

ROTEL *hi-fi*

COMPACT DISC PLAYER

RCD-865BX

owners manual


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WARNING
TO PREVENT FIRE OR SHOCK HAZARD,
DO NOT EXPOSE THIS APPLIANCE
TO RAIN OR MOISTURE


Write your SERIAL NUMBER here.
The number is located near the name
plate on the rear panel.

SAFETY INSTRUCTIONS

WARNING: To reduce the risk of fire or electric shock, do not expose this appliance to rain or moisture.



CAUTION
RISK OF ELECTRIC SHOCK
DO NOT OPEN



CAUTION: TO REDUCE THE RISK OF ELECTRIC SHOCK, DO NOT REMOVE COVER (OR BACK). NO USER-SERVICEABLE PARTS INSIDE. REFER SERVICING TO QUALIFIED SERVICE PERSONNEL.

• **Explanation of Graphical Symbols**

The lightning flash with arrowhead symbol, within an equilateral triangle, is intended to alert the user to the presence of uninsulated "dangerous voltage" within the product's enclosure that may be of sufficient magnitude to constitute a risk of electric shock to persons.



The exclamation point within an equilateral triangle is intended to alert the user to the presence of important operating and maintenance (servicing) instructions in the literature accompanying the appliance.



DANGER — INVISIBLE LASER RADIATION WHEN OPEN THE TOP COVER, AVOID DIRECT EXPOSURE TO LASER BEAM.

CLASS 1 LASER PRODUCT

PRODUCT COMPLIES WITH DHHS 21 CFR 1040.10 AND 1040.11.

1. **Read Instructions** — All the safety and operating instructions should be read before the appliance is operated.
2. **Retain Instructions** — The safety and operating instructions should be retained for future reference.
3. **Heed Warnings** — All warnings on the appliance and in the operating instructions should be adhered to.
4. **Follow Instructions** — All operating and use instructions should be followed.
5. **Water and Moisture** — The appliance should not be used near water — for example, near a bathtub, washbowl, kitchen sink, laundry tub, in a wet basement, or near a swimming pool, and the like.
6. **Carts and Stands** — The appliance should be used only with a cart or stand that is recommended by the manufacturer.
- 6A. An appliance and cart combination should be moved with care. Quick stops, excessive force, and uneven surfaces may cause the appliance and cart combination to overturn.



**PORTABLE
CART
WARNING**

7. **Wall or Ceiling Mounting** — The appliance should be mounted to a wall or ceiling only as recommended by the manufacturer.
8. **Ventilation** — The appliance should be situated so that its location or position does not interfere with its proper ventilation. For example, the appliance should not be situated on a bed, sofa, rug, or similar surface that may block the ventilation openings; or placed in a built-in installation, such as a bookcase or cabinet that may impede the flow of air through the ventilation openings.
9. **Heat** — The appliance should be situated away from heat sources such as radiators, heat registers, stoves, or other appliances (including amplifiers) that produce heat.
10. **Power Sources** — The appliance should be connected to a power supply only of the type described in the operating instructions or as marked on the appliance.
11. **Grounding or Polarization** — The precautions that should be taken so that the grounding or polarization means of an appliance is not defeated.
12. **Power-Cord Protection** — Power-supply cords should be routed so that they are not likely to be walked on or pinched by items placed upon or against them, paying particular attention to cords at plugs, convenience receptacles, and the point where they exit from the appliance.
13. **Cleaning** — The appliance should be cleaned only as recommended by the manufacturer.
14. **Nonuse Periods** — The power cord of the appliance should be unplugged from the outlet when left unused for a long period of time.
15. **Object and Liquid Entry** — Care should be taken so that objects do not fall and liquids are not spilled into the enclosure through openings.
16. **Damage Requiring Service** — The appliance should be serviced by qualified factory authorized service personnel when:
 - A. The power-supply cord or the plug has been damaged; or
 - B. Objects have fallen, or liquid has been spilled into the appliance; or
 - C. The appliance has been exposed to rain; or
 - D. The appliance does not appear to operate normally or exhibits a marked change in performance; or
 - E. The appliance has been dropped, or the enclosure damaged.
17. **Servicing** — The user should not attempt to service the appliance beyond that described in the operating instructions. All other servicing should be referred to qualified factory authorized service personnel.

