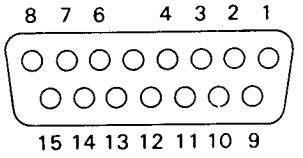
INTERFACE CONNECTOR TERMINALS

Used when external control is performed by using a controller or computer.

[Shape]

15 pin D-SUB connector

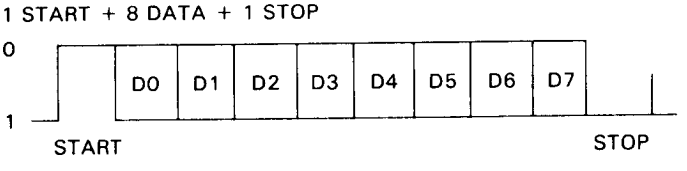


[Matched plugs]

[Terminal names]

Pin No.	Terminal	I/O	Level
1	GND	—	—
2	TxD	Output	RS-232C
3	RxD	Input	RS-232C
4	DTR	Output	+PULL UP
5	Not used	Input	RS-232C
6	Not used	—	—
7	Not used	—	—
8	Not used	—	—
9	TxD	Output	TTL
10	RxD	Input	TTL
11	GND	—	—
12	Not used	—	—
13	AUX1	Output	TTL
14	AUX2	Output	TTL
15	GND	—	—

- Signals for both the RS-232C level (No. 2 and 3) and TTL level (No. 9 and 10) are provided. However, they cannot be used at the same time. They also cannot be connected together.
- The following is the data format:

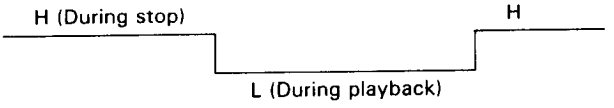


The following can be selected by the function switch:

Baud rate: 9,600, 4,800 or 1,200 bit/sec
Data length: 8 bit or 7 bit
Stop bit: 1 bit or 2 bit
Parity: non, even, odd

[Function]

1. GND : Ground (TxD, RxD use)
2. TxD : Transmitted Data (RS-232C)
3. RxD : Received Data (RS-232C)
4. DTR : Data Terminal Ready
1 kΩ + 10 V Pull up
9. TxD : Transmitted data (TTL)
10. RxD : Received data (TTL)
11. GND : Ground
13. AUX1 : Video indicator output (TTL)
High during stop but low during screen playback.



14. AUX2 : High level (TTL)
15. GND : Ground (for synchronizing signal output use.)

NOTE:
- *Do not connect terminals 5~8 and 12 to ground; make sure it is free.*
- *Be sure to perform plugging and unplugging when the power is turned off.*

CONNECTIONS TO COMPUTER RS-232C PORTS

Connect the player TxD, RxD and GND to the computer RxD, TxD and GND respectively.
Although TxD and RxD are provided for both RS-232C and TTL levels, they cannot be used at the same time. The player DTR (Terminal 4) is connected to the computer CTS (Clear To Send), if necessary. (Use a sold separately interface cable.)