

**SONY**<sup>®</sup>

3-858-047-12(1)

# ***Mini Hi-Fi Component System***

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Operating Instructions



***DHC-MD5***

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## WARNING

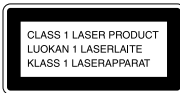
**To prevent fire or shock hazard, do not expose the unit to rain or moisture.**

To avoid electrical shock, do not open the cabinet. Refer servicing to qualified personnel only.

Do not install the appliance in a confined space, such as a bookcase or built-in cabinet.

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Laser component in this product is capable of emitting radiation exceeding the limit for Class 1.



This appliance is classified as a CLASS 1 LASER product. The CLASS 1 LASER PRODUCT MARKING is located on the rear exterior.

This caution label is located inside the unit.

CAUTION	: INVISIBLE LASER RADIATION WHEN OPEN. AVOID EXPOSURE TO BEAM.
ADVARSEL	: USYNLIG LASERSTRÅLING VED ÅBNING NÅR SIKKERHEDSÅFBRYDNERE ER UDE AF FUNKTION. UNDDK ÆTTELSE FOR STRÅLING.
VARO!	: AVAITAESSA JA SUOJALUKITUS OHITETTAESSA OLET ALTILAIN LASERSÄTELYLLE.
VARNING	: LASERSTRÅLING NÅR DENNA DEL ÄR ÖPPNAD OCH SPÄRREN ÄR URKOPPLAD.
ADVARSEL	: USYNLIG LASERSTRÅLING NÅR DEKSEL ÅPNES UNGDA EKSPONERING FOR STRÅLEN.

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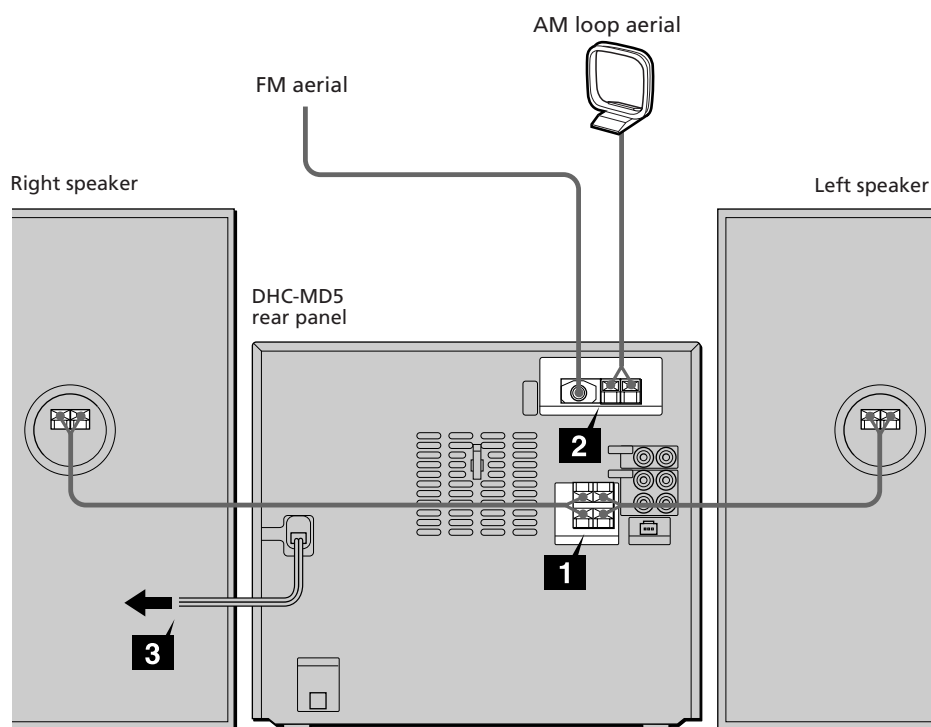
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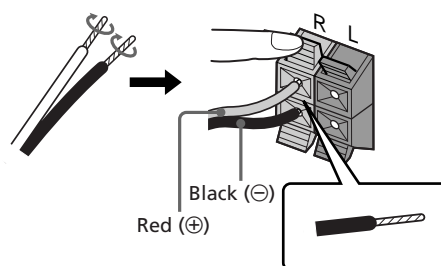
## Getting Started

### Step 1: Hooking up the system

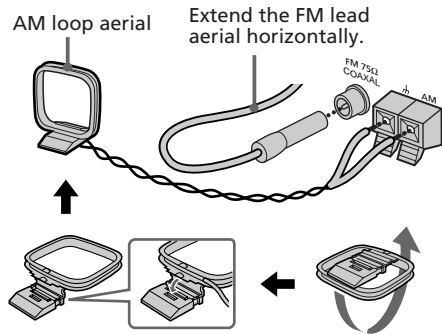
Do the following procedures **1** to **3** to hook up your system using the supplied cords and accessories. To complete the setup, do steps 2 and 3 also.



- 1** Connect the speakers.  
Connect the speaker cords to the SPEAKER jacks of the same colour .  
Keep the speaker cords away from the aerials to prevent noise.

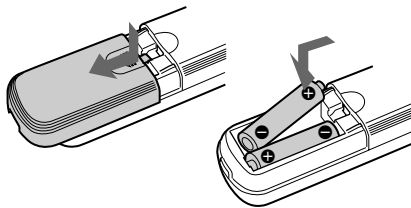


- 2** Connect the FM/AM aerials.  
Set up the AM loop aerial, then connect it.



- 3** Connect the mains lead to a wall outlet.

#### Inserting two R6 (size AA) batteries into the remote



#### Tip

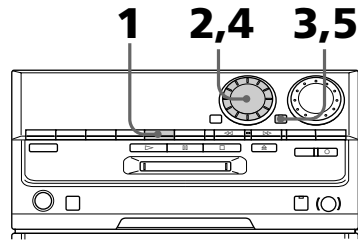
With normal use, the batteries should last for about six months. When the remote no longer operates the system, replace both batteries with new ones.

#### Note

If you do not use the remote for a long period of time, remove the batteries to avoid possible damage from battery leakage.

## Step 2: Setting the time

You must set the time beforehand to use the timer function.



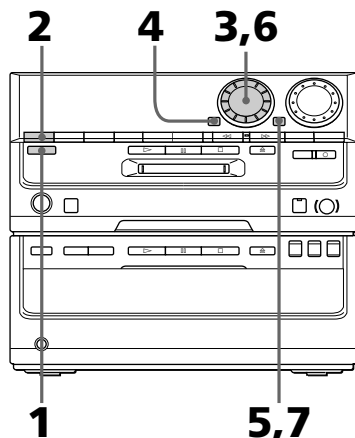
- 1** Press **TIMER SET**.
  - 2** Turn **MULTI JOG** and set the hour.  
The clock is on a 24-hour system.
- CLOCK SET  
00:00
- 3** Press **ENTER/YES**.
- CLOCK SET  
11:00
- 4** Turn **MULTI JOG** and set the minute.
  - 5** Press **ENTER/YES**.  
The clock starts working.

#### To change the preset time

- 1** Press **TIMER SET**.
- 2** Turn **MULTI JOG** until "CLOCK SET?" appears, then press **ENTER/YES**.
- 3** Repeat steps 2 to 5.

## Step 3: Presetting radiostations

You can preset up to 40 stations, 20 for FM, 10 for MW and 10 for LW. For German model, you can preset up to 30 stations, 20 for FM and 10 for AM.



- 1 Press TUNER/BAND repeatedly until the band you want appears in the display.

Each time you press the button, the band changes as follows:

**German model:**

FM → AM

**Other models:**

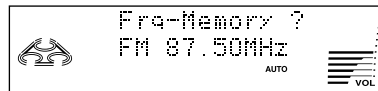
FM → MW → LW

- 2 Press TUNING MODE repeatedly until "AUTO" appears.

- 3 Turn MULTI JOG.

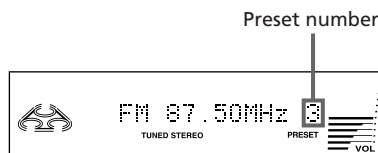
The frequency indication changes and scanning stops when the system tunes in a station. "TUNED" and "STEREO" (for a stereo program) appear.

- 4 Press EDIT/NO, then turn MULTI JOG until "Frq-Memory?" appears.



- 5 Press ENTER/YES.

- 6 Turn MULTI JOG and select the preset number you want.



- 7 Press ENTER/YES.

The station is stored.

- 8 Repeat steps 1 to 7 to store other stations.

### To tune in a station with a weak signal

Press TUNING MODE repeatedly until "MANUAL" appears in step 2, then turn MULTI JOG to tune in the station.

### To change the preset number

Start again from step 1.

