2.2 RS-232C Interface

The **RS-232C port** receives signals from an external computer or controller via the appropriate RS-232C cable. Use Pioneer CC-12 cable for PC & compatibles with a DB-25 connector. Use CC-13 cable for PC & compatibles with DB-09 connector. Use CC-04 cable for Macintosh computers with Apple Circular 8 connector.

2.2 .1 RS-232C Interface Connector

The CLD-V2800 can be controlled by a computer connected to the RS-232C port on the back of the player. This section gives specific information about: 1.) The RS-232C Connector, 2.) The pin outs of the Serial Interface, 3.) Signal Characteristics, 4.) Connection to a computer.

1) The RS-232C Connector:

15-pin D-SUB connector, female, on the player.
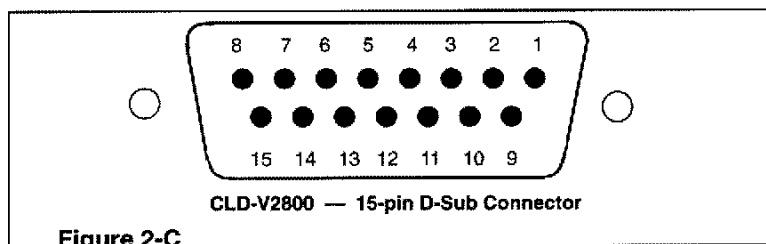15-pin D-SUB connector, male, on the cable.

CLD-V2800 — 15-pin D-Sub Connector

Figure 2-C

2) Serial Interface Pin Outs

Pin #	Terminal	Input/Output	Level
1	GND		GROUND
2	TXD	OUTPUT	RS-232C
3	RXD	INPUT	RS-232C
4	DTR	OUTPUT	RS-232C
5	No Connection		
6	No Connection		
7	No Connection		
8	No Connection		
9	No Connection		
10	No Connection		
11	GND		GROUND
12	No Connection		
13	No Connection		
14	No Connection		
15	GND		GROUND

Figure 2-D

3) The Serial Interface

The Signal Level
The signal level for the RS-232C is ±12v.

The Data type

Parity bit	:	No parity.
Data length	:	8 bits.
Stop bit	:	1 bit.

```
1 START + 8 DATA + 1 STOP

0  ┌──────────────────────────────────────────┐
   │  D0 │ D1 │ D2 │ D3 │ D4 │ D5 │ D6 │ D7 │
1 ─┘                                          └──
   START                                    STOP
```
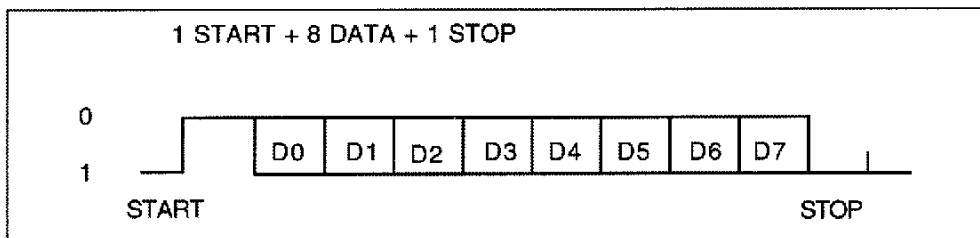
Figure 2-E

The Transmission speed
9600, 4800, 2400, or 1200 baud can be selected by using Dip Switches 1 and 2 on the back of the player: The Factory default setting is 4800 BAUD.

BAUD	SW1	SW2
9600	UP	UP
4800	DOWN	UP
2400	UP	DOWN
1200	DOWN	DOWN

NOTE: A BAUD rate of 4800 or 1200 can also be set by sending a Level III command to Set Register C. See page 3-42 for details.

4) Connection to a Computer

The player can be connected to a computer via the RS-232C port as shown below. It is connected with three lines: One line transmits commands from the computer to the player to control operations. Another line transmits status responses from the player to the computer. The third line is Ground.

The player does not use hardware handshaking. Therefore, control or "handshaking" lines other than TxD and RxD are not required, even if the computer provides them.

Some computers, however, may require hardware handshaking. The player makes a line available to be used, as needed, by the computer. The DTR signal is always pulled high internally, within the CLD-V2800.

The player is connected to the RS-232C port of the computer as follows:
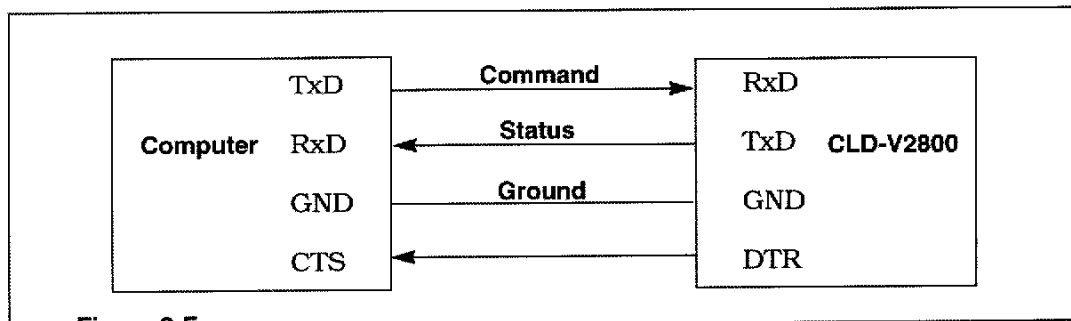

Figure 2-F

See ***Appendix B*** for specific interface cable pin configurations to use to connect various computers to the CLD-V2800.