

IR remote-control codes

The following tables give the IR-commands accepted by Arcam CD players. The system code is **20**. Items shown in italics reference the buttons on the supplied CR-314 remote control. The items not in italics are additional commands accepted by the CD player.

Power commands

Command	Decimal Code
<i>Power toggle</i>	20-12
Power-on	20-123
Power-off	20-124

Playback control commands

Command	Decimal Code
<i>Track number 'n', (e.g., 1)</i>	20-n (e.g., 20-1)
<i>Track selection 10+</i>	20-10
<i>Time</i>	20-66
Remain	20-11
<i>Track forward</i>	20-32
Track back	20-33
Fast forward	20-52
Fast rewind	20-50
Open	20-45
Pause	20-48
Stop	20-54
Play	20-53

Advanced control commands

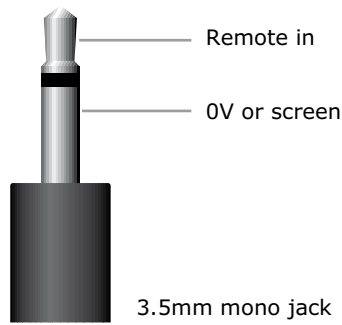
Command	Decimal Code
<i>Repeat toggle</i>	20-29
Repeat off	20-125
Repeat one	20-126
Repeat all	20-127
<i>Repeat A-B</i>	20-59
Search	20-76
Scan	20-43
Scan 10 seconds	20-79
Scan 20 seconds	20-88
Scan 30 seconds	20-90
Scan off	20-90
Clear	20-58
Clear all	20-57
<i>Programme</i>	20-41
Programme on	20-99
Programme off	20-100
PMode (Shuffle)	20-64
<i>Shuffle</i>	20-28
Shuffle on	20-114
Shuffle off	20-115

Display control commands

Command	Decimal Code
<i>Display toggle</i>	20-18
Display on	20-14
Display dim	20-20
Display off	20-21
Display remaining track time	20-110
Display elapsed track time	20-111
Display remaining disk time	20-112
Display remaining titles	20-113

Remote input using a 3.5mm mono jack

The connection diagram below applies to the DiVA DV78, DV79, DV88+ and DV89 models, and the fmj DV27 and DV29 models.



RC5 system code clashes

Arcam equipment has a hidden menu that allows for the standard RC5 system code (i.e. 16) to be changed to system code 12. This is to avoid RC5 code clash problems between different manufacturer's components.

Warning: Before switching the RC5 code you must ensure that you have a remote device programmed with its system code set to 12. This is because once the code is changed, the unit will no longer respond to the factory-supplied remote and you will be unable to control the player remotely or switch the code back!