

PHILIPS CD 303

Operating Instructions
Mode d'emploi
Bedienungsanleitung

Gebruiksaanwijzing
Instrucciones de manejo
Istruzioni per l'uso

Betjeningsvejledning
Bruksanvisning
Käyttöohje



PHILIPS

COMPACT
disc
DIGITAL AUDIO

COMPACT DISC PLAYER PHILIPS CD 303

3 ENGLISH

Welcome to the new sound experience of Philips Compact Disc Digital Audio.

This booklet tells you how to install, operate and program your new Philips Compact Disc player. Please turn to page 3 where you will find the instructions printed in English.

9 FRANÇAIS

En faisant appel à une technologie révolutionnaire, enregistrement numérique et lecture optique par faisceau laser, votre lecteur 'Compact Disc' Philips vous assure une qualité exceptionnelle du son reproduit: en outre, sa manipulation est d'une extrême simplicité.

A partir de la page 9 vous trouverez dans ce mode d'emploi toutes les instructions nécessaires à l'installation et à la manipulation de votre lecteur 'Compact Disc'.

15 DEUTSCH

Willkommen zum neuen Hörgenuss mit dem digitalen Philips Audio-Compact-Disc-System.

Auf Seite 15 beginnt der deutschsprachige Teil dieser Bedienungsanleitung, in dem Sie alles über das Aufstellen, Anschließen, Bedienen und Programmieren Ihres neuen Philips Compact-Disc-Spielers lesen können.

21 NEDERLANDS

Welkom bij de nieuwe geluidservaring van het digitale Philips Audio Compact Disc-systeem.

Op pag. 21 begint het Nederlandse gedeelte van deze gebruiksaanwijzing, waarin u alles vindt over het installeren, het bedienen en het programmeren van uw nieuwe Philips Compact Disc-speler.

27 ESPAÑOL

Bienvenido a la nueva experiencia auditiva del sistema digital Philips de 'Compact Disc'.

En la página 27 empieza el texto español de este manual, donde encontrará todo lo que necesita saber para la instalación, manejo y programación de su nuevo reproductor CD Philips.

33 ITALIANO

Complimenti! Lei è entrato in possesso di un lettore Philips Compact Disc Digital Audio, un apparecchio in grado di darle una nuova esperienza sonora.

Questo manuale vi spiegherà come installare, operare e programmare il vostro lettore Philips Compact Disc. Andate a pagina 33 dove troverete le istruzioni in lingua italiana.

39 DANSK

Velkommen til en ny lydoplevelse: Philips-opfindelsen Compact Disc Digital Audio.

Dette hæfte fortæller, hvordan du skal installere, betjene og programmere din nye Philips Compact Disc-afspiller. Slå op på side 39, hvor du vil finde instruktionerne givet på dansk.

45 NORSK

Velkommen til den nye lydoplevelse Philips Compact Disc Audio vil gi Dem.

Denne bruksanvisningen vil informere Dem om hvordan De installerer, betjener og programmerer Deres nye Philips Compact Disc spiller. Vennligst snu om til side 45, hvor De vil finne informasjonene på norsk.

51 SVENSKA

Välkommen till denna nya ljudupplevelse med Philips Compact Disc Digital Audio.

I det här häftet får Du reda på hur Philips Compact Disc-spelaren kopplas in och används. Slå upp sidan 51 så hittar Du texten på svenska.

57 SUOMI

Tervetuloa nauttimaan Philipsin digitaalisen Compact Disc'in uudenlaisesta äänen-toistosta.

Tässä ohjekirjasessa neuvotaan, miten Philipsin Compact Disc -soitin asennetaan, miten sitä käytetään ja ohjelmoidaan. Suomenkielinen ohje alkaa sivulta 57.

Compact Disc is the biggest advance ever made in audio technology. By employing the most sophisticated digital and optical technologies, Compact Disc not only produces the ultimate in sound reproduction, it gives you the user access to exciting features such as a unique multiple programming possibility which has never been seen before in audio equipment designed for the home. As the owner of a new Philips Compact Disc player, you are one of the privileged few people able to enjoy this experience.

Below you will find the instructions for installing, operating and programming your Philips Compact Disc player. Please read them carefully and follow the instructions step by step. We have kept them as short and concise as possible as we know how anxious you are to hear your Compact Disc player for the very first time.

Elsewhere in the user's pack, you will find useful information about Compact Disc. To help you understand the revolutionary nature of the product you have bought, there are separate booklets on laser and digital technologies.

Checking the Power Supply

The type plate, at the rear of your Compact Disc player, tells you the supply voltage for which the player is set. If your main supply voltage is different, or becomes different in the future, get your dealer, or your Service Organisation, to change the voltage setting for you.

Some versions of this player have a voltage selector with which you can adjust the main voltage setting yourself.

U.K. only: If your player is not fitted with a mains plug, refer to Fitting a Mains Plug under 'ADDITIONAL INFORMATION'.

Taking Out the Transit Screws

On the bottom of the player you will see two labelled screws which secure the player mechanism and the disc drawer to protect transporting transportation. Remove the screws and keep them in your documents for use. Always retighten them if the player is to be transported.

Siting the Player

Stand the player on a firm surface. Take care that its ventilation slots are kept clear so as not to interfere with the cooling of the player. Never stand the player directly in front of an amplifier which gives off a substantial amount of heat, or near any heat source. Avoid positions where the player is subjected to direct sunlight for long periods.

If siting the player in an audio rack, the best position is right at the bottom or on the normal record player shelf. If it is sited at the bottom, there must be a minimum space of 6 mm between the player and the piece of equipment above it. This latter must not protrude beyond the front of the player, otherwise the disc pressure plate cannot rise properly.

Connecting to the Amplifier

Plug the L and R plugs of the connecting cable into the corresponding CD/TV or AUX sockets on your amplifier.

If these sockets are already in use, you can plug in to the TUNING or TAPE IN sockets, but never the PHONO socket!

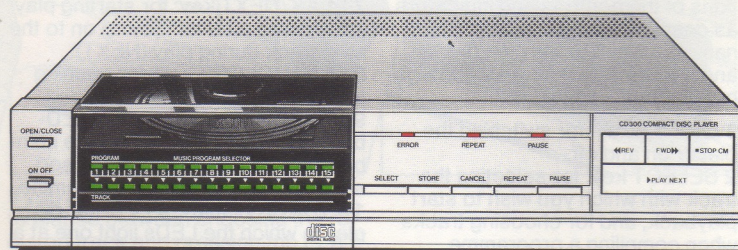
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The complimentary disc enclosed in the user's pack will illustrate to your family and friends the full capability of your new Compact Disc player. And there is a complete catalogue of all the Compact Disc titles available for you to buy.

Welcome to the world of Philips Compact Disc: the origin of pure, perfect sound - forever.

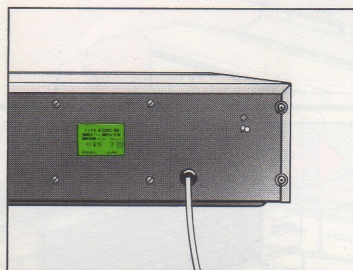
INSTALLATION

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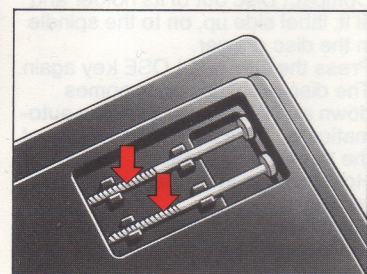
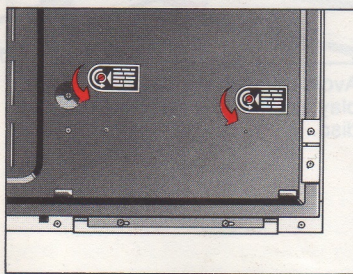
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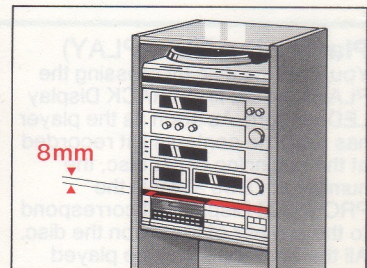
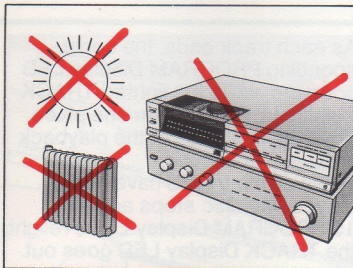


Siting the Player

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Never stand the player directly upon an amplifier which gives off a substantial amount of heat, or near any heat source. Avoid positions where the player is subjected to direct sunlight for long periods.