### Tip

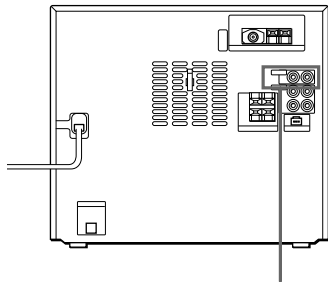
The preset stations are retained for a week even if you pull out the mains lead or if a power failure occurs.

## Connecting optional AV components and outdoor aerials

To enhance your system, you can connect optional components. Refer to the instructions of each component.

### Connecting a video game/VCR

Make sure to match the colour of the plugs and the connectors.



To the audio output of a video game/VCR.

#### To listen to the sound of VCR

Press FUNCTION repeatedly until "VIDEO" appears.

#### To listen to the sound of a video game

Press FUNCTION repeatedly until "GAME" appears.

When "VIDEO" appears by pressing FUNCTION, change the indication to "GAME" following the procedure described below.

- 1 Press FUNCTION repeatedly until "VIDEO" appears.
- 2 Turn the power off, then press FUNCTION and POWER simultaneously.  
To retrieve "VIDEO," start again from step 1.

#### Note on "VIDEO" and "GAME" indications

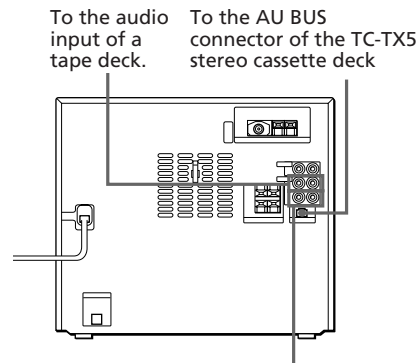
Change the indications according to the component connected to VIDEO/GAME IN.

- When you connect a VCR, AM/FM tuner or tape deck, select "VIDEO".
- When you connect a video game, multi disc player or DAT deck, select "GAME".
- When the sound is distorted selecting "VIDEO", select "GAME".

### Connecting audio components

#### Connecting a tape deck

Make sure to match the colour of the plugs and the connectors.



To the audio output of a tape deck.

#### Tip

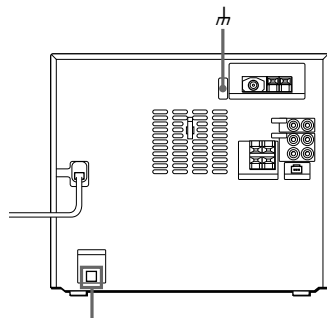
When you connect the TC-TX5 stereo cassette deck to the DHC-MD5, make sure to connect them each other with the AU BUS terminals.

continued 7

**Connecting optional AV components and outdoor aerials (continued)**

**Connecting an MD/DAT deck**

Connect an MD/DAT deck equipped with a square optical connector jack to the CD OPTICAL DIGITAL OUT jack. You can copy a CD or an MD in the system onto the connected MD/DAT deck.



To the optical digital input of an MD/DAT deck.

**Tip**

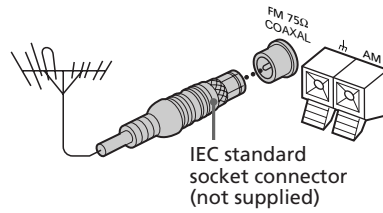
If you connect a turntable with an MM cartridge, connect it to VIDEO/GAME IN. Use the optional MM cartridge equalizer EQ-2 and the audio connecting cord.  
 To listen to the sound of a turntable, press FUNCTION until "VIDEO" appears.  
 To reduce the noise, connect h to the earth terminal of the turntable.

**Connecting outdoor aerials**

Connect the outdoor aerial to improve the reception.

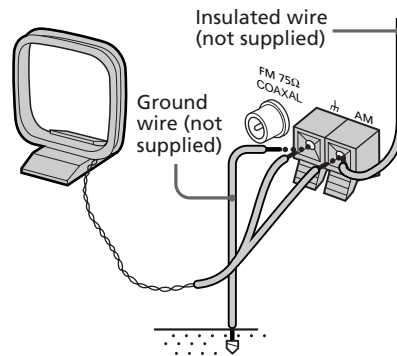
**FM aerial**

Connect the optional FM outdoor aerial. You can also use the TV aerial instead.



**AM aerial**

Connect a 6- to 15- meter (20- to 50- feet) insulated wire to the AM aerial terminal. Leave the supplied AM loop aerial connected.



**Important**

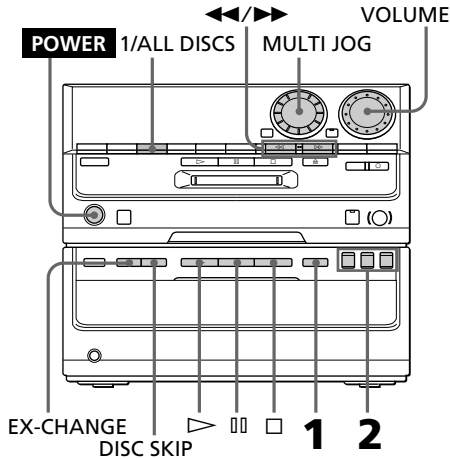
If you connect an outdoor aerial, ground it against lightning. To prevent a gas explosion, do not connect the ground wire to a gas pipe.



## Basic Operations

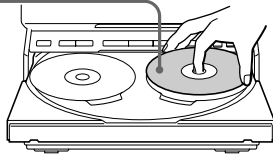
### Playing a CD

You can play up to three CDs continuously.



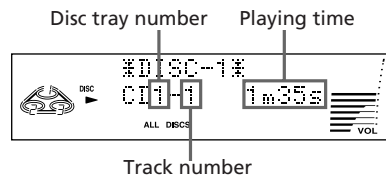
- 1 Press and place a CD on the disc tray.

With the label side up. When you play a single CD, place it on the inner circle of the tray.



To place the third disc, press DISC SKIP to rotate the disc tray.

- 2 Press one of the DISC 1 – 3 buttons. The disc tray closes and play starts. If you press when the disc tray is closed, play starts from the CD loaded on the tray whose button is lit green.



To	Do this
Stop play	Press .
Pause	Press . Press again to resume play.
Select a track	Turn MULTI JOG clockwise (to go forward) or counterclockwise (to go back) and release it when you locate the desired track. (or press AMS*  or  on the remote). Turn and hold MULTI JOG to locate other discs.
Find a point in a track	Press  or  during play and release it at the desired point.
Select a CD	Press DISC SKIP (or D. SKIP on the remote).
Play only the CD you have selected	Press 1 / ALL DISCS repeatedly until "1 DISC" appears.
Play all CDs	Press 1 / ALL DISCS repeatedly until "ALL DISCS" appears.
Remove or exchange the CD	Press .
Exchange the CD during play	Press EX-CHANGE. Press again to close the tray.
Adjust the volume	Turn VOLUME (or press  or  on the remote).

\* AMS: Automatic Music Sensor.

continued

## Playing a CD (continued)

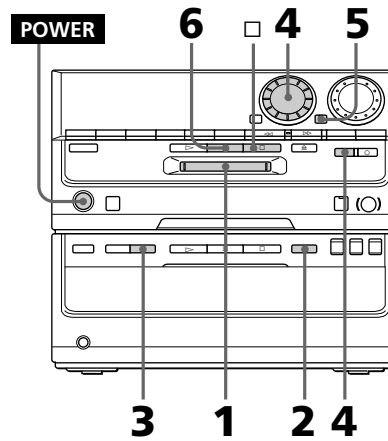
### Tips

- Pressing  $\triangleright$  when the power is off automatically turns the power on and starts CD playback if there is a CD on the tray (One Touch Play).
- You can switch from another source to the CD player and start playing a CD just by pressing  $\triangleright$  or the DISC 1 – 3 buttons\* (Automatic Source Selection).
  - \* While normal play or "1 DISC SHUFFLE" is appearing in the display, pressing the DISC 1 – 3 buttons functions as the Automatic Source Selection feature.
- If there is no CD in the player, "CD NO DISC" appears.
- When the disc tray is selected or the CD loaded on the tray is playing, the DISC 1 – 3 button for the tray is lit green.

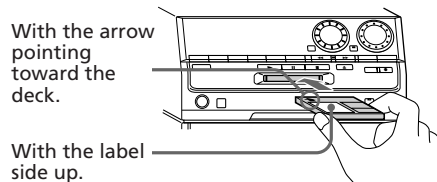
## Recording a CD

### — CD Synchro Recording

You can make a digital recording of a CD on an MD, marking track numbers in the same sequence as the original CD. The MD is labeled with the disc name (see page 32) on a brand-new recordable MD or the MD whose tracks are completely erased (see page 28). If you use a recorded MD, the MD deck automatically locates the end of the recording and starts recording from there.

