

4.4 List of Level III Commands

The following commands are available in Level III with the LD-V8000. The page number refers to the page that contains a detailed description and examples of how to use the specific command. **NOTE:** An address or argument contained in parentheses can be omitted.

	Command	Mnemonic	Page
1	Door Open	OP	4-11
2	Door Close	CO	4-11
3	Reject	RJ	4-12
4	Start	SA	4-12
5	Play	(Address) PL	4-13
6	Pause	PA	4-14
7	Still	ST	4-14
8	Step Forward	SF	4-15
9	Step Reverse	SR	4-15
10	Scan Forward	NF	4-15
11	Scan Reverse	NR	4-15
12	Multi-Speed Forward	(Address) MF	4-16
13	Multi-Speed Reverse	(Address) MR	4-16
14	Speed Set	Integer SP	4-17
15	Search	Address SE	4-18
16	Multi-Track Jump Forward	Integer JF	4-19
17	Multi-Track Jump Reverse	Integer JR	4-19
18	Stop Marker	Address SM	4-20
19	Frame Set	FR	4-21
20	Time Set	TM	4-22
21	Chapter Set	CH	4-22
22	Clear	CL	4-23
23	Lead-Out Symbol	LO	4-23
24	Audio Control	Integer AD	4-24
25	Sub Audio Control	Integer AS	4-24
26	Video Control	Integer VD	4-28

Figure 4-E

	Command	Mnemonic	Page
27	Key Lock	Integer KL	4-29
28	Beep Control	Integer BP	4-30
29	Display Control	Integer DS	4-31
30	Clear Screen	CS	4-32
31	Print Character	Integer PR	4-33
32	Frame Number Request	?F	4-34
33	Time Code Request	?T	4-35
34	Chapter Number Request	?C	4-35
35	Player Active Mode Request	?P	4-36
36	Disc Status Request	?D	4-37
37	LDP Model Name Request	?X	4-37
38	User's Code Request (Disc ID)	?U	4-38
39	Set Video Memory Mode	Integer MM	4-42
40	Video Memory (Field or Frame)	Integer VM	4-42
41	Disable Memory Input	Integer DM	4-43
42	Enable Memory Input	Integer EM	4-44
43	Select Frame Interval	Integer RM	4-45
44	Select Playback Field	Integer IM	4-46
45	Communication Control	Integer CM	4-47
46	CCR Mode Request	?M	4-47
47	Register A Set (Display)	Integer RA	4-48
48	Register B Set (Squelch Control)	Integer RB	4-51
49	Register C Set (Miscellaneous)	Integer RC	4-52
50	Register D Set (RS-232)	Integer RD	4-53
51	Register E Set (User's Switch 1)	Integer RE	4-54
52	Register F Set (User's Switch 2)	Integer RF	4-55
53	Register G Set (Video Memory)	Integer RG	4-56
54	Register H Set (Extended Control)	Integer RH	4-57
55	Register I Set (Level II Program)	Integer RI	4-58
56	Register A Request (Display)	\$A	4-59
57	Register B Request (Squelch Control)	\$B	4-59

Figure 4-E (cont.)

	Command	Mnemonic	Page
58	Register C Request (Miscellaneous)	\$C	4-60
59	Register D Request (RS-232)	\$D	4-60
60	Register E Request (User Switch 1)	\$E	4-61
61	Register F Request (User Switch 2)	\$F	4-61
62	Register G Request (Video Memory)	\$G	4-62
63	Register H Request (Extended Control)	\$H	4-62
64	Register I Request (Level II Program)	\$I	4-63
65	Select Input Unit	Integer #S	4-64
66	Input Unit Request	#I	4-65
67	Input Number Wait	?N	4-66
68	Set AUX Port	Integer #P	4-67
69	Set Program Pointer	Address *S	4-68
70	Program Read	Integer *D	4-68
71	Program Write	Integer *W	4-69
72	Program Pointer Request	*P	4-70
73	Program Run	(Address) *R	4-70
74	Program Halt	*H	4-70

Figure 4-E (cont.)

4.5 Command Formats

Level III commands on the LD-V8000 are expressed as "Command Mnemonics", so they are easier to remember. "Command Mnemonics" are also used for Level III control of the LD-V4400, CLD-V2400, LD-V2200, the LC-V330 and the discontinued LD-V4200. (See *Technical bulletin #143, Command Mnemonics for Pioneer Industrial LaserDisc Players.*) Some commands are preceded by an "argument" that may be a specific "address" or an "integer".

Command Mnemonic — Each Level III mnemonic command is expressed as two ASCII alphabetic characters. There is no distinction between uppercase letters and lowercase letters. **Example:** PL (Play); Pl (Play); pl (Play)

Argument — An argument is expressed in ASCII digits and it is placed before the command. When a command requiring the argument has no argument, an error occurs. An argument consists of one of the following: