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Request Formats
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This is a list of the request formats I have seen so far and my attempt
to decode the structure of them, but not the actual content (ie to say
what kind of data each byte is, not what it means to a NetMD device).
My next step will be to tie this back to the actual commands we have decoded
and decode the content.

Oh yeah, my request and reply blocks are currently in separate sections ---
it made it easier to spot patterns :)

Key
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Angle brackets <> are used to group blocks of bytes together (eg the ID
and Opcode fields)

Square brackets [] indicate a number of data bytes whose meaning is specific
to the actual command, eg [6] means 6 bytes (or 3 16 bit words :)

Something like 00 LL means a 16 bit length followed by that many bytes
of data, eg 00 04 01 02 03 04 ... this is how strings and other things
seem to be encoded.

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Group 6 (Get info about disks or tracks)
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(Unchecked)
<- <00 18 06> <02 10 10 01> [4] ff 00 [4]
<- <09 18 06> <01 20 10 01> [2*] 10 00 [4*] [1]

*** Get Disk Flags:-
-> <00 18 06> <01 10 10 00> ff 00 [4]
P1: 00 01 00 0b
<- <09 18 06> <01 10 10 00> 10 00 [4] ff
    ff = Flags: 10 = Normal (80 minute?) 50 = Write Protected

*** Get Disk Capacity:-
-> <00 18 06> <02 10 10 00> [2][2] ff 00 [4]
P1: 30 80
P2: 03 00
P3: 00 00 00 00
<- <09 18 06> <02 10 10 00> [2][2] 10 00 00 LL 00 00 <data>
    <data1> = 00 LL <data2>
    <data2> = 80 03 00 17 80 00      (???)
                00 05 00 TT TT TT TT      (Time used ("LP2 seconds"))
                00 05 00 TT TT TT TT      (Total disk size)
                00 05 00 TT TT TT TT      (Time available to record)

NB Times are encoded differently here: leading TT is not hundreds of
minutes BCD, but seems to be *hours* BCD... Maybe this is why these are
encoded as 5 bytes and track time etc is encoded as 6?

*** Get Track Count
-> <00 18 06> <02 10 10 01> [2][2] ff 00 [4]

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P1: 30 00
P2: 10 00
P3: 00 00 00 00
<- <09 18 06> <02 10 10 01> [2][2] 10 00 00 LL 00 00 <data>
    <data1> = 00 LL <data2>
    <data2> = 00 10 00 02 00 nn
        nn = Number of tracks

*** Get Track Checkout Status:-
-> <00 18 06> <01 20 10 01> [2] ff 00 [4]
P1: 00 tt (tt = Track number)
P2: 00 01 00 08
<- <09 18 06> <01 10 10 00> 10 00 [4] <cc>
    <cc>: 00 = not checked out, 03 = locked?

*** Request Track Length, Bitrate etc:-
-> <00 18 06> <02 20 10 01> [2][2][2] ff 00 [4]
P1: 00 tt (tt = Track number)
P2: 30 80 or 30 00
P3: 07 00 or 01 00
P4: 00 00 00 00
<- <09 18 06> <02 10 10 01> [2][2][2] 10 00 00 LL 00 00 <data>
    <data1> = 00 LL <data2>
If P2 = 3080 and P3 = 0700
    <data2> = 80 07 00 04 01 10 xx yy
    xx = bitrate: 90 = SP, 92 = LP2, 93 = LP4
    yy: 00 = Stereo 01 = Mono
If P2 = 3000 and P3 = 0100
    <data2> = 00 01 00 06 00 00 TT TT TT TT

*** Request Disk Title:-
-> <00 18 06> <02 20 18 01> [2][2][2] ff 00 [4]
P1: 00 00 or 00 01
P2: 30 00
P3: 08 00 or 0a 00
P4: 00 00 00 00
<- <09 18 06> <02 20 18 01> [2][2][2] 10 00 00 LL 00 00 <data>
    <data1> = 00 LL <data2>
If P1 = 0000 and P3 = 0800
    <data2> = 00 08 00 02 80 01
If P1 = 0001 and P3 = 0800
    <data2> = 00 08 00 02 80 ff
If P1 = 0000 and P3 = 0a00
    <data2> = 00 0a 00 LL <string>
    <string> = the actual title string

*** Request Track Title:-
-> <00 18 06> <02 20 18 02> [2][2][2] ff 00 [4]
P1: 00 tt (tt = Track number)
P2: 30 00
P3: 00 0a
P4: 00 00 00 00
<- <09 18 06> <02 20 18 02> [2][2][2] 10 00 00 LL 00 00 <data1>
    <data1> = 00 LL <data2>
    <data2> = 00 0a 00 LL <string>
    <string> = the actual title string

