

Merging Technologies Sony P2 Slave implementation chart: Overview

This document describes how Pyramix, VCube and VT behave when RECEIVING Sony P2 commands
 Details about commands SENT by these devices are described in document '*Merging SonyP2 Master*'

- O The command is fully supported and returns requested data when asked for
- X The command is not supported but can be redirected to another machine
- # The command is not supported and NAK Undefined command is sent back
- The command is not supported but an ACK is returned even it is not redirected to another machine
- 1 The command behavior depends on some internal settings. More precise information is available in the "Details" pag
- x The command is not specified by Sony but is supported anyway.

Data	Sony P2 Command Name	Data	Returned Command	Pyramix	VCube	VT
00.0C	LOCAL DISABLE	10.01	ACK	X	X	
00.11	DEVICE TYPE REQUEST	12.11	DEVICE TYPE RETURN	O	O	
00.1D	LOCAL ENABLE	10.01	ACK	X	X	
20.00	STOP	10.01	ACK	O 1	O	
20.01	PLAY	10.01	ACK	O 1	O	
20.02	REC	10.01	ACK	O 1	O	
20.04	STANDBY OFF	10.01	ACK	X	X	
20.05	STANDBY ON	10.01	ACK	X	X	
20.0D	DMC START	10.01	ACK	-	-	
20.0F	EJECT	10.01	ACK	X	X	
20.10	FAST FWD	10.01	ACK	O 1	O	
20.20	REWIND	10.01	ACK	O 1	O	
2X.11	JOG FWD	10.01	ACK	O 1	O 1	
2X.12	VAR FWD	10.01	ACK	O 1	O 1	
2X.13	SHUTTLE FWD	10.01	ACK	O 1	O 1	
2X.21	JOG REV	10.01	ACK	O 1	O 1	
2X.22	VAR REV	10.01	ACK	O 1	O 1	
2X.23	SHUTTLE REV	10.01	ACK	O 1	O 1	
20.30	PREROLL	10.01	ACK	O 1	O	
24.31	CUE UP WITH DATA	10.01	ACK	O 1	O	
20.34	SYNC PLAY	10.01	ACK	O 1	O	
20.37	CHASE ON	10.01	ACK	O x	O x	
21.38	PROGRAM PLAY +	10.01	ACK	O 1	O	
21.39	PROGRAM PLAY -	10.01	ACK	O 1	O	
20.3C	DMC PREROLL	10.01	ACK	X	X	
20.40	PREVIEW	10.01	ACK	O 1	O	
20.41	REVIEW	10.01	ACK	O 1	O	
20.42	AUTO EDIT	10.01	ACK	O 1	O	
20.43	OUTPOINT PREVIEW	10.01	ACK	O 1	O	
20.4B	DMC RUN	10.01	ACK	-	-	
20.4C	DMC PREVIEW	10.01	ACK	-	-	
20.52	TENSION RELEASE	10.01	ACK	X	X	
20.54	ANTI-CLOG TIMER DISABLE	10.01	ACK	X	X	
20.55	ANTI-CLOG TIMER ENABLE	10.01	ACK	X	X	
2X.5C	DMC SET FWD	10.01	ACK	-	-	
2X.5D	DMC SET REV	10.01	ACK	-	-	
20.60	FULL EE OFF	10.01	ACK	O 1	O	
20.61	FULL EE ON	10.01	ACK	O 1	O	
20.63	SELECT EE ON	10.01	ACK	O 1	O	
20.64	EDIT OFF	10.01	ACK	O 1	O	
20.65	EDIT ON	10.01	ACK	O 1	O	
20.6A	FREEZE OFF	10.01	ACK	X	X	
20.6B	FREEZE ON	10.01	ACK	X	X	
44.00	TIMER-1 PRESET	10.01	ACK	X	X	
44.04	TIME CODE PRESET	10.01	ACK	X	X	