If siting the player in an audio rack, the best position is right at the bottom or on the normal record player shelf. If it is sited at the bottom, there must be a minimum space of 8 mm between the player and the piece of equipment above it. This latter must not protrude beyond the front of the player, otherwise the disc pressure plate cannot rise properly.

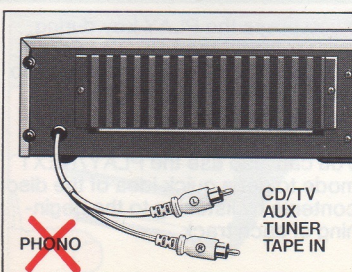


Connecting to the Amplifier

Insert the L and R plugs of the connecting cable into the corresponding CD/TV or AUX sockets on your amplifier.

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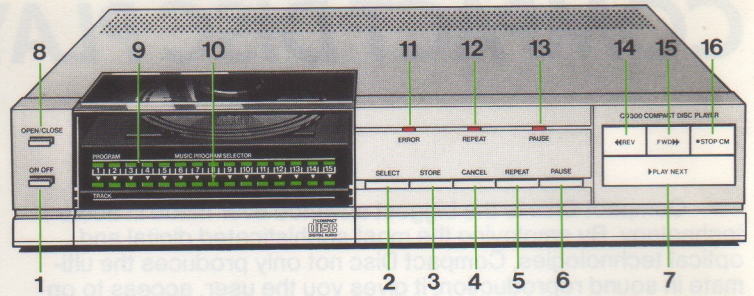


4 OPERATION

Your Compact Disc player is now ready for use. Before attempting to operate it, you are recommended to familiarise yourself with the functions of the controls and indicators as described briefly below. The names used here for the controls and indicators will be used throughout the text.

- 1 ON OFF key:** for switching the player on and off.
- 2 SELECT key:** for selecting the track with which you wish to start playback, and for choosing tracks when compiling a programme.
- 3 STORE key:** for storing tracks when compiling a programme.
- 4 CANCEL key:** for cancelling the tracks you do not want to hear in a programme.
- 5 REPEAT key:** for repeating a disc or a programme.

- 6 PAUSE key:** for short-term interruptions during play: stops the sound, but leaves the disc motor running.
- 7 PLAY/NEXT key:** for starting play (PLAY) and also for moving on to the next track during play (NEXT).
- 8 OPEN/CLOSE key:** for opening and closing the disc drawer.
- 9 PROGRAM(me) display:** a LED-bar display which indicates the number of tracks on a disc; also used as an aid in compiling a programme.
- 10 TRACK display:** a LED-bar display in which the LEDs light one at a time to indicate the track in play; also used to locate tracks for programming.
- 11 ERROR LED:** flashes to indicate an operating or programming error.
- 12 REPEAT LED:** lights when you press the REPEAT key.
- 13 PAUSE LED:** lights when you press the PAUSE key.



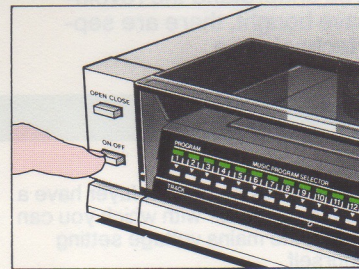
- 14 REV key:** for searching backwards for a particular passage in a track.
- 15 FWD key:** for searching forwards for a particular passage in a track.

- 16 STOP/CM key:** for stopping play during playback (STOP) and for erasing a programme (CM = Clear Memory).

On and Off switching

(ON OFF)

You switch the player on by pressing the ON OFF key. All the LEDs in the PROGRAM Display will light and the disc drawer will be illuminated. When you press the ON OFF key again, the player is switched off. The PROGRAM Display and disc drawer light will go out.

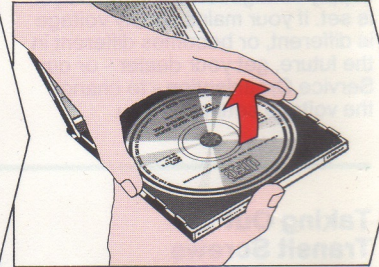
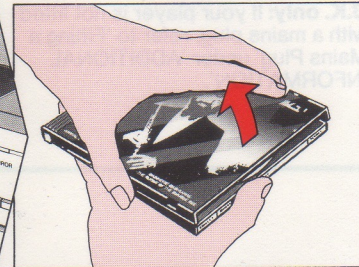
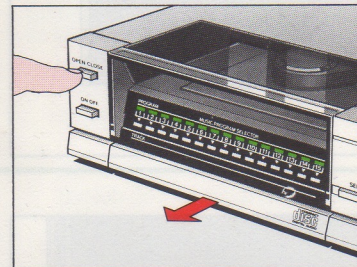


Loading and Unloading a Disc

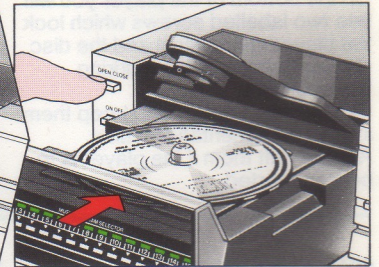
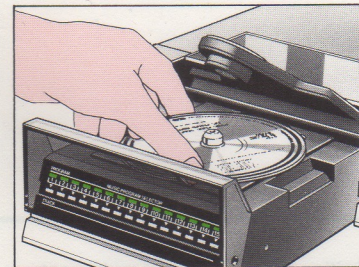
(OPEN/CLOSE)

You open the disc drawer by pressing the OPEN/CLOSE key. The drawer slides out automatically and the disc pressure plate rises. With your hand open, and thumb and fingers extended, take the Compact Disc out of its holder and fit it, label side up, on to the spindle in the disc drawer. Press the OPEN/CLOSE key again. The disc pressure plate comes down and the drawer slides in automatically. Take care not to obstruct the drawer as it closes. Hold the disc in the same way to remove it.

To prevent the ingress of dust and the formation of a film on the lens of the laser pick-up, never leave the drawer open unnecessarily.



Avoid opening the drawer during play, unless your mean to stop the disc.

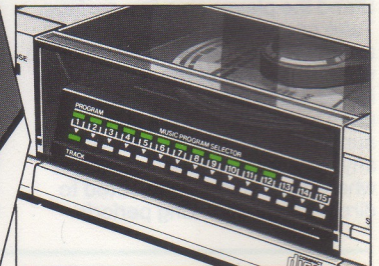
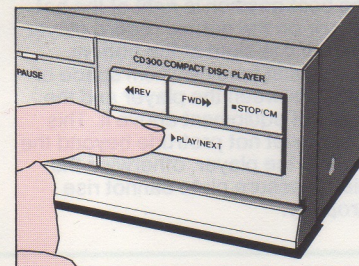


Playing the Disc

(PLAY)

You start the disc by pressing the PLAY key: the first TRACK Display LED will light. As soon as the player has read the contents list recorded at the beginning of the disc, the number of LEDs alight in the PROGRAM Display will correspond to the number of tracks on the disc. All the tracks will then be played consecutively.

