# **TASCAM**

# TASCAM SS250 CONTROL Remote Control Protocol Command list

Mar 2020

**TEAC Corporation** 

### [1] Cmd 00h~7Fh, 80h~FFh

12		Data	Description	Note
12	Commands  STOP	Dutu	STOP, Input Monitor OFF	1000
13	PLAY		, ,	
i	RECORD	00		REC PLAY REC PAUSE
		01 02		SPLIT (Take Increment)
14	PAUSE	01	on	PAUSE
15	SCRABBLE (JOG)	FF	JOG STATUS SENSE	
16	SEARCH	00	FWD RWD	
17	FLASH READY (FLASH LOAD)	01		
1A	TRACK SKIP	00	track next	
1A	TIME SKIP	01 30	track previous Time next	
IA	TIME SKIP	31	Time next Time previous	
1D	CALL	0.	Time provided	
	PITCH DATA PRESET	level		
2A	MEMO A POINT PRESET			
2B 2C	MEMO B POINT PRESET TIME SEARCH PRESET	time		
	KEY CONTROL DATA PRESET	level		
	AUTO CUE SELECT	onoff		
31	AUTO TRACK SELECT	trigger		
35 36	PITCH CONTROL SELECT AUTO READY SELECT	onoff onoff		
	REPEAT SELECT	onoff		
38	SYNC REC SELECT	onoff		
	INCR PLAY SELECT	onoff		
3D 3F	KEY CONTROL SELECT TIME DATA SEND SELECT	onoff 00	off	
01	DATA SELECT	01	elapsed with frame	
		02	remain with frame	
		03	total elapsed with frame	
		04 11	total remain with frame elapsed without frame	
		12	remain without frame	
		13	total elapsed without frame	
		14 FF	total remain without frame TIME DATA SEND SELECT SENSE	
4D	PLAY MODE SELECT	continue	TIME DATA SEND SELECT SENSE	
45	T EAT MODE GEEEGT	single		
		program		
45	DI AV MODE CENCE	random		
	PLAY MODE SENSE MECHA STATUS SENSE	1		
55	TRACK No. STATUS SENSE			
56	DISC STATUS SENSE			
58	CURRENT TRACK TIME SENSE	00	Elapsed	
		01 02	Remain Total Elapsed	
		03	Total Remain	
	TOTAL TRACK No./ TOTAL TIME SENSE			
75	POWER CONTROL	00	POWER ON	Power on from the standby state
		11 80	POWER OFF FORCE RESET	The controlled device enters the standby state
88				
	ITIME DATA			The controlled device restarts
95	JOG STATUS RETURN	time	depend on the setting of "3F"	The controlled device restarts
A5	JOG STATUS RETURN PITCH DATA RETURN	time		The controlled device restarts
A5 AD	JOG STATUS RETURN PITCH DATA RETURN KEY CONTROL DATA RETURN	time ofoff level level		The controlled device restarts
A5 AD B0	JOG STATUS RETURN PITCH DATA RETURN KEY CONTROL DATA RETURN JAUTO CUE SELECT RETURN	time ofoff level level onoff		The controlled device restarts
A5 AD B0 B1	JOG STATUS RETURN PITCH DATA RETURN KEY CONTROL DATA RETURN AUTO CUE SELECT RETURN AUTO TRACK RETURN	time ofoff level level onoff trigger		The controlled device restarts
A5 AD B0	JOG STATUS RETURN PITCH DATA RETURN KEY CONTROL DATA RETURN JAUTO CUE SELECT RETURN	time ofoff level level onoff		The controlled device restarts
A5 AD B0 B1 B5 B6 B7	JOG STATUS RETURN PITCH DATA RETURN KEY CONTROL DATA RETURN AUTO CUE SELECT RETURN AUTO TRACK RETURN PITCH CONTROL SELECT RETURN AUTO READY SELECT RETURN REPEAT SELECT RETURN	time ofoff level level onoff trigger onoff onoff onoff		The controlled device restarts
A5 AD B0 B1 B5 B6 B7 B8	JOG STATUS RETURN PITCH DATA RETURN KEY CONTROL DATA RETURN AUTO CUE SELECT RETURN AUTO TRACK RETURN PITCH CONTROL SELECT RETURN AUTO READY SELECT RETURN REPEAT SELECT RETURN SYNC REC SELECT RETURN	time ofoff level level onoff trigger onoff onoff onoff onoff		The controlled device restarts
A5 AD B0 B1 B5 B6 B7 B8	JOG STATUS RETURN PITCH DATA RETURN KEY CONTROL DATA RETURN AUTO CUE SELECT RETURN AUTO TRACK RETURN PITCH CONTROL SELECT RETURN AUTO READY SELECT RETURN REPEAT SELECT RETURN	time ofoff level level onoff trigger onoff onoff onoff		The controlled device restarts
A5 AD B0 B1 B5 B6 B7 B8 B8	JOG STATUS RETURN PITCH DATA RETURN KEY CONTROL DATA RETURN AUTO CUE SELECT RETURN AUTO TRACK RETURN PITCH CONTROL SELECT RETURN AUTO READY SELECT RETURN REPEAT SELECT RETURN SYNC REC SELECT RETURN INCR PLAY SELECT RETURN	time ofoff level level onoff trigger onoff	depend on the setting of "3F"	The controlled device restarts
A5 AD B0 B1 B5 B6 B7 B8 B8 BA BD	JOG STATUS RETURN PITCH DATA RETURN KEY CONTROL DATA RETURN AUTO CUE SELECT RETURN AUTO TRACK RETURN PITCH CONTROL SELECT RETURN AUTO READY SELECT RETURN REPEAT SELECT RETURN SYNC REC SELECT RETURN INCR PLAY SELECT RETURN KEY CONTROL SELECT RETURN	time ofoff level level onoff trigger onoff	depend on the setting of "3F"  off elapsed with frame	The controlled device restarts
A5 AD B0 B1 B5 B6 B7 B8 B8 BA BD	JOG STATUS RETURN PITCH DATA RETURN KEY CONTROL DATA RETURN AUTO CUE SELECT RETURN AUTO TRACK RETURN PITCH CONTROL SELECT RETURN AUTO READY SELECT RETURN REPEAT SELECT RETURN SYNC REC SELECT RETURN INCR PLAY SELECT RETURN KEY CONTROL SELECT RETURN	time  ofoff level level onoff trigger onoff 00 01	depend on the setting of "3F"  off elapsed with frame remain with frame	The controlled device restarts
A5 AD B0 B1 B5 B6 B7 B8 B8 BA BD	JOG STATUS RETURN PITCH DATA RETURN KEY CONTROL DATA RETURN AUTO CUE SELECT RETURN AUTO TRACK RETURN PITCH CONTROL SELECT RETURN AUTO READY SELECT RETURN REPEAT SELECT RETURN SYNC REC SELECT RETURN INCR PLAY SELECT RETURN KEY CONTROL SELECT RETURN	time ofoff level level onoff trigger onoff	depend on the setting of "3F"  off elapsed with frame	The controlled device restarts
A5 AD B0 B1 B5 B6 B7 B8 B8 BA BD	JOG STATUS RETURN PITCH DATA RETURN KEY CONTROL DATA RETURN AUTO CUE SELECT RETURN AUTO TRACK RETURN PITCH CONTROL SELECT RETURN AUTO READY SELECT RETURN REPEAT SELECT RETURN SYNC REC SELECT RETURN INCR PLAY SELECT RETURN KEY CONTROL SELECT RETURN	time  ofoff level level onoff trigger onoff onoff onoff onoff onoff onoff onoff onoff onoff on off o	off elapsed with frame remain with frame total elapsed with frame total remain with frame total remain with frame	The controlled device restarts
A5 AD B0 B1 B5 B6 B7 B8 B8 BA BD	JOG STATUS RETURN PITCH DATA RETURN KEY CONTROL DATA RETURN AUTO CUE SELECT RETURN AUTO TRACK RETURN PITCH CONTROL SELECT RETURN AUTO READY SELECT RETURN REPEAT SELECT RETURN SYNC REC SELECT RETURN INCR PLAY SELECT RETURN KEY CONTROL SELECT RETURN	time ofoff level level onoff trigger onoff 10 02 03 04 11 12	off elapsed with frame remain with frame total elapsed with frame total elapsed with frame total elapsed with frame elapsed without frame elapsed without frame	The controlled device restarts
A5 AD B0 B1 B5 B6 B7 B8 B8 BA BD	JOG STATUS RETURN PITCH DATA RETURN KEY CONTROL DATA RETURN AUTO CUE SELECT RETURN AUTO TRACK RETURN PITCH CONTROL SELECT RETURN AUTO READY SELECT RETURN REPEAT SELECT RETURN SYNC REC SELECT RETURN INCR PLAY SELECT RETURN KEY CONTROL SELECT RETURN	time ofoff level level onoff o	off elapsed with frame remain with frame total remain with frame elapsed with frame total remain with frame total remain with uthout frame elapsed without frame total elapsed without frame total elapsed without frame total elapsed without frame	The controlled device restarts
A5 AD B0 B1 B5 B6 B7 B8 BA BD BF	JOG STATUS RETURN PITCH DATA RETURN KEY CONTROL DATA RETURN AUTO CUE SELECT RETURN AUTO TRACK RETURN PITCH CONTROL SELECT RETURN AUTO READY SELECT RETURN REPEAT SELECT RETURN SYNC REC SELECT RETURN INCR PLAY SELECT RETURN KEY CONTROL SELECT RETURN	time ofoff level level onoff trigger onoff 10 02 03 04 11 12	off elapsed with frame remain with frame total elapsed with frame total elapsed with frame total elapsed with frame elapsed without frame elapsed without frame	The controlled device restarts
A5 AD B0 B1 B5 B6 B7 B8 BA BD BF	JOG STATUS RETURN PITCH DATA RETURN KEY CONTROL DATA RETURN AUTO CUE SELECT RETURN AUTO TRACK RETURN PITCH CONTROL SELECT RETURN AUTO READY SELECT RETURN REPEAT SELECT RETURN SYNC REC SELECT RETURN INCR PLAY SELECT RETURN KEY CONTROL SELECT RETURN INCR PLAY SELECT RETURN TIME DATA SEND SELECT RETURN	time ofoff level level onoff anoff onoff o	off elapsed with frame remain with frame total elapsed with frame total elapsed with frame total elapsed with frame elapsed without frame total remain without frame total elapsed without frame total elapsed without frame	The controlled device restarts
A5 AD B0 B1 B5 B6 B7 B8 BA BD BF	JOG STATUS RETURN PITCH DATA RETURN KEY CONTROL DATA RETURN AUTO CUE SELECT RETURN AUTO TRACK RETURN PITCH CONTROL SELECT RETURN AUTO READY SELECT RETURN REPEAT SELECT RETURN SYNC REC SELECT RETURN INCR PLAY SELECT RETURN KEY CONTROL SELECT RETURN INCR PLAY SELECT RETURN TIME DATA SEND SELECT RETURN	time ofoff level level onoff anoff onoff o	off elapsed with frame remain with frame total elapsed with frame total elapsed with frame total remain with frame elapsed without frame total remain without frame total elapsed without frame remain without frame total elapsed without frame total elapsed without frame total elapsed without frame total elapsed without frame total remain without frame total remain without frame	The controlled device restarts
A5 AD B0 B1 B5 B6 B7 B8 BA BD BF	JOG STATUS RETURN PITCH DATA RETURN KEY CONTROL DATA RETURN AUTO CUE SELECT RETURN AUTO TRACK RETURN PITCH CONTROL SELECT RETURN AUTO READY SELECT RETURN REPEAT SELECT RETURN SYNC REC SELECT RETURN INCR PLAY SELECT RETURN KEY CONTROL SELECT RETURN INCR PLAY SELECT RETURN TIME DATA SEND SELECT RETURN	time     ofoff     level     level     level     onoff     onoff	off elapsed with frame remain with frame total elapsed without frame total elapsed without frame lapsed without frame remain with frame continue single program (no entry)	The controlled device restarts
A5 AD B0 B1 B5 B6 B7 B8 BA BD BF	JOG STATUS RETURN PITCH DATA RETURN KEY CONTROL DATA RETURN AUTO CUE SELECT RETURN AUTO TRACK RETURN PITCH CONTROL SELECT RETURN AUTO READY SELECT RETURN REPEAT SELECT RETURN SYNC REC SELECT RETURN INCR PLAY SELECT RETURN KEY CONTROL SELECT RETURN INCR PLAY SELECT RETURN TIME DATA SEND SELECT RETURN	time ofoff level level onoff anoff onoff o	off elapsed with frame remain with frame total elapsed with frame total elapsed with frame total remain with frame elapsed without frame total remain without frame total elapsed without frame remain without frame total elapsed without frame total elapsed without frame total elapsed without frame total elapsed without frame total remain without frame total remain without frame	The controlled device restarts
A5 AD B0 B1 B5 B6 B7 B8 BA BA BD BF	JOG STATUS RETURN PITCH DATA RETURN KEY CONTROL DATA RETURN AUTO GUE SELECT RETURN AUTO TRACK RETURN PITCH CONTROL SELECT RETURN AUTO READY SELECT RETURN REPEAT SELECT RETURN SYNC REC SELECT RETURN INCR PLAY SELECT RETURN TIME DATA SEND SELECT RETURN TIME DATA SEND SELECT RETURN PLAY SELECT RETURN TIME DATA SEND SELECT RETURN	time     ofoff     level     level     level     onoff     onoff	off off elapsed with frame remain with frame total elapsed without frame lapsed without frame remain without frame remain without frame remain without frame rotal elapsed without frame continue single program (no entry) program random no media eject	The controlled device restarts
A5 AD B0 B1 B5 B6 B7 B8 BA BA BD BF	JOG STATUS RETURN PITCH DATA RETURN KEY CONTROL DATA RETURN AUTO GUE SELECT RETURN AUTO TRACK RETURN PITCH CONTROL SELECT RETURN AUTO READY SELECT RETURN REPEAT SELECT RETURN SYNC REC SELECT RETURN INCR PLAY SELECT RETURN TIME DATA SEND SELECT RETURN TIME DATA SEND SELECT RETURN PLAY SELECT RETURN TIME DATA SEND SELECT RETURN	time ofoff level level onoff o	off elapsed with frame remain with frame total elapsed with frame total elapsed with frame total elapsed with frame total remain with frame total remain without frame total remain without frame total elapsed without frame total remain without frame tontinue single program (no entry) program random no media eject stop	The controlled device restarts
A5 AD B0 B1 B5 B6 B7 B8 BA BA BD BF	JOG STATUS RETURN PITCH DATA RETURN KEY CONTROL DATA RETURN AUTO GUE SELECT RETURN AUTO TRACK RETURN PITCH CONTROL SELECT RETURN AUTO READY SELECT RETURN REPEAT SELECT RETURN SYNC REC SELECT RETURN INCR PLAY SELECT RETURN TIME DATA SEND SELECT RETURN TIME DATA SEND SELECT RETURN PLAY SELECT RETURN TIME DATA SEND SELECT RETURN	time ofoff level level onoff o	off elapsed with frame remain with frame total remain with frame total remain with frame total remain with of frame total remain without frame total remain without frame continue single program (no entry) program random no media eject stop play	The controlled device restarts
A5 AD B0 B1 B5 B6 B7 B8 BA BA BD BF	JOG STATUS RETURN PITCH DATA RETURN KEY CONTROL DATA RETURN AUTO GUE SELECT RETURN AUTO TRACK RETURN PITCH CONTROL SELECT RETURN AUTO READY SELECT RETURN REPEAT SELECT RETURN SYNC REC SELECT RETURN INCR PLAY SELECT RETURN TIME DATA SEND SELECT RETURN TIME DATA SEND SELECT RETURN PLAY SELECT RETURN TIME DATA SEND SELECT RETURN	time ofoff level level level onoff o	off elapsed with frame remain with frame total elapsed with frame total elapsed with frame total elapsed with frame total remain with frame total remain without frame total remain without frame total elapsed without frame total remain without frame tontinue single program (no entry) program random no media eject stop	The controlled device restarts
A5 AD B0 B1 B5 B6 B7 B8 BA BA BD BF	JOG STATUS RETURN PITCH DATA RETURN KEY CONTROL DATA RETURN AUTO GUE SELECT RETURN AUTO TRACK RETURN PITCH CONTROL SELECT RETURN AUTO READY SELECT RETURN REPEAT SELECT RETURN SYNC REC SELECT RETURN INCR PLAY SELECT RETURN TIME DATA SEND SELECT RETURN TIME DATA SEND SELECT RETURN PLAY SELECT RETURN TIME DATA SEND SELECT RETURN	time ofoff level level onoff o	off elapsed with frame remain with frame total elapsed with frame total elapsed with frame total elapsed without frame elapsed without frame total elapsed without frame total elapsed without frame continue single program (no entry) program random no media eject stop play ready on Cue Review	The controlled device restarts
A5 AD B0 B1 B5 B6 B7 B8 BA BA BD BF	JOG STATUS RETURN PITCH DATA RETURN KEY CONTROL DATA RETURN AUTO GUE SELECT RETURN AUTO TRACK RETURN PITCH CONTROL SELECT RETURN AUTO READY SELECT RETURN REPEAT SELECT RETURN SYNC REC SELECT RETURN INCR PLAY SELECT RETURN TIME DATA SEND SELECT RETURN TIME DATA SEND SELECT RETURN PLAY SELECT RETURN TIME DATA SEND SELECT RETURN  PLAY MODE RETURN	time ofoff level level level onoff o	off elapsed with frame remain with frame total elapsed without frame lapsed without frame total elapsed without frame remain without frame remain without frame remain without frame rotal elapsed without frame rotal elapsed without frame rotal remain without frame total remain without frame continue single program (no entry) program random no media eject stop play ready on Cue Review monitor play	The controlled device restarts
A5 AD B0 B1 B5 B6 B7 B8 BA BD BF	JOG STATUS RETURN PITCH DATA RETURN KEY CONTROL DATA RETURN AUTO GUE SELECT RETURN AUTO TRACK RETURN PITCH CONTROL SELECT RETURN AUTO READY SELECT RETURN REPEAT SELECT RETURN SYNC REC SELECT RETURN INCR PLAY SELECT RETURN TIME DATA SEND SELECT RETURN TIME DATA SEND SELECT RETURN PLAY SELECT RETURN TIME DATA SEND SELECT RETURN  PLAY MODE RETURN	time ofoff level level onoff o	off elapsed with frame remain with frame total elapsed with frame total elapsed with frame total elapsed with frame total elapsed without frame elapsed without frame total remain without frame total elapsed without frame continue single program (no entry) program random no media eject stop play ready on Cue Review monitor play	The controlled device restarts
A5 AD B0 B1 B5 B6 B7 B8 BA BD BF	JOG STATUS RETURN PITCH DATA RETURN KEY CONTROL DATA RETURN AUTO GUE SELECT RETURN AUTO TRACK RETURN PITCH CONTROL SELECT RETURN AUTO READY SELECT RETURN REPEAT SELECT RETURN SYNC REC SELECT RETURN INCR PLAY SELECT RETURN TIME DATA SEND SELECT RETURN TIME DATA SEND SELECT RETURN PLAY SELECT RETURN TIME DATA SEND SELECT RETURN  PLAY MODE RETURN	time ofoff level level level onoff o	off elapsed with frame remain with frame total elapsed with frame total elapsed with frame total elapsed with frame total remain with frame elapsed without frame total remain without frame total elapsed without frame continue single program (no entry) program random no media eject stop play ready on Cue Review monitor play record record ready	The controlled device restarts
A5 AD B0 B1 B5 B6 B7 B8 BA BD BF	JOG STATUS RETURN PITCH DATA RETURN KEY CONTROL DATA RETURN AUTO CUE SELECT RETURN AUTO TRACK RETURN PITCH CONTROL SELECT RETURN AUTO READY SELECT RETURN REPEAT SELECT RETURN SYNC REC SELECT RETURN INCR PLAY SELECT RETURN KEY CONTROL SELECT RETURN TIME DATA SEND SELECT RETURN PLAY MODE RETURN  MECHA STATUS RETURN	time ofoff level level onoff o	off elapsed with frame remain with frame total elapsed with frame total elapsed with frame total elapsed with frame total elapsed without frame elapsed without frame total remain without frame total elapsed without frame continue single program (no entry) program random no media eject stop play ready on Cue Review monitor play	The controlled device restarts
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A5 AD B0 B1 B5 B6 B7 B8 BA BD BF	JOG STATUS RETURN PITCH DATA RETURN KEY CONTROL DATA RETURN AUTO GUE SELECT RETURN AUTO TRACK RETURN PITCH CONTROL SELECT RETURN AUTO READY SELECT RETURN REPEAT SELECT RETURN SYNC REC SELECT RETURN INCR PLAY SELECT RETURN TIME DATA SEND SELECT RETURN  PLAY MODE RETURN  MECHA STATUS RETURN  SPECIFIED DEVICE STATUS RETURN  SPECIFIED DEVICE STATUS RETURN  TRACK No. STATUS RETURN	time ofoff level level onoff o	off elapsed with frame remain with frame total elapsed with frame total elapsed with frame total elapsed with ut frame elapsed without frame total remain with frame total remain without frame remain without frame rotal elapsed without frame total remain without frame total remain without frame total remain without frame total remain without frame continue single program (no entry) program random no media eject stop play ready on Cue Review monitor play record	The controlled device restarts
A5 AD B0 B0 B1 B5 B6 B7 B8 BA BD BF  CE  D0  D1 D5 D6	JOG STATUS RETURN PITCH DATA RETURN KEY CONTROL DATA RETURN AUTO CUE SELECT RETURN AUTO TRACK RETURN PITCH CONTROL SELECT RETURN AUTO READY SELECT RETURN REPEAT SELECT RETURN SYNC REC SELECT RETURN INCR PLAY SELECT RETURN KEY CONTROL SELECT RETURN TIME DATA SEND SELECT RETURN  PLAY MODE RETURN  MECHA STATUS RETURN  SPECIFIED DEVICE STATUS RETURN DISC STATUS RETURN DISC STATUS RETURN	time ofoff level level onoff o	off elapsed with frame remain with frame total elapsed with frame total elapsed with frame total elapsed with ut frame elapsed without frame total remain with frame total remain without frame remain without frame rotal elapsed without frame total remain without frame total remain without frame total remain without frame total remain without frame continue single program (no entry) program random no media eject stop play ready on Cue Review monitor play record	The controlled device restarts
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Order of CMD and Data CMD + Catagory Data 1/2 + Command Data 3/4 + Command Data 5/6 + Command Data 7/8 + Command Data 9/10 + Command Data 11/12 + Command Data 13/14 + Command Data 15/16 + Command Data 17/18