44.05	USER'S BIT PRESET	10.01	ACK	X	X	
45.05	USER'S BIT WITH FLAG PRESET	10.01	ACK	X	X	
40.08	TIMER-1 RESET	10.01	ACK	X	X	
40.10	IN ENTRY	10.01	ACK	O	O	
40.11	OUT ENTRY	10.01	ACK	O	O	
40.12	A IN ENTRY	10.01	ACK	O	O	
40.13	A OUT ENTRY	10.01	ACK	O	O	
44.14	IN DATA PRESET	10.01	ACK	O	O	
44.15	OUT DATA PRESET	10.01	ACK	O	O	
44.16	A IN DATA PRESET	10.01	ACK	O	O	
44.17	A OUT DATA PRESET	10.01	ACK	O	O	
40.18	IN SHIFT +	10.01	ACK	O	O	
40.19	IN SHIFT _	10.01	ACK	O	O	
40.1A	OUT SHIFT +	10.01	ACK	O	O	
40.1B	OUT SHIFT _	10.01	ACK	O	O	
40.1C	A IN SHIFT +	10.01	ACK	O	O	
40.1D	A IN SHIFT _	10.01	ACK	O	O	
40.1E	A OUT SHIFT +	10.01	ACK	O	O	
40.1F	A OUT SHIFT _	10.01	ACK	O	O	
40.20	IN RESET	10.01	ACK	X	X	
40.21	OUT RESET	10.01	ACK	X	X	
40.22	A IN RESET	10.01	ACK	X	X	
40.23	A OUT RESET	10.01	ACK	X	X	
40.24	IN RECALL	10.01	ACK	X	X	
40.25	OUT RECALL	10.01	ACK	X	X	
40.26	A IN RECALL	10.01	ACK	X	X	
40.27	A OUT RECALL	10.01	ACK	X	X	
40.2D	LOST LOCK RESET	10.01	ACK	X	X	
4X.30	EDIT PRESET	10.01	ACK	O	O	O
44.31	PREROLL TIME PRESET	10.01	ACK	O	O	
41.32	TAPE/AUTO SELECT	10.01	ACK	X	X	
41.33	SERVO REFERENCE SELECT	10.01	ACK	X	X	
41.34	HEAD SELECT	10.01	ACK	X	X	
41.35	COLOR FRAME SELECT	10.01	ACK	X	X	
41.36	TIMER MODE SELECT	10.01	ACK	X	X	
41.37	INPUT CHECK	10.01	ACK	X	X	
41.38	PB FIELD/FRAME SEL	10.01	ACK	-	-	
41.3A	EDIT FILED SELECT	10.01	ACK	X	X	
41.3B	FREEZE MODE SELECT	10.01	ACK	X	X	
44.3C	POSTROLL TIME	10.01	ACK	-	-	
41.3D	PRE READ MODE SELECT	10.01	ACK	-	-	
4X.3E	REC INH PRESET	10.01	ACK	X	O	
4X.3F	Δt PLAY PRESET	10.01	ACK	-	-	
40.40	AUTO MODE OFF	10.01	ACK	X	X	
40.41	AUTO MODE ON	10.01	ACK	X	X	
40.42	SPOT ERASE ON	10.01	ACK	X	X	X
40.43	SPOT ERASE OFF	10.01	ACK	X	X	X
40.44	AUDIO SPLIT OFF	10.01	ACK	X	X	
44.45	AUDIO SPLIT ON	10.01	ACK	X	X	
40.46	VARIABLE MEMORY OFF	10.01	ACK	-	-	
40.47	VARIABLE MEMORY ON	10.01	ACK	-	-	
40.48	VIDEO REFERENCE DISABLE OFF	10.01	ACK	-	-	
40.49	VIDEO REFERENCE DISABLE ON	10.01	ACK	-	-	
4X.50	DA INPUT SELECT	10.01	ACK	-	-	
42.51	DA SYS EMPHASIS PRESET	10.01	ACK	-	-	
4X.54	EXTNDED DA INPUT SELECT	10.01	ACK	-	-	
41.60	VITC BYPASS	10.01	ACK	-	-	
42.61	LTC GENERATOR MODE SELECT	10.01	ACK	-	-	
41.63	RECORD LTC SELECT	10.01	ACK	-	-	
42.70	VIDEO INPUT SELECT	10.01	ACK	-	-	
40.78	STORE OFFSET	10.01	ACK	O	X	
4X.91	OUTPUT VIDEO LEVEL	10.01	ACK	-	-	
4X.92	OUTPUT SETUP (BLACK) LEVEL	10.01	ACK	-	-	