As each track ends, the corresponding PROGRAM Display LED goes out, while the lighted TRACK Display LED moves on one place. Thus the progress of the playback is always displayed. When all the tracks have been played, the disc stops and all 15 PROGRAM Display LEDs relight; the TRACK Display LED goes out.



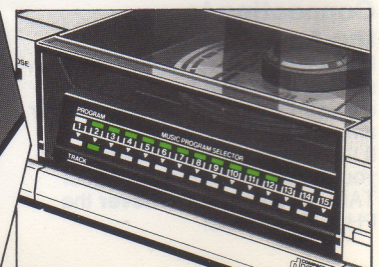
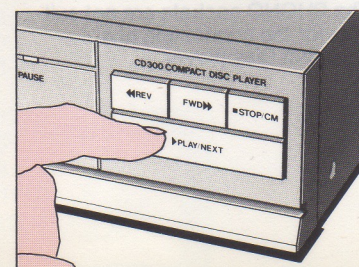
Going on to the Next Track

(PLAY/NEXT)

If you decide to skip the track being played, and go on to the next, press the PLAY key again. The lighted TRACK Display LED moves on one place and play is suspended until the laser pick-up reaches the next track.

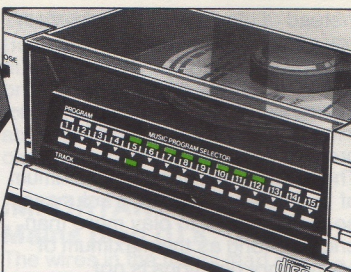
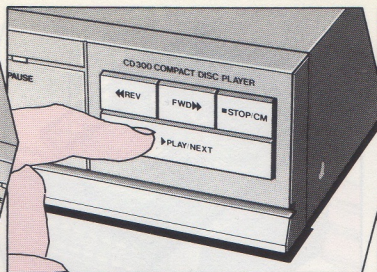
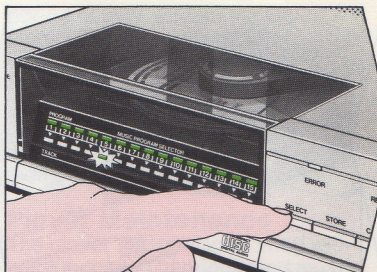
If you press the PLAY key during the last track, the ERROR LED will flash, reminding you that there is no next track. The player will then begin to play the first track on the disc.

You can also use the PLAY/NEXT mode to get a quick idea of the disc contents by listening to the beginning of each track.



Beginning at any Specific Track (GO-TO mode)

To start play with a track other than the first, you must locate the track required on the TRACK Display. To do this, you press the SELECT key; the first TRACK Display LED will begin to flash. Press the SELECT key again and the flashing TRACK Display LED will move forward one place. You press the SELECT key successively until the flashing TRACK Display LED indicates the required track. Alternatively, you can hold the SELECT key down and let the flashing TRACK Display LED run through until it reaches the track required. The TRACK Display LED will continue to flash under the chosen track for about 10 seconds, during which time you must press the PLAY key. The PROGRAM Display LEDs will go out one after another until the chosen track is indicated, then play will begin. You can also use the GO-TO mode after play has begun, e.g. to skip a



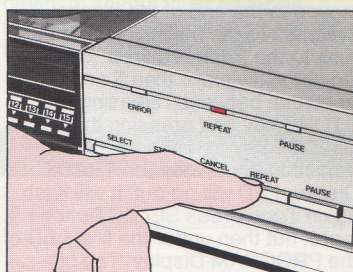
number of tracks or to repeat a specific track. Play will then be interrupted from the time the PLAY key is pressed until the newly chosen track is reached. If, by mistake, you select a track higher than the highest track number on the disc, the ERROR LED will flash. This will happen immediately with a disc that is already playing, or after the contents list has been read with a disc that has not yet started. Play will then begin with the first track on the disc.

If you allow more than 10 seconds to elapse between choosing the required track and pressing the PLAY key, the microprocessor in the player will assume that you have changed your mind, and the command will not be executed; the flashing TRACK Display LED will go out. If you accidentally go past the required track, hold down the SELECT key until the TRACK Display LED runs right through and returns to track 1, then run forward to the track required.

Repeating the Disc (REPEAT)

If you want to hear the whole disc again, press the REPEAT key before play ends. The REPEAT LED 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.

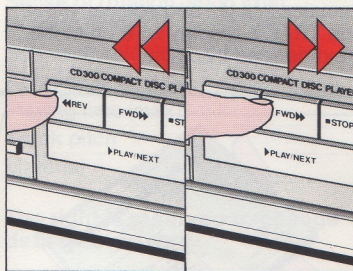
In the first case the disc will play on to the end before stopping, in the other two cases play will stop at once. The REPEAT LED will go out. During repeat the PROGRAM Display LEDs remain alight and only the TRACK Display LED indicates the progress of play.



Finding a Particular Passage (REV and FWD)

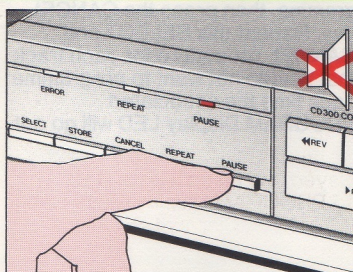
During play, you can quickly locate a particular music passage in a track with the REV and FWD keys. If you hold the REV key down, the laser pick-up runs back towards the beginning; if you hold the FWD key down, the laser pick-up runs towards the end. When you release the key, play restarts at once. By pressing the keys alternately, you can find any part of any passage. If, by pressing the FWD key, you take the laser pick-up into the run-out of the last track, the ERROR LED will flash and the disc will stop.

The same thing will happen if, by pressing the REV key, you take the laser pick-up beyond the run-in of the first track. In either case, you can restart the disc by pressing the PLAY key. It is possible to use the REV and FWD keys to run to any point on the disc. Depending on the position of the laser pick-up, however, this can take quite a long time. It is quicker first to use the GO-TO mode to find the required track first, and only then to use the REV and FWD keys.



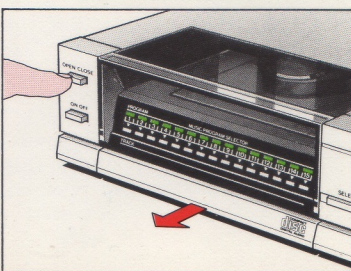
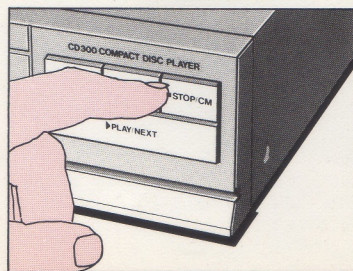
Interrupting Play (PAUSE)

For short play interruptions, you can press the PAUSE key. The disc carries on spinning, but the sound stops, and the PAUSE LED lights. If you press the PAUSE key again, or the PLAY key, the sound restarts at the exact point where it was interrupted. The PAUSE LED goes out.



Stopping Play (STOP or OPEN/CLOSE)

To stop play before the end of the disc, you press the STOP key or the OPEN/CLOSE key. The disc stops, and all the LEDs in the PROGRAM Display relight, while the TRACK Display LED goes out.



Instead of playing a complete disc, you can choose any number of tracks, and play only these. You can even decide on the playing sequence. You do this by programming your choice into the micro-processor memory.