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Group 7 (Modify disk/track info)
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<00 18 07> <02 20 18 01> [6] 50 00 00 XX 00 00 00 LL <data>
<00 18 07> <02 20 18 02> [6] 50 00 00 XX 00 00 00 LL <data>
(XX is old header length in one, same as LL in the other)

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Group 8 (Handshaking and flow control, maybe?)
-----
-> <00 18 08> <10 10 00 00> 00
<- <09 18 08> <10 10 00 00> 00

-> <00 18 08> <10 10 00 01> 00
<- <09 18 08> <10 10 00 01> 00

-> <00 18 08> <10 10 01 00> 00
<- <09 18 08> <10 10 01 00> 00

-> <00 18 08> <10 10 00 01> 00
<- <09 18 08> <10 10 00 01> 00

-> <00 18 08> <80 00 00 00>
<- <09 18 08> <80 00 00 00>

-> <00 18 08> <80 00 01 00>
<- <09 18 08> <80 00 01 00>

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Group 9 (Get status?)
-----
* Get Player Status?:-
-> <00 18 09> <80 01 02 30> [2][2][2][1] ff 00 [4]
P1: 88 00
P2: 00 30
P3: 88 04
P4: 00
P5: 00 00 00 00
<- <09 18 09> <80 01 02 30> [2][2][2][1] 10 00 00 LL 00 00 <data1>
      data1 = 00 LL <data2>
      data2 = 88 04 00 03 40 ff 40 ("Normal")
      data2 = 88 04 00 03 80 ff 40 ("No disk")

* Get Disk Status?:-
-> <00 18 09> <80 01 03 30> [2][2][2][2][2][1] ff 00 [4]
P1: 88 01 or 88 02
P2: 00 30
P3: 88 05
P4: 00 30
P5: 88 07 or 88 06
P6: 00
P7: 00 00 00 00
<- <00 18 09> <80 01 03 30> [2][2][2][2][2][1] 10 00 00 LL 00 00 <data1>
      data1 = 00 LL <data2>
      At startup, P1=8801, P5=8807
      data2 = 88 05 00 88 80 e0 01 10 90 00 40 00
      During playback P1=8802, P5=8806
      data2 = 88 06 00 02 c3 75

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*** Get Playback Status?:-
-> <00 18 09> <80 01 04 30> [2][2][2][2][2][2][1] ff 00 [4]
P1: 88 02
P2: 00 30
P3: 88 05
P4: 00 30
P5: 00 03
P6: 00 30
P7: 00 02
P8: 00
P9: 00 00 00 00
<- <00 18 09> <80 01 04 30> [2][2][2][2][2][2][1] 10 00 00 LL 00 00 <data1>
      data1 = 00 LL <data2>
      data2 = 00 02 00 07 00 00 tt TT TT TT TT
      tt = Current track number
      TTTTTTTT = Playback position

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Group 40: Zap things

*** Initialise Disc
-> <00 18 40> <ff 00 00>
<- <09 18 40> <00 00 00>
NB1: Only 6 bytes!
NB2: Long pause between send and reply... Open MG seems to poll during
this period

*** Delete track
-> <00 18 40> <ff 01 00 20> [2] [2]
<- <00 18 40> <00 01 00 20> [2] [2]
P1: 10 01 (Maybe some flag to do with checkin/out?)
P2: 00 tt

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Group 50: Set playback position?

*** Set Position
-> <00 18 50> <ff 00 00 00> [2] [2] [4]
P1: 00 00 (const?)
P2: 00 tt (track number)
P3: TT TT TT TT (playback position in BCD)
<- <09 18 50> <00 00 00 00> [2] [2] [4]

*** Set Track
-> <00 18 50> <ff 01 00 00> [2] [2]
P1: 00 00 (const?)
P2: 00 tt (track number)
<- <09 18 50> <00 01 00 00> [2] [2]

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Group c3: Playback control

*** Fast Forward Mode
-> <00 18 c3> <ff 39 00 00> 00
<- <00 18 c3> <00 39 00 00> 00

*** Rewind Mode
-> <00 18 c3> <ff 49 00 00> 00

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<- <00 18 c3> <00 49 00 00> 00
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*** Start playback
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-> <00 18 c3> <ff 75 00 00> 00
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<- <00 18 c3> <00 75 00 00> 00
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*** Pause
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-> <00 18 c3> <ff 74 00 00> 00
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<- <00 18 c3> <00 7d 00 00> 00
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Group c5:
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*** Stop
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-> <00 18 c5> <ff 00 00 00> 00
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<- <09 18 c5> <00 00 00 00> 00
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