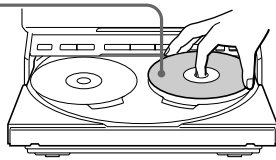



### 1 Insert a recordable MD.




- 
- 2** Press  on the CD player and place a CD on the disc tray.  
The disc tray opens.

With the label side up. When you play a single CD, place it on the inner circle of the tray.




To place the third disc, press DISC SKIP to rotate the disc tray.  
Press  to close the disc tray.

- 
- 3** Press DISC SKIP ( or D. SKIP on the remote) repeatedly until the DISC 1 – 3 button you want lights green.
- 
- 4** Press CD SYNC, then turn MULTI JOG until “NORMAL ?” appears.
- 
- 5** Press ENTER/YES.  
The MD deck stands by for recording and the CD is in pause for playback.
- 
- 6** Press  on the MD deck.  
Recording starts.
- 

**To record only the first track on each CD — Hit Parade**

Select “HIT PARADE ?” in step 4.


**To stop recording**

Press  on the MD deck.

**While “TOC” lights up or is flashing**

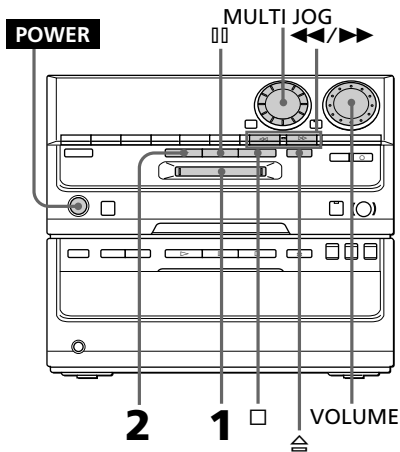
Do not move the deck or pull out the mains lead to ensure the complete recording. The deck updates the Table of Contents (TOC) while “TOC” is flashing.

**Notes**

- When you make a recording with the Hit Parade feature, the disc name is not labelled on the MD.
- When you cannot eject the MD, push in the MD, then press  on the MD deck.

## Playing an MD

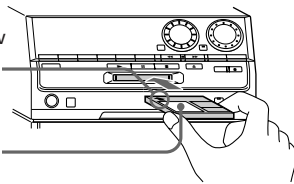
You can play an MD just like a CD.



### 1 Insert an MD.

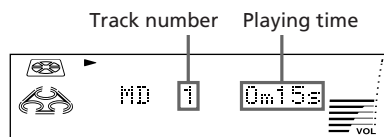
With the arrow pointing toward the deck.

With the label side up.



### 2 Press $\blacktriangleright$ .

Playback starts.



To	Do this
Stop play	Press $\square$ .
Pause	Press $\square$ . Press again to resume play.
Select a track	Turn MULTI JOG clockwise (to go forward) or counterclockwise (to go back) and release it when you locate the desired track (or press AMS $\blacktriangleright$ or $\blacktriangleleft$ on the remote).
Find a point in a track	Press $\blacktriangleright$ or $\blacktriangleleft$ during play and release it at the desired point.
Remove the MD	Press $\triangle$ .
Adjust the volume	Turn VOLUME (or press $\oplus$ or $\ominus$ on the remote).

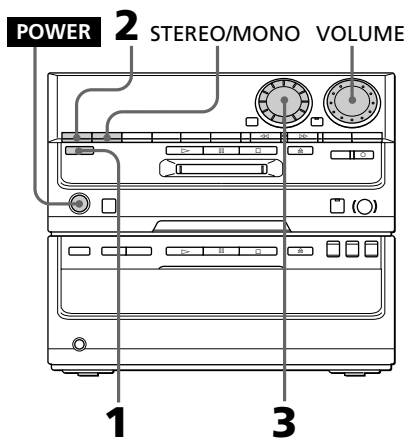
### Tips

- You can start playing from the desired track. Before pressing  $\blacktriangleright$  in step 2, turn MULTI JOG until the desired track appears.
- Pressing  $\blacktriangleright$  when the power is off automatically turns the power on and starts MD playback if there is an MD in the player (One Touch Play).
- You can switch from another source to the MD deck and start playing an MD just by pressing  $\blacktriangleright$  (Automatic Source Selection).

## Listening to the radio

### — Preset Tuning

Firstly preset radio stations in the tuner's memory (see page 6).



- 1 Press TUNER/BAND (or BAND on the remote) repeatedly until the band you want appears. Each time you press the button, the band changes as follows:

**German model:**

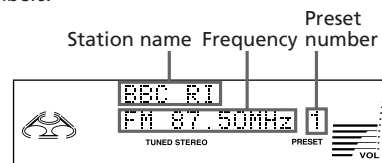
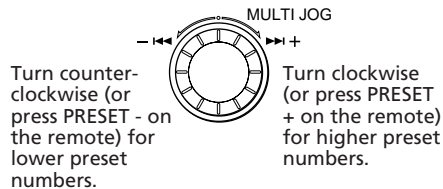
FM → AM

**Other models:**

FM → MW → LW

- 2 Press TUNING MODE repeatedly until "PRESET" appears.

- 3 Turn MULTI JOG to tune in the desired preset station.



To	Do this
Turn off the radio	Press POWER.
Adjust the volume	Turn VOLUME (or press + or - on the remote).

### To listen to non-preset radio stations

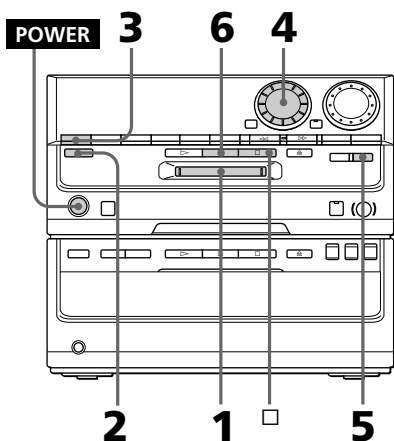
Press TUNING MODE repeatedly until "MANUAL" appears in step 2, then turn MULTI JOG to tune in the desired station.

#### Tips

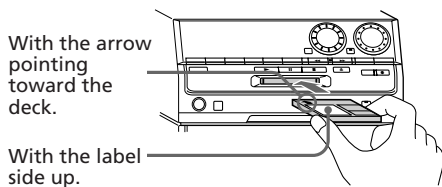
- Pressing TUNER/BAND (or BAND on the remote) when the power is off automatically turns the power on and tunes to the last received station (One Touch Play).
- You can switch from another source to the tuner just by pressing TUNER/BAND (or BAND on the remote) (Automatic Source Selection).
- To improve broadcast reception, reorient the supplied aerials.
- When an FM programme is noisy, press STEREO/MONO so that "MONO" appears. There will be no stereo effect, but the reception will improve. Press the button again to restore the stereo effect.

## Recording from the radio

You can record a radio programme on an MD by calling up the preset station. If you use a recorded MD, the MD deck automatically locates the end of the recording and starts recording from there.



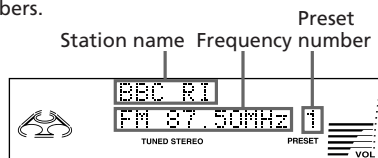
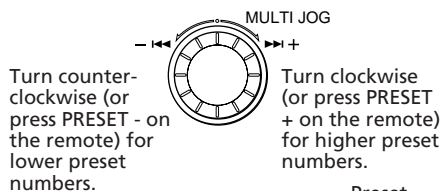
### 1 Insert a recordable MD.



### 2 Press TUNER/BAND (or BAND on the remote) repeatedly until the band you want appears.

### 3 Press TUNING MODE repeatedly until "PRESET" appears.

### 4 Turn MULTI JOG to tune in the desired preset station.



### 5 Press ●REC. The MD deck stands by for recording.

### 6 Press □ on the MD deck. Recording starts.

### To stop recording

Press □ on the MD deck.

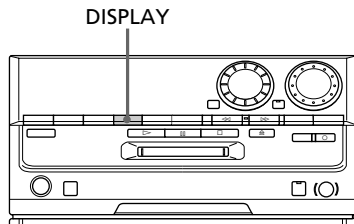
### Tips

- To record non-preset stations, press TUNING MODE repeatedly until "MANUAL" appears in step 3, then turn MULTI JOG to tune in the desired station.
- If noise is heard while recording an AM radio, move the AM loop aerial to reduce the noise.

## The CD player

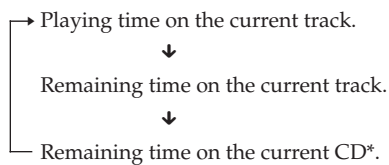
### Using the CD display

You can check the remaining time of the current track or that of the CD.



Press DISPLAY repeatedly during playback.