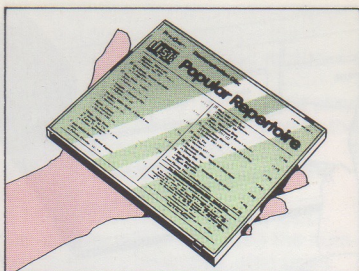
The memory will accept a maximum of 15 entries. Individual tracks can be programmed to play more than once, as long as the maximum of 15 memory positions is not exceeded.

Programming is easiest when the disc is stationary and the title list contained in the disc holder is used. The titles and tracks on the disc label itself are often impossible to read through the player window. It is also possible to programme a disc in play, but this can interrupt the smoothness of the playback. For this reason, programming of a stationary disc is to be preferred. Depending on the kind of programme you want, there are two methods of programming the player: the 'Add-in' method and the 'Take-out' method.

With **'Add-in'** programming, you put the tracks that you want to hear into the memory. This is the method to use for programming only a few tracks from a disc, for programming the same track, or tracks, to play more than once, or for changing the playing sequence; the sequence of play is entirely yours to decide.

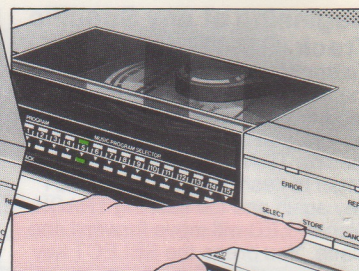
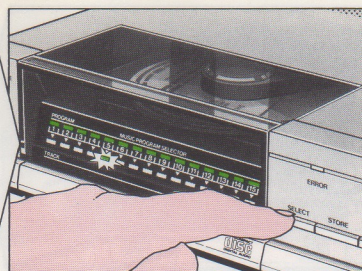
With **'Take-out'** programming, you erase the tracks that you do not want to hear from the memory. This is the method to use when your programme will play the majority of the tracks on the disc, and you do not want to change the sequence.

During programmed play, all player functions remain operative. You start play by pressing the PLAY key. You move to the next programmed track by pressing the PLAY key again; if you do this during the last track of the programme, the disc stops and the programme is erased from the memory. Using REV and FWD to search for a passage in one of the programme tracks is possible, but it is not recommended because if the laser pick-up moves outside the track which is being scanned, the programme will be upset. To repeat the programme, you press the REPEAT key, and to interrupt it, you press the PAUSE key. When the programme has been played, the disc stops and the programme is cleared from the memory; all the PROGRAM Display LEDs relight and the TRACK Display LED goes out. The same thing happens if you press the STOP key or the OPEN/CLOSE key before the end of the programme.



'Add-in' Programming (SELECT and STORE)

By pressing the SELECT key, bring the flashing TRACK Display LED under the PROGRAM Display LED corresponding to the first track that you want to programme, then press the STORE key. All the PROGRAM Display LEDs go out, except the one selected. Repeat this SELECT and STORE procedure for each track that you want to programme. To go from a high to a lower number, you hold the SELECT key down so that the TRACK Display LED moves to the end of the display, switches to the beginning, and then runs to the track required. Do not allow more than 5 seconds to elapse between releasing the STORE key and pressing the SELECT key to make the next selection, otherwise the TRACK Display LED will go out. It will flash again if you press SELECT once more, but then under the first LED of the PROGRAM Display. The programme already stored, however, remains intact - and you can move the TRACK Display LED on to the next desired track.



Each time a track is stored, the appropriate PROGRAM Display LED lights so that the programmed tracks are progressively displayed. To programme a track several times, press the STORE key as many times as necessary. If, in doing this, you exceed the storage capacity of the memory, the ERROR LED flashes to tell you so. When you programme a track several times, the PROGRAM Display LED concerned will glow continuously, regardless of the number of times the STORE key is pressed. If you make a mistake and store a wrong track, this is easily rectified by immediately pressing the CANCEL key. The track number is erased from the memory and the corresponding PROGRAM Display LED goes out.

To erase the whole programme, you press the STOP/CM (CM = Clear Memory) key. All the PROGRAM Display LEDs light and the TRACK Display LED goes out.

As soon as you press the PLAY key, the TRACK Display LED goes to the first programmed track, and the programme is then played in the chosen sequence, with the TRACK Display LED always indicating the track being played.

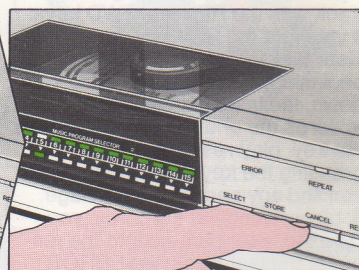
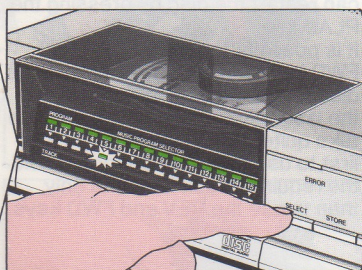
If, while programming a stationary disc, you mistakenly store as the first track a higher numbered track than actually exists on the disc, the ERROR LED will flash after the contents list has been read, and the track will be erased from the memory.

If, when programming a disc in play, you try to programme a wrong track, the ERROR LED will flash at once and the command will not be carried out.



'Take-out' Programming (SELECT and CANCEL)

By pressing the SELECT key, bring the flashing TRACK Display LED under the PROGRAM Display LED corresponding to the first track that you want to leave out of the programme, then press the CANCEL key. Repeat this SELECT and CANCEL procedure for each track that you do not want to programme; each time the associated PROGRAM Display LED will go out.



Do not allow more than 5 seconds to elapse between releasing the CANCEL key and pressing the SELECT key to make the next selection, otherwise the TRACK Display LED will go out. It will flash again if you press SELECT once more, but then under the first LED of the PROGRAM Display. This, however, does not affect the tracks that have already been cancelled from the memory - they remain cancelled - and you can move the TRACK Display LED on to the next track you want to cancel.

If you make a mistake and cancel a wrong track, this is easily rectified by immediately pressing the STORE key. The track is re-stored in the memory, and the corresponding PROGRAM Display LED relights. To erase the whole programme, press the STOP/CM (CM = Clear Memory) key. All the PROGRAM Display LEDs light and the TRACK Display LED goes out.

Discs with more than 15 Tracks

In the future, it is possible that some discs may be issued with more than 15 tracks.

You will have no problems in playing such discs on your Compact Disc player, but the operation of the PROGRAM Display, the functions of the player and the programming will be slightly affected.

The PROGRAM Display will work in the normal way for the first fifteen tracks: after the contents list has been read, all 15 PROGRAM Display LEDs will light. As play progresses, these LEDs will go out one after another, while the TRACK Display LED moves along to indicate the track being played. When the player begins the 16th track, however, all the PROGRAM Display LEDs will relight and stay alight until the disc is finished. At the same time, the TRACK Display LED will go out and stay out. From now on the music will still be heard, but without further visual indication of the progress of play.

All the functions of the player will remain operative during the whole

period of play, except the GO-TO mode. This can only be used for the first 15 tracks. Programming, both 'Add-in' and 'Take-out', will also be limited to the first 15 tracks; higher numbered tracks cannot be stored in the memory.

Player Maintenance

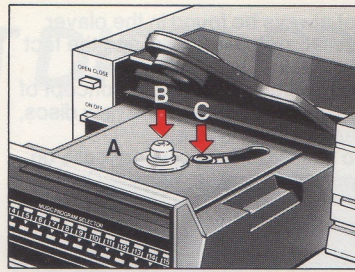
The player mechanism is fitted with self-lubricating bearings, and must not be oiled or greased.

You can clean the cabinet, when necessary, with a chamois leather slightly moistened with water. Do not use cleaning agents containing alcohol, spirits or ammonia.

The disc drawer (A) and the spindle (B) should be kept free of dust. Be careful while cleaning in the area of the laser pick-up.