ENGLISH

STEREO COMPACT DISC PLAYER RCD-865BX

Thank you for purchasing the ROTEL Compact Disc Player.

CAUTION: READ THIS BEFORE OPERATING YOUR PLAYER

1. The product is a sophisticated Compact Disc Player. To ensure proper operation for the best possible sound reproduction, please read this manual carefully.

2. Choose the installation location of your player carefully. Avoid placing it in direct sunlight or close to a source of heat. Also avoid locations subject to vibration and excessive dust, heat, cold or moisture. Keep away from such sources of hum as transformers or motors.

3. Do not open the cabinet as this might result in damage to the set or electrical shock. If a foreign object should get into the set, contact your dealer.

4. Be sure not to handle discs with dirty fingers. Never insert a disc which has a crack on the surface.

5. When removing the power plug from a wall outlet, always pull directly on the plug, never yank the cord.

6. Do not use force when using the switches and knobs.

7. When moving the set be sure to first pull out the power plug and remove cords connecting to other equipment.

8. To keep the laser-pickup clean, do not touch it, and do not forget to close the disc tray.

9. Do not attempt to clean the player with chemical solvents as this might damage the finish. Use a clean, dry cloth.

10. Be sure to read the "troubleshooting" section for advice on common operating errors before concluding that your player is faulty.

11. Keep this manual in a safe place for future reference.

12. The voltage selector switch on the back panel of this model must be set for the local voltage BEFORE the unit is plugged into the main supply. (GENERAL MODEL ONLY).

CAUTION

Use of controls or adjustments, or performance of procedures other than those specified herein may result in hazardous radiation exposure.

Special Instructions for British Model

THE WIRES IN THE MAINS LEAD ARE COLOURED IN ACCORDANCE WITH THE FOLLOWING CODE

Blue NEUTRAL

Brown LIVE

As the colours of the wires in the mains lead of this apparatus may not correspond with the coloured marking identifying the terminals in your plug, proceed as follows.

The wire which is coloured BLUE must be connected to the terminal which is marked with the letter N or coloured BLACK. The wire which is coloured BROWN must be connected to the terminal which is marked with the letter L or coloured RED.

TRANSPORT SCREWS

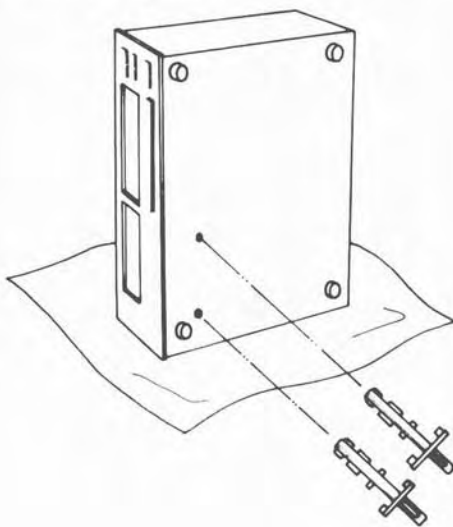
To protect the internal laser pick-up mechanism from excessive shock during transit, it has been secured by special transport screws. These screws are attached on the bottom of the unit. Be sure to remove the transport screws before you turn your player on.

1. Carefully place the unit on its left side. Do not subject it to any shocks.

2. Turn and remove the transport screws.

3. Place the screws in a safe place, perhaps with this manual, as they may be needed in the future.

4. If you are going to transport your player, be sure to replace the transport screws. Be sure that there is no disc in the player before replacing the screws. Reverse the previous instructions to replace the screws.



Transport screws
(red, plastic)

FRONT PANEL PARTS AND THEIR FUNCTIONS

1 POWER Switch

Supplies power to your player. The LED indicator lights when ON.

2 Disc Tray

Holds a compact disc for playing. Slides out for loading and unloading when the OPEN/CLOSE switch is pressed.