4X.93	OUTPUT CHROMA LEVEL	10.01	ACK	-	-		
47.95	EXTENDED OUTPUT VIDEO LEVEL CONTROL	10.01	ACK	-	-		
4X.98	OUTPUT H PHASE	10.01	ACK	X	X		
4X.99	OUTPUT SC PHASE	10.01	ACK	-	-		
4X.9A	OUTPUT VIDEO HUE	10.01	ACK	-	-		
4X.9B	OUTPUT VIDEO PHASE	10.01	ACK	X	X	X	
44.9C	OUTPUT SYSTEM PHASE	10.01	ACK	-	-		
41.9E	SUPERIMPOSE	10.01	ACK	-	-		
4X.9F	VIDEO CONTROL DATA SET	10.01	ACK	-	-		
4X.A0	AUDIO INPUT LEVEL	10.01	ACK	X	X		
4X.A1	AUDIO OUTPUT LEVEL	10.01	ACK	X	X		
4X.A2	AUDIO ADVANCE LEVEL	10.01	ACK	X	X	X	
4X.A3	EXTENDED AUDIO INPUT LEVEL	10.01	ACK	-	-		
4X.A4	EXTENDED AUDIO OUTPUT LEVEL	10.01	ACK	-	-		
4X.A8	AUDIO OUTPUT PHASE	10.01	ACK	X	X		
4X.A9	AUDIO ADVANCE OUTPUT PHASE	10.01	ACK	X	X	X	
4X.AA	CROSS FADE TIME PRESET	10.01	ACK	X	X		
4X.AE	AUDIO MONITOR CHANNEL SELECT	10.01	ACK	-	-		
4X.AF	AUDIO CONTROL DATA SET	10.01	ACK	-	-		
4X.B8	LOCAL KEY MAP CONTROL	10.01	ACK	X	X		
42.F8	STILL OFF TIME	10.01	ACK	X	X		
42.FA	STANDBY OFF TIME	10.01	ACK	X	X		
61.0A	TC GEN DATA SENSE	74.08	GEN TC DATA	O	O		
		78.08	GEN TC & UB DATA	-	-		
		74.09	GEN UB DATA	X	1	X	1
		74.00					
		74.01					
		74.04					
61.0C	CURRENT TIME SENSE	74.00	TIMER-1 DATA	O	O		
		74.01	LTC CORRECTED TIME DATA	X	X	X	X
		74.04	LTC TIME DATA	O	O		
		78.04	LTC TIME & UB DATA	-	-		
		74.05	LTC UB DATA	X	1	X	1
		74.06	VITC TIME DATA	O	O		
		78.06	VITC TIME & UB DATA	-	-		
		74.07	VITC UB DATA	X	1	X	1
		70.0D	REQUEST TIME DATA MISSING	-	-		
		74.14	LTC INTERPOLATED TIME DATA	-	-		
		78.14	LTC INTERPOLATED TIME & UB DATA	-	-		
74.16	VITC HOLD TIME DATA	-	-				
78.16	VITC HOLD TIME & UB DATA	-	-				
60.10	IN DATA SENSE	74.10	IN DATA	O	1	O	
60.11	OUT DATA SENSE	74.11	OUT DATA	O	1	O	
60.12	A IN DATA SENSE	74.12	A IN DATA	O	1	O	
60.13	A OUT DATA SENSE	74.13	A OUT DATA	O	1	O	
61.20	STATUS SENSE	7X.20	STATUS DATA	O	1	O	1
61.21	EXTENDED VTR STATUS SENSE	7X.21	EXTENDED VTR STATUS	#	#		
6X.23	SIGNAL CONTROL DATA SENSE	7X.23	SIGNAL CONTROL DATA	#	#		
61.24	SUPPORTED SIGNAL SENSE	7X.24	SUPPORTED SIGNAL	#	#		
62.25	VIDEO CONTROL DATA SENSE	7X.25	VIDEO CONTROL DATA	#	#		
62.26	AUDIO CONTROL DATA SENSE	7X.26	AUDIO CONTROL DATA	#	#		
6X.28	LOCAL KEY MAP SENSE	7X.28	LOCAL KEY MAP DATA	#	#		
61.2A	HM DATA SENSE	7X.2A	HM DATA	#	#		
60.2B	REMAIN TIME SENSE	76.2B	REMAIN TIME DATA	#	#		
60.2E	COMMAND SPEED SENSE	7X.2E	COMMAND SPEED DATA	#	#		
60.2F	VARIABLE MEMORY SPEED SENSE	7X.2F	VARIABLE MEMORY SPEED DATA	#	#		
6X.30	EDIT PRESET SENSE	7X.30	EDIT PRESET STATUS	O	O		
60.31	PREROLL TIME SENSE	74.31	PREROLL TIME DATA	#	#		
60.32	TAPE/AUTO SENSE	71.32	TAPE/AUTO STATUS	#	#		
60.33	SERVO REF SENSE	71.33	SERVO REF STATUS	#	#		
60.36	TIMER MODE SENSE	71.36	TIMER MODE DATA	#	#		
60.3C	POSTROLL TIME SENSE	74.3C	POSTROLL TIME DATA	#	#		