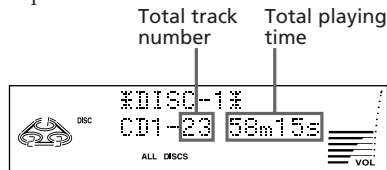
Each time you press the button, the display changes as follows:



\* The remaining time on the CD is not displayed during Programme or Shuffle Play.

### To check the total playing time and the number of tracks on the CD

They are displayed during normal or shuffle play stop mode.



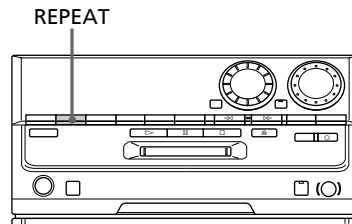
#### Tip

"-m--s" appears when you check the remaining time of a track whose number is 21 or more.

### Playing the CD tracks repeatedly

#### — Repeat Play

This function lets you repeat a single CD or all CDs in normal play, Shuffle Play and Program Play.



Press REPEAT during play until "REPEAT" appears.

Repeat Play starts. Do the following procedure to change the repeat mode.

To repeat	Press
All the tracks on the current CD	1/ALL DISCS repeatedly until "1 DISC" appears in the display.
All the tracks on all CDs	1/ALL DISCS repeatedly until "ALL DISCS" appears in the display.
Only one track*	REPEAT repeatedly until "REPEAT 1" appears in the display while playing the track you want to repeat.

\* You can't repeat a single track during Shuffle Play and Program Play.

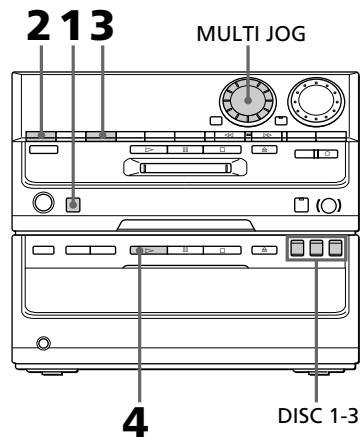
#### To cancel Repeat Play

Press REPEAT so that "REPEAT" or "REPEAT 1" disappears from the display.

## Playing the CD tracks in random order

### — Shuffle Play

You can play all the tracks on one CD or all CDs in random order.



**1** Press FUNCTION repeatedly until "CD" appears, then place a CD on the disc tray.

**2** Press PLAY MODE repeatedly until "SHUFFLE" appears.

**3** Press 1/ALL DISCS.  
Each time you press the button, the display changes as follows:

"ALL DISCS"	↔	"1 DISC"
(All the CDs play in random order.)		(A single CD whose DISC 1 – 3 button lights green play in random order.)

**4** Press ▷.  
"⏮" appears, then all the tracks play in random order.

### To cancel Shuffle Play

Press PLAY MODE repeatedly so that "SHUFFLE" disappears.

### Tips

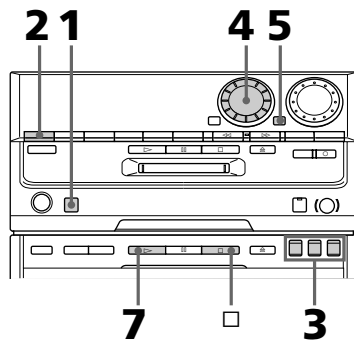
- You can start Shuffle Play during normal play by displaying "SHUFFLE".
- To skip a track, turn MULTI JOG clockwise (or press ► on the remote).



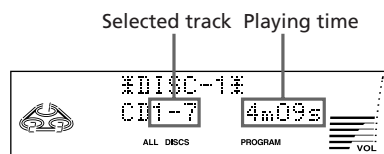
## Programming the CD tracks

### — Programme Play

You can make a programme of up to 32 tracks from all the CDs in the order you want them to be played.



- 1** Press FUNCTION repeatedly until "CD" appears in the display, then place a CD on the disc tray.
- 2** Press PLAY MODE repeatedly until "PROGRAM" appears.
- 3** Press one of the DISC 1 – 3 buttons to select a CD.
- 4** Turn MULTI JOG until the desired track appears in the display.



- 5** Press ENTER/YES.  
The track is programmed. The last programmed track appears, followed by the total playing time.

- 6** To programme additional tracks, repeat steps 3 to 5.  
Skip step 3 if you select a track from the same disc.

- 7** Press  $\triangleright$ .  
All the tracks play in the order you selected.

### To check the total number of the programmed tracks

Press DISPLAY in the stop mode.

"Step" appears, followed by the total number of the programmed tracks.

To	Press
Cancel Programme Play	$\square$ , then PLAY MODE repeatedly so that "PROGRAM" disappears.
Add a track to the programme (in stop mode)	1 Select the disc tray with DISC 1 – 3 buttons. 2 Select the track by turning MULTI JOG. 3 Press ENTER/YES.
Clear the entire programme	$\square$ once in the stop mode.

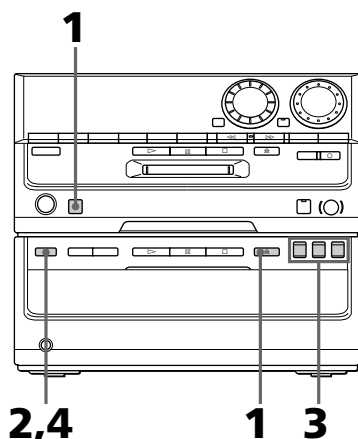
### Tips

- To programme the entire CD as one step of the programme, skip step 4.
- The programme you made remains after the Programme Play has finished. To play the same programme again, press  $\triangleright$ . When you make a recording with the Hit Parade feature, the programme is erased.
- The total playing time is not displayed when you select a track whose number is 21 or over or, the total program time exceeds 100 minutes.

## Looping part of a CD

### — Loop

With the loop function, you can repeat part of a CD during playback. This lets you create original recordings.



**1** Press FUNCTION repeatedly until "CD" appears and place a CD on the disc tray.

**2** Press LOOP repeatedly during pause or stop mode to select "NORMAL 1 – 5" or "RHYTHM 1 – 5".

Each time you press the button, the display changes as follows:

```

NORMAL 1* ----> NORMAL 5
      ↑           ↓
RHYTHM 5 <---- RHYTHM 1*
    
```

\* See "The difference between NORMAL and RHYTHM" for detail.

**3** Press one of the DISC 1 – 3 buttons.

**4** Press and hold LOOP at the point you want to start the Loop function, and release the button to resume normal play.

### The difference between NORMAL and RHYTHM

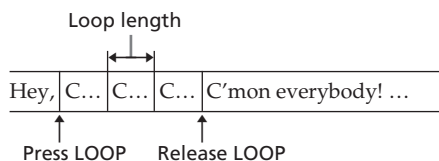
The original track can be looped in two ways, Normal and Rhythm.

#### Original

Hey, Come on everybody! ...

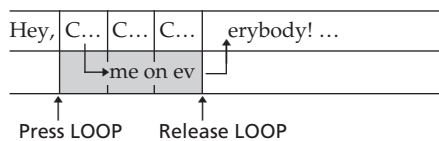
#### NORMAL

Normal play resumes from the point the loop started.



#### RHYTHM

Normal play resumes from the point the loop ends.

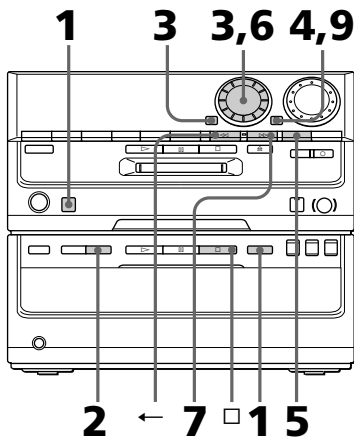


■ : Unheard portion overlapped by the loop.

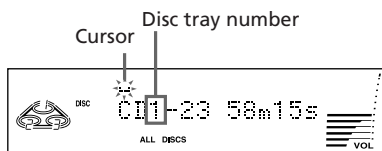
You can choose the Loop length from the five levels with the range from 0.25 to one second.

## Labelling a CD

You can label up to 30 CDs using up to 13 symbols and characters on each CD. Whenever you load the labelled CD, the label (disc name) appears in the display. If you label a CD and do a CD synchro recording on a brand-new MD, the CD's name is automatically recorded on the MD.



- 1** Press FUNCTION repeatedly until "CD" appears, then place a CD.
- 2** Press DISC SKIP (or D.SKIP on the remote) repeatedly until the desired DISC 1 – 3 button lights in green. Make sure that the CD has stopped and wait until the total number of tracks and the playing time appear in the display.
- 3** Press EDIT/NO, then turn MULTI JOG until "Name in ?" appears.
- 4** Press ENTER/YES. The cursor starts flashing.



