

Alphabetical Listing of Level II Commands for LD-V8000

Note: Some of these commands are specific to the LD-V8000, or a particular version of the LD-V8000. For example, the Video Buffer commands are specific to the LD-V8000-01 with "later" EPROMS. In some cases, specific EPROM versions may be necessary. PIONEER makes no assurances of compatibility with any particular videodisc player model, past, present, or future. **Test all programs carefully.**

Command Name	Mnemonic	Hex Code	RCU Button	Argument	Page
Add	ADD	02	Play, 0, 2	(Integer)	4•36
Argument	ARG	0A	Play, 0, A	(Register #)	4•40
Audio 1	A1	F4	AUDIO 1/L	(Integer)	4•11
Audio 2	A2	FC	AUDIO 2/R	(Integer)	4•11
AutoStop	AS	F3	AUTOSTOP	(Disc Location)	4•23
Axx	AFF	A0	Play, A, 0	(Ignored)	4•13
"	AFI	A5	Play, A, 5	(Ignored)	"
"	AFN	A1	Play, A, 1	(Ignored)	"
"	AFT	A4	PLAY, A, 4	(Ignored)	"
"	AIF	AA	PLAY, A, A	(Ignored)	"
"	AIN	AB	PLAY, A, B	(Ignored)	"
"	AIT	AE	PLAY, A, E	(Ignored)	"
"	ANF	A2	PLAY, A, 2	(Ignored)	"
"	ANI	A7	PLAY, A, 7	(Ignored)	"
"	ANN	A3	PLAY, A, 3	(Ignored)	"
"	ANT	A6	PLAY, A, 6	(Ignored)	"
"	ATF	A8	PLAY, A, 8	(Ignored)	"
"	ATI	AD	PLAY, A, D	(Ignored)	"
"	ATN	A9	PLAY, A, 9	(Ignored)	"
"	ATT	AC	PLAY, A, C	(Ignored)	"
Binary Input	BIN	17	PLAY, 1, 7	(Ignored)	4•55
Blink	BLK	2D	PLAY, 2, D	(Integer)	4•20
Branch	BR	CF	BRANCH	(Address)	4•33
Branch on Failure	BRF	07	PLAY, 0, 7	(Address)	4•34
Character Generator Disable	CGD	E1	PLAY, E, 1	(Ignored)	4•17
Character Generator Enable	CGE	E0	PLAY, E, 0	(Ignored)	4•17

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Command Name	Mnemonic	Hex Code	RCU Button	Argument	Page
Clear Blink	CLB	2E	PLAY, 2, E	(Integer)	4•20
Clear User Display	CLD	2C	PLAY, 2, C	(Integer)	4•19
Clock	CLK	16	PLAY, 1, 6	(Ignored)	4•47
Compare	COM	04	PLAY, 0, 4	(Integer)	4•41
Decrement Register	DR	F0	DEC REG	(Register #)	4•42
Decrement Transmit Pointer	DTP	DA	PLAY, D, A	(Ignored)	4•60
Decrement & Transmit Memory	DTM	DE	PLAY, D, E	(Ignored)	4•59
Digital Audio	DAD	82	PLAY, 8, 2	(Integer)	4•14
Divide	DIV	21	PLAY, 2, 1	Integer	4•37
Digit Input	DIN	1E	PLAY, 1, E	(Ignored)	4•54
Display	DI	F1	DISPLAY	(Integer)	4•17
Drop	DRP	1D	PLAY, 1, D	Integer	4•43
End Programming Mode	—	EF	END		
Fast Speed Set	FS	EC	SPEED SET (Fast)	(Integer)	4•27
Function Key Input	FIN	18	PLAY, 1, 8	Integer	4•50
Function Key Input & TimeOut	FTI	19	PLAY, 1, 9	Integer	4•52
Get	GET	08	PLAY, 0, 8	(Integer)	4•38
Halt Program	H	BF	HALT		4•35
Increment Transmit Pointer	ITP	D9	PLAY, D, 9	(Ignored)	4•60
Increment & Transmit Memory	ITM	DD	PLAY, D, D	(Ignored)	4•59
Input	IN	F8	INPUT	Integer	4•48
Interrupt Input	IIN	20	PLAY, 2, 0	(Integer)	4•56
Jump	JMP	0B	PLAY, 0, B	(Program Address)	4•34
Load Program	L	CC	PLAY, C, C		4•5
Memory Write Disable	MWD	87	PLAY, 8, 7	(Integer)	4•63
Memory Write Enable	MWE	86	PLAY, 8, 6	(Integer)	4•62
Moving Load	L	CC	PLAY, C, C	Page Number	4•6