					Command							
Category Note	Category Data 1/2		Commands / Returns	Command Data 3/4		Command Data 7/8	Data 9/10	Data 11/12	Command Data 13/14	Command Data 15/16	Command Data 17/18	Note
DEVICE SELECT	01	7F	DEVEICE SELECT	00								Device Select (Slot1) Device Select (Slot2)
				10								Device Select (USB)
		FF	DEVICE SELECT RETURN	FF 00								Deveice Select Sense Slot 1
				10								Slot 2 USB
MARK opration	03	7F	MARK SET	10								Mark Set Current
			MARK SKIP	1A	00 01							mark next mark previous
			MARK TIME SENSE TOTAL MARK No SENSE	58 5D	ma	rkId						Mark Time sense #Marks sense
			MARK TIME RETURN	D8 DD	ma		mark time (8	Bbytes)				Mark Time return
			TOTAL MARK No RETURN  MARK REQUEST RESULT RETURN	F7	10	arks 11						#Mark return Mark Set OK
FLASH PLAY	04	7F	FLASH LOAD STATUS SENSE	17	FF	12						Mark Set NG Load Status Sense
		FF	FLASH LOAD STATUS RETURN	97	00							Unload
					10							Loading Load
PLAY	07	7F	CHANGE FLASH LOAD PLAY AREA SELECT	F8 4F	00							Notify changing Flash load Play Area Select All
					01 02							Play Area Select Folder Play Area Select Play List
					FF							Play Area Sense
			PLAY AREA SELECT RETURN	CF	00 01							Play Area Select All Play Area Select Folder
REMOTE	11	7F	ADMINI PASSWORD CHECK	41	02	PA	SSWORD(Up	to 10 charac	ters)			Play Area Select Play List administrator password sense
14.11012		FF	ADMIN PASS RETRUN	D1	00		00110110(0)	to 10 onaldo	10107			NG
AUDIO I/O	12		SRC SELECT	11	01 00	00	FF					OK SRC Senese
		FF	SRC RETURN	91	- 00	00	00					SRC Return ( Off ) SRC Return ( On )
PLAYLIST 1	31	7F	PLAY LIST STANDBY	00	00	File Name(U						Request
			PLAY LIST CURRENT NAME SENSE	05	FF							Status Sense
		FF	PLAY LIST STANDBY STATUS RETURN	80	00 11							OK No File
					12							Not Current Illegal Folder
					13 20							During Standby Procedure
	L_		PLAY LIST CURRENT NAME RETURN	85	F0 FileName							Illegal Operation Mode
PLAYLIST 2 (for SS Control Appli)	45	7F FF	see Vender Cmd(Playlist) sheet									
TIMER EVENTLIST	47	7F	TIMER EVENT	00	00							Timer Event Off
					01 FF							Timer Event On Timer Event Sense
			EVENTLIST COUNT SENSE	5D	Year (see Note)	Month (01~12)	Day (01~31)					Year(AA=ALL, DD=TODAY, 00∼99=specify date) *This is the first command to send when creating, referencing, or editing an EVENT LIST.
			EVENTLIST ROW EVENT NUMBER SENSE	55	10th 1st/10	000th 100th						For "TODAY" and "specify date", inquire about the EVENT number.
			EVENTLIST INPUT SELECT SENSE	56	00	~) 						Inquire if Dante can be selected with INPUT SELECT
			EVENTLIST EVENT SETTING SENSE	57	01 10th 1et/10	000th 100th						reserve
					(1-	~)						
			EVENTLIST CREATE NEW EVENT	40	Enable (01=OFF,	Action [TYPE]	Year (00~99)	Month (00~12,	Day (00~31	DayOfWeek (see Note)	Hour (00~23)	Action 00=PLAY, 01=REPEAT PLAY, 02=REC, 03=STOP, 04=Download, 05=Delete & Download
					01=ON)	(see Note)	(00 33)	see Note)	00=everyda	(,	(00 20)	Month
									y)			When the value is 0 and the value of DAY is other than 0, it means every month. DayOfWeek
					Min	Sec	Rec Input	PlayTime	RptIntvlTm	RptIntvlTm	RptEvnt	bit7=Enable, bit6=Sat, bit5=Fri, bit4=Thu, bit3=Wed, bit2=Tue, bit1=Mon, bit0=Sun Data 19-32
					(00~59)	(00~59)	(see Note)	Mode	Hour	Min	Count	Rec Input
								(00=START	(00~23)	(00~59)	(00~99, 00=100)	00=ANA Unbal, 01=ANA Bal, 02=DIGI Coax, 03=DIGI XLR, 04=DIGI Dante
					FileName(U7							Data 33-
					PLAYBACK DOWNLOAD	FILE or TARGET						
			EVENTLIST EDIT EVENT	42	10th 1st/10		Facility.	A - 41	V	Month	D	Action
			EVENTLIST EDIT EVENT	42	(1-	~)	Enable (01=OFF,	Action [TYPE]	Year (00∼99)	(00~12,	Day (00~31	00=PLAY / 01=REPEAT PLAY / 02=REC / 03=STOP / 04=Download / 05=Delete &
							01=ON)	(see Note)		see Note)	00=everyda y)	Download Month
												When the value is 0 and the value of DAY is other than 0, it means every month.
					DayOfWeek	Hour	Min	Sec	Rec Input	PlayTime	RptIntvlTm	Data 19-32
					(see Note)	(00~23)	(00~59)	(00~59)	(see Note)	Mode (00=START	Hour (00~23)	DayOfWeek bit7=Enable, bit6=Sat, bit5=Fri, bit4=Thu, bit3=Wed, bit2=Tue, bit1=Mon, bit0=Sun
											(/	Rec Input
										01=END)		00=ANA Unbal, 01=ANA Bal, 02=DIGI Coax, 03=DIGI XLR, 04=DIGI Dante
					RptIntvlTm Min	RptEvnt Count	FileName(U PLAYBACK	TF-8) FILE or				Data 33-
						(00~99,	DOWNLOAD	TARGET				
					(00∼59)							
			EVENTLIST CLEAR EVENT	44	10th 1st/10	00=100) 000th 100th		T				
				44	10th 1st/10 (0000=)	00=100)						
		FF	TIMER EVENT SENSE RETURN	44 80	10th 1st/10 (0000=)	00=100) 000th 100th ALL, 1~)						Timer Event Off Timer Event On
		FF	TIMER EVENT SENSE RETURN EVENTLIST COUNT RETURN	DD	10th 1st/10 (0000=) 00 01 Year	00=100) 000th 100th ALL, 1~) Month		10th 1st/1	000th 100th			Timer Event Off Timer Event On
		FF	TIMER EVENT SENSE RETURN		10th 1st/10 (0000=) 00 01 Year Row N 10th 1st/10	00=100) 000th 100th ALL, 1~)  Month lumber 000th 100th			000th 100th			
		FF	TIMER EVENT SENSE RETURN  EVENTLIST COUNT RETURN  EVENTLIST ROW EVENT NUMBER RETURN	DD D5	10th 1st/10 (0000=2 00 01 Year Row N 10th 1st/10	00=100) 000th 100th ALL, 1~)  Month lumber 000th 100th			000th 100th			Timer Event On
		FF	TIMER EVENT SENSE RETURN EVENTLIST COUNT RETURN	DD	10th 1st/10 (0000=) 00 01 Year Row N 10th 1st/11 (1:	00=100) 000th 100th ALL, 1~)  Month lumber 000th 100th ~)  00 01			000th 100th			Timer Event On  Dante cannot be selected in the INPUT SELECT
		FF	TIMER EVENT SENSE RETURN  EVENTLIST COUNT RETURN  EVENTLIST ROW EVENT NUMBER RETURN	DD D5	10th 1st/10 (0000=1) 00 01 Year Row N 10th 1st/10 00	00=100) 000th 100th ALL, 1~)  Month lumber 000th 100th ~)  00  01  000th 100th	Day Enable	10th 1st/1	Year	Month (00~12	Day (00~31	Dante cannot be selected in the INPUT SELECT Dante can be selected in the INPUT SELECT
		FF	TIMER EVENT SENSE RETURN EVENTLIST COUNT RETURN EVENTLIST ROW EVENT NUMBER RETURN EVENTLIST INPUT SELECT RETURN	DD D5	10th 1st/10 (0000=1) 00 01 Year Row N 10th 1st/10 00	00=100) 000th 100th ALL, 1~)  Month lumber 000th 100th ~)  00 01	Day	10th 1st/1		Month (00~12, see Note)	(00∼31 00=everyda	Dante cannot be selected in the INPUT SELECT Dante can be selected in the INPUT SELECT Dante can be selected in the INPUT SELECT Action 00=PLAY / 01=REPEAT PLAY / 02=REC / 03=STOP / 04=Download / 05=Delete & Download
		FF	TIMER EVENT SENSE RETURN EVENTLIST COUNT RETURN EVENTLIST ROW EVENT NUMBER RETURN EVENTLIST INPUT SELECT RETURN	DD D5	10th 1st/10 (0000=1) 00 01 Year Row N 10th 1st/10 00	00=100) 000th 100th ALL, 1~)  Month lumber 000th 100th ~)  00  01  000th 100th	Day  Enable (01=OFF,	10th 1st/1  Action [TYPE]	Year	(00~12,	(00~31	Timer Event On  Dante cannot be selected in the INPUT SELECT  Dante can be selected in the INPUT SELECT Action  OP-PLAY / 01=REPEAT PLAY / 02=REC / 03=STOP / 04=Download / 05=Delete &
		FF	TIMER EVENT SENSE RETURN EVENTLIST COUNT RETURN EVENTLIST ROW EVENT NUMBER RETURN EVENTLIST INPUT SELECT RETURN	DD D5	10th 1st/10 (0000=) 00 01 Year Row N 10th 1st/10 00 10th 1st/10 (1:	00=100) 000th 100th ALL, 1~)  Month lumber 000th 100th ~)  00  01 000th 100th ~)	Day  Enable (01=OFF, 01=ON)	Action [TYPE] (see Note)	Year (00~99)	(00~12, see Note)	(00~31 00=everyda y)	Dante cannot be selected in the INPUT SELECT Dante can be selected in the INPUT SELECT Action OPENLAY / 01=REPEAT PLAY / 02=REC / 03=STOP / 04=Download / 05=Delete & Download Month When the value is 0 and the value of DAY is other than 0, it means every month.
		FF	TIMER EVENT SENSE RETURN EVENTLIST COUNT RETURN EVENTLIST ROW EVENT NUMBER RETURN EVENTLIST INPUT SELECT RETURN	DD D5	10th 1st/10 (0000=1) 00 01 Year Row N 10th 1st/10 00	00=100) 000th 100th ALL, 1~)  Month lumber 000th 100th ~)  00  01  000th 100th	Day  Enable (01=OFF,	10th 1st/1  Action [TYPE]	Year	(00~12, see Note)	(00~31 00=everyda y) RptIntvITm Hour	Timer Event On  Dante cannot be selected in the INPUT SELECT  Dante can be selected in the INPUT SELECT  Dante can be selected in the INPUT SELECT  Action  Og=PLAY / 01=REPEAT PLAY / 02=REC / 03=STOP / 04=Download / 05=Delete & Download  Month  When the value is 0 and the value of DAY is other than 0, it means every month.  Data 19-32  DayOfWeek
		FF	TIMER EVENT SENSE RETURN EVENTLIST COUNT RETURN EVENTLIST ROW EVENT NUMBER RETURN EVENTLIST INPUT SELECT RETURN	DD D5	10th 1st/10 (0000=) 00 01 Year Row N 10th 1st/10 (1: 00	00=100) 000th 100th ALL, 1~)  Month Jumber 000th 100th ~)  00  01  000th 100th ~)	Enable (01=OFF, 01=ON)	Action [TYPE] (see Note)  Sec	Year (00~99)	(00~12, see Note)	(00~31 00=everyda y)	Dante cannot be selected in the INPUT SELECT Dante can be selected in the INPUT SELECT Dante can be selected in the INPUT SELECT Action 00=PLAY / 01=REPEAT PLAY / 02=REC / 03=STOP / 04=Download / 05=Delete & Download Month When the value is 0 and the value of DAY is other than 0, it means every month. Data 19-32
		FF	TIMER EVENT SENSE RETURN EVENTLIST COUNT RETURN EVENTLIST ROW EVENT NUMBER RETURN EVENTLIST INPUT SELECT RETURN	DD D5	10th 1st/1(	00=100) 000th 100th ALL, 1~)  Month lumber 000th 100th ~)  Hour (00~23)  RptEvnt	Enable (01=0FF, 01=0N)  Min (00~59)	Action [TYPE] (see Note)  Sec (00~59)	Year (00~99)	(00~12, see Note)	(00~31 00=everyda y) RptIntvITm Hour	Dante cannot be selected in the INPUT SELECT Dante can be selected in the INPUT SELECT Dante can be selected in the INPUT SELECT Action 00=PLAY / 01=REPEAT PLAY / 02=REC / 03=STOP / 04=Download / 05=Delete & Download Month When the value is 0 and the value of DAY is other than 0, it means every month.  Data 19-32 DayOfWeek bit7=Enable, bit6=Sat, bit5=Fri, bit4=Thu, bit3=Wed, bit2=Tue, bit1=Mon, bit0=Sun
		FF	TIMER EVENT SENSE RETURN EVENTLIST COUNT RETURN EVENTLIST ROW EVENT NUMBER RETURN EVENTLIST INPUT SELECT RETURN	DD D5	10th 1st/10 (0000=) 00 01 1 Year Row N 10th 1st/10 (1: 00 10th 1st/10	00=100) 00=100) 000th 100th ALL. 1~)  Month lumber 00 01 00th 100th ~)  Hour (00~23)  RptEvnt Count (00~90, 100 +	Enable (01=OFF, 01=ON)  Min (00~59)	Action [TYPE] (see Note)  Sec (00~59)  FIF-8)	Year (00~99)	(00~12, see Note)	(00~31 00=everyda y) RptIntvITm Hour	Timer Event On  Dante cannot be selected in the INPUT SELECT  Dante can be selected in the INPUT SELECT  Dante can be selected in the INPUT SELECT  Action  OB=PLAY / 01=REPEAT PLAY / 02=REC / 03=STOP / 04=Download / 05=Delete & Download  Month  When the value is 0 and the value of DAY is other than 0. it means every month.  Data 19-32  DayOfWeek  bit7=Enable, bit6=Sat, bit5=Fri, bit4=Thu, bit3=Wed, bit2=Tue, bit1=Mon, bit0=Sun  Rec Input
		FF	TIMER EVENT SENSE RETURN EVENTLIST COUNT RETURN EVENTLIST ROW EVENT NUMBER RETURN EVENTLIST INPUT SELECT RETURN	DD D5	10th 1st/11 (0000= A	00=100) 000th 100th ALL. 1~) Month lumber 000th 100th ~) 00 01 00th 100th ~) Hour (00~23)  RptEvnt Count	Enable (01=OFF, 01=ON)  Min (00~59)  FileName(U PLAYBACK	Action [TYPE] (see Note)  Sec (00~59)  FIF-8)	Year (00~99)	(00~12, see Note)	(00~31 00=everyda y) RptIntvITm Hour	Timer Event On  Dante cannot be selected in the INPUT SELECT  Dante can be selected in the INPUT SELECT  Dante can be selected in the INPUT SELECT  Action  OB=PLAY / 01=REPEAT PLAY / 02=REC / 03=STOP / 04=Download / 05=Delete & Download  Month  When the value is 0 and the value of DAY is other than 0. it means every month.  Data 19-32  DayOfWeek  bit7=Enable, bit6=Sat, bit5=Fri, bit4=Thu, bit3=Wed, bit2=Tue, bit1=Mon, bit0=Sun  Rec Input
		FF	TIMER EVENT SENSE RETURN EVENTLIST COUNT RETURN EVENTLIST ROW EVENT NUMBER RETURN EVENTLIST INPUT SELECT RETURN	DD D5	10th 1st/11 (0000= A	00=100) 00=100) 000th 100th ALL. 1~)  Month lumber 00 01 00th 100th ~)  Hour (00~23)  RptEvnt Count (00~90, 100 +	Enable (01=OFF, 01=ON)  Min (00~59)  FileName(U PLAYBACK	Action [TYPE] (see Note)  Sec (00~59)  FIF-8)	Year (00~99)	(00~12, see Note)	(00~31 00=everyda y) RptIntvITm Hour	Timer Event On  Dante cannot be selected in the INPUT SELECT  Dante can be selected in the INPUT SELECT  Dante can be selected in the INPUT SELECT  Action  OB=PLAY / 01=REPEAT PLAY / 02=REC / 03=STOP / 04=Download / 05=Delete & Download  Month  When the value is 0 and the value of DAY is other than 0. it means every month.  Data 19-32  DayOfWeek  bit7=Enable, bit6=Sat, bit5=Fri, bit4=Thu, bit3=Wed, bit2=Tue, bit1=Mon, bit0=Sun  Rec Input
		FF	TIMER EVENT SENSE RETURN  EVENTLIST COUNT RETURN  EVENTLIST ROW EVENT NUMBER RETURN  EVENTLIST INPUT SELECT RETURN  EVENTLIST EVENT SETTING RETURN	DD D5 D6 D7	10th 1st/1( (0000 =/ 00 01 10th 1st/1( 00 10th 1st/1( 01 00 10th 1st/1( 01 00 10th 1st/1( 01 00 10th 1st/1( 01 00 00 00 00 00 00 00 00 00 00 00 00	00=100) 00=100) 000th 100th ALL, 1~) Month lumber 100th 100th ~) 0 0 0 1 Hour (00~23)  RptEvnt Count (00~99, 00=100)	Enable (01=OFF, 01=ON)  Min (00~59)  FileName(U PLAYBACK	Action [TYPE] (see Note)  Sec (00~59)  FIF-8)	Year (00~99)	(00~12, see Note)	(00~31 00=everyda y) RptIntvITm Hour	Dante cannot be selected in the INPUT SELECT Dante can be selected in the INPUT SELECT Dante can be selected in the INPUT SELECT Action O=PLAY / 01=REPEAT PLAY / 02=REC / 03=STOP / 04=Download / 05=Delete & Download Month When the value is 0 and the value of DAY is other than 0, it means every month.  Data 19=32 DayOfWeek bit7=Enable, bit6=Sat, bit5=Fri, bit4=Thu, bit3=Wed, bit2=Tue, bit1=Mon, bit0=Sun Rec Input Data 33-
		FF	TIMER EVENT SENSE RETURN EVENTLIST COUNT RETURN EVENTLIST ROW EVENT NUMBER RETURN EVENTLIST INPUT SELECT RETURN	DD D5	10th 1st/1( (0000 =/ 00 01 10th 1st/1( 00 10th 1st/1( 01 00 10th 1st/1( 01 00 10th 1st/1( 01 00 10th 1st/1( 01 00 00 00 00 00 00 00 00 00 00 00 00	00=100)   000th 100th   100t	Enable (01=OFF, 01=ON)  Min (00~59)  FileName(U PLAYBACK	Action [TYPE] (see Note)  Sec (00~59)  FIF-8)	Year (00~99)	(00~12, see Note)	(00~31 00=everyda y) RptIntvITm Hour	Timer Event On  Dante cannot be selected in the INPUT SELECT  Dante can be selected in the INPUT SELECT  Dante can be selected in the INPUT SELECT  Action  OB=PLAY / 01=REPEAT PLAY / 02=REC / 03=STOP / 04=Download / 05=Delete & Download  Month  When the value is 0 and the value of DAY is other than 0. it means every month.  Data 19-32  DayOfWeek  bit7=Enable, bit6=Sat, bit5=Fri, bit4=Thu, bit3=Wed, bit2=Tue, bit1=Mon, bit0=Sun  Rec Input
		FF	TIMER EVENT SENSE RETURN  EVENTLIST COUNT RETURN  EVENTLIST ROW EVENT NUMBER RETURN  EVENTLIST INPUT SELECT RETURN  EVENTLIST EVENT SETTING RETURN	DD D5 D6 D7	10th 1st/1(0000=)	00=100) 00=100) 000th 100th ALL 1~)  Month lumber 00th 100th ~)  00  01  Hour (00~23)  RptEvnt Count (00~99, 00=100)	Enable (01=OFF, 01=ON)  Min (00~59)  FileName(U PLAYBACK	Action [TYPE] (see Note)  Sec (00~59)  FIF-8)	Year (00~99)	(00~12, see Note)	(00~31 00=everyda y) RptIntvITm Hour	Dante cannot be selected in the INPUT SELECT Dante can be selected in the INPUT SELECT Dante can be selected in the INPUT SELECT Action O=PLAY / 01=REPEAT PLAY / 02=REC / 03=STOP / 04=Download / 05=Delete & Download Month When the value is 0 and the value of DAY is other than 0, it means every month.  Data 19=32 DayOfWeek bit7=Enable, bit6=Sat, bit5=Fri, bit4=Thu, bit3=Wed, bit2=Tue, bit1=Mon, bit0=Sun Rec Input Data 33-
			TIMER EVENT SENSE RETURN  EVENTLIST COUNT RETURN  EVENTLIST ROW EVENT NUMBER RETURN  EVENTLIST INPUT SELECT RETURN  EVENTLIST EVENT SETTING RETURN  EVENTLIST CREATE NEW EVENT RETURN  EVENTLIST EDIT EVENT RETURN  EVENTLIST CHANGE STATUS	DD D5 D6 D7 C0 C0 C2 F6	10th 1st/1( (0000=) 00 01 12st/10 00 10th 1st/1( 00 10th 1st/1( 01 10th 1st/1( 11 10 10 10 10 10 10 10 10 10 10 10 10	00=100) 00=100) 000th 100th ALL 1~)  Month lumber 00th 100th ~)  00  01  Hour (00~23)  RptEvnt Count (00~99, 00=100)	Enable (01=OFF, 01=ON)  Min (00~59)  FileName(U PLAYBACK	Action [TYPE] (see Note)  Sec (00~59)  FIF-8)	Year (00~99)	(00~12, see Note)	(00~31 00=everyda y) RptIntvITm Hour	Dante cannot be selected in the INPUT SELECT Dante can be selected in the INPUT SELECT Dante can be selected in the INPUT SELECT Action 00=PLAY / 01=REPEAT PLAY / 02=REC / 03=STOP / 04=Download / 05=Delete & Download Month When the value is 0 and the value of DAY is other than 0, it means every month.  Data 19-32 DayOfWeck bit7=Enable, bit6=Sat, bit5=Fri, bit4=Thu, bit3=Wed, bit2=Tue, bit1=Mon, bit0=Sun Rec Input Data 33-  Returns the created event number  Returns the edited event number
SS Control Appli	6A	FF	EVENTLIST CREATE NEW EVENT RETURN  EVENTLIST ROW EVENT NUMBER RETURN  EVENTLIST INPUT SELECT RETURN  EVENTLIST EVENT SETTING RETURN  EVENTLIST EVENT SETTING RETURN  EVENTLIST CREATE NEW EVENT RETURN  EVENTLIST CREATE NEW EVENT RETURN	DD D5 D6 D7 D7 C0 C0 C2	10th 1st/1( (0000 =/ 00 01 10th 1st/1( 00 10th 1st/1( 01 10th 1st/1( 01 10th 1st/1( 01 10th 1st/1( 00 =/ 10th 1st/1( 00 =/ 10th 1st/1( 01 10th 1st/1( 01 10th 1st/1( 01 00 00	00=100) 00=100) 000th 100th ALL 1~)  Month lumber 00th 100th ~)  00  01  Hour (00~23)  RptEvnt Count (00~99, 00=100)	Enable (01=OFF, 01=ON)  Min (00~59)  FileName(U PLAYBACK	Action [TYPE] (see Note)  Sec (00~59)  FIF-8)	Year (00~99)	(00~12, see Note)	(00~31 00=everyda y) RptIntvITm Hour	Dante cannot be selected in the INPUT SELECT Dante can be selected in the INPUT SELECT Dante can be selected in the INPUT SELECT Action O=PLAY / 01=REPEAT PLAY / 02=REC / 03=STOP / 04=Download / 05=Delete & Download Month When the value is 0 and the value of DAY is other than 0, it means every month.  Data 19=32 DayOfWeek bit7=Enable, bit6=Sat, bit5=Fri, bit4=Thu, bit3=Wed, bit2=Tue, bit1=Mon, bit0=Sun Rec Input Data 33-  Returns the created event number Returns the edited event number Change Status Send OFF