You can clean the lens (C) of the laser pick-up with a cotton wool bud, moistened with distilled water if there is a film on the lens. Do not press too hard!

The disc pressure plate incorporates a magnet. Make sure that this does not attract any metal objects.



Disc Maintenance

Although the music track in the disc is covered with a protective layer, it is still advisable to treat the disc carefully. As long as you always pick up discs by the edge, and put them back in their holders immediately after use, cleaning will not normally be necessary.

However, should fingerprints, dust or dirt appear, you can wipe them off with the disc duster in your documentation wallet. You can breathe on the disc first if necessary, but detergent or abrasive cleaning agents must never be used, nor must be cleaning agents for conventional records!

Warning

Because of the magnetic fields produced by the magnet in the disc pressure plate and the power transformer in the player itself, it is advisable not to stand audio or video cassettes on the player.

IMPORTANT - Fitting a Mains plug (U.K. only)

The wires in the mains lead are coloured as follows:

Blue - Neutral Brown - Live
As these colours may not correspond with the colour markings identifying the terminals in your plug proceed as follows:

The Brown wire must be connected to the terminal which is marked with the letter L or coloured Red.

The Blue wire must be connected to the terminal which is marked with the letter N or coloured Black.

Note: This apparatus must be protected by a 3 amp fuse if a 13 amp plug is used, or, if any other type of plug is used, by a 5 amp fuse either in the plug or adapter, or at the distribution board. If in doubt consult a qualified electrician.

TECHNICAL DATA

Audio Performance	
Number of Channels	2
Frequency Range	20-20,000 Hz, ±0.3 dB
Dynamic Range	>90 dB
Signal-to-Noise Ratio	>90 dB (20-20,000 Hz)
Channel Separation	>86 dB (20-20,000 Hz) >90 dB (at 1000 Hz)
Total Harmonic Distortion (incl. noise) at max. output level	<0.005%
Wow and Flutter	quartz crystal precision
D/A Conversion	16 bit with digital filtering
Error Correction System	Cross Interleave Reed Solomon Code (CIRC)
Audio Output Level	2 V _{rms} , typical

Optical Readout System	
Laser	semi-conductor AlGaAs
Wave length	800 nm

Signal Format	
Sampling Frequency	44.1 kHz
Quantization	16 bit linear/channel

Power Supply	
Mains Voltage	see type plate at the rear of the player
Mains Frequencies	50 and 60 Hz
Power Consumption	25 W approx.
Safety Requirements	IEC

Cabinet, general	
Material/finish	polystyrene with extruded aluminium profiles
Dimensions (w × h × d)	420 × 88 × 315 mm
Weight	8.2 kg approx.

Disc	
Diameter	120 mm
Thickness	1.2 mm
Sense of rotation (seen from reading side)	anti-clockwise
Scanning velocity	1.2-1.4 m/s
Rotation speed	500-200 rpm
Playing time (max)	60 min (stereo)
Track pitch	1.6 μm
Material	plastic

The right is reserved to change data if necessary

This Compact Disc player is produced in accordance with the radio interference regulations of EEC Directive 76/889/EEC of 4 November, 1976.

8 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 Organi-

sation, 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 phone your dealer. He will be able to advise you what to do next.

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

1. After switching on the player, the PROGRAM Display LEDs do not light.

- The ON OFF key is not pressed in far enough to latch in.
- The mains plug of the player is not properly plugged in.
- There is no supply at the mains socket. Plug in another electrical appliance and check if that works.

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

- The transport screws have not been removed.
- The player is not switched on.
- The key has not been pressed in far enough to latch in.
- The drawer drive belt is broken. You should not attempt to repair this yourself. If a disc is in position, remove it by opening the drawer by hand, remembering to close the drawer afterwards.

3. After pressing OPEN/CLOSE, the disc drawer does not slide in.

- The mains supply has been interrupted. Check if the PROGRAM Display is lit.
- The drawer drive belt is broken. You should not attempt to repair this yourself. If a disc is in position, remove it and close the drawer by hand afterwards.

4. After pressing PLAY, the disc does not begin to turn.

- The player is not switched on.
- The disc drawer is not fully closed because it is obstructed; something could also be trapped between the drawer and the casing. Open the drawer again by pressing the OPEN/CLOSE key, remove the obstruction and then press the OPEN/CLOSE key once more to close the drawer again.
- There is an unwanted object in the disc drawer, e.g. a piece of paper or a remnant of packaging.

5. The disc begins to turn, but stops after a few seconds.

- The disc is not inserted with the label upwards.
- The disc is not flat. Try another disc which appears flat, and see if that clears the fault.
- The disc is dirty. See if cleaning the disc, or using another, clean disc, clears the fault.

6. The disc turns, but there is no sound.

- The position of the (pre)amplifier source selector switch does not correspond with the input to which the player is connected.
- The (pre)amplifier is not switched on.
- The (pre)amplifier or the (active) loudspeakers connected to it are not working. Check with another sound source to see if this is the case.

7. The sound is poor or distorted.

- The player is not connected to the CD/TV, AUX, TUNER or TAPE IN input of the (pre)amplifier but to the PHONO input.
- The (pre)amplifier or the (active) loudspeakers connected to it are not working properly. Check with another sound source to see if this is the case.
- The disc is dirty or badly scratched. See if cleaning the disc or using another, clean or scratch-free, disc improves the situation.
- The laser pick-up lens may show signs of a film of dirt. See if cleaning it with a cotton wool bud improves the situation.
- There is an unwanted object in the disc drawer, e.g. a piece of paper or a remnant of packaging.

8. The 'Add-in' programme is not working properly.

- The disc is dirty or badly scratched. See if cleaning the disc helps or try programming a scratch-free disc.
- All 15 memory entries have been used and you have not noticed the flashing ERROR LED. Press SELECT and STORE again to see if this is the case.
- You have tried to programme a higher track number than exists on the disc. Check the number of tracks on the disc title list.

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

Playback does not begin within a few seconds of pressing PLAY.

After playback has begun, all 15 PROGRAM Display LEDs remain alight although there are fewer tracks on the disc.

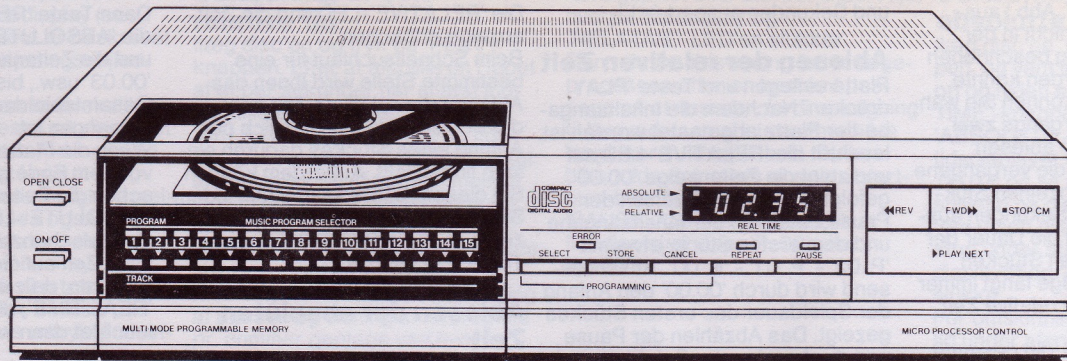
Playback does not begin with the first track on the disc or the programme, but with another track.

Playback stops before the end of the disc, the TRACK Display LED flashes under the last played track number, the PROGRAM Display LEDs for the tracks that have been played also flash, and the remaining PROGRAM Display LEDs all light.