60.3E	RECORD INHIBIT SENSE	7X.3E	RECORD INHIBIT STATUS	#	#	
60.3F	Δt PLAY PRESET SENSE	73.3F	Δt PLAY PRESET DATA	#	#	
60.50	DA INPUT SENSE	7X.50	DA INPUT STATUS	#	#	
60.51	DA SYS EMPHASIS SENSE	60.52	DA INP EMPHASIS SENSE	#	#	
60.53	DA PB EMPHASIS SENSE	7X.51	DA SYS EMPHASIS STATUS	#	#	
7X.52	DA INP EMPHASIS STATUS	7X.53	DA PB EMPHASIS STATUS	#	#	
6X.54	EXTENDED DA INPUT SENSE	7X.54	EXTENDED DA INPUT STATUS	#	#	
60.58	DA SAMPLING FREQ SENSE	71.58	DA SAMPLING FREQ STATUS	#	#	
60.60	VITC BYPASS SENSE	71.60	VITC BYPASS STATUS	#	#	
60.61	LTC GENERATOR MODE SENSE	72.61	LTC GENERATOR MODE STATUS	#	#	
60.62	VITC GENERATOR MODE SENSE	72.62	VITC GENERATOR MODE STATUS	#	#	
60.63	RECORD LTC SENSE	71.63	RECORD LTC STATUS	#	#	
60.70	VIDEO INPUT SENSE	72.70	VIDEO INPUT STATUS	#	#	
60.9E	SUPERIMPOSE SENSE	71.9E	SUPERIMPOSE STATUS	#	#	
60.AE	AUDIO MONITOR CHANNEL SENSE	74.AE	AUDIO MONITOR CHANNEL STATUS	#	#	
C2.26	GET STEM AND TRACK NAME	DX.26	STEM AND TRACK NAME DATA	O	x	#
C2.27	GET STEM NAME	DX.27	STEM NAME DATA	O	x	#
C2.28	GET TRACK NAME	DX.28	TRACK NAME DATA	O	x	#
CX.30	SET CHANNEL INPUT/PLAYBACK STATE	10.01	ACK	O	x	#
C2.31	GET CHANNEL INPUT/PLAYBACK STATE	DX.31	CHANNEL INPUT/PLAYBACK STATE	O	x	#
CX.32	SET CHANNEL OFF/ON STATE	10.01	ACK	O	x	#
C2.33	GET CHANNEL OFF/ON STATE	DX.33	CHANNEL OFF/ON STATE	O	x	#
CX.34	SET CHANNEL SOLO STATE	10.01	ACK	O	x	#
C2.35	GET CHANNEL SOLO STATE	DX.35	CHANNEL SOLO STATE	O	x	#
CX.36	SET CHANNEL RECORD ENABLE	10.01	ACK	O	x	#
C2.37	GET CHANNEL RECORD ENABLE	DX.37	CHANNEL RECORD ENABLE	O	x	#
CX.38	SET CHANNEL RECORD SAFE	10.01	ACK	O	x	#
C2.39	GET CHANNEL RECORD SAFE	DX.39	CHANNEL RECORD SAFE	O	x	#
CX.3A	SET CHANNEL TRACK PUNCH ENABLE	10.01	ACK	O	x	#
C2.3B	GET CHANNEL TRACK PUNCH ENABLE	DX.3B	CHANNEL TRACK PUNCH ENABLE	O	x	#
CX.3C	SET CHANNEL SOLO SAFE	10.01	ACK	O	x	#
C2.3D	GET CHANNEL SOLO SAFE	DX.3D	SET CHANNEL SOLO SAFE	O	x	#

Merging Technologies Sony P2 Slave implementation chart: Details

00.0C	LOCAL DISABLE		
		The Pyramix returned Device ID Data is FOB2 by default. However any other Device ID may be set in the settings. Moreover "Extended Device ID" may be activate in the setttings allowing reporting some additional information like number of tracks and the device number (usefull when multiple Pyramix need to be differenciated)	The VCube returned Device ID Data is FOB0 by default. However any other Device ID may be set
00.11	DEVICE TYPE REQUEST		
00.1D	LOCAL ENABLE		
10.01	ACK		
11.12	NAK		
20.00	STOP	If the settings "Process only Edits" is set and the settings "Process Stop Anyway" is not set, this command is not processed. If Pyramix is in chasing (LTC, STC, VITC) and the settings "Safe chase is set" this command has no effect.	
20.01	PLAY	If the settings "Process only Edits" is set , this command is not processed. If Pyramix is chasing the command has no effect.	
20.02	REC	If the settings "Process only Edits" is set , this command is not processed.	
20.04	STANDBY OFF		
20.05	STANDBY ON		
20.0D	DMC START		
20.0F	EJECT		
20.10	FAST FWD	If the settings "Process only Edits" is set , this command is not processed. If Pyramix is chasing the command has no effect.	
20.20	REWIND		
2X.11	JOG FWD	If the settings "Process only Edits" is set , this command is not processed. When speed 0 is received it stops the machine if the settings "interpret Jog(0) as a stop is set"	When speed 0 is received it stops the machine if the settings "interpret Jog(0) as a stop is set"
2X.12	VAR FWD	If the settings "Process only Edits" is set, this command is not processed. When speed 0 is received, it stops the machine if the settings "interpret Jog(0) as a stop is set". If Pyramix is chasing the command has no effect. Max speed is 3x	When speed 0 is received it stops the machine if the settings "interpret Jog(0) as a stop is set". Max speed is 3x