SS Control Appli	6A		EVENTLIST CREATE NEW EVENT RETURN  EVENTLIST GREATE NEW EVENT RURN  EVENTLIST RETURN  EVENTLIST EVENT SELECT RETURN  EVENTLIST EVENT SETTING RETURN  EVENTLIST CREATE NEW EVENT RETURN  EVENTLIST CHANGE STATUS  CHANGE STATUS SEND SELECT	DD D5 D6 D7 D7 C0 C0 C2 F6 00	10th 1st/1( (0000=) 00 01 12st/10 00 10th 1st/1( 00 10th 1st/1( 01 10th 1st/1( 11 10 10 10 10 10 10 10 10 10 10 10 10	00=100) 00=100) 000th 100th ALL 1~)  Month lumber 00th 100th ~)  00  01  Hour (00~23)  RptEvnt Count (00~99, 00=100)	Enable (01=OFF, 01=ON)  Min (00~59)  FileName(U PLAYBACK	Action [TYPE] (see Note)  Sec (00~59)  FIF-8)	Year (00~99)	(00~12, see Note)	(00~31 00=everyda y) RptIntvITm Hour	Dante cannot be selected in the INPUT SELECT Dante can be selected in the INPUT SELECT Dante can be selected in the INPUT SELECT Action 00=PLAY / 01=REPEAT PLAY / 02=REC / 03=STOP / 04=Download / 05=Delete & Download Month When the value is 0 and the value of DAY is other than 0, it means every month.  Data 19-32 DayOfWeck bit7=Enable, bit6=Sat, bit5=Fri, bit4=Thu, bit3=Wed, bit2=Tue, bit1=Mon, bit0=Sun Rec Input Data 33-  Returns the created event number  Returns the edited event number
SS Control Appli	6A		EVENTLIST CREATE NEW EVENT RETURN  EVENTLIST GREATE NEW EVENT RETURN  EVENTLIST EVENT SELECT RETURN  EVENTLIST EVENT SETTING RETURN  EVENTLIST CREATE NEW EVENT RETURN  EVENTLIST CREATE NEW EVENT RETURN  EVENTLIST EDIT EVENT RETURN  EVENTLIST ENAMGE SENSE  FOLDER CURRENT NAME SENSE	DD D5 D5 D6 D7	10th 1st/1(   (0000 = /   000 = /   000 = /   000 = /   10th 1st/1(   000 = /   10th 1st/1(   10th	00=100) 00=100) 000th 100th ALL 1~)  Month lumber 00th 100th ~)  00  01  Hour (00~23)  RptEvnt Count (00~99, 00=100)	Enable (01=OFF, 01=ON)  Min (00~59)  FileName(U PLAYBACK	Action [TYPE] (see Note)  Sec (00~59)  FIF-8)	Year (00~99)	(00~12, see Note)	(00~31 00=everyda y) RptIntvITm Hour	Dante cannot be selected in the INPUT SELECT Dante can be selected in the INPUT SELECT Dante can be selected in the INPUT SELECT Action 00=PLAV / 01=REPEAT PLAY / 02=REC / 03=STOP / 04=Download / 05=Delete & Download Month When the value is 0 and the value of DAY is other than 0, it means every month.  Data 19-32 DayOfWeek bit7=Enable, bit6=Sat, bit5=Fri, bit4=Thu, bit3=Wed, bit2=Tue, bit1=Mon, bit0=Sun Rec Input Data 33-  Returns the created event number  Returns the created event number  Change Status Send OFF Change Status Send OFF
SS Control Appli	6A		EVENTLIST CREATE NEW EVENT RETURN  EVENTLIST COUNT RETURN  EVENTLIST ROW EVENT NUMBER RETURN  EVENTLIST EVENT SELECT RETURN  EVENTLIST EVENT SETTING RETURN  EVENTLIST CREATE NEW EVENT RETURN  EVENTLIST CHANGE STATUS  CHANGE STATUS SEND SELECT  DISPLAY FILE NAME SENSE  FOLDER CURRENT NAME SENSE  MONO MIX SENSE	DD D5  D6  D7  C0  C2  F6  00  01  02  03	10th 1st/1(   (0000 = /   000 = /   000 = /   000 = /   10th 1st/1(   000 = /   10th 1st/1(   10th	00=100) 00=100) 000th 100th ALL 1~)    Month lumber 00th 100th 100th ~)    00   01   00th 100th ~)    Hour (00~23)    RptEvnt Count (00~99, 00=100)    00th 100th ~)    00th 100th ~)	Enable (01=OFF, 01=ON)  Min (00~59)  FileName(U PLAYBACK	Action [TYPE] (see Note)  Sec (00~59)  FIF-8)	Year (00~99)	(00~12, see Note)	(00~31 00=everyda y) RptIntvITm Hour	Dante cannot be selected in the INPUT SELECT Dante can be selected in the INPUT SELECT Dante can be selected in the INPUT SELECT Action 00=PLAV / 01=REPEAT PLAY / 02=REC / 03=STOP / 04=Download / 05=Delete & Download Month When the value is 0 and the value of DAY is other than 0, it means every month.  Data 19-32 DayOfWeek bit7=Enable, bit6=Sat, bit5=Fri, bit4=Thu, bit3=Wed, bit2=Tue, bit1=Mon, bit0=Sun Rec Input Data 33-  Returns the created event number  Returns the created event number  Change Status Send OFF Change Status Send OFF
SS Control Appli	6A		EVENTLIST CREATE NEW EVENT RETURN  EVENTLIST COUNT RETURN  EVENTLIST ROW EVENT NUMBER RETURN  EVENTLIST INPUT SELECT RETURN  EVENTLIST EVENT SETTING RETURN  EVENTLIST EVENT SETTING RETURN  EVENTLIST EDIT EVENT RETURN  EVENTLIST CHANGE STATUS  CHANGE STATUS SEND SELECT  DISPLAY FILE NAME SENSE  FOLDER CURRENT NAME SENSE  MONO MIX SENSE  INPUT SELECT SENSE  MIC PHANTON SENSE	DD D5  D6  D7  C0  C2  F6  00  01  02  03  04  05	10th 1st/1(   (0000 = /   000 = /   000 = /   000 = /   10th 1st/1(   000 = /   10th 1st/1(   10th	00=100) 00=100) 000th 100th ALL 1~)    Month lumber 00th 100th 100th ~)    00   01   00th 100th ~)    Hour (00~23)    RptEvnt Count (00~99, 00=100)    00th 100th ~)    00th 100th ~)	Enable (01=OFF, 01=ON)  Min (00~59)  FileName(U PLAYBACK	Action [TYPE] (see Note)  Sec (00~59)  FIF-8)	Year (00~99)	(00~12, see Note)	(00~31 00=everyda y) RptIntvITm Hour	Dante cannot be selected in the INPUT SELECT Dante can be selected in the INPUT SELECT Dante can be selected in the INPUT SELECT Action 00=PLAV / 01=REPEAT PLAY / 02=REC / 03=STOP / 04=Download / 05=Delete & Download Month When the value is 0 and the value of DAY is other than 0, it means every month.  Data 19-32 DayOfWeek bit7=Enable, bit6=Sat, bit5=Fri, bit4=Thu, bit3=Wed, bit2=Tue, bit1=Mon, bit0=Sun Rec Input Data 33-  Returns the created event number  Returns the created event number  Change Status Send OFF Change Status Send OFF
SS Control Appli	6A		EVENTLIST CREATE NEW EVENT RETURN  EVENTLIST COUNT RETURN  EVENTLIST ROW EVENT NUMBER RETURN  EVENTLIST INPUT SELECT RETURN  EVENTLIST EVENT SETTING RETURN  EVENTLIST EVENT RETURN  EVENTLIST EDIT EVENT RETURN  EVENTLIST CHANGE STATUS  CHANGE STATUS SEND SELECT  DISPLAY FILE NAME SENSE  FOLDER CURRENT NAME SENSE  FOLDER CURRENT NAME SENSE  IMPUT SELECT SENSE  IMPUT SELECT SENSE  IMIC PHANTOM SENSE  TIMER EVENT SENSE  FIT PUT PLOAD SENSE	DD D5  D6  D7  C0  C2  F6  00  01  02  03  04  05  06  07	10th 1st/1(   (0000 = /   000 = /   000 = /   000 = /   10th 1st/1(   000 = /   10th 1st/1(   10th	00=100) 00=100) 000th 100th ALL 1~)    Month lumber 00th 100th 100th ~)    00   01   00th 100th ~)    Hour (00~23)    RptEvnt Count (00~99, 00=100)    00th 100th ~)    00th 100th ~)	Enable (01=OFF, 01=ON)  Min (00~59)  FileName(U PLAYBACK	Action [TYPE] (see Note)  Sec (00~59)  FIF-8)	Year (00~99)	(00~12, see Note)	(00~31 00=everyda y) RptIntvITm Hour	Dante cannot be selected in the INPUT SELECT Dante can be selected in the INPUT SELECT Dante can be selected in the INPUT SELECT Action 00=PLAV / 01=REPEAT PLAY / 02=REC / 03=STOP / 04=Download / 05=Delete & Download Month When the value is 0 and the value of DAY is other than 0, it means every month.  Data 19-32 DayOfWeek bit7=Enable, bit6=Sat, bit5=Fri, bit4=Thu, bit3=Wed, bit2=Tue, bit1=Mon, bit0=Sun Rec Input Data 33-  Returns the created event number  Returns the created event number  Change Status Send OFF Change Status Send OFF
SS Control Appli	6A		EVENTLIST COUNT RETURN EVENTLIST COUNT RETURN EVENTLIST ROW EVENT NUMBER RETURN EVENTLIST INPUT SELECT RETURN EVENTLIST EVENT SETTING RETURN EVENTLIST EVENT SETTING RETURN EVENTLIST EVENT RETURN EVENTLIST EDIT EVENT RETURN EVENTLIST CHANGE STATUS CHANGE STATUS SEND SELECT DISPLAY FILE NAME SENSE FOLDER CURRENT SAME SENSE INDUST SELECT SENSE IMIC PHANTOM SENSE FIT UPLOAD SENSE	DD D5  D6  D7  C0  C2  F6  00  01  02  03  04  05  06  07  08	10th 1st/1(   (0000 = /   000 = /   000 = /   000 = /   10th 1st/1(   000 = /   10th 1st/1(   10th	00=100) 00=100) 000th 100th ALL 1~)    Month lumber 00th 100th 100th ~)    00   01   00th 100th ~)    Hour (00~23)    RptEvnt Count (00~99, 00=100)    00th 100th ~)    00th 100th ~)	Enable (01=OFF, 01=ON)  Min (00~59)  FileName(U PLAYBACK	Action [TYPE] (see Note)  Sec (00~59)  FIF-8)	Year (00~99)	(00~12, see Note)	(00~31 00=everyda y) RptIntvITm Hour	Dante cannot be selected in the INPUT SELECT Dante can be selected in the INPUT SELECT Dante can be selected in the INPUT SELECT Action 00=PLAV / 01=REPEAT PLAY / 02=REC / 03=STOP / 04=Download / 05=Delete & Download Month When the value is 0 and the value of DAY is other than 0, it means every month.  Data 19-32 DayOfWeek bit7=Enable, bit6=Sat, bit5=Fri, bit4=Thu, bit3=Wed, bit2=Tue, bit1=Mon, bit0=Sun Rec Input Data 33-  Returns the created event number  Returns the created event number  Change Status Send OFF Change Status Send OFF