3 OPEN/CLOSE Key

When pressed, slides the disc tray out of the unit (OPEN operation) or retracts the disc tray into the unit (CLOSE operation).

4 Remote Sensor

The target eye for the remote control handunit (transmitter) provided with the player.

5 MULTI-FUNCTION DISPLAY Panel

Provides comprehensive information on disc selections, disc playback status, player operating status, and all programming procedures.

Disc Size Indicators: Either disc marking with "12" or "8" will light up automatically when a disc is inserted and the tray closed. The former indicates the normal size disc, and the latter indicates the smaller "CD single" disc.

6 PLAY Key

Initiates disc playback.

7 Stop Key

For stopping play during playback and for erasing a program (clear memory).

8 PAUSE Key

Pressing this key during playback will temporarily interrupt operation of the unit (PAUSE). Pressing it again to disengage the interruption.

9 TRACK Keys

Pressing these keys allows you to move the laser pick-up sequentially across the disc to the beginning of each selection, in either a forward (▶▶) or reverse (◀◀) direction.

10 PROGRAM Key

Is used to set or check (REVIEW) a disc selection program.

11 Random key

Randomly and automatically selects a playback sequence of the tracks on a whole disc. Since the random selections are vast, each sequence selected would never likely be repeated twice.

12 REPEAT Switch

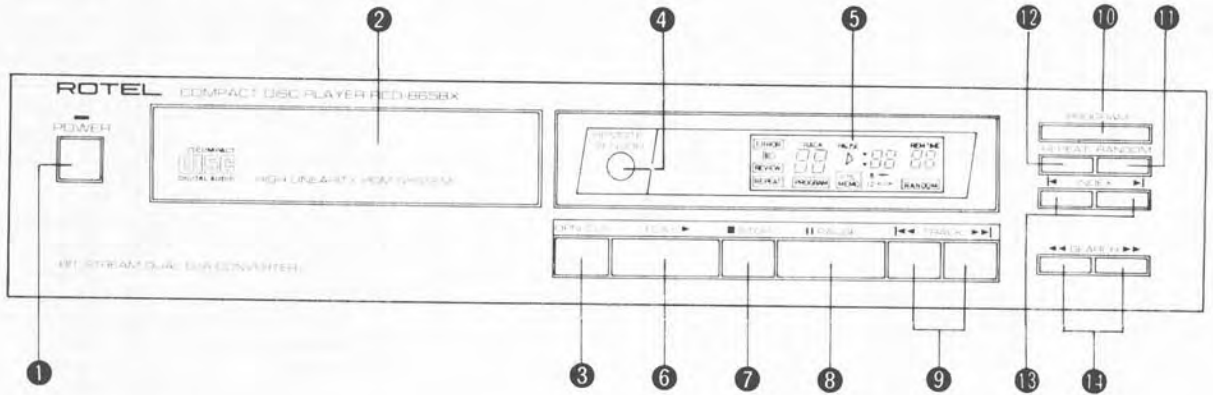
Initiates automatic repeat playback of the entire disc, or of programmed disc selections.

13 INDEX keys

Pressing these keys allows you to move the laser pick-up sequentially across the disc in either a forward (▶) or reverse (◀) direction to each index selection within a track, only when the disc playing has the index numbers encoded. NOTE: not all discs have the index encoded numbers, in which case these keys will not be functional. Please check the information supplied with each disc whether the index selections and numbers are available. To select an index number, first select a track number, press the STOP key, press either index buttons to your desired index number (the index numbers will be indicated on the first two digits of the TIME digits), and press the PLAY key to start the playback (the indication on the display will go back to the time indication). If too high index number is selected, the ERROR indicator lights up and then the playback will start at the beginning of the track.

14 Search Control Keys

Pressing these keys allows you to scan the laser pick-up sequentially across the disc in a forward (▶▶) or reverse (◀◀) directions.



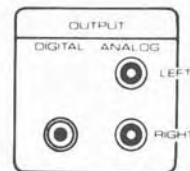
CONNECTIONS

There are only three connections to make from your player.