- 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 not flat. Try another disc which appears flat and see if that clears the fault.
- The laser pick-up lens may show signs of a film of dirt. See if cleaning it with a cotton wool bud helps.
- There is an unwanted object in the disc drawer, e.g. a piece of paper or a remnant of packaging.

10. The sound disappears, the LEDs may switch in a random way, and all player functions will be blocked.

This condition is unlikely to occur during the whole lifetime of your player and will only be caused under exceptional circumstances. Although this condition interrupts play, it can cause no harm. You can clear the interruption by simply switching the player off, and then back on again, after which it will function normally once more.



TIME DISPLAY

Your Compact Disc player is fitted with a time display (see Figure), which is not yet described or illustrated in the operating instructions.

During play, you can read two different times from this display:
The relative time: the elapsed playing time of each track individually, expressed in minutes and seconds. The duration of the pauses between the tracks is also displayed. The display always shows relative time at the beginning of each disc.

The **absolute time:** the total elapsed playing time of the disc, including any pauses between tracks, expressed in minutes and seconds.

Relative Time Readout
 Load the disc and press the PLAY key. After the contents list on the disc has been read, the RELATIVE LED lights, and the time display reads '00.00'; it then times the pause between the index and the first number, e.g. with P .02, P .01, P .00. Immediately afterwards, the timing of the first track begins, at 00.00.

The timing of the pause and the display of elapsed playing time are repeated for each subsequent track, until the disc is finished, or stopped before the end, when the time display and the RELATIVE LED go out.
 Relative Time readout makes fast search for a particular passage a lot easier for you, because it makes the beginning of a track very easy to find. You can retain a start thus found, by pressing the PAUSE key at the moment that the time display reads P .00 or 00.00.

Absolute Time Readout
 Load the disc, press the PLAY key and wait until the time display lights up and the music starts. Then press the REAL TIME key, whereupon the ABSOLUTE LED lights and the time display reads 00.02, 00.03, and so on until the total playing time of the disc has elapsed.
 When the disc is finished, or if it is stopped before the end, the time display and the ABSOLUTE LED go out.
 To switch back from absolute time to relative time during play, press the REAL TIME key again; the RELATIVE LED lights up again.

AFFICHEUR NUMERIQUE

Votre lecteur Compact Disc est muni d'un afficheur (voir figure) qui n'est ni décrit ni illustré dans le mode d'emploi.
 Pendant l'écoute, deux temps peuvent être affichés:
Le temps relatif: temps écoulé depuis le début de chaque plage prise individuellement, exprimé en minutes et secondes. La durée des pauses entre les plages est aussi affichée. L'afficheur indique toujours le temps relatif au début de chaque disque.
Le temps total: temps total écoulé depuis le début du disque, incluant les pauses entre les plages, exprimé en minutes et secondes.

Lecture du temps relatif
 Chargez le disque et appuyez sur la touche 'PLAY' Après lecture de la table des matières située au début du disque la diode indiquant l'affichage du temps relatif 'RELATIVE' s'allume et l'afficheur indique '00.00' suivie de p.ex. 'P .02', 'P .01', 'P .00' immédiatement après le chronométrage de la première plage commence à '00.00' Le chronométrage de la pause et du morceau recommence à chaque plage jusqu'à la fin du disque ou à son arrêt par l'utilisateur, ce qui provoque l'extinction de l'afficheur et de la diode de sélection du temps 'RELATIVE'.

L'affichage du temps relatif rend beaucoup plus facile pour vous la recherche d'un passage particulier car il rend le début exact de celui-ci très facile à repérer Vous pouvez, à l'aide de la touche 'PAUSE', préparer l'écoute d'un disque au moment précis ou l'afficheur indique 'P .00' ou '00.00' et démarrer l'écoute plus tard.

Lecture du temps total
 Chargez le disque, appuyez sur la touche 'PLAY' et attendez que l'afficheur s'allume et la musique commence. Appuyez sur la touche de sélection de l'afficheur 'REAL

'TIME', la diode indiquant l'affichage du temps total 'ABSOLUTE' s'allume et l'afficheur indique '00.02', '00.03' etc. jusqu'à la fin de la lecture du disque.
 Quand le disque est terminé, ou s'il est arrêté avant la fin, l'afficheur numérique et la diode 'ABSOLUTE' s'éteignent.
 Pour commuter l'afficheur de la fonction temps total à la fonction relatif pendant l'écoute, appuyez sur la touche de sélection 'REAL TIME' La diode indiquant que le temps relatif est affiché 'RELATIVE' s'allumera alors.

Ihr Compact-Disc-Spieler ist mit einer Zeitanzeige (s. Abb.) ausgestattet, die noch nicht in der Bedienungsanleitung beschrieben oder abgebildet werden konnte. An dieser Anzeige können Sie während des Abspielvorgangs zwei verschiedene Zeiten ablesen: Die **relative Zeit** = die vergangene Spieldauer jedes einzelnen Stückes, in Minuten und Sekunden ausgedrückt. Auch wird die Dauer der Pausen zwischen den Stücken angezeigt. Die Anzeige fängt immer damit an, daß sie die relative Zeit zeigt. Die **absolute Zeit** = die gesamte vergangene Spieldauer der Platte einschließlich der etwaigen Pausen

zwischen den Stücken, in Minuten und Sekunden ausgedrückt.

Ablezen der relativen Zeit

Platte einlegen und Taste 'PLAY' drücken. Nachdem die Inhaltsangabe der Platte abgetastet worden ist, leuchtet die 'RELATIVE'-LED auf und zeigt die Zeitanzeige '00.00', gefolgt durch das Abzählen der Pause zwischen der Inhaltsangabe und dem ersten Stück, etwa mit 'P.02' - 'P.01' - 'P.00'. Anschließend wird durch '00.00' den Anfang der Spieldauer des ersten Stückes gezeigt. Das Abzählen der Pause und die Anzeige der Spieldauer wiederholt sich bei jedem folgenden Stück, bis die Platte zu Ende ist

oder vor dem Ende gestoppt wird. Die 'RELATIVE'-LED und die Zeitanzeige erlöschen.

Beim Schnellschlauf für eine bestimmte Stelle wird Ihnen das Ablezen der relativen Zeit sehr dienlich sein, da sich nämlich der Anfang eines Stückes dadurch einfach finden läßt. Außerdem können Sie diesen Anfang festhalten, indem Sie im Augenblick da die Zeitanzeige 'P.00' oder '00.00' anzeigt, Taste 'PAUSE' drücken.

Ablezen der absoluten Zeit

Platte einlegen, Taste 'PLAY' drücken und warten bis die Zeitanzeige

aufleuchtet und die Musik anfängt. Dann Taste 'REAL TIME' drücken: die 'ABSOLUTE'-LED leuchtet auf und die Zeitanzeige zeigt '00.02', '00.03' usw., bis die Gesamtspieldauer der Platte vergangen ist.

Wenn die Platte zu Ende ist oder vor dem Ende gestoppt wird, erlöschen die Zeitanzeige und die 'ABSOLUTE'-LED. Um zwischenzeitlich von der absoluten Zeit auf die relative Zeit umzuschalten, drücken Sie erneut Taste 'REAL TIME'; die 'RELATIVE'-LED leuchtet dann wieder auf.

TIJDINDICATOR

Uw Compact Disc-speler is voorzien van een tijdindicator (zie figuur), die nog niet in de gebruiksaanwijzing kon worden beschreven of afgebeeld.

Op deze indicator kunt u tijdens het afspelen twee verschillende tijden aflezen:

De **relatieve tijd** = de verstreken speelduur van elk nummer afzonderlijk, uitgedrukt in minuten en seconden. Tevens wordt de duur van de pauzes tussen de nummers getoond. De indicator begint altijd met het tonen van de relatieve tijd.