SS Control Appli	6A		EVENTLIST COUNT RETURN EVENTLIST COUNT RETURN EVENTLIST ROW EVENT NUMBER RETURN EVENTLIST INPUT SELECT RETURN EVENTLIST EVENT SETTING RETURN EVENTLIST EVENT SETTING RETURN EVENTLIST EVENT RETURN EVENTLIST EVENT RETURN EVENTLIST CHANGE STATUS CHANGE STATUS SEND SELECT DISPLAY FILE NAME SENSE FOLDER CURRENT NAME SENSE INPUT SELECT SENSE INPUT SELECT SENSE INPUT SELECT SENSE INPUT SELECT SENSE ETT PUP LOAD SENSE ETT PUP LOAD SENSE ETT DUNI ADD SENSE REPEAT MODE SENSE	DD D5  D6  D7  C0  C2  F6  00  01  02  03  04  05  06  07  08  0A  0B	10th 1st/1(   (0000 = /   000 = /   000 = /   000 = /   10th 1st/1(   000 = /   10th 1st/1(   10th	00=100) 00=100) 000th 100th ALL 1~)    Month lumber 00th 100th 100th ~)    00   01   00th 100th ~)    Hour (00~23)    RptEvnt Count (00~99, 00=100)    00th 100th ~)    00th 100th ~)	Enable (01=OFF, 01=ON)  Min (00~59)  FileName(U PLAYBACK	Action [TYPE] (see Note)  Sec (00~59)  FIF-8)	Year (00~99)	(00~12, see Note)	(00~31 00=everyda y) RptIntvITm Hour	Dante cannot be selected in the INPUT SELECT Dante can be selected in the INPUT SELECT Dante can be selected in the INPUT SELECT Action 00=PLAV / 01=REPEAT PLAY / 02=REC / 03=STOP / 04=Download / 05=Delete & Download Month When the value is 0 and the value of DAY is other than 0, it means every month.  Data 19-32 DayOfWeek bit7=Enable, bit6=Sat, bit5=Fri, bit4=Thu, bit3=Wed, bit2=Tue, bit1=Mon, bit0=Sun Rec Input Data 33-  Returns the created event number  Returns the created event number  Change Status Send OFF Change Status Send OFF
SS Control Appli	6A		EVENTLIST COUNT RETURN EVENTLIST COUNT RETURN EVENTLIST ROW EVENT NUMBER RETURN EVENTLIST INPUT SELECT RETURN EVENTLIST EVENT SETTING RETURN EVENTLIST EVENT SETTING RETURN EVENTLIST EVENT RETURN EVENTLIST EDIT EVENT RETURN EVENTLIST EDIT EVENT RETURN EVENTLIST EDIT SENSE EVENTLIST EDIT SENSE EVENTLIST ENAME SENSE FOLDER CURRENT NAME SENSE MONO MIX SENSE INPUT SELECT SENSE INPUT SELECT SENSE MIC PHANTON SENSE ITMER EVENT SENSE ETTE DOWNLOAD SENSE REPEAT MODE SENSE	DD D5  D6  D7  D7  C0  C2  F6  00  01  02  03  04  04  06  06  07  08  08  08  08  09  09  00  00  00  00	10th 1st/1(	00=100) 00=100) 000th 100th ALL 1~)    Month lumber 00th 100th 100th ~)    00   01   00th 100th ~)    Hour (00~23)    RptEvnt Count (00~99, 00=100)    00th 100th ~)    00th 100th ~)	Enable (01=OFF, 01=ON)  Min (00~59)  FileName(U PLAYBACK	Action [TYPE] (see Note)  Sec (00~59)  FIF-8)	Year (00~99)	(00~12, see Note)	(00~31 00=everyda y) RptIntvITm Hour	Dante cannot be selected in the INPUT SELECT Dante can be selected in the INPUT SELECT Dante can be selected in the INPUT SELECT Action 00=PLAV / 01=REPEAT PLAY / 02=REC / 03=STOP / 04=Download / 05=Delete & Download Month When the value is 0 and the value of DAY is other than 0, it means every month.  Data 19-32 DayOfWeek bit7=Enable, bit6=Sat, bit5=Fri, bit4=Thu, bit3=Wed, bit2=Tue, bit1=Mon, bit0=Sun Rec Input Data 33-  Returns the created event number  Returns the created event number  Change Status Send OFF Change Status Send OFF
SS Control Appli	6A		EVENTLIST COUNT RETURN EVENTLIST COUNT RETURN EVENTLIST ROW EVENT NUMBER RETURN EVENTLIST INPUT SELECT RETURN EVENTLIST EVENT SETTING RETURN EVENTLIST EVENT SETTING RETURN EVENTLIST EVENT RETURN EVENTLIST CHANGE STATUS CHANGE STATUS SEND SELECT  DISPLAY FILE NAME SENSE EVENTLIST CHANGE STATUS CHANGE STATUS SEND SELECT  DISPLAY FILE NAME SENSE EVENTLIST CHANGE SENSE IMPUT SELECT SENSE IMPUT SELECT SENSE IMPUT SELECT SENSE IMPUT SELECT SENSE TIMER EVENT SENSE FIT DOWNLOAD SENSE FIT DOWNLOAD SENSE FIT DOWNLOAD SENSE FIT DOWNLOAD SENSE FIT BOWNLOAD SENSE REPEAT MOD SENSE BACKUP/RELAY MEDIA SENSE MIC AGG SENSE REC FORMAT SENSE MIC AGG SENSE MIC AGG SENSE MIC POLYMANTS SENSE MIC AGG SENSE END FOLLOWS SENSE MIC AGG SENSE END FOLLOWS SENSE MIC AGG SENSE END FOLLOWS	DD D5  D6  D7  D7  C0  C2  F6  00  01  02  03  04  05  06  07  07  08  0A  0B  0C  0C  0D  0D	10th 1st/1( (0000 =) 00 01 17ear Row N 10th 1st/1( 00 10th 1st/1( 01 10th 1st/1( 10th 1st/1( 10th 1st/1( 10th 1st/1( 10th 1st/1( 10th 1st/1( 11 00 01 FFF	00=100) 00=100) 000th 100th ALL 1~)    Month lumber 00th 100th 100th ~)    00   01   00th 100th ~)    Hour (00~23)    RptEvnt Count (00~99, 00=100)    00th 100th ~)    00th 100th ~)	Enable (01=OFF, 01=ON)  Min (00~59)  FileName(U PLAYBACK	Action [TYPE] (see Note)  Sec (00~59)  FIF-8)	Year (00~99)	(00~12, see Note)	(00~31 00=everyda y) RptIntvITm Hour	Dante cannot be selected in the INPUT SELECT Dante can be selected in the INPUT SELECT Dante can be selected in the INPUT SELECT Action 00=PLAY / 01=REPEAT PLAY / 02=REC / 03=STOP / 04=Download / 05=Delete & Download Month When the value is 0 and the value of DAY is other than 0, it means every month.  Data 19-32 DayOfWeek bit7=Enable, bit6=Sat, bit5=Fri, bit4=Thu, bit3=Wed, bit2=Tue, bit1=Mon, bit0=Sun Rec Input Data 33-  Returns the created event number  Returns the dited event number  Change Status Send OFF Change Status Send ON Change Status Send Sense
SS Control Appli	6A		EVENTLIST COUNT RETURN EVENTLIST COUNT RETURN EVENTLIST ROW EVENT NUMBER RETURN EVENTLIST INPUT SELECT RETURN EVENTLIST EVENT SETTING RETURN EVENTLIST EVENT SETTING RETURN EVENTLIST EVENT RETURN EVENTLIST CHANGE STATUS CHANGE STATUS SEND SELECT  DISPLAY FILE NAME SENSE FOLDER CURRENT NAME SENSE MOND MIX SENSE INPUT SELECT SENSE MIC PHANTOM SENSE ITMER EVENT SENSE FIP UPLOAD SENSE FIP UPLOAD SENSE FIP UPLOAD SENSE FIP UPLOAD SENSE REPEAT MODE SENSE REPEAT MODE SENSE BOCKLIFFREY MEDIA SENSE MIC PALAT MODE SENSE BOCKLIFFREY MEDIA SENSE MIC PALAT MEDIA SENSE MIC AGO SENSE SKIP	DD D5  D6  D7  D7  C0  C2  F6  00  01  02  03  04  05  06  07  08  08  08  08  08  09  00  00  00  00	10th 1st/1( 0000=) 00 01 Year Row N 10th 1st/1( (1: 00 00 00 00	00=100) 00=100) 000th 100th ALL 1~)    Month lumber 00th 100th 100th ~)    00   01   00th 100th ~)    Hour (00~23)    RptEvnt Count (00~99, 00=100)    00th 100th ~)    00th 100th ~)	Enable (01=OFF, 01=ON)  Min (00~59)  FileName(U PLAYBACK	Action [TYPE] (see Note)  Sec (00~59)  FIF-8)	Year (00~99)	(00~12, see Note)	(00~31 00=everyda y) RptIntvITm Hour	Dante cannot be selected in the INPUT SELECT Dante can be selected in the INPUT SELECT Dante can be selected in the INPUT SELECT Action 00=PLAY / 01=REPEAT PLAY / 02=REC / 03=STOP / 04=Download / 05=Delete & Download Month When the value is 0 and the value of DAY is other than 0, it means every month.  Data 19-32 DayOfWeck bit7=Enable, bit6=Sat, bit5=Fri, bit4=Thu, bit3=Wed, bit2=Tue, bit1=Mon, bit0=Sun Rec Input Data 33-  Returns the created event number  Returns the dited event number  Change Status Send OFF Change Status Send ON Change Status Send Sense
SS Control Appli	6A		EVENTLIST COUNT RETURN EVENTLIST COUNT RETURN EVENTLIST ROW EVENT NUMBER RETURN EVENTLIST INPUT SELECT RETURN EVENTLIST EVENT SETTING RETURN EVENTLIST EVENT SETTING RETURN EVENTLIST EVENT RETURN EVENTLIST CHANGE STATUS CHANGE STATUS SEND SELECT  DISPLAY FILE NAME SENSE EVENTLIST CHANGE STATUS CHANGE STATUS SEND SELECT  DISPLAY FILE NAME SENSE EVENTLIST CHANGE SENSE IMPUT SELECT SENSE IMPUT SELECT SENSE IMPUT SELECT SENSE IMPUT SELECT SENSE TIMER EVENT SENSE FIT DOWNLOAD SENSE FIT DOWNLOAD SENSE FIT DOWNLOAD SENSE FIT DOWNLOAD SENSE FIT BOWNLOAD SENSE REPEAT MOD SENSE BACKUP/RELAY MEDIA SENSE MIC AGG SENSE REC FORMAT SENSE MIC AGG SENSE MIC AGG SENSE MIC POLYMANTS SENSE MIC AGG SENSE END FOLLOWS SENSE MIC AGG SENSE END FOLLOWS SENSE MIC AGG SENSE END FOLLOWS	DD D5  D6  D7  D7  C0  C2  F6  00  01  02  03  04  05  06  07  07  08  0A  0B  0C  0C  0D  0D	10th 1st/1(	00=100) 00=100) 000th 100th ALL 1~)    Month lumber 00th 100th 100th ~)    00   01   00th 100th ~)    Hour (00~23)    RptEvnt Count (00~99, 00=100)    00th 100th ~)    00th 100th ~)	Enable (01=OFF, 01=ON)  Min (00~59)  FileName(U PLAYBACK	Action [TYPE] (see Note)  Sec (00~59)  FIF-8)	Year (00~99)	(00~12, see Note)	(00~31 00=everyda y) RptIntvITm Hour	Dante cannot be selected in the INPUT SELECT Dante can be selected in the INPUT SELECT Dante can be selected in the INPUT SELECT Action 00=PLAV / 01=REPEAT PLAY / 02=REC / 03=STOP / 04=Download / 05=Delete & Download Month When the value is 0 and the value of DAY is other than 0, it means every month.  Data 19-32 DayOfWeek bit7=Enable, bit6=Sat, bit5=Fri, bit4=Thu, bit3=Wed, bit2=Tue, bit1=Mon, bit0=Sun Rec Input Data 33-  Returns the created event number Returns the dited event number Change Status Send OFF Change Status Send OFF Change Status Send ON Change Status Send Sense