1. Make sure the transport screws are removed from the bottom of the unit.
2. Turn off the power before making any connections.
3. Connect the ANALOG (AUDIO) OUTPUT jacks to the input jacks of your amplifier or receiver. They should be connected to the CD or AUX input jacks. DO NOT use the PHONO input jacks. Be sure that the player right channel (RED) is connected to the right channel of your amplifier, etc. Likewise, be sure that the player left channel (WHITE) is connected to the left channel of your amplifier, etc.
4. If you have a separate D/A converter unit or an amplifier with a D/A converter built-in, which has a digital input

socket, you can connect from the DIGITAL OUTPUT of the player to such digital input using a proper connecting cable available in the market.

5. Connect the power cord to an AC outlet or to the convenience outlet of your amplifier, tuner, etc. Be sure that the convenience outlet is rated for more than 30 watts.



LOADING A DISC

1. Press the POWER switch. The MULTI-FUNCTION DISPLAY Panel will display a flashing dotted line, informing you that there is no disc loaded in the player. All this point, your player will only accept commands from the OPEN/CLOSE key.

2. Press the OPEN/CLOSE key. The disc tray will slide out from the unit. If the disc tray is obstructed from opening it will stop in that position. Press the OPEN/CLOSE key again and the disc tray will close. Remove the obstruction and press the OPEN/CLOSE key again.

3. Load a compact disc. Either 5" or 3" (CD single) can be used. Once the disc tray is fully open, remove a compact disc from its case and holding the disc by its edges, put it into the tray with the label facing upwards.

4. Close the disc tray. You can close the disc tray in three different ways: by pressing the OPEN/CLOSE key, by pressing the PLAY key, or by gently pressing the tray inward. If the disc tray is closed by pressing the PLAY key, the compact disc will immediately start playing once the tray is fully closed, otherwise the unit will wait for further programming.

5. To remove a compact disc, simply press the OPEN/CLOSE key and wait for the tray to slide out. Then grasp the disc by its edges and lift it out. Remember to close the tray if you are not going to be using your player immediately.

Playing the Complete Disc

If you simply want to play the whole disc, close the tray by pressing PLAY. Once the contents list on the disc has been read and the laser pick-up has reached the beginning of the first track, the first track number appears above TRACK and play starts.

The playing time of each track is counted off and displayed above MIN and SEC.

As each track ends the track number jumps on, followed by the display of the playing time of the new track.

As soon as all the tracks have been played, the disc stops and the display shows the total number of tracks on the disc and the total playing time.

Going back to the Beginning of a Track

You can go back to the beginning of a track which is being played, by pressing PLAY again. The track then starts again from the beginning.

Moving to Another Track (I◀◀ TRACK ▶▶I)

Selecting a Later Track — Press the TRACK key (▶▶I) until the desired track number appears above TRACK.

If you press TRACK when playing the last track, the ERROR indicator will light, reminding you that there is no next track, and play continues with the last track. If the player is in the repeat mode, the ERROR will not light, and play will continue with the first track.

Selecting a Previous Track — Press the TRACK key (I◀◀) until the desired track number appears above TRACK.

If you press I◀◀ during the first track, the ERROR will light, reminding you that there is no previous track, and play continues with the first track. If the player is in the repeat mode, the ERROR will not light, and play will continue with the last track.

Finding a Particular Passage (◀◀ SEARCH ▶▶)

During play, you can quickly locate a particular passage in a track by pressing ◀◀ SEARCH and SEARCH ▶▶. While you hold ◀◀ SEARCH down, the laser pick-up runs back towards the beginning; while you hold SEARCH ▶▶ down, the laser pick-up runs towards the end. By using ◀◀ SEARCH and SEARCH ▶▶ alternately, you can find any part of any passage. When you release the key, play restarts at once.

During search, the laser pick-up moves at three successive speeds: for the first seconds relatively slowly, thereafter faster, and maximum speed is reached after approximately 10 seconds if you continue to hold down the key.