De **absolute tijd** = de totale verstreken speelduur van de plaat inclusief de eventuele pauzes tussen de nummers, uitgedrukt in minuten en seconden.

Aflezen van de relatieve tijd

Leg de plaat in en druk op de toets 'PLAY'. Nadat de inhoudsopgave op de plaat is afgetast gaat de 'RELATIVE'-LED branden en toont de tijdindicator '00.00' gevolgd door het aftellen van de pauze tussen de inhoudsopgave en het eerste nummer, bijvoorbeeld met 'P.02' - 'P.01' - 'P.00'. Aansluitend daarop begint met '00.00' het tonen van de

speelduur van het eerste nummer. Het aftellen van de pauze en het tonen van de speelduur herhaalt zich bij elk volgend nummer, totdat de plaat is afgelopen of voor het einde wordt gestopt, waarop de 'RELATIVE'-LED en de tijdindicator doven.

Bij het snel opzoeken van een bepaalde passage zult u veel gemak hebben van het aflezen van de relatieve tijd, omdat met name het begin van een nummer hierdoor eenvoudig is te vinden. U kunt dit begin bovendien vasthouden door op het moment dat de tijdindicator 'P.00' of '00.00' aangeeft op de toets 'PAUSE' te drukken.

Aflezen van de absolute tijd

Leg de plaat in, druk op de toets 'PLAY' en wacht tot de tijdindicator oplicht en de muziek begint. Druk dan de toets 'REAL TIME' in, waarop de 'ABSOLUTE'-LED gaat branden en met '00.02', '00.03' enz. het tonen van de totale verstreken speelduur begint.

Als de plaat is afgelopen of voor het einde wordt gestopt doven de tijdindicator en de 'ABSOLUTE'-LED. Om tussentijds over te schakelen van de absolute tijd op de relatieve tijd drukt u opnieuw op de toets 'REAL TIME'; de 'RELATIVE'-LED gaat dan weer branden.

INDICADOR DE TIEMPO

Su tocadiscos compactos tiene un indicador de tiempo (ver fig.), que no se describió ni veía en las instrucciones de manejo.

En este indicador se ven, durante la reproducción, dos indicaciones horarias diferentes:

El **tiempo relativo**: el transcurrido durante la reproducción de cada pieza musical, expresado en minutos y segundos. También indica la duración de las pausas entre las piezas musicales. El indicador empieza por mostrar siempre el tiempo relativo.

El **tiempo absoluto**: el total transcurrido (expresado en minutos y segundos) desde que empieza la reproducción del disco, incluidas las eventuales pausas entre las piezas musicales.

Lectura del tiempo relativo

Ponga el disco y pulse la tecla 'PLAY'. Una vez leído el índice del disco se enciende el LED 'RELATIVE' y en el indicador de tiempo se verá '00.00'. Después el indicador empezará a contar a partir de la pausa entre el índice y la primera pieza, por ejemplo 'P.02' - 'P.01' - 'P.00'. A partir de ese momento empieza también a verse

la duración de la primera pieza musical. El conteo de la pausa y la indicación del tiempo de reproducción se repiten para cada pieza musical hasta haber escuchado todo el disco o hasta que se interrumpa la reproducción, en cuyo caso se apagan el indicador de tiempo y el LED 'RELATIVE'.

La indicación del tiempo relativo le será de gran utilidad en la búsqueda rápida de determinados pasajes, ya que le ayudará a encontrar principalmente el principio de una pieza musical. Este principio puede también retenerse pulsando la tecla 'PAUSE' cuando en el indicador de tiempo se vea 'P.00' ó '00.00'.

Lectura del tiempo absoluto

Coloque el disco y pulse la tecla 'PLAY'; espere a que se encienda el indicador de tiempo y empieza la música. Pulse entonces la tecla 'REAL TIME'; el LED 'ABSOLUTE' se enciende y en el indicador de tiempo se verá '00.02', '00.03', etc., hasta oír todo el disco.

Al terminar o al interrumpir su reproducción se apagan el indicador de tiempo y el LED 'ABSOLUTE'. Para pasar del tiempo absoluto al relativo pulse de nuevo la tecla 'REAL TIME'; el LED 'RELATIVE' se enciende de nuevo.

DISPLAY DEL TEMPO

Questo lettore Compact Disc è dotato di un display del tempo (vedere figura), che non è descritto o illustrato nelle istruzioni per l'uso. Durante la riproduzione, il display può indicare due diversi tempi:

Il **tempo relativo**, cioè il tempo trascorso di ciascun brano individualmente, espresso in minuti e secondi. Viene indicata anche la durata delle pause tra i brani. Il display indica sempre relativo all'inizio di ogni disco.

Il **tempo assoluto**, cioè il tempo totale trascorso dall'inizio del disco, incluse le pause tra un brano e l'altro, espresso in minuti e secondi.

Lettura del tempo relativo

Inserite il disco e premete il tasto 'PLAY'. Dopo che il laser ha letto la lista dei brani, il LED 'RELATIVE' si illumina ed il display indica '00.00', seguito da ad. es. 'P.02', 'P.01', 'P.00' per indicare il tempo della pausa esistente tra l'indice ed il primo brano. Subito dopo inizia il conteggio del primo brano, partendo da '00.00'. Il conteggio delle pause e l'indicazione del tempo trascorso, si ripetono per ogni brano successivo, fino a che il disco non termina, o non viene arrestato prima del termine. In tal caso il display ed il LED 'RELATIVE' si spengono.

L'indicazione del tempo relativo facilita enormemente la ricerca di un determinato passaggio di un brano, poiché rende l'inizio di un brano identificabile con la massima precisione. Potete infatti bloccare l'inizio preciso di un brano, premendo il tasto 'PAUSE' nel momento in cui il display indica 'P.00' o '00.00'.

Lettura del tempo assoluto

Inserite il disco, premete il tasto 'PLAY' ed attendete fino a che il display non si illumina. Premendo il tasto 'REAL TIME', il LED 'ABSOLUTE' si illumina ed il display indica '00.02', '00.03', e così via fino a che il disco non termina.

A fine riproduzione, o se il disco viene arrestato prima del termine, il display ed il LED 'ABSOLUTE' si spengono.

Per commutare il display dall'indicazione del tempo assoluto a quello relativo, durante la riproduzione, premete nuovamente il tasto 'REAL TIME'. Così facendo il LED 'RELATIVE' si illumina nuovamente.

Din Compact Disc-afspiller er udstyret med et tidsdisplay (se figur), som endnu ikke er beskrevet eller illustreret i betjeningsvejledningen. Under afspilning kan to forskellige tidsangivelser aflæses på displayet: Den **relative tid**: den forbrugte tid pr nummer, udtrykt i minutter og sekunder. Pausernes varighed mellem numrene udlæses også. Displayet viser altid den relative tid ved begyndelsen af hver ny disc. Den **absolutte tid**: den totale afspilletid på disc'en, inklusiv pauser mellem numrene udtrykt i minutter og sekunder.

Udlæsning af den relative tid

Ilæg disc'en og tryk på 'PLAY'-knappen. Efter at afspilleren i løbet af et par sekunder har aflæst indholdslisten af disc'en, vil 'RELATIVE'-LED'en lyse og tidsdisplayet udlæse '00.00', efterfulgt af nedtællingen af pausen mellem indholdslisten og det første nummer, f.eks. 'P .02', 'P .01', 'P .00'. Umiddelbart derefter begynder tidsvisningen for det første nummer med angivelsen '00.00'. Nedtælling af pausen og visning af forbrugt tid pr nummer gentage ved hver fortløbende nummer, indtil disc'en er

færdigspillet eller afbrudt undervejs, hvorpå tidsdisplay og 'RELATIVE'-LED'en slukker. Den relative tidsvisning letter søgeprocessen efter en bestemt passage på et nummer, fordi opsøgning til begyndelsen af et nummer blive langt mere ukompliceret. Du kan bibeholde det netop opsøgte startpunkt ved at nedtrykke 'PAUSE'-knappen det øjeblik at tidsdisplayet viser 'P .00' eller '00.00'.