Order of CMD and Data
CMD + Category Data 1/2 + Command Data 3/4 + Command Data 5/6 + Command Data 7/8 + Command Data 9/10 + Command Data 11/12 + Command Data 13/14 + Command Data 15/16 + Command Data 17/18

Category Note	Category Data 1/2 (	CMD	Commands / Returns	Command Data 3/4	Command Data 5/6	Command Data 7/8	Command Data 9/10	Command Data 11/12	Command Data 13/14	Command Data 15/16	Command Data 17/18	Note
SS Control Appli	6A	7F	METER DATA SEND SELECT	3F 60	FF		00000710		0000	0000 107 10		Meter data Send Sense
			LOW CUT SENSE AUTO MARK SENSE	61								
			STEREO_MONO SENSE CURRENT TRACK TOP FRAMES SENSE	62 63								
			MODEL TYPE SENSE FINALIZE STATUS SENSE	64 65								Finalize status
			CD STATUS SENSE MENU SENSE	66 7A	00	Page	No.		No.			Menu Sense Item Value
					01 02	Page		Iten Iten			em No. Ilue	Menu Sense Sub Item Value Menu Request Select Item Value
					03	Va Page	lue e No.	Item	No.	Sub It	em No.	Menu Request Select Item Value. Data 19-22 Menu Request Select Sub Item Value
					10		V	alue				Menu Request Select Sub Item Value. Data 19-26 Menu Sense Page Count
					11	Page Page	e No.	Iten	ı No.			Menu Sense Item Count Menu Sense Item Value Property
					13 14	Page Page	e No.	Item	No. No.		em No. em No.	Menu Sense Sub Item Count Menu Sense Sub Item Value Property
					20 21		e No.	Iten		Oub it		Menu Sense Selected Page Name Menu Sense Selected Item Name
					22	Page	e No.	Iten		Va	lue	Menu Sense Selected Item Value Name Menu Sense Selected Item Value Name Menu Sense Selected Item Value Name. Data 19-22
					23 24	Page	e No.	Item Item		Sub It	em No.	Menu Sense Selected Sub Item Name Menu Sense Selected Sub Item Name Menu Sense Selected Sub Item Value Name
					24	Pagi	e No.	alue	1 NO.	Sub it		Menu Sense Selected Sub Item Value Name. Data 19-26
			CONTROL AUTHORITY BY MAIN UNIT SENSE CONTROL PERMISSION	7D 7E	10							Inquire about the control right of the main unit Return the right
					11 FF							Notify that rights have been acquired / continued Inquire
		FF	CHANGE STATUS SEND RETURN	80	00 01							Change Status Send OFF Change Status Send ON
			DISPLAY FILE NAME RETURN FOLDER CURRENT NAME RETURN	81 82	FileName							
			FOLDER CURRENT NAME RETURN MONO MIX RETURN	82 83	FileName 00 01							Mono Mix OFF Mono Mix ON
			INPUT SELECT RETURN	84	00							Input Select ANALOG UNBALANCE Input Select ANALOG BALANCE
					02							Input Select DIGITAL COAXIAL Input Select DIGITAL XLR
					04							Input Select DANTE
					05 82							Input Select ANALOG MIC BALANCE (Unlock) Input Select DIGITAL COAXIAL (Unlock)
					83 84							Input Select DIGITAL XLR (Unlock) Input Select DANTE (Unlock)
			MIC PHANTOM RETURN	85	00 01							Mic Phantom OFF Mic Phantom ON
			TIMER EVENT RETURN	86	00							Timer Event OFF Timer Event ON
			FTP UPLOAD RETURN	87	00							TRUE
			FTP DOWNLOAD RETURN	88	00							FAI SF
			METER DATA	89	01 ML	MR	PL	PR	OL	OR		TRUE ML – Lch meter data MR – Rch meter data
												PL - Loh peak data
												PR - Rch peak data OL - Lch Overload
												OR - Rch Overload *OL, OR
			REPEAT MODE RETURN	8A	00							00=not Overload / 01=Overload REPEAT_OFF
			NEI EN MOSE NETON	0,1	01							REPEAT ON REPEAT A
			BACKUP/RELAY MEDIA RETURN	8B	02							REPEAT AB
			BACKUP/ RELAT MEDIA RETURN	0.0	00							SD1-SD2 SD1-USB
					02							SD2-SD1 SD2-USB
					04 05							USB-SD1 USB-SD2
			REC FORMAT RETURN	8C	06 00							44k Wav
					01 02							44k Mp3 44k Wav16+Mp3
					03 04							44k Wav(Backup) 44k Mp3(Backup)
					05							44k Wav(Relay)
					06 07							44k Mp3(Relay) 44k Wav16+Mp3(Relay) 48k Wav
					08 09							48k Mp3
					10 11							48k Wav(Backup)
					12							48k Mo3(Backup) 48k Wav(Relay)
					14 15							48k Mp3(Relay) 48k Wav16+Mp3(Relay)
			MIC AGC RETURN	8D	16							96k Wav OFF
			DYNAMICS RETURN	8E	01 00							ON OFF
			D THANKED TE FORM	OL.	01							LIMITER COMP SOFT
			METER RATA OF UR RETURN		02 03							COMP HARD
			METER DATA SEND RETURN	BF	00 01							Meter Data Send OFF Meter Data Send ON
			LOW CUT RETURN	E0	00 01							OFF 40Hz
					02 03 04							80Hz 120Hz
					04 05							180Hz 220Hz
			AUTO MARK RETURN	E1	00							OFF ON
			STEREO MONO RETURN	E2	00							MONO(MIX) STEREO
			OUDDENT TOACK TOD FRANCE DETURN	F2	02	DAMES :- III	V /D:- F E					MONO(2ch)
			CURRENT TRACK TOP FRAMES RETURN MODEL TYPE RETURN	E3 E4	00	RAMES in HE	X (Big Endi	an)				SS-R250N
			FINALIZE STATUS RETURN	E5	01 00							SS-CDR250N Unfinalize
			CD STATUS RETURN	E6	01 00							Finalize Other
					01 02							Finalize Erase
					03 04							Burn to CD Rip to memory
			INFO CHANGE STATUS	F6	01 02							Digital Lock Status Change Current Folder Change
					10							Home Change
					20 40							Mark Change Menu Change.
					50 51							Play Area Select Range Change Stereo Mono Select Range Change
			MENU SENSE RETURN	FA	70 00	Page		Item	No.	Va	ilue	All Change(FactorvPreset/SystemImport) Menu Sense Item Value Return
					01	Va Page	lue	Iten				Menu Sense Item Value Return. Data 19-22 Menu Sense Sub Item Value Return
					10		unt V	alue		Sub It		Menu Sense Sub Item Value Return. Data 19-26 Menu Sense Page Count Return.
					11 12	Page	e No.	Co	unt 1 No.	D	Type	Menu Sense Item Count Return
					12		e No. Min	Iten imum		Max	Type imum	Menu Sense Item Value Property Return Menu Sense Item Value Property Return. Data 19-30
						Read	mum I Only		ngLength	fault		Menu Sense Item Value Property Return. Data 31-42 Menu Sense Item Value Property Return. Data 43-50
					13	Co	e No. unt		No.		em No.	Menu Sense Sub Item Count Return Menu Sense Sub Item Count Return. Data 19-22
					14	Page Parm	Type	Iten	No. Mini	mum		Menu Sense Sub Item Value Property Return Menu Sense Sub Item Value Property Return. Data 19-30
							Max	cimum Read	Only	De	fault	Menu Sense Sub Item Value Property Return. Data 31-42 Menu Sense Sub Item Value Property Return. Data 43-54
						Det	_011	nead	21119	, maxotfl	-georigui	The same term and a resolute rectain. Data to ot