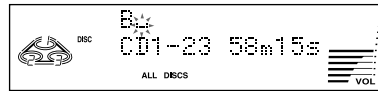
- 5** Press CHARACTER repeatedly until the desired type of character appears. Each time you press the button, the display changes as follows:

A (Upper cases) → a (Lower cases) → 0 (Numbers) → ! (Symbols)\* → ␣ (Space) → A...

\*You can use the following symbols.

! "# \$ % & ' ( ) \* + , - . / : ; < = > ? @ \_ ` ␣ (Space)

- 6** Turn MULTI JOG until the desired character appears. The selected character flashes. To enter a blank space, press CURSOR → while the cursor is flashing.
- 7** Press CURSOR →. The character you selected in step 6 lights up and the cursor shifts to the right.



- 8** Repeat steps 5 to 7 to complete the entire title. If you make a mistake, press CURSOR ← or → until the character you want to change flashes, then repeat steps 5 to 7. To erase the character, press EDIT/NO while the character is flashing.
- 9** Press ENTER/YES to complete the labelling procedure. The disc name is displayed.

continued

### Labelling a CD (continued)

#### To cancel labelling

Press □.

#### To erase a disc name

- 1 Press EDIT/NO, then turn MULTI JOG until "Name Erase ?" appears.
- 2 Press ENTER/YES.  
The disc name appears.  
"No Name" appears if no disc name is stored.
- 3 Turn MULTI JOG until the disc name you want to erase appears.
- 4 Press ENTER/YES again.  
"Complete" appears and the disc name is erased.

#### Note

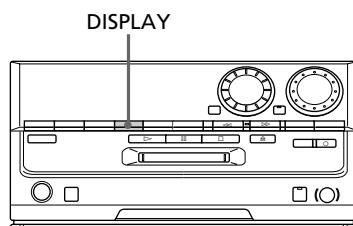
When you make a recording with the Hit Parade feature, the disc name is not labelled on the MD.

## The MD Deck

### Using the MD display

You can check the remaining time and total playing time of an MD.

#### Checking the remaining time of a track



Press DISPLAY during play.

Each time you press the button, the display changes as follows:

- Playing time and the track numbers on the current track.
- ↓
- Remaining time and the track numbers on the current track.
- ↓
- Track title on the current track\*.

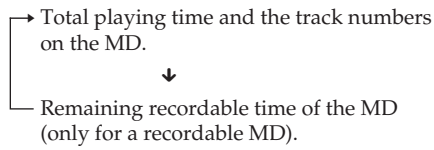
\* "No Name" appears if no track title is stored.

## Checking the remaining time of a disc

---

Press DISPLAY in stop mode.

Each time you press the button, the display changes as follows:



### Note

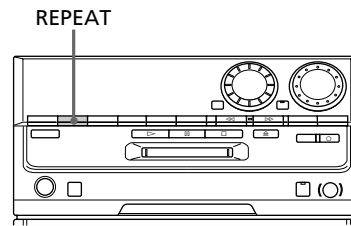
The correct remaining time may not be displayed due to the MD's system limitations.

---

## Playing the MD tracks repeatedly

### — Repeat Play

This function lets you repeat a single track or all the tracks on a disc.



Press REPEAT during play until "REPEAT" (for all the tracks) or "REPEAT 1\*" (for a single track) appears.

Repeat Play starts.

\* You cannot repeat a single track during Shuffle Play and Program Play.

---

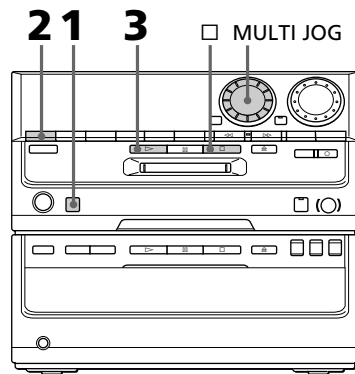
### To cancel Repeat Play

Press REPEAT so that "REPEAT" or "REPEAT 1" disappears.

## Playing the MD tracks in random order

### — Shuffle Play

You can play the tracks in random order.



- 1** Press FUNCTION repeatedly until "MD" appears, then insert an MD.
- 2** Press PLAY MODE repeatedly until "SHUFFLE" appears.
- 3** Press . "⌂" appears, then all the tracks play in random order.

#### To cancel Shuffle Play

Press , then PLAY MODE repeatedly so that "SHUFFLE" disappears.

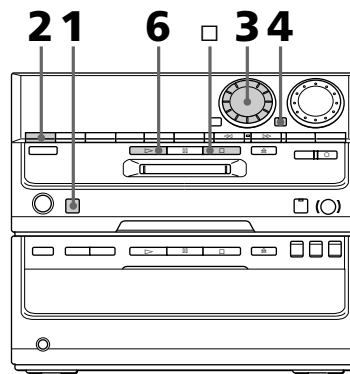
#### Tip

To skip the tracks, turn the MULTI JOG clockwise (or press on the remote).

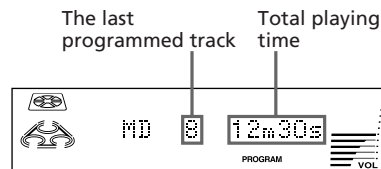
## Programming the MD tracks

### — Programme Play

You can make a programme of up to 25 tracks in the order you want them to be played.



- 1** Press FUNCTION repeatedly until "MD" appears, then insert an MD.
- 2** Press PLAY MODE repeatedly until "PROGRAM" appears.
- 3** Turn MULTI JOG until the track number you want appears.
- 4** Press ENTER/YES. The track is programmed. The last programmed track appears, followed by the total playing time.



---

**5** Repeat steps 3 and 4 to programme other tracks.

---

**6** Press  $\triangleright$ .  
Playback starts in the order you selected.

---

To	Press
Cancel Programme Play	$\square$ , then PLAY MODE repeatedly until "PROGRAM" disappears.
Add a track to the programme (in stop mode)	1 Select the track by turning MULTI JOG. 2 Press ENTER/YES.
Erase the programme	$\square$ in stop mode.

---

**Tip**

The programme you made remains after the Programme Play has finished. To play the same programme again, press  $\triangleright$ .

---

## Before you start recording

MDs (Mini Disc) let you digitally record and play back music with high quality sound that compares with the sound of CDs. Another feature of MDs is track marking. The track marking feature lets you quickly locate a specific point or easily edit the recorded tracks. However, depending on the source you record, the recording method varies. Also, the way the track numbers are recorded differs depending on the source.

**When the source you record from is:**

• **This system's CD player**

- The digital signal from the CD is recorded as it is (digital recording\*).
- Track numbers are automatically marked as on the original CD.

• **Other digital components**

(e.g., a DAT deck)

- The digital signal is converted to an analog signal once, then re-converted to a digital signal and recorded\*\* (analog recording).
- A track number is marked at the beginning of a recording, but when you turn on the Level Sync function (see page 26), track numbers are automatically marked in sync with the level of the input signal.

### Before you start recording (continued)

#### • This unit's tuner and other analog components

(e.g., a tape deck)

- The analog signal is converted to digital and recorded (analog recording).
- A track number is marked at the beginning of a recording, but when you turn on the Level Sync function (see page 26), track numbers are automatically marked in sync with the level of the input signal.

\* For details on limitations of digital recording, see page 42.

\*\*This signal conversion happens because this unit does not have a digital input.

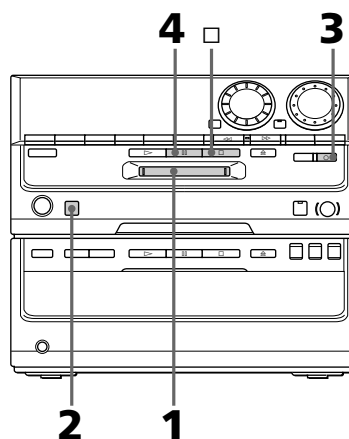
#### Note on the track number of an MD

On an MD, the track number (track sequence), track start and end point information, etc., are recorded in the TOC\* area independent of the sound information. You can edit recorded tracks quickly by modifying the TOC information.

\* TOC: Table Of Contents.

## Recording on an MD manually

The system automatically locates the last recorded portion and starts recording from that point.



---

**1** Insert a recordable MD.

---

**2** Press FUNCTION and select the source (e.g., CD) you want to record.

---

**3** Press ● REC.  
The deck is now ready for recording. To mark track numbers, see "Marking track numbers" next. When recording from this unit's CD, the track numbers are automatically marked.

---

**4** Press □□ of the MD deck.  
Recording starts.

---

**5** Start playing the source to be recorded.

---



### To stop recording

Press □ on the MD deck.

### When "Rec Level Over" appears

High level signal is input while recording. See "Troubleshooting" on page 45.

### While "TOC" lights up or is flashing

Do not move the deck or pull out the mains lead to ensure the complete recording. The deck updates the Table of Contents (TOC) while "TOC" is flashing.

