

## CP-65 Serial Commands

### 1 Operation Mode

Key (enter)

Action

?

returns a terse query of the unit's state as follows:

*P= 1* if unit is ON, 0 if OFF  
*I= L1* Input select  
L1 for Line1  
L2 for Line2  
L3 for Line3  
B1 for Bal1  
B2 for Bal2  
B3 for Bal3  
*S= \*\*. \** Offset  
UN1 for unity gain with mute on  
UN0 Unity gain mute off  
xx.x for offset value  
*T= \** Tape monitor On/Off  
1 Tape1 on  
2 Tape2 on  
0 Tape monitor is off  
*O= \** Output selection  
1 Output1  
2 Output2  
3 Both outputs  
*V= \*\*. \** Current displayed volume setting.  
*M= \** Mute on/off  
1 mute is off (play)  
0 mute is on (mute)  
*B= \*\*. \** Balance value  
00.0 In balance  
01.5R indicates right channel is -1.5db  
M:L left is off

**PWR** toggles power  
**PW1** turns power on  
**PW0** turns power off

**MUT** toggles mute  
**MU0** turns mute off  
**MU1** turns mute on

**DDD** toggles display dim  
**DDB= \*\*** Sets Display Blank time  
\* 2 Digit entry to 99 seconds  
\* entry less than 05 turns OFF blanking

**VU1** volume up 1 table entry (display 0.5)  
**VD1** volume down 1 table entry (display 0.5)  
**VU5** volume up 10 table entries (display 5.0)  
**VD5** volume down 10 table entries (display 5.0)

**DBL** shifts balance 0.5 db left  
**DBR** shifts balance 0.5 db right

**DL1** Select LINE 1  
**DL2** Select LINE 2  
**DL3** Select LINE 3  
**DB1** Select BAL 1  
**DB2** Select BAL 2  
**DB3** Select BAL 3  
**DT0** Turn TAPE Monitor OFF  
**DT1** Turn TAPE1 ON  
**DT2** Turn TAPE2 ON  
**DO1** Turn OUTPUT1 ON  
**DO2** Turn OUTPUT2 ON  
**DO3** Turn both OUTPUT ON

**LPI** list of programmable items and current value as follows:

<i>OB1= 00.0</i>	Bal1 Level Offset
<i>NB1= *****</i>	Bal1 name
<i>OB2= 00.0</i>	Bal2 Level Offset
<i>NB2= *****</i>	Bal2 name
<i>OB3= 00.0</i>	Bal3 Level Offset
<i>NB3= *****</i>	Bal3 name
<i>OL1= 00.0</i>	Line1 Level Offset
<i>NL1= *****</i>	Line1 name
<i>OL2= 00.0</i>	Line2 Level Offset
<i>NL2= *****</i>	Line2 name
<i>OL3= 00.0</i>	Line3 Level Offset
<i>NL3= *****</i>	Line3 name
<i>OT1= 00.0</i>	Tape1 Level Offset
<i>OT2= 00.0</i>	Tape2 Level Offset
<i>DDB = OFF</i>	

## 2. Program mode

2.1 Rename input: To Rename input max characters allowed is 5, CR terminates any unused chr's are converted to SP

**NL1=\*\*\*\*\*** Rename LINE1 to (\*\*\*\*\*)  
**NL2=\*\*\*\*\*** Rename LINE2 to (\*\*\*\*\*)  
**NL3=\*\*\*\*\*** Rename LINE3 to (\*\*\*\*\*)  
**NB1=\*\*\*\*\*** Rename BAL1 to (\*\*\*\*\*)  
**NB2=\*\*\*\*\*** Rename BAL2 to (\*\*\*\*\*)  
**NB3=\*\*\*\*\*** Rename BAL3 to (\*\*\*\*\*)

### 2.1 Input level offset.

**OL1=+\*\*.\*** set a positive level offset for line1  
**OL1=-\*\*.\*** set a negative level offset for line1  
**OL1=UN** set UNITY GAIN for Line1  
**OL2=+\*\*.\*** set a positive level offset for line2  
**OL2=-\*\*.\*** set a negative level offset for line2  
**OL2=UN** set UNITY GAIN for Line2  
**OL3=+\*\*.\*** set a positive level offset for line3  
**OL3=-\*\*.\*** set a negative level offset for line3  
**OL3=UN** set UNITY GAIN for Line3  
**OB1=+\*\*.\*** set a positive level offset for Bal1  
**OB1=-\*\*.\*** set a negative level offset for Bal1  
**OB1=UN** set UNITY GAIN for Bal1  
**OB2=+\*\*.\*** set a positive level offset for Bal2  
**OB2=-\*\*.\*** set a negative level offset for Bal2  
**OB2=UN** set UNITY GAIN for Bal2  
**OB3=+\*\*.\*** set a positive level offset for Bal3  
**OB3=-\*\*.\*** set a negative level offset for Bal3  
**OB3=UN** set UNITY GAIN for Bal3  
**OT1=+\*\*.\*** set a positive level offset for Tape1  
**OT1=-\*\*.\*** set a negative level offset for Tape1  
**OT2=+\*\*.\*** set a positive level offset for Tape2  
**OT2=-\*\*.\*** set a negative level offset for Tape2

## 3. Other commands

**fac** displays factory data  
**rst** does a EE2 restore and system restart  
**ver** returns current firmware version info.  
**%(+ PASSWORD)** allow entry of fac data (only for Classé).

#### **4. Technical specifications:**

1. All commands are case sensitive.
2. 9600 baud rate, 8 data bits, no parity, no flow control.