At the first two speeds the sound of the disc remains audible, though accelerated, unless you have also pressed PAUSE; after that it disappears. When searching for a passage by ear it is advisable to release the key at that moment; you then keep the sound as an aid to searching.

If, by pressing ◀◀ SEARCH, you take the laser pick-up beyond the run-in of the first track, the ERROR lights and the laser pick-up stops at the beginning of the track. The disc continues to spin, however, so that play resumes when you release the key. If, by pressing SEARCH ▶▶, you take the laser pick-up beyond the run-out of the last track, the ERROR lights, and the laser pick-up jumps back about 10 seconds into the disc and remains at that point until you release the key. This is to prevent the disc stopping unexpectedly during search.

Holding Play at the Start of a Track or a Passage/ Interrupting Play (PAUSE)

By pressing PAUSE you can stop the laser pick-up exactly at the start of a track or a passage.

To this end, you first press PLAY, immediately followed by PAUSE, when starting play of the complete disc, going back to the beginning of a track or beginning play with a specific track.

When moving to another track or searching quickly for a particular passage, you first press PAUSE and then I◀◀ TRACK ▶▶I or ◀◀ SEARCH ▶▶, as applicable.

To show that you have pressed PAUSE, the PAUSE indicator will light.

At the moment you want to start play, press PAUSE again. The PAUSE indicator will go out.

For short play interruptions, you can also press PAUSE. The disc continues to spin, but the sound stops, and the PAUSE indicator now also lights.

If you press PAUSE again, the sound re-starts at the exact point where it was interrupted. The PAUSE indicator will go out.

Repeating the Disc (REPEAT)

If you want to hear the whole disc again, press the REPEAT key before play ends. The REPEAT indicator will light, and the disc will play continuously until you either press the REPEAT key again, or press the STOP key or the OPEN/CLOSE key. In the first case the disc will play on to the end before stopping, in the other two cases play will stop at once. The REPEAT indicator will go out.

Stopping Play (STOP or OPEN/CLOSE)

To end play before the end of the disc, you press the STOP key. The display then shows the total number of tracks on the disc and the total disc playing time. If you also want to take out the disc you end play by pressing the OPEN/CLOSE key. The indication '- -' then appears again on the display.

PROGRAMMING

Instead of playing a complete disc, you can choose a number of tracks, and play only these. You can even decide on the playing sequence. It is also possible to play all the tracks in a different sequence to that on the disc.

To do this, it is necessary to store your choice in the form of a program in the memory of the player. The memory will accept a maximum of 20 entries, which means that at most, 20 tracks can be stored. You can, however, only store each track once. If you exceed the maximum of 20 tracks, the ERROR indicator lights to remind you that the memory is full and cannot accept any more commands.

Programming is only possible when the disc is loaded and the tray is closed with OPEN/CLOSE. The highest track number that can be stored is then shown on the display and determined at the same time, so that errors in this respect are precluded.

To store the track numbers that you want to include in a program (these can be found in the contents list in the disc holder), bring up each track number in turn above TRACK using the **TRACK** **▶▶**, depending on which is quicker, then store it by pressing the PROGRAM key.

Do not allow more than 5 seconds to elapse between releasing the TRACK key and pressing the PROGRAM key, otherwise the microprocessor in the player will assume that you have changed your mind and the flashing "- ." after the track number will light continuously; the track can then no longer be stored. However, you can re-activate a missed track number again by bringing up either the previous or the following track number and then returning immediately to the one desired.

Example - From a disc containing 14 tracks, you want to listen to tracks 7, 3, 9, 5, 12 and 10 in that order.

Load the disc in the tray and close it using the OPEN/CLOSE key.

When the contents list has been read, the figure '14' will appear above TRACK.

Now press the TRACK key until '7' appears and then press the PROGRAM key. The "- ." after the figure will now disappear and will be replaced by 'P' (from Program) as a sign that this track has been stored. The PROGRAM indicator will light.

Continue by going back to '3' using the TRACK key and press the PROGRAM key again; you now read '3 P'.