### Note

If you pause recording during CD recording, a track number is recorded at that point. Also, note that the tracks are recorded as a single track with a single track number when:

- a single track of the same CD is recorded repeatedly.
- two or more tracks with the same track number from different CDs are recorded continuously.

---

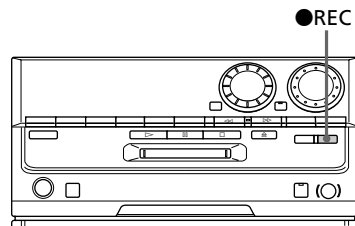
## Marking track numbers

When you record from this unit's CD (digital recording), the track numbers are automatically marked. In addition, you can mark track numbers:

- At any point while recording.
- Automatically while analog recording.

### Marking track numbers at a specific point while recording

You can mark track numbers at any time while recording, regardless of the type of sound source.



---

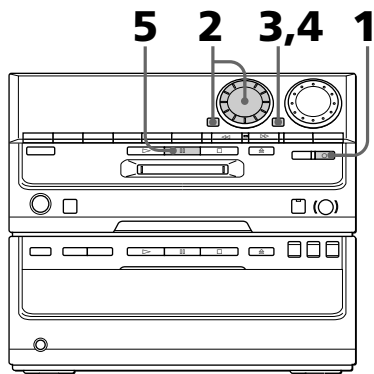
Press ● REC while recording at the point you want to add a track mark. The tracks following the added one are renumbered.

---

**Marking track numbers  
(continued)**

**Marking track numbers  
automatically while  
analog recording**

Track numbers are automatically marked when the input signal continues to be under a certain level for more than two seconds and then returns to the previous level.



**To cancel the track marking**

- 1 Press EDIT/NO, then turn MULTI JOG until "LEVELSYNC?" appears.
- 2 Press ENTER/YES.  
"LEVELSYNC OFF?" appears.
- 3 Press ENTER/YES again.  
"LEVEL-SYNC" disappears.

In this way, a track number is marked only at the beginning.

- 
- 1 Press ● REC .  
The MD deck is ready for recording.

---

  - 2 Press EDIT/NO, then turn MULTI JOG until "LEVELSYNC ?" appears.

---

  - 3 Press ENTER/YES.  
"LEVELSYNC ON?" appears.

---

  - 4 Press ENTER/YES again.  
"LEVEL-SYNC lights up.

---

  - 5 Press □□.  
Recording starts.
-

## Erasing recordings

### — Erase Function

The MD system lets you erase unwanted sound quickly and easily. The three options to erase recordings are:

- Erasing a single track.
- Erasing all tracks.
- Erasing a portion of a track.

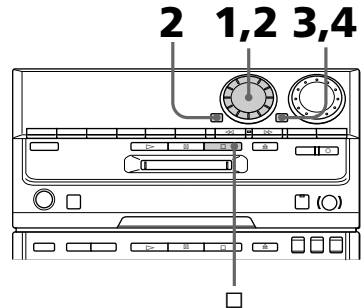
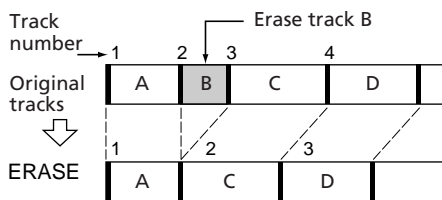
#### Note

When "SHUFFLE" or "PROGRAM" appears in the display, press PLAY MODE repeatedly until the indication disappears.

### Erasing a single track

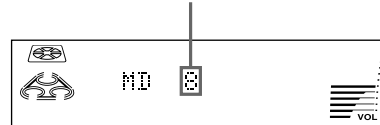
You can erase a track simply by specifying its track number. When you erase a track, the total number of tracks on the MD decreases by one and all the tracks following the erased one are renumbered.

Example: Erasing track B.



- 1 Turn MULTI JOG until the track number you want appears.

The track number you want.



- 2 Press EDIT/NO, then turn MULTI JOG until "Erase ?" appears.
- 3 Press ENTER/YES. "Erase ??" appears. If you want to cancel the Erase Function at this time, press □.
- 4 Press ENTER/YES again to erase the track. "Complete" appears for a few seconds and the selected track and title are erased.

#### Note

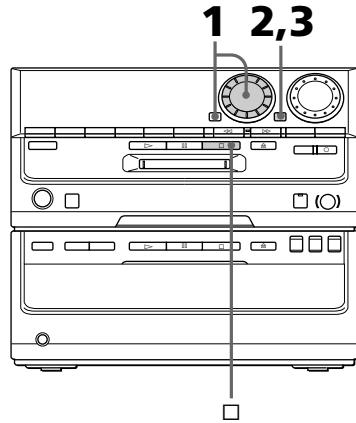
"Erase!! ?" appears when the track was recorded or edited on another deck and is record protected. To erase the track, press ENTER/YES while "Erase!!?" is displayed.

continued **27**

**Erasing recordings**  
**— Erase Function (continued)**

**Erasing all tracks**

You can erase the disc name, all recorded tracks and their titles all at once.

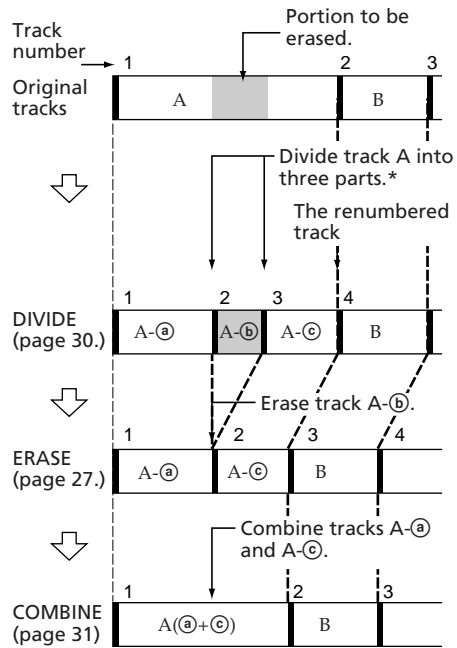


- 1** While the deck is stopped, press EDIT/NO, then turn MULTI JOG until "All Erase ?" appears.
- 2** Press ENTER/YES. "All Erase??" appears. To cancel the Erase Function at this time, press .
- 3** Press ENTER/YES again. "Complete" appears for a few seconds and all recorded tracks and their titles are erased.

**Erasing a portion of a track**

By using the Divide (see page 30), Erase (see page 27), and Combine (see page 31) Functions, you can erase specific portions of a track.

Example: Erasing a portion of track A.



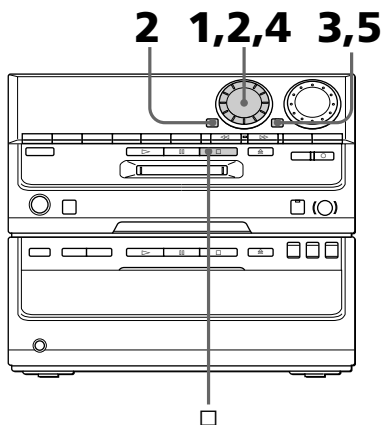
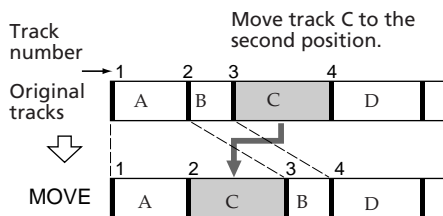
\* The tracks are renumbered.

## Moving recorded tracks

### — Move Function

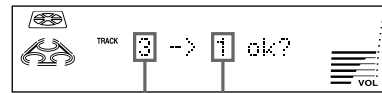
By using the Move Function, you can change the order of any track on the disc. When you move tracks, the tracks are automatically renumbered.

Example: Moving track C to position 2.



- 1** Turn MULTI JOG until the track number you want to move appears.
- 2** Press EDIT/NO, then turn MULTI JOG until "Move ?" appears.
- 3** Press ENTER/YES.

- 4** Turn MULTI JOG until the new track position appears.  
To cancel the Move Function at this time, press .



The original track number.      The number you want

- 5** Press ENTER/YES.  
"Complete" appears for a few seconds.

#### Note

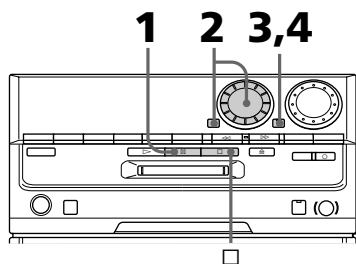
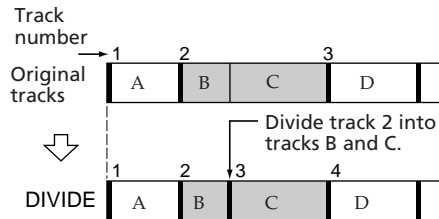
When "SHUFFLE" or "PROGRAM" appears in the display, press PLAY MODE repeatedly until the indication disappears.