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Command Name	Mnemonic	Hex Code	RCU Button	Argument	Page
Moving Partial Load	PLD	0C	PLAY, 0, C	Page Number	4•9
Multi-Forward	MF	F2	MULTI-FWD	(Disc Location)	4•28
Multi-Reverse	MR	FA	MULTI-REV	(Disc Location)	4•28
Multiply	MUL	22	PLAY, 2, 2	Integer	4•37
No Entry	NE	FF	PLAY, F, F	— passed on —	4•35
Page	PAG	11	PLAY, 1, 1	(Page Number)	4•4
Partial Load	PLD	0C	PLAY, 0, C		4•8
Pause	PAU	OD	PLAY, O, D	Integer	4•26
Play	P	FD	PLAY, F, D	(Disc Location)	4•22
Programming Mode	—	DF	PROGRAM	(Program Address)	
Put	PUT	09	PLAY, 0, 9	Register #	4•38
Read Rear Switch	RRS	10	PLAY, 1, 0	—	4•46
Recall	RC	7F	RECALL	(Register #)	4•39
Reject	RJ	F9	PLAY, F, 9	(Ignored)	4•22
Remote Control Unit Disable	RCD	13	PLAY, 1, 3	(Ignored)	4•57
Remote Control Unit Enable	RCE	12	PLAY, 1, 2	(Ignored)	4•57
Random	RND	05	PLAY, 0, 5	(Ignored)	4•43
Run Program	—	CF	RUN	(Program Address)	
Search	SC	F7	SEARCH	(Disc Location)	4•24
Select Read Memory	SRM	85	PLAY, 8, 5	(Integer)	4•62
Set Background Color	SBC	88	PLAY, 8, 8	(Integer)	4•21
Set Chapter Mode	SCM	8C	PLAY, 8, C	—	4•31
Set Frame Mode	SFM	8E	PLAY, 8, E	—	4•30
Set Video Memory Switch	SMS	84	PLAY, 8, 4	(Integer)	4•61
Set Special Control Switches	SCS	8A	PLAY, 8, A	Integer	4•58
Set Time Mode	STM	8D	PLAY, 8, D	—	4•30
Set Transmit Pointer	STP	E8	PLAY, E, 8	(Program Address)	4•59

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Set Still Mode	SSM	8B	PLAY, 8, B	(Integer)	4•32
Set User Display	SUD	2B	PLAY, 2, B	Integer	4•19
Slow Speed Set	SS	ED	SPEED SET (Slow)	(Integer)	4•26
Step Forward	SF	F6	STEP FWD	(Ignored)	4•29
Step Reverse	SR	FE	STEP REV	(Ignored)	4•29
Stop	Stop	FB	STOP	(Integer)	
Clear Blink	CLB	2E	PLAY, 2, E	(Integer)	4•20
Store	ST	F5	STORE	(Integer)	4•44
Subtract	SUB	03	PLAY, 0, 3	(Integer)	4•36
Timed Input	TIN	0E	PLAY, 0, E	Integer	4•51
Track Jump Forward	TJF (*80)	80	PLAY, 8, 0	integer	4•32
Track Jump Reverse	TJR (*81)	81	PLAY, 8, 1	Integer	4•32
Transmit Memory	TM	DC	PLAY, D, C	(Ignored)	4•59
Video Off	VFF	1C	PLAY, 1, C	(Ignored)	4•16
Video On	VON	1B	PLAY, 1, B	(Ignored)	4•16
Wait	WAIT	FB	STOP	(Integer)	4•25