You display the remaining tracks in turn by pressing **TRACK** **▶▶**, and then store them successively by pressing PROGRAM. As soon as you have stored the last track number you will see '10 P'. This remains until play is started.

If you make a mistake and store a wrong track number, you can rectify this by going to the previous or following number, returning to the wrong one and then pressing the PROGRAM key again. To show that the wrong track number has been erased, the 'P' is replaced by a 'C' (from Clear).

Using our example: you have stored '4' instead of '5'. You go back to '3' using the TRACK key, return to '4' using the TRACK key and then press the PROGRAM key. You will then read '4 C'. Now proceed with storing '5'.

During programming or when you have finished programming, you can check the contents of the program by pressing the PROGRAM key (REVIEW indicator). All the track numbers then appear in the programmed sequence, after which the last stored number is once again displayed. In our example: '-7' - '-3' - '-9' - '-5' - '-12' - '-10' - '10 P'.

If you discover that the program contains a track number you do not want, you can still erase it by displaying it using the TRACK key and then pressing PROGRAM.

To erase the whole program, press the STOP key.

When, after pressing PROGRAM the ERROR indicator lights,

this means that the memory is empty and no track is stored. During programmed play, all player functions remain operative, except beginning at any specific track.

You start play by pressing PLAY; the first track number of the program then appears above TRACK. The progress of play can be followed by the jumping up or down of the numbers above TRACK. You can see the number of tracks still to be played at any time when you press PROGRAM: first the number of the track which is playing appears, then all the remaining tracks are shown consecutively (REVIEW). During program repeat the numbers of the tracks already played are also shown.

You can go back to the beginning of a track by pressing PLAY. If you want to go on to a following track number of the program, press **▶▶**; should you do this during the last track, the ERROR lights and play continues with the last track.

To go back to a previous track number of the program, you press **◀◀**; should you do this during the first track, the ERROR lights and play continues with the first track.

Searching for a particular passage using **◀◀ SEARCH** and **SEARCH ▶▶** is limited to the space between the beginning and end of the track being played; you cannot move the laser pick-up outside these limits to prevent arrival in another track, either programmed or not programmed, which would upset the program. Arrival at either limit is indicated by lighting of the ERROR, upon which the laser pick-up stops until you release the key.

To hold play at the beginning of a track or a passage, or to interrupt the program, press PAUSE.

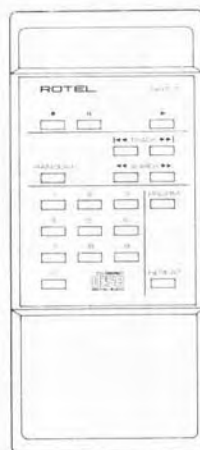
If you want to repeat the program, press the REPEAT key. When all tracks of the program have been played the disc stops. However, the program is retained in the memory until you open the tray; only then will it be erased.

The program is also erased if you press the STOP key during play.

OPERATING THE REMOTE CONTROL SYSTEM

The player comes with the infrared remote control transmitter handunit to give you the conveniences of remote-controlling most operational functions available.

The remote handunit will let you operate the player similarly for all the operations described above, except it has no POWER on/off and OPEN/CLOSE switches. However, it has one additional feature that is not available on the front panel of the player: a direct random access to select a desired track (without going through selection via sequential operation of the TRACK keys). Whenever you wish to play the desired track