### [2] Vender Cmd

Order of CMD and Data CMD + Catagory Data 1/2 + Command Data 3/4 + Command Data 5/6 + Command Data 7/8 + Command Data 9/10 + Command Data 11/12 + Command Data 13/14 + Command Data 15/16 + Command Data 17/18

	Category			Command	Command	Command	Command	Command	Command	Command	Command	
Category Note	Data 1/2	CMD	Commands / Returns	Data 3/4	Data 5/6	Data 7/8	Data 9/10	Data 11/12	Data 13/14	Data 15/16	Data 17/18	Note
SS Control Appli	6A FF		MENU SENSE RETURN	FA			Va	lue		Name(UTF-	8)	Menu Sense Selected Sub Item Value Name Return.
					F0							
			CONTROL AUTHORITY BY MAIN UNIT RETURN	FD	00							Main unit releases control rights
					01							Main unit gains control rights
			CONTROL PERMISSION RETURN	FE	00							There is no free right
					01							There is a vacancy of rights
					10							Failure to acquire rights
					11							Successful acquisition of rights
Browse	6B	7F	see Vender Cmd(Browse) sheet									
(for SS Control Appli)		FF										
for RC-SS150	72	7F	SPECIAL STATUS SENSE	01	01							DIRECT REC Sense
	1	FF	SPECIAL STATUS SENSE RETURN	81	01	**						DIRECT REC Return

### [3] Vender Command Category 6B (BROWSE for SS Control Appli)

		D : 0/4	D . F/0	D 1 7/0	D : 0/10	D : 11/10	ID : 10/14	D : 15/10	In . 17/10	D . 10/00	D . 01/00	N .
CURRENT FOLDER No. SENSE	7F6B	Data3/4 00	Data5/6	Data7/8	Data 9/10	Data 11/12	Data 13/14	Data 15/16	⊔ata 17/18	Data 19/20	Data 21/22	Note Current device only
SET CURRENT FOLDER		01	Full Folder N	lame (UTF-8	up to 768 by	rte)						Current device only The Full Folder name is specified from the ¥ character of the root excluding the drive letter. If there is no "F2" return, reception is
FOLDER No. SENSE from Full Folder		02	Device	Full Folder I	Name (UTF-8	3, up to 768 by	/te)					The Full Folder name is specified from the ¥ character of the root excluding the drive
SORT (TIME or NAME)		03	TIME = 00 NAME = 01		er No. 000th 100th				Current device only			
			00		Path (UTF8)	1						[1st step] Set the source path. Current device only. Set the full path including the drive letter.
COPY/MOVE		04	MOVE FOLDER = 10 COPY FOLDER = 14 MOVE FILE = 11 COPY FILE = 15 bit0_File flag, bit2_Copy flag	Dist FullPat	h (UTF8)							[2nd step] Operation mode, destination path setting and execution. Current device only. Set the full path including the drive letter. In the case of a file, set up to the destination file name.
CURRENT FILE No. SENSE		05										Current device only
FOLDER COUNT SENSE		10	Device		er No. 000th 100th							
FOLDER NAME SENSE		11	Device		er No. 000th 100th							
RENAME FOLDER DELETE FOLDER		13 14	Device Device		er No. er No.	Folder Name	UTF-8, up	to 117byte)	1	ı	ı	
CREATE FOLDER		15	Device	Fold	er No.	Folder Name	e(UTF-8, up	to 117byte)			l	
FILE COUNT SENSE		20	Device	10th 1st/1	er No. 000th 100th							
FILE NAME SENSE		21	Device	10th 1st/1	No. 000th 100th							
FILE INFO SENSE		22	Device	10th 1st/1	No. 000th 100th							
RENAME FILE		23	Device		No.	File Name (I	JTF-8, up to	117byte)				Set the file name including the extension.
DELETE FILE		24	Device		000th 100th							
UNDO FILE		25										
DELETE FILE with Full Path		26			to 768byte)							Used when deleting one-sided files of MONOx2. For the file name, set the full path from the drive letter to the extension.
SELECT FILE		27	File 10th 1st/10									Current device only
CURRENT FOLDER No. RETURN	FF6B	80	Folde 10th 1st/10									Current device only
FOLDER No. SENSE from Full Folder RETURN		82	Device	Fold 10th 1st/1	er No. 000th 100th							
SORT ACKNOWLEDGE		83	00 11 12									SORT START SORT OK SORT NG
COPY/MOVE ACKNOWLEDGE		84	00 11 12									COPY/MOVE START COPY/MOVE OK COPY/MOVE NG
CURRENT FILE No. RETURN		85	File	No. 000th 100th								Current device only
FOLDER COUNT RETURN		90	Device	Fold	er No. 000th 100th		older No. 000th 100th		lder No. 000th 100th	Total Fold 10th 1st/10	der Count	
FOLDER NAME RETURN		91	Device	Fold	er No. 000th 100th			3, up to 768by		1001 130 1	30001 10001	
RENAME FOLDER ACKNOWLEDGE		93	00									RENAME FOLDER START RENAME FOLDER NO
DELETE FOLDER ACKNOWLEDGE		94	12 00 11									RENAME FOLDER NG DELETE FOLDER START DELETE FOLDER OK
			12									DELETE FOLDER NG CREATE FOLDER START
CREATE FOLDER ACKNOWLEDGE		95	11 12	Device		er No. 000th 100th						CREATE FOLDER OK  CREATE FOLDER NG
FILE COUNT RETURN		A0	Device		er No. 000th 100th		File No. 000th 100th		ile No. 000th 100th		le Count 000th 100th	O.D. I. C. DERVING
FILE NAME RETURN		A1	Device	File	No. 000th 100th			pto 768byte			10041	
FILE INFO SENSE		A2	Device	File	No. 000th 100th	Track Bitmap	Type,Rate	,Bit,Mono/Ste	reo + TAB(0x0	09) + **h**m	**s/size +	
RENAME FILE ACKNOWLEDGE		A3	00 11 12	Tour ISC/ I	550th 100th	ышпар		1710(0709)		S I II I.IVIIVI		RENAME FILE START RENAME FILE FILE OK RENAME FILE FILE NG
DELETE FILE ACKNOWLEDGE		A4	00 11									DELETE FILE START DELETE FILE OK
UNDO ACKNOWLEDGE		A5	12 00 11									DELETE FILE NG UNDO START UNDO OK
DELETE FILE (with Full Path) ACKNOWLEDGE			12 00									UNDO NG DELETE FILE (with Full Path) START
DELETE FILE (WITH FUIL PATH) AUKNOWLEDGE		A6	11 12									DELETE FILE (with Full Path) OK DELETE FILE (with Full Path) NG

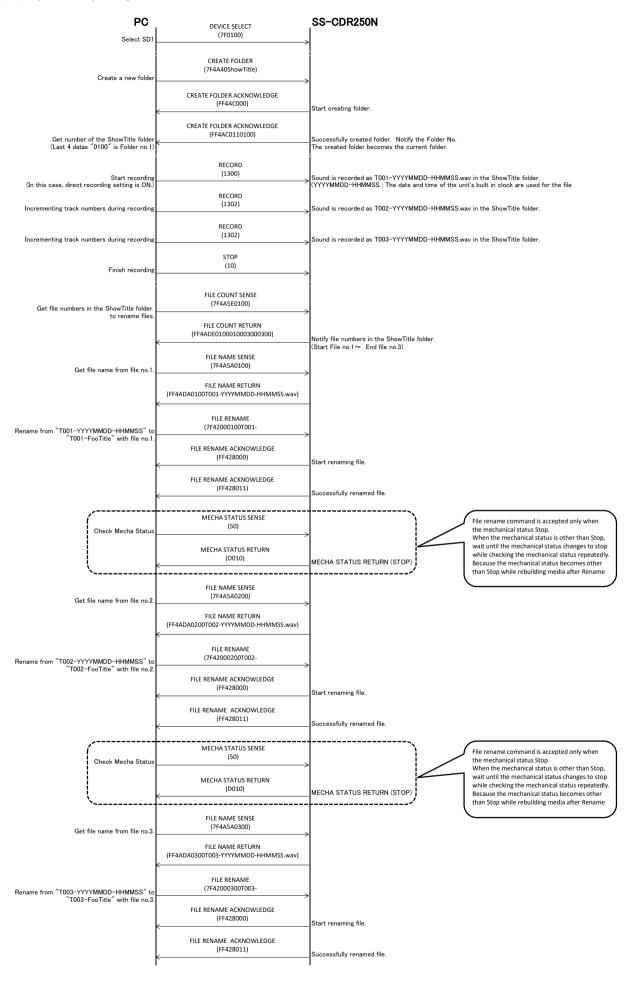
### [4] SS Control Appli Playlist edit - Vender Command