2X.13 SHUTTLE FWD	If the settings "Process only Edits" is set, this command is not processed. When speed 0 is received it stops the machine if the settings "interpret Jog(0) as a stop is set". If Pyramix is chasing the command has no effect. Max speed is 50x	When speed 0 is received it stops the machine if the settings "interpret Jog(0) as a stop is set". Max speed is 50x
2X.21 JOG REV	If the settings "Process only Edits" is set, this command is not processed. When speed 0 is received it stops the machine if the settings "interpret Jog(0) as a stop is set"	When speed 0 is received it stops the machine if the settings "interpret Jog(0) as a stop is set"
2X.22 VAR REV	If the settings "Process only Edits" is set, this command is not processed. When speed 0 is received it stops the machine if the settings "interpret Jog(0) as a stop is set". If Pyramix is chasing the command has no effect. Max speed is 3x	When speed 0 is received it stops the machine if the settings "interpret Jog(0) as a stop is set". Max speed is 3x
2X.23 SHUTTLE REV	If the settings "Process only Edits" is set, this command is not processed. When speed 0 is received it stops the machine if the settings "interpret Jog(0) as a stop is set". If Pyramix is chasing the command has no effect. Max speed is 50x	When speed 0 is received it stops the machine if the settings "interpret Jog(0) as a stop is set". Max speed is 50x
20.30 PREROLL	If the settings "Process only Edits" is set, this command is not processed. If Pyramix is chasing the command has no effect.	
24.31 CUE UP WITH DATA		
20.34 SYNC PLAY		
20.37 CHASE ON		
21.38 PROGRAM PLAY +	If the settings "Process only Edits" is set, this command is not processed. If Pyramix is chasing the command has no effect.	
21.39 PROGRAM PLAY -		
20.3C DMC PREROLL		
20.40 PREVIEW	If the settings "Process only Edits" is set, this command is not processed.	
20.41 REVIEW		
20.42 AUTO EDIT		
20.43 OUTPOINT PREVIEW	If the settings "Process only Edits" is set, this command is not processed. If Pyramix is chasing the command has no effect.	
20.4B DMC RUN		
20.4C DMC PREVIEW		
20.52 TENSION RELEASE		
20.54 ANTI-CLOG TIMER DISABLE		
20.55 ANTI-CLOG TIMER ENABLE		
2X.5C DMC SET FWD		
2X.5D DMC SET REV		

20.60	FULL EE OFF	If the setting "Filter monitoring command" is activated these commands have no effect	
20.61	FULL EE ON		
20.63	SELECT EE ON		
20.64	EDIT OFF	These commands are able to be delayed by the appropriate settings	
20.65	EDIT ON		
20.6A	FREEZE OFF		
20.6B	FREEZE ON		
44.00	TIMER-1 PRESET		
44.04	TIME CODE PRESET		
44.05	USER'S BIT PRESET		
45.05	USER'S BIT WITH FLAG PRESET		
40.08	TIMER-1 RESET		
40.10	IN ENTRY	Both IN/OUT and A IN/OUT have the same behaviour; they set the mark in/out of the Pyramix's timeline	
40.11	OUT ENTRY		
40.12	A IN ENTRY		
40.13	A OUT ENTRY		
44.14	IN DATA PRESET		
44.15	OUT DATA PRESET		
44.16	A IN DATA PRESET		
44.17	A OUT DATA PRESET		
40.18	IN SHIFT +		
40.19	IN SHIFT _		
40.1A	OUT SHIFT +		
40.1B	OUT SHIFT _		
40.1C	A IN SHIFT +		
40.1D	A IN SHIFT _		
40.1E	A OUT SHIFT +		
40.1F	A OUT SHIFT _		
40.20	IN RESET		
40.21	OUT RESET		
40.22	A IN RESET		
40.23	A OUT RESET		
40.24	IN RECALL		
40.25	OUT RECALL		
40.26	A IN RECALL		
40.27	A OUT RECALL		
40.2D	LOST LOCK RESET		
4X.30	EDIT PRESET	Assemble, Insert, Video, TimeCode bits of this command have no effect. If data size is greater than 2 the Analog 1 and Analog 2 bits of this command have no effect. If print master settings are used, track arming of chosen print master tracks have no effect. Remap track settings is possible. Up to 96 Audio tracks are able to be armed.	Assemble, Insert and TimeCode bit of this command have no effect. If data size is greater than 2 the Analog 1 and Analog 2 bits of this command have no effect.
44.31	PREROLL TIME PRESET		
41.32	TAPE/AUTO SELECT		
41.33	SERVO REFERENCE SELECT		
41.34	HEAD SELECT		
41.35	COLOR FRAME SELECT		