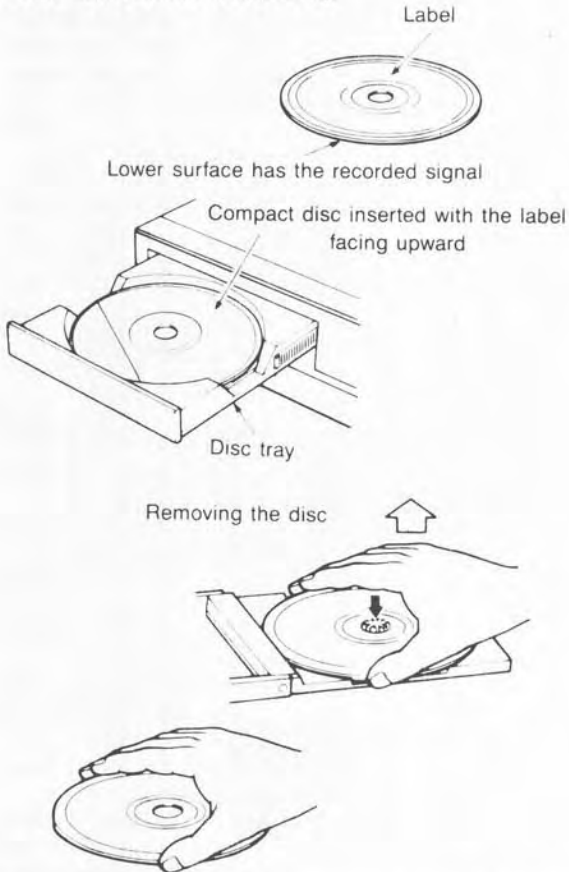
Remote

Note: "INDEX" not apply to the remote control transmitter handunit RRT-7

on a disc, just press a number on the 10-key numerical system on the handunit. If it is the track '2' you wish to play, press the key marked '2' and then the PLAY key on the handunit. If the operating mode was already in the playback of another track, just press the '2' key as the player will automatically switch to the track '2' in a second. On the display, '2' will appear over TRACK and then PLAY symbol will appear. (When selecting '10', press '1' and '0' successively and quickly, and so on for '11' and above correspondingly.)

The direct random access to the track selection will also make the programming simpler. Just press any desired number on the 10-key and push the PROGRAM key.

DISC CARE AND HANDLING



Your player has been specifically designed for the reproduction of compact discs bearing the "Compact Disc" mark. No other discs should be loaded into the player.

To remove a disc from its storage case, press down on the center of the opened case and lift the disc out, carefully holding it by the edges. Always place the disc in the tray with the label facing up.

Although compact discs are impervious to wear during play, damage to the surface of a disc through improper handling will result in playback irregularities. To preserve your compact discs, please handle them with care.

Although minute dust particles and fingerprints should have no effect on playback, you should keep the surface of the recorded side of your discs clean by wiping them with a clean, dry cloth. Wipe in a straight motion from the inside to the outside.

Never use record cleaner, record spray, antistatic sprays or liquids, or any chemical-based liquid to clean the surface of a disc, as these may irreparably damage the disc's plastic

surface. Always return a disc to its protective plastic case when not using it. Avoid exposing discs to direct sunlight, high temperature, or high humidity for extended periods of time. Long exposure to high temperatures may warp a disc. Do not write on the label side of the disc with a ballpoint pen, as this may damage the disc.

FAULTS AND THEIR LIKELY CAUSES

Although the greatest care has been taken in the manufacture of this Compact Disc player, the possibility remains that a fault could appear or that for some reason the player fails to function to your complete satisfaction.

The cause, however, will certainly not always be found in the player itself. External factors, and the fact that it takes time to become accustomed to the whole concept of the new product and the new discs, can also play a role.

To save you unnecessary calls on your dealer or our Service Organization, we have compiled a list of possible faults and their causes. To even mention some of these causes, such as those to do with mains connection, may perhaps seem excessive. Our experience shows, however, that they are easily overlooked as sources of trouble.

If, by using this list, you do not succeed in solving the problem, stop your investigation. Disconnect the mains plug and contact your dealer.

Under no circumstances should you open up the player; this will invalidate all rights under the guarantee.

1. After pressing the ON/OFF key, the on/off indication '- -' does not light.

- The key is not pressed in far enough.
- The plugs of the AC cord are not connected or are not making contacts.
- There is no supply at the AC outlet plug in another electrical appliance and check if that works.

2. After pressing OPEN/CLOSE, the disc tray does not slide out.

- The transit screws have not been removed.
- The player is not switched on. Check if the on/off indication '- -' is lit.
- The microprocessor has not received the command properly. Check if the tray opens if you switch the player off and on again, and then press OPEN/CLOSE once more.
- The tray drive is not functioning. You cannot rectify this yourself.