Udlæsning af den absolutte tid

Ilæg disc'en, tryk på 'PLAY'-knappen, og vent indtil tidsdisplayet lyser op og lyden starter. Tryk på 'REAL TIME'-knappen, hvorved 'ABSOLUTE'-LED'en vil lyse op og tidsdisplayet vil udlæse '00.02', '00.03' og så videre indtil den totale spilletid på disc'en er forbrugt. Ved udløb eller ved aktivering af stop under afspilning vil tidsdisplayet og 'ABSOLUTE'-LED'en slukke. For omskiftning fra absolut til relativ tid under afspilning, trykkes atter på 'REAL TIME'-knappen og 'RELATIVE'-LED'en lyser igen.

TIDSINDIKATOR

Deres Compact Disc spiller er udstyret med et tidsindikator (se figur), som ennå ikke er beskrevet eller illustreret i brugsanvisningen. Under afspilning kan to forskellige tider læses ud fra indikatoren: **Relativ-tid**: den gennemløpende spilletiden for det enkelte melodistykke (spor), er vist i minutter og sekunder. Pausetiden mellem melodistykkene (sporene) blir også vist. Indikatoren viser altid relativ-tiden i begyndelsen for hver plate. **Absolutt-tid**: den totale gennemløpende spilletiden for platen, inkludert pausene mellem melodistykkene vises i minutter og sekunder.

Avlesning af relativ-tid

Legg i platen og trykk på 'PLAY'-knappen. Efter at indholdsfortegnelsen på platen er avlest lyser 'RELATIVE'-LED opp, og tidsindikatoren vil vise '00.00', efterfulgt av tidtagningen av pausen mellom innholdsfortegnelsen og det første sporet, f.eks. 'P .02', 'P .01', 'P .00'. Umiddelbart etterpå starter tidtagningen av det første sporet, på '00.00'. Tidtagningen av pausene og visningen av avspilt tid blir gjentatt for hvert enkelt spor, inntil platen er ferdigspilt, eller blir stoppet, slik at tidsindikatoren og 'RELATIVE'-LED slukner.

Relativ tidsavlesning gjør det lettere å hurtig-søke etter en spesiell sekvens i det man ved begynnelsen av sekvensen kan trykke inn 'PAUSE'-knappen slik at tidsindikatoren viser 'P .00' eller '00.00'.

Avlesning av absolutt-tid

Legg i platen, trykk på 'PLAY'-knappen og vent til tidsindikatoren lyser opp og lyden starter. Trykk ned 'REAL TIME'-knappen, 'ABSOLUTE'-LED vil lyse opp og tidsindikatoren vil vise '00.02', '00.03' o.s.v. inntil platens totale spilletid er gjennomløpet. Når platen er ferdigspilt, eller hvis den stoppes tidligere vil tidsindikatoren og 'ABSOLUTE'-LED slukke. Under avspilning kan man skifte over fra absolutt-tid til relativ-tid ved å trykke inn 'REAL TIME'-knappen, 'RELATIVE'-LED vil da lyse opp igjen.

DISPLAY

Din Compact Disc-spelare är försedd med en display (se fig.) som inte återfinns i brugsanvisningen. Du kan under spelning läsa av två olika tider från displayen: **Relativ speltid**: förfluten speltid för varje stycke, uttryckt i minuter och sekunder. Även tider för pauserna mellan styckena visas. Displayen visar alltid relativ speltid från början av skivan. **Absolut speltid**: totalt förfluten speltid för den aktuella skivan, inklusiva pauser mellan de olika styckena, uttryckt i minuter och sekunder.

Visning av relativ speltid

Lägg på en skiva och tryck på 'PLAY'-tangenten. Så fort spelaren läst av innehållsförteckningen på skivan börjar 'RELATIVE'-indikatorn lysa och displayen visar '00.00' följt av t.ex. 'P .02', 'P .01', 'P .00' för pausen mellan innehållsförteckningen och första stycket. Omedelbart därefter räknar displayen det första stycket och börjar med '00.00'. Den här räkningen repeteras sedan för varje följande stycke tills skivan är slutspelad, eller stoppas dessförinnan, varvid displayen och 'RELATIVE'-indikatorn slöcknar.

Visningen av relativ tid gör det lättare att hitta ett visst parti eftersom du enkelt snabb söker fram till styckets början och kan hålla kvar starten genom att trycka ned 'PAUSE'-tangenten då displayen visar 'P .00' eller '00.00'.

Visning av absolut speltid

Lägg på en skivan, tryck på 'PLAY'-tangenten och vänta tills displayen börjar lysa och spelningen sätter igång. Tryck på 'REAL TIME'-tangenten varvid 'ABSOLUTE'-indikatorn tänds och displayen visar '00.02', '00.03' och så vidare tills skivans totala speltid har förflutit. När skivan är slutspelad, eller stoppas dessförinnan, slöcknar displayen och 'ABSOLUTE'-indikatorn. Med en tryckning på 'REAL TIME'-tangenten kan du under spelningen gå tillbaka från visning av absolut tid till relativ tid, varvid 'RELATIVE'-indikatorn åter tänds.

AJANNÄYTTÖ

Tässä Compact Disc -soittimessa on ajannäyttö (kuva), jonka toimintaa ei ole selostettu käyttöohjeissa.

Soiton aikana näytöstä voidaan lukea kaksi eri aikaa: **Suhteellinen aika**: kunkin yksittäisen kappaleen soitettu aika minuutteina ja sekunteina. Myös kappaleiden väliset tauot näkyvät. Kunkin levyän alussa näyttö näyttää aina suhteellisen ajan riippumatta edelliselle levyille valitusta näytöstä. **Absoluuttinen aika**: levyistä soitettu kokonaisaika minuutteina ja sekunteina mukaan luettuna kappaleiden väliset tauot.

Suhteellinen aika

Aseta levy paikalleen ja paina PLAY-kytkintä. Kun levyän hake-misto on luettu, syttyy RELATIVE-ledi ja ajannäyttöön syttyy 00.00. Jolloin ajannäyttö alkaa mitata hakemiston ja ensimmäisen kappaleen välistä taukoa, esim. P .02, P .01, P .00. Heti tämän jälkeen ensimmäinen kappale alkaa 00.00:sta. Kunkin tauon pituus ja kunkin kappaleen kulunut aika näkyvät vuorotellen, kunnes levy loppuu tai soitto pysäytetään ennen loppua, jolloin ajannäyttö ja RELATIVE-ledi sammuvat.

Suhteellisesta ajasta on apua kappaleen tietyn kohdan löytämisessä, sillä sen avulla kappaleen alku on helppo löytää. Kappaleen alku on kohdalla silloin, kun painat PAUSE-kytkintä juuri samalla hetkellä, kun näytössä on P .00 tai 00.00.

Absoluuttinen aika

Aseta levy paikalleen, paina PLAY-kytkintä ja odota kunnes ajannäyttö syttyy. Paina kytintä REAL TIME, jolloin ABSOLUTE-ledi syttyy ja ajannäyttö syttyy 00.02, 00.03 jne., kunnes levyän koko soittoaika on kulunut. Kun levy on soinnut loppuun tai jos soitto pysäytetään ennen loppua, sammuvat ajannäyttö ja ABSOLUTE-ledi. Absoluuttinen aika muutetaan takaisin suhteelliseksi ajaksi painamalla uudelleen kytintä REAL TIME, jolloin RELATIVE-ledi syttyy uudelleen.