41.36	TIMER MODE SELECT		
41.37	INPUT CHECK		
41.38	PB FIELD/FRAME SEL		
41.3A	EDIT FILED SELECT		
41.3B	FREEZE MODE SELECT		
44.3C	POSTROLL TIME		
41.3D	PRE READ MODE SELECT		
4X.3E	REC INH PRESET		
4X.3F	Δt PLAY PRESET		
40.40	AUTO MODE OFF		
40.41	AUTO MODE ON		
40.42	SPOT ERASE ON		
40.43	SPOT ERASE OFF		
40.44	AUDIO SPLIT OFF		
44.45	AUDIO SPLIT ON		
40.46	VARIABLE MEMORY OFF		
40.47	VARIABLE MEMORY ON		
40.48	VIDEO REFERENCE DISABLE OFF		
40.49	VIDEO REFERENCE DISABLE ON		
4X.50	DA INPUT SELECT		
42.51	DA SYS EMPHASIS PRESET		
4X.54	EXTNDED DA INPUT SELECT		
41.60	VITC BYPASS		
42.61	LTC GENERATOR MODE SELECT		
41.63	RECORD LTC SELECT		
42.70	VIDEO INPUT SELECT		
40.78	STORE OFFSET		
4X.91	OUTPUT VIDEO LEVEL		
4X.92	OUTPUT SETUP (BLACK) LEVEL		
4X.93	OUTPUT CHROMA LEVEL		
47.95	EXTENDED OUTPUT VIDEO LEVEL CONTROL		
4X.98	OUTPUT H PHASE		
4X.99	OUTPUT SC PHASE		
4X.9A	OUTPUT VIDEO HUE		
4X.9B	OUTPUT VIDEO PHASE		
44.9C	OUTPUT SYSTEM PHASE		
41.9E	SUPERIMPOSE		
4X.9F	VIDEO CONTROL DATA SET		
4X.A0	AUDIO INPUT LEVEL		
4X.A1	AUDIO OUTPUT LEVEL		
4X.A2	AUDIO ADVANCE LEVEL		
4X.A3	EXTENDED AUDIO INPUT LEVEL		
4X.A4	EXTENDED AUDIO OUTPUT LEVEL		
4X.A8	AUDIO OUTPUT PHASE		
4X.A9	AUDIO ADVANCE OUTPUT PHASE		
4X.AA	CROSS FADE TIME PRESET		
4X.AE	AUDIO MONITOR CHANNEL SELECT		
4X.AF	AUDIO CONTROL DATA SET		
4X.B8	LOCAL KEY MAP CONTROL		