## Dividing recorded tracks

### — Divide Function

You can use this function to add track numbers to multiple tracks that are recorded as one track. This function also lets you mark track numbers after the recording ends. The total number of tracks increases by one and all the tracks following the divided ones are renumbered.

Example: Dividing track 2 into tracks B and C.



**1** While playing the MD, press **EDIT/NO**.  
The deck pauses.

**2** Press **EDIT/NO**, then turn **MULTI JOG** until "Divide ?" appears.

**3** Press **ENTER/YES**.  
"Rehearsal" and "Position ok?" appear alternately and the portion to be divided is played repeatedly.

• To shift the position to be divided:

**1** Press **EDIT/NO**.

**2** While monitoring the sound, turn **MULTI JOG** to the starting point to be divided.

You can check the display and shift the point between -128 and +127 (01 is about 0.06 seconds).

To cancel the divide function at this time, press **STOP**.

**4** Press **ENTER/YES** again when you find the point to be divided.

"Complete" appears for a few seconds and the newly created track begins playing.

#### Tip

You can also divide tracks while recording. Press **REC** at the desired point.

#### Notes

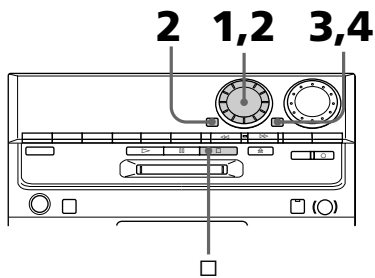
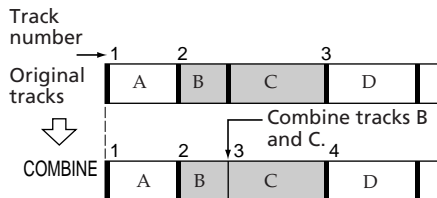
- The new track will have no track title even if the original track was labelled.
- When "SHUFFLE" or "PROGRAM" appears in the display, press **PLAY MODE** repeatedly until the indication disappears.

## Combining recorded tracks

### — Combine Function

This function lets you put several tracks or several independently recorded portions into a single track. The total number of tracks decrease by one and all the tracks following the combined ones are renumbered.

Example: Combining tracks B and C.



- 1 Turn MULTI JOG until the second track of the two to be combined appears.  
For example, to combine tracks 3 and 4, select track 4.

- 2 Press EDIT/NO, then turn MULTI JOG until "Combine?" appears.

- 3 Press ENTER/YES.  
"Rehearsal" and "Track ok?" appear alternately and the portion where the two tracks will join (i.e., the end of the first track and the beginning of the second track) is played repeatedly.  
If you want to cancel the combine function at this time, press .

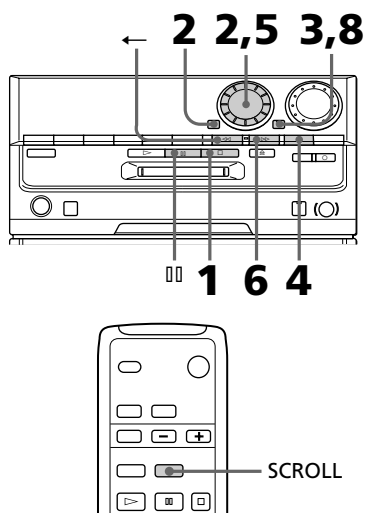
- 4 Press ENTER/YES again when you find the portion.  
"Complete" appears for a few seconds and the tracks are combined.

### Notes

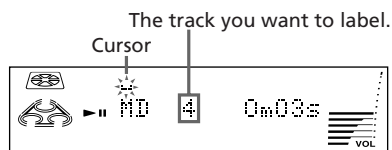
- When "SHUFFLE" or "PROGRAM" appears in the display, press PLAY MODE repeatedly until the indication disappears.
- If both of the combined tracks have track titles, the title of the second track is erased.
- If "Sorry" appears, the tracks cannot be combined. This happens when you've edited the same track too many times. This is due to a technical limitation of the MD system and is not a mechanical error.

## Labelling an MD

You can create titles (names) for your recorded MDs and tracks. You can use up to 80 characters each for a disc and a track.



- 1** To label a disc, press and stop playing the disc.  
To label a track, turn MULTI JOG until the desired track number appears.
- 2** Press EDIT/NO, then turn MULTI JOG until "Name in ?" appears.
- 3** Press ENTER/YES.  
The cursor starts flashing.



- 4** Press CHARACTER repeatedly until the desired type of character appears.

Each time you press the button, the display changes as follows:

A (Upper cases) → a (Lower cases) → 0 (Numbers) → ! (Symbols)\* → (Space) → A...

\*You can use the following symbols.

!"#\$%&'()\*+,-./:;<=>?@\_` (Space)

- 5** Turn MULTI JOG until the character you want appears.

The selected character flashes. To enter a blank space, press CURSOR → while the cursor is flashing.

- 6** Press CURSOR → to enter the character.

The cursor shifts rightward and waits for the input of the next character.

- 7** Repeat steps 4 to 6 to complete the entire title.

If you made a mistake, press CURSOR ← or → until the character you want to change flashes, then repeat steps 4 to 6. To erase the character, press EDIT/NO while the character is flashing.

- 8** Press ENTER/YES to complete the labelling procedure.

The titles you entered appear sequentially.



### To cancel labelling

Press □.

### To check the names (with the remote only)

To check the disc titles, press SCROLL while play is being stopped. To check the track titles, press SCROLL while in play. The titles are displayed scrolling in the display. To stop scrolling, press SCROLL. Press the button again to start scrolling.

### To erase all names

- 1 Press EDIT/NO, then turn MULTI JOG until "Name Erase?" appears.
- 2 Press ENTER/YES.  
"Name Erase??" appears. To cancel the erasing, press □ here.
- 3 Press ENTER/YES again.  
All the track titles and track names are erased.

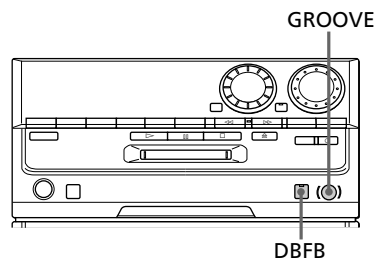
### Note

You can label a track title while playing, but you must complete the labelling before the track ends.

## Sound Adjustment

### Adjusting the sound

You can listen to music with strong bass or powerful sound.



### To reinforce the bass sound

Press DBFB (Dynamic Bass Feedback).  
The lamp on the button lights up.  
Press the button again to cancel DBFB.

### To get a powerful sound

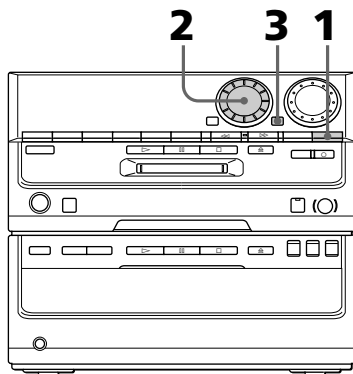
Press GROOVE.  
The lamps on the GROOVE and DBFB buttons light up.  
The whole volume increases and the bass sound is reinforced.  
Press the button again to cancel GROOVE.

### Tip

The DBFB effect is not canceled by only pressing GROOVE.  
Press DBFB to cancel the DBFB effect.

## Selecting the Preset Equalizer menu

The Preset Equalizer enables you to select the sound characteristic among 20 sound effects according to the sound you are listening to.



- 1** Press PRESET EQ.
- 2** Turn MULTI JOG until your desired menu appears.  
To stop selecting the menu, press EDIT/NO.
- 3** Press ENTER/YES.

### To cancel the mode

Select "20 FLAT" by turning MULTI JOG in step 2 and press ENTER/YES.

### Tip

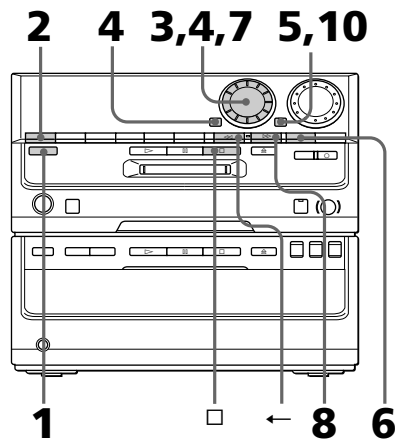
- The Preset Equalizer menu is factory set to "1 ROCK".
- The Preset Equalizer effect is not recorded on an MD or a tape.