		Data3/4	Data5/6	Data7/8	Data 9/10	Data 11/12	Data 13/14	Data 15/16	Data 17/18	Data 19/20		Data41/42	Data43/44 ·	·· Note
PLAY LIST STANDBY	7F31	00	00		a (UTF-8)									Load playlist
DI AVALOT ODEATE		40	File Name (U	TF-8)								1		CREATE
PLAY LIST CREATE PLAY LIST SAVE AS		40	File Name (L											SAVE AS
		41		number	File Name (L	JTF-8)								RENAME
PLAY LIST RENAME		43	(startir	ig from "1")	r no riamo (c	0,			1	l I		ī		Get the number of PPLs for the current media.
PLAY LIST COUNT SENSE		00	DDI .	number										Get PPL file name.
PLAY LIST NAME SENSE		01	(startir	ig from "1")										
PLAY LIST CURRENT SENSE	7F45	03												Get the current PPL number.
PLAY LIST CURRENT COUNT SENSE		04												Number of PPL (current value)
PLAY LIST INFO MULTIPLE SENSE		05	PPL sta (startir	rt number ig from "1")	PPL end (startin	I number ng from "1")								Get the modification date and file name of multiple PPL files.
PLAY LIST ENTRY COUNT SENSE		10												Get the number registered in the playlist.
PLAY LIST ENTRY NAME SENSE		11	Entry sta	rt number	Entry en	d number								Get each file name of the specified range of entries.
PLAY LIST ENTRY SLOT SENSE		12												Get the entry registration status of the current playlist.
PLAY LIST ENTRY INFO SENSE		13	Entry	number										Get PPL ENTRY information.
PLAY LIST ENTRY CLEAR	7501		00	Entry	number									Clear ENTRY
PLAY LIST ENTRY ASSIGN FILE	7F31	4B	01	Entry	number	Track	number							Assigne files to playlists.
PLAY LIST CREATE RETURN		C0	00											Create Start
PLAT LIST GREATE RETORN		00	11											Create OK Create NG
PLAY LIST SAVE AS RETURN		C1	00 11											Save As Start Save As OK
			12 00											Save As NG Rename Start
PLAY LIST RENAME RETURN		C3	11											Rename OK Rename NG
			Co	unt 1*										Illegal (* is the error code)
			00	20 40										Caching Status changed
														⇒ When PPL Create / Del / Rename / Copy /
														Move is performed on the main unit side and Caching [7F4500] is required again, this
PLAY LIST COUNT RETURN		80												command is notified.  * Notifications are sent to Appli that has run
			00	50										[7F6A0001] (Change Status Send ON). Entry changed
														⇒When the PlayList entry is registered / deleted on the main unit side, this command
														notifies the application.  * Notifications are sent to Appli that has run
				F0										[7F6A0001] (Change Status Send ON).
PLAY LIST NAME RETURN	FF45	81	00 PPL r	F0 umber	File Name (L	JTF-8)				l			I	Invalid
PLAY LIST CURRENT RETURN		83	current Pl	PL number										
PLAY LIST CURRENT COUNT RETURN		84	Number	of PPL										
TEN EIGT GONNENT GGGNT NETGT					DATE/TIME	Chrine (annii	226.40			ļ	-	File Name (L	ITE_0)	INFO Returns the modification date / file
PLAY LIST INFO MULTIPLE RETURN		85	PPL r	umber	DATE/TIME	String (ascii	32byte					rile Name (C	JIF-6)	name of the PPL file specified by MULTIPLE RETURN is for each PPL file (If 10 files are
DI AV LICT ENTRY COUNT RETURN		00	Number	of Entry						1				specified, RETURN is sent 10 times)
PLAY LIST ENTRY COUNT RETURN		90		,										PLAY LIST ENTRY NAME Returns the
					File Name (L	JTF-8)		filename of the entry specified by SENSE. RETURN is for each entry (if 10 entries are						
PLAY LIST ENTRY NAME RETURN		91	Entry	number										specified, RETURN will be sent 10 times)
										-		i .		Entries without file registration will be returned with FileName field = NULL.
			slot data	(26bytes up	to Data29/30	0)								Returns the registration information for 100 entries as bitmap data.
PLAY LIST ENTRY SLOT SENSE		92												*From the beginning of the entry number, 8
														entries will be sent together in 1 byte (0 to FF). Within each byte, the LSB side is the
														beginning of the entry number.
PLAY LIST ENTRY INFO RETURN		93	Entry	number	Type,Rate,Bit	YYYY/MM/DI	+ TAB(0x09) - O HH:MM + TA	**h**m**s/ .B(0x09) + Fu	size + TAB(0) Il Path Name (	(09) + UTF-8, up to 7	768b	yte)		Get PPL ENTRY information
PLAY LIST ENTRY ASSIGN FILE RETUR			00	Entry	number	00 11								Entry Clear Start Entry Clear OK
	FF31	СВ		Entry	number	12					-			Entry Clear NG Entry Assign Start
PLAY LIST ENTRY CLEAR RETURN			01	2.1.0 y		11								Entry Assign OK Entry Assign NG
		·	1	l .		14					_	L		LITERY ASSIGN NO

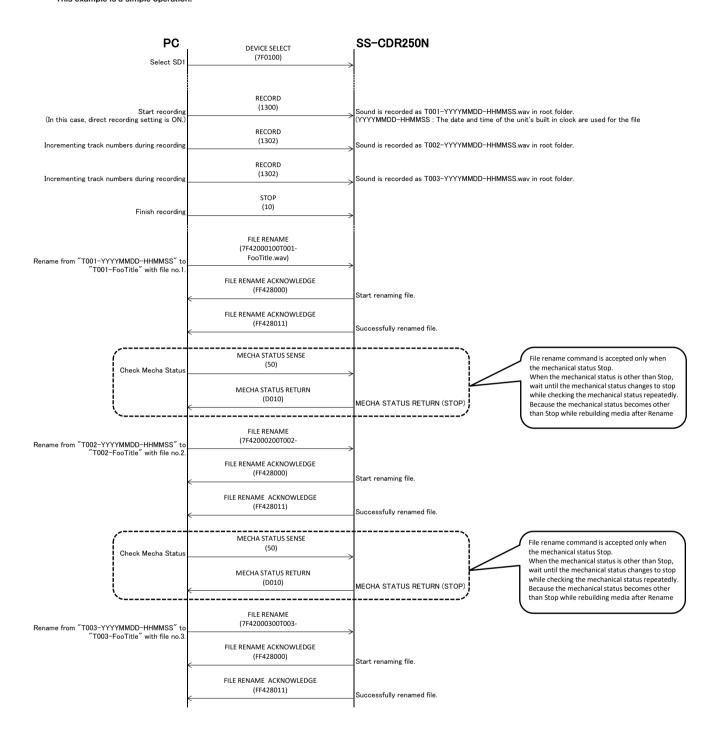
### [5] Command list

	Command	Data1/2	Data3/4	Data5/6	Data7/8	Data 9/10	Data 11/12	Data 13/14	Data 15/16	Data 17/18	Data 19/20	Note											
TEXT PRESET	29	0000 : Specify the 0001-0099 : Specify a tr Tens, Ones	disc title ack title Thousands, Hundreds	Title : Single-	etween 0 byt	meric charact es and 80 byt	Specifies a CD-TEXT title.																
DEVICE SELECT	7F	01	00 01 10 11 FF									SD1 SD2 USB CD SENSE											
DEVICE SELECT RETURN	FF	01	00 01 10									SD1 SD2 USB CD											
FILE RENAME	7F	42	00	File Tens, Ones	No. Thousands, Hundreds	File name (A maximum	of 117 bytes in	n UTF-8 forma	t can be sent	from Data 9)													
FILE RENAME ACKNOWLEDGE	FF	42	80	00 11 12								RENAME START RENAME OK RENAME NG											
CURRENT FOLDER No. SENSE			55																				
SET CURRENT FOLDER			23	Folde Tens, Ones	Thousands, Hundreds							Error when specifying Folder No. which does not exist in root folder											
CREATE FOLDER			40		of 117 byte	s in UTF-8 f	ormat can be	e sent from [		Create a new folder in the root folder													
RENAME FOLDER					42	Folde Tens, Ones	Thousands, Hundreds	Folder name (A maximum		n UTF-8 forma	t can be sent	from Data 9)		Error when specifying Folder No. which does not exist in root folder									
SEARCH FOLDER No.	7F	4A	56	Folder name (A maximun		s in UTF-8 f		Search in the root folder by folder name and get Folder No.															
FOLDER COUNT SENSE	4		5D									Get the folder information in the root folder											
FOLDER NAME SENSE				59	Folde Tens, Ones	Thousands, Hundreds							Error when specifying Folder No. which does not exist in root folder										
FILE COUNT SENSE									5E	Folde Tens, Ones	r No. Thousands, Hundreds							Error when specifying Folder No. which does not exist in root folder					
FILE NAME SENSE			5A	File Tens, Ones	Thousands, Hundreds																		
CURRENT FOLDER No. RETURN			D5	Folde Tens, Ones	r No. Thousands, Hundreds																		
CREATE FOLDER ACKNOWLEDGE			C0	11	Folde Tens, Ones	er No. Thousands, Hundreds						CREATE FOLDER START CREATE FOLDER OK											
RENAME FOLDER ACKNOWLEDGE	=		C2	12 00 11								CREATE FOLDER NG RENAME FOLDER START RENAME FOLDER FOLDER OK											
SEARCH FOLDER No. RETURN	FF	4A	4A	4A	4A	4A	4A	4A	4A	4A	4A	4A	4A	D6	Folde Tens, Ones	r No. Thousands, Hundreds							RENAME FOLDER FOLDER NG
FOLDER COUNT RETURN	=		DD	Start Fo		End Fo	lder No. Thousands, Hundreds	Total Fol-	der Count Thousands, Hundreds														
FOLDER NAME RETURN			D9	Folde Tens, Ones		Folder name (A maximum		uTF-8 forma	t can be reciv	ed from Data 9	))												
FILE COUNT RETURN			DE	Folde Tens, Ones	Thousands, Hundreds	Start F Tens, Ones	ile No. Thousands, Hundreds	End F Tens, Ones	ile No. Thousands, Hundreds	Total Fi Tens, Ones	e Count Thousands, Hundreds												
FILE NAME RETURN			DA	File Tens, Ones	No. Thousands, Hundreds	File name (A maximum	of 117 bytes in	uTF-8 forma	t can be reciv	ed from Data 9	9)												

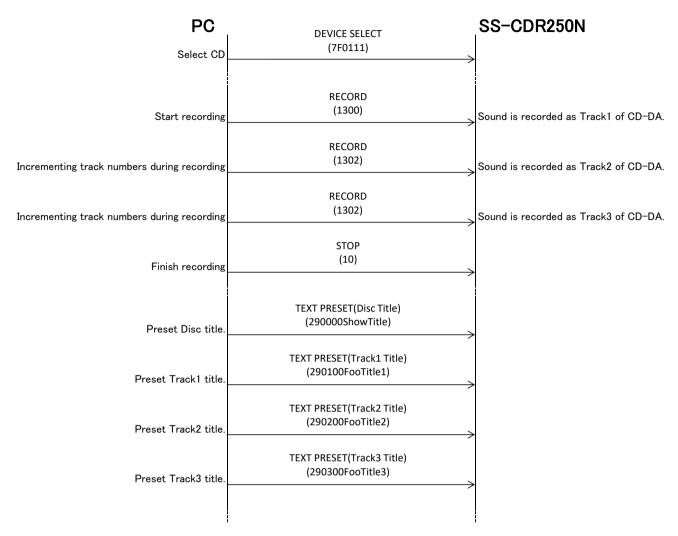
### [6] Sequence example using SD CARD



[7] Sequence example using SD CARD
When recording to root folder of the formated media (Blank media).
This example is a simple operation.



## [8] Sequence example using CD-R



### The following is a manual operation by the user

- Finalize from MENU-CD-FINALIZE
- Eject disc