42.F8	STILL OFF TIME		
42.FA	STANDBY OFF TIME		
61.0A	TC GEN DATA SENSE		
74.08	GEN TC DATA		
78.08	GEN TC & UB DATA		
74.09	GEN UB DATA	User Bits returned are always 0	
61.0C	CURRENT TIME SENSE		
74.00	TIMER-1 DATA		
74.01	LTC CORRECTED TIME DATA		
74.04	LTC TIME DATA		
78.04	LTC TIME & UB DATA		
74.05	LTC UB DATA	User Bits returned are always 0	
74.06	VITC TIME DATA		
78.06	VITC TIME & UB DATA		
74.07	VITC UB DATA	User Bits returned are always 0	
70.0D	REQUEST TIME DATA MISSING		
74.14	LTC INTERPOLATED TIME DATA		
78.14	LTC INTERPOLATED TIME & UB DATA		
74.16	VITC HOLD TIME DATA		
78.16	VITC HOLD TIME & UB DATA		
60.10	IN DATA SENSE	Both IN/OUT and A IN/OUT return the mark in/out of the Pyramid's timeline	
60.11	OUT DATA SENSE		
60.12	A IN DATA SENSE		
60.13	A OUT DATA SENSE		
74.10	IN DATA		
74.11	OUT DATA		
74.12	A IN DATA		
74.13	A OUT DATA		
		Returns from 1 byte to 9 byte of status bits depending of the request. Here is the list of existing status bits which are not relevant in the case of Merging hard-disk based products: Tape Out, ServoRefMissing, Tape Trouble, Hard Error, Local, Standby, Eject, TSO Mode, Auto Mode, Freeze On, CF Mode, Search To Cue, Review Auto Edit, Preview, Preroll, Assemble Video, Lamp Still, Lamp Fwd, Lamp Rev, Srch LED 8, Srch LED 4, Srch LED 2, Sarch LED 1, Var Mem Mode, Var Mem Active, Audio Split, Sync Act, Spot Erase, Buzzer, Lost Lock, Near EOT, EOT, CF Lock, Svo Alarm, Sys Alarm, Rec Inhib, Fnc Abort, Video Lack, Sync Lack, Rev Step, Fwd Step, dT Execute, dT Preview, dT Rec Ready, Slow Rec, Step Rec, Still Rec, dT Rec, dT Rec Step	Returns from 1 byte to 9 byte of status bits depending of the request. Here is the list of existing status bits which are not relevant in the case of Merging hard-disk based products: Tape Out, ServoRefMissing, Tape Trouble, Hard Error, Local, Standby, Eject, TSO Mode, Auto Mode, Freeze On, CF Mode, Search To Cue, Review, Preroll, Video, A1, A2, A3, A4, Lamp Still, Lamp Fwd, Lamp Rev, Srch LED 8, Srch LED 4, Srch LED 2, Sarch LED 1, Var Mem Mode, Var Mem Active, Audio Split, Sync Act, Spot Erase, Buzzer, Lost Lock, Near EOT, EOT, CF Lock, Svo Alarm, Sys Alarm, Rec Inhib, Fnc Abort, Video Lack, Sync Lack, Rev Step, Fwd Step, dT Execute, dT Preview, dT Rec Ready, Slow Rec, Step Rec, Still Rec, dT Rec, dT Rec Step
61.20	STATUS SENSE		
7X.20	STATUS DATA		
61.21	EXTENDED VTR STATUS SENSE		
7X.21	EXTENDED VTR STATUS		
6X.23	SIGNAL CONTROL DATA SENSE		

7X.23	SIGNAL CONTROL DATA		
61.24	SUPPORTED SIGNAL SENSE		
7X.24	SUPPORTED SIGNAL		
62.25	VIDEO CONTROL DATA SENSE		
7X.25	VIDEO CONTROL DATA		
62.26	AUDIO CONTROL DATA SENSE		
7X.26	AUDIO CONTROL DATA		
6X.28	LOCAL KEY MAP SENSE		
7X.28	LOCAL KEY MAP DATA		
61.2A	HM DATA SENSE		
7X.2A	HM DATA		
60.2B	REMAIN TIME SENSE		
76.2B	REMAIN TIME DATA		
60.2E	COMMAND SPEED SENSE		
7X.2E	COMMAND SPEED DATA		
60.2F	VARIABLE MEMORY SPEED SENSE		
7X.2F	VARIABLE MEMORY SPEED DATA		
6X.30	EDIT PRESET SENSE		
7X.30	EDIT PRESET STATUS		
60.31	PREROLL TIME SENSE		
74.31	PREROLL TIME DATA		
60.32	TAPE/AUTO SENSE		
71.32	TAPE/AUTO STATUS		
60.33	SERVO REF SENSE		
71.33	SERVO REF STATUS		
60.36	TIMER MODE SENSE		
71.36	TIMER MODE DATA		
60.3C	POSTROLL TIME SENSE		
74.3C	POSTROLL TIME DATA		
60.3E	RECORD INHIBIT SENSE		
7X.3E	RECORD INHIBIT STATUS		
60.3F	Δt PLAY PRESET SENSE		
73.3F	Δt PLAY PRESET DATA		
60.50	DA INPUT SENSE		
7X.50	DA INPUT STATUS		
60.51	DA SYS EMPHASIS SENSE		
60.52	DA INP EMPHASIS SENSE		
60.53	DA PB EMPHASIS SENSE		
7X.51	DA SYS EMPHASIS STATUS		
7X.52	DA INP EMPHASIS STATUS		
7X.53	DA PB EMPHASIS STATUS		
6X.54	EXTENDED DA INPUT SENSE		
7X.54	EXTENDED DA INPUT STATUS		
60.58	DA SAMPLING FREQ SENSE		
71.58	DA SAMPLING FREQ STATUS		
60.60	VITC BYPASS SENSE		
71.60	VITC BYPASS STATUS		
60.61	LTC GENERATOR MODE SENSE		
72.61	LTC GENERATOR MODE STATUS		
60.62	VITC GENERATOR MODE SENSE		

