | 10C | 0x31,0x30,0x43 |
| NUMBER KEY PAD 4 | 0D | 0x30,0x44,0x0d | Number Keypad 4 | 10D | 0x31,0x30,0x44 |
| NUMBER KEY PAD 5 | 0E | 0x30,0x45,0x0d | Number Keypad 5 | 10E | 0x $31,0 \times 30,0 \times 45$ |
| NUMBER KEY PAD 6 | 0F | 0x $30,0 \times 46,0 \times 0 \mathrm{~d}$ | Number Keypad 6 | 10 F | 0x31,0x30,0x46 |
| NUMBER KEY PAD 7 | 10 | 0x31,0x30,0x0d | Number Keypad 7 | 110 | 0x31,0x31,0x30 |
| NUMBER KEY PAD 8 | 11 | 0x $31,0 \times 31,0 \times 0 \mathrm{~d}$ | Number Keypad 8 | 111 | $0 \times 31,0 \times 31,0 \times 31$ |
| NUMBER KEY PAD 9 | 12 | 0x31,0x32,0x0d | Number Keypad 9 | 112 | $0 \times 31,0 \times 31,0 \times 32$ |
| NUMBER KEY PAD 0 | 13 | 0x $31,0 \times 33,0 \times 0 \mathrm{~d}$ | Number Keypad 0 | 113 | $0 \times 31,0 \times 31,0 \times 33$ |
| NUMBER KEY PAD +10 | 14 | 0x $31,0 \times 34,0 \times 0 \mathrm{~d}$ | Number Keypad +10 | 114 | $0 \times 31,0 \times 31,0 \times 34$ |
| GOTO | 15 | $0 \times 31,0 \times 35,0 \times 0 \mathrm{~d}$ | Goto | 115 | $0 \times 31,0 \times 31,0 \times 35$ |
| REPEA T ALL | 16 | 0x31,0x36,0x0d | Repeat All | 116 | $0 \times 31,0 \times 31,0 \times 36$ |
| REPEAT A-B | 18 | 0x $31,0 \times 38,0 \times 0 \mathrm{~d}$ | Repeat A - B | 118 | 0x31,0x31,0x38 |
| POWER ON/OFF | 2A | 0x $32,0 \times 41,0 \times 0 \mathrm{~d}$ | Power on / off | 12A | 0x31,0x32,0x41 |
| MUTE | 19 | 0x $31,0 \times 39,0 x 0 \mathrm{~d}$ | Mute | 119 | 0x $31,0 \times 31,0 \times 39$ |
| VOLUME - | 1A | 0x $31,0 \mathrm{x} 41,0 \mathrm{x} 0 \mathrm{~d}$ | Volume - | 11A | $0 \times 31,0 \times 31,0 \times 41$ |
| VOLUME + | 1B | 0x $31,0 \times 42,0 \mathrm{x} 0 \mathrm{~d}$ | Volume + | 11B | 0x31,0x31,0x42 |
| TUBE | 30 | 0x $33,0 \times 30,0 \times 0 \mathrm{~d}$ | Tube | 130 | $0 \times 31,0 \times 33,0 \times 30$ |
| PROGRAM | 31 | 0x $33,0 \times 31,0 \times 0 \mathrm{~d}$ | Program | 131 | 0x $31,0 \times 33,0 \times 31$ |
| DELETE | 32 | 0x $33,0 \times 32,0 \times 0 \mathrm{~d}$ | Delete | 132 | 0x31,0x33,0x32 |
| CLEAN | 33 | $0 \times 33,0 \times 33,0 \times 0 \mathrm{~d}$ | Clean | 133 | $0 \times 31,0 \times 33,0 \times 33$ |
| TIME | 34 | 0x $33,0 \times 34,0 \times 0 \mathrm{~d}$ | Time | 134 | 0x $31,0 \times 33,0 \times 34$ |
| BRIGHT-H | 35 | 0x $33,0 \times 35,0 \times 0 \mathrm{~d}$ | Bright-H | 135 | $0 \times 31,0 \times 33,0 \times 35$ |
| BRIGHT-M | 36 | 0x $33,0 \times 36,0 \times 0 \mathrm{~d}$ | Bright-M | 136 | $0 \times 31,0 \times 33,0 \times 36$ |
| BRIGHT-L | 37 | 0x $33,0 \times 37,0 \times 0 \mathrm{~d}$ | Bright-L | 137 | $0 \times 31,0 \times 33,0 \times 37$ |
| UPSAMPLING-96 | 38 | $0 \times 33,0 \times 38,0 \times 0 \mathrm{~d}$ | Upsampling-96 | 138 | $0 \times 31,0 \times 33,0 \times 38$ |
| UPSAMPLING-192 | 39 | 0x $33,0 \times 39,0 \times 0 \mathrm{~d}$ | Upsampling-192 | 139 | $0 \times 31,0 \times 33,0 \times 39$ |
| UPSAMPLING-384 | 40 | 0x $34,0 \times 30,0 \times 0 \mathrm{~d}$ | Upsampling-384 | 140 | $0 \times 31,0 \times 34,0 \times 30$ |
| UPSAMPLING-512 | 41 | 0x $34,0 \times 31,0 \times 0 \mathrm{~d}$ | Upsampling-512 | 141 | 0x31,0x34,0x31 |
| UPSAMPLING-768 | 42 | 0x $34,0 \times 32,0 \times 0 \mathrm{~d}$ | Upsampling-768 | 142 | 0x31,0x34,0x32 |
| UPSAMPLING-OFF | 43 | 0x $34,0 \times 33,0 \times 0 \mathrm{~d}$ | Upsampling-off | 143 | 0x $31,0 \times 34,0 \times 33$ |