3. After pressing OPEN/CLOSE or PLAY, the disc tray does not slide in.

- The mains supply has been interrupted. Check if the on/off indicator '- -' is lit.
- The microprocessor has not received the command correctly. Check if the tray closes if you switch the player off and on again, and then press OPEN/CLOSE or PLAY once more.
- The tray drive is not functioning. You cannot rectify this yourself. If a disc is in position, remove it, then push the tray in carefully to close it.

4. After closing the tray the stand-by indication '- -' stops flashing and burns continuously after a few seconds.

- The disc is not inserted with the label upwards or there is no disc in the tray.

- The disc is dirty. See if cleaning the disc, or using another, clean disc, clears the fault.
- The disc is defective. Try another disc and see if that clears the fault.
- There is an unwanted object in the disc tray, e.g. a piece of paper or a remnant of packaging.

5. The disc is being played because the track number or the time indication moves on regularly, but there is no sound.

- The amplifier or the receiver is not switched on.
- The position of the amplifier source selector switch does not correspond with the input to which the player is connected.
- The amplifier or the (active) loudspeakers connected to it are not working. Check with another sound source to see if this is the case.
- The microprocessor has not received the command correctly. Check if switching the player off and on again, and then re-starting clears the fault.
- The connection between the player and the amplifier is broken.
- The input to which the player is connected is defective. Check this by connecting the player to another input socket.

6. The sound is poor or distorted or you can hear only one channel.

- The player is not connected to the CD, AUX, TUNER or TAPE IN input of the amplifier but to the PHONO input.
- One of the plugs of the connection cable is either not connected or not properly connected.
- The disc is dirty or badly scratched. See if cleaning the disc or using another clean or scratch-free disc improves the situation.
- There is an unwanted object in the disc tray, e.g. a piece of paper or a remnant of packaging.
- The amplifier or the (active) loudspeakers connected to it are not working properly. Check with another sound source to see if this is the case.

7. Programming is not working.

- The disc is dirty or badly scratched. See if cleaning the disc helps or try programming a scratch-free disc.
- The microprocessor has not processed the commands properly. Erase the program by pressing STOP and store it again; re-start play and check if the fault has cleared.
- All 20 memory places are already occupied and you have missed the ERROR indicator that indicates this. Check this by pressing PROGRAM and counting the number of tracks displayed.

8. The following faults can be caused by the same circumstances:

Playback does not begin with the first track number on the disc or of the program, but with another. Playback stops before the end of the disc or the program.

- The microprocessor has not processed the command correctly. Check if switching the player off and on again, and then re-starting clears the fault.
- The disc is dirty or badly scratched. See if cleaning the disc or using another, clean or scratch-free, disc clears the fault.
- The disc is defective. Try another disc and see if that clears the fault. There is an unwanted object in the disc tray, e.g. a piece of paper or a remnant of packaging.

SPECIFICATIONS:

AUDIO:

Number of channels	2
Output voltage	1.7V rms, typical
Output impedance	200 ohms
Frequency range	20 Hz to 20,000 Hz
Amplitude linearity	± 0.05 dB
Channel unbalance	± 0.5 dB
Phase linearity	± 0.5 degrees
Signal to noise ratio	100 dB
Dynamic range	96 dB
Channel separation	100 dB (1 kHz)
THD + noise	0.0025% (1 kHz)
Intermodulation distortion	0.0025% (1 kHz)
Out-band rejection	>60 dB, above 24.1 kHz
Wow and flutter	Quartz crystal precision

AUDIO LINE OUTPUT:

Max output level	2 V rms, typical at MSB
Min load impedance	10 kohms

DIGITAL OUTPUT:

Output level	0.5 V P.P.
Load impedance	75 ohms

MISCELLANEOUS:

Power requirements	120V/60Hz, 220V/240V/60Hz
Power consumption	30 watts
Dimensions	444 (W) x 86 (H) x 346 (D)mm (overall)
Weight	7.0 kg (net)

Specifications and design are subject to change without notice.