72.62	VITC GENERATOR MODE STATUS		
60.63	RECORD LTC SENSE		
71.63	RECORD LTC STATUS		
60.70	VIDEO INPUT SENSE		
72.70	VIDEO INPUT STATUS		
60.9E	SUPERIMPOSE SENSE		
71.9E	SUPERIMPOSE STATUS		
60.AE	AUDIO MONITOR CHANNEL SENSE		
74.AE	AUDIO MONITOR CHANNEL STATUS		
C2.26	GET STEM AND TRACK NAME		
DX.26	STEM AND TRACK NAME DATA	Stem name is limited to the four first characters and the track name is limited to ten characters	
C2.27	GET STEM NAME		
DX.27	STEM NAME DATA	Stem name is limited to the first fifteen characters	
C2.28	GET TRACK NAME		
DX.28	TRACK NAME DATA	Track name is limited to the first fifteen characters	
CX.30	SET CHANNEL INPUT/PLAYBACK STATE		
C2.31	GET CHANNEL INPUT/PLAYBACK STATE		
DX.31	CHANNEL INPUT/PLAYBACK STATE		
CX.32	SET CHANNEL OFF/ON STATE		
C2.33	GET CHANNEL OFF/ON STATE		
DX.33	CHANNEL OFF/ON STATE		
CX.34	SET CHANNEL SOLO STATE		
C2.35	GET CHANNEL SOLO STATE		
DX.35	CHANNEL SOLO STATE		
CX.36	SET CHANNEL RECORD ENABLE		
C2.37	GET CHANNEL RECORD ENABLE		
DX.37	CHANNEL RECORD ENABLE		
CX.38	SET CHANNEL RECORD SAFE		
C2.39	GET CHANNEL RECORD SAFE		
DX.39	CHANNEL RECORD SAFE		
CX.3A	SET CHANNEL TRACK PUNCH ENABLE		
C2.3B	GET CHANNEL TRACK PUNCH ENABLE		
DX.3B	CHANNEL TRACK PUNCH ENABLE		
CX.3C	SET CHANNEL SOLO SAFE		
C2.3D	GET CHANNEL SOLO SAFE		
DX.3D	SET CHANNEL SOLO SAFE		

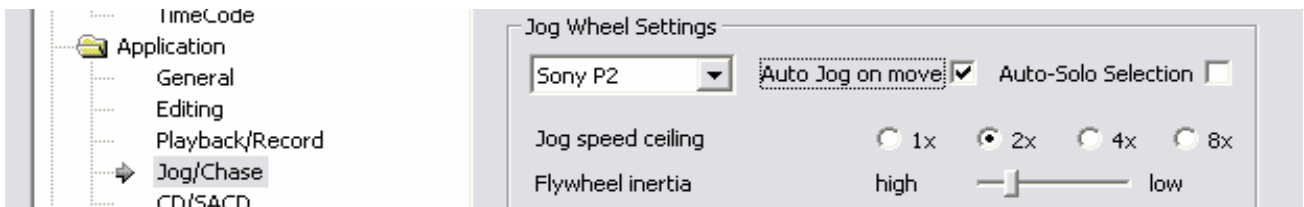
Merging Technologies Sony P2 Slave implementation chart: Notes

If the checksum of the received command is not valid a NAK check sum command is returned

The details page describes the required conditions for the command to be executed. However depending of the status of the Pyramix and/or Vcube application at a given time, a particular command may not be executed at all. Example: a record command is received but no capture destination folder was properly set.

Merging products are hard-disk based computer products, and as such are not forced to take into account the Colour Frame Sequence of a Video stream (useful for edits). So in order for the SonyP2 controlled devices to lock correctly, they must have their Colour Framing mode disabled (2F).

Jog command needs the "Auto Jog on move" settings activated in order to jogging Pyramix when Jog data are received. The print screen below shows where this setting is available



When Pyramix is synchronize and a play command is sent, the Lock bit is reported as well. However Pyramix takes 2 frames in order the lock to the video reference become effective. During this time a short mute in the audio may