## Other Features

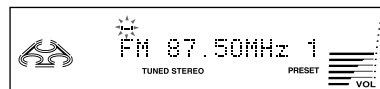
### Labelling the preset stations

#### — Station Name

You can put a name of up to 10 characters (Station Name) to a preset station. The Station Name appears when you tune in the station. If you label a station name and record it on an MD (a brand-new one), the station name is automatically recorded when you do the timer-recording.



- 1** Press TUNER/BAND repeatedly until the band you want appears.
- 2** Press TUNING MODE repeatedly until "PRESET" appears.
- 3** Turn MULTI JOG until the preset number of the station you want to label appears.
- 4** Press EDIT/NO, then turn MULTI JOG until "Name in ?" appears.
- 5** Press ENTER/YES.  
The cursor starts flashing.



- 
- 6** Press CHARACTER repeatedly until the desired sort of character appears.  
Each time you press the button, the display changes as follows:

A (Upper cases) → a (Lower cases) → 0  
(Numbers) → ! (Symbols)\* → ␣ (Space)  
→ A...

**\*You can use the following symbols.**

!"#\$%&'()\*+,-./:;<=>?@\_`␣ (Space)

- 
- 7** Turn MULTI JOG until the desired character appears.  
To enter a blank space, press CURSOR → while the cursor is flashing.

- 
- 8** Press CURSOR →.  
The cursor shifts rightward and starts flashing.

- 
- 9** Repeat steps 6 to 8 to complete the name.  
If you made a mistake, press CURSOR ← or → until the character you want to change flashes, then repeat steps 6 to 8.

- 
- 10** Press ENTER/YES.
- 

#### To cancel labelling

Press □ on the MD deck.

#### To erase the name

Repeat steps 1 to 5, then press EDIT/NO repeatedly until all the letters are erased.

---

## Using the Radio Data System(RDS)

### What is the Radio Data System?

Radio Data System (RDS) is a broadcasting service that allows radio stations to send additional information along with the regular programme signal. This tuner offers convenient RDS features, such as monitoring and locating a station by programme type. RDS is available only on FM stations\*.

#### Note

RDS may not work properly if the station you are tuned to is not transmitting the RDS signal properly or if the signal strength is weak.

\* Not all FM stations provide RDS service, nor do they provide the same types of services. If you are not familiar with the RDS system, check with your local radio stations for details on RDS services in your area.

---

### Receiving RDS broadcasts

Simply select a station from the FM band.

When you tune in a station that provides RDS services, the station name appears in the display.

### Using the Radio Data System (RDS) (continued)

#### To check the RDS information

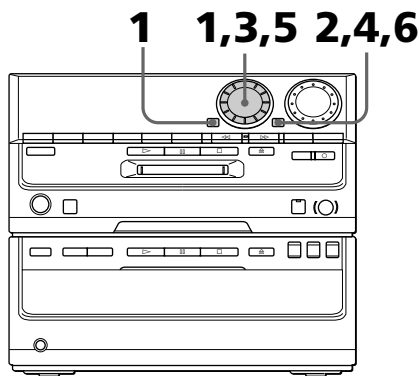
When you press DISPLAY, the programme type is displayed for a few seconds.

#### Note

"No PTY Data" appears when the receiving station does not broadcast the programme type you selected.

#### Locating a station by programme type (PTY)

You can locate a station you want by selecting a programme type. The unit tunes in the type of programmes currently being broadcast from the RDS stations stored in the tuner's preset memory.



---

**1** Press EDIT/NO, then turn MULTI JOG until "PTY search ?" appears.

---

**2** Press ENTER/YES.

---

---

**3** Turn MULTI JOG to the + or - side to select the programme type you want. See the "List of programme types" section.

---

**4** Press ENTER/YES.  
The unit starts searching for the preset RDS stations ("PTY Search" and the selected programme type are displayed alternately).  
When the tuner receives a programme, the preset station number flashes.

---

**5** Turn MULTI JOG until the desired preset station number flashes in the display.

---

**6** Press ENTER/YES while the preset station number is flashing.

---

#### List of programme types (PTY)

##### Affairs

Topical programmes that expand on current news.

##### Alarm

Emergency broadcasts.

##### Culture

Programmes about national or regional culture, such as religion, language, and social concerns.

##### Drama

Radio plays and serials.

##### Education

Educational programmes, such as a "how-to" programmes and advice.

##### Information

Programmes about consumer affairs, medical advice, and weather.

##### L. Classical

Classical music, such as instrumentals, and vocal and choral works.

##### M.O.R. Music

Easy listening (middle of the road music).

**News**

News programmes.

**Other Music**

Music, such as jazz, rhythm and blues, and reggae.

**Pop Music**

Popular music programmes.

**Rock Music**

Rock music programmes.

**Science**

Programmes about the natural sciences.

**S. Classical**

Performances of major orchestras, chamber music, opera, etc.

**Sport**

Sports programmes.

**Varied**

Programmes containing celebrity interviews, panel games, and comedy.

**PTY undefined**

Any programming not defined above.

**Note**

"PTY not found" appears when the programme that you selected is not currently being broadcasted.

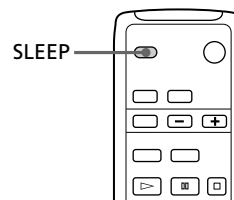
---

## Falling asleep to music

### — Sleep Timer

You can let the system turn off at a preset time, so you can sleep to the music. You can preset the time to be turned off by 10 minutes.

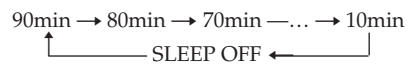
Make sure you have set the clock (see page 5).




---

Press SLEEP on the remote.

Each time you press the button, the minute display (the turn-off time) changes as follows:




---

#### To check the remaining time

Press SLEEP once.

#### To change the time to turn off

Select the time you want by pressing SLEEP.

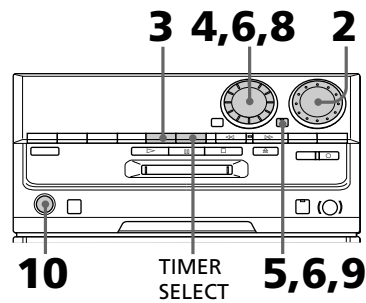
#### To cancel the Sleep Timer function

Press SLEEP repeatedly until "SLEEP OFF" appears.

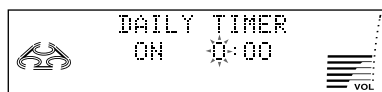
## Waking up to music

### — Wake-up Timer

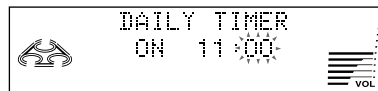
You can wake up to music at a preset time. Make sure you have set the clock (see page 5).



- 1** Prepare the music source you want to play.
  - CD: Place a CD. To start from a specific track, make a program (see page 17).
  - MD: Insert an MD.
  - Radio: Tune in a station (see page 13).
- 2** Turn VOLUME to adjust the sound volume.
- 3** Press TIMER SET.
- 4** Turn MULTI JOG until "DAILY TIMER" appears.
- 5** Press ENTER/YES.  
The hour indication starts flashing.



- 6** Set the time to start play.  
Turn MULTI JOG to set the hour, then press ENTER/YES.  
The minute indication starts flashing.



- Turn MULTI JOG to set the minute, then press ENTER/YES.  
The hour indication flashes again.

- 7** Set the time to stop playback following the above procedure.
- 8** Turn MULTI JOG until the music source you want appears.  
The indications change as follows:  
CD PLAY ↔ TUNER ↔ TAPE PLAY\*  
↔ MD PLAY  
\* Select this when you choose the optional TC-TX5 tape deck as the sound source.
- 9** Press ENTER/YES.  
The start time, followed by the stop time, the music source and volume appear, then the original display appears.
- 10** Press POWER to turn off the power.

### To check the setting

Press TIMER SELECT repeatedly until "DAILY TIMER" appears. The start time, followed by the stop time, the music source and volume appears then the original display appears. To change the setting, start again from step 1.

### To cancel the timer operation

Press TIMER SELECT repeatedly until "TIMER OFF" appears.

### Tip

When you connect a tape deck as the TC-TX5 equipped with an AU BUS connector to the system, you can activate the wake-up timer with the tape deck.

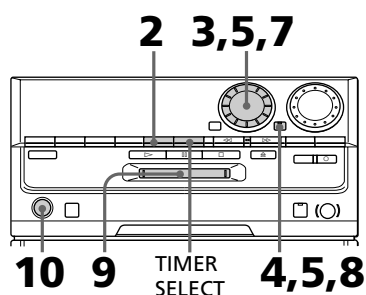
### Note

Do not operate the system from the time the power turns on until the playback starts (about 20 seconds).

## Timer-recording radio programmes

To timer-record, you must preset the radio station (see page 6) and set the clock (see page 5) beforehand.

The MD is automatically labelled with the station name, the start time and the stop time of the recording if the station is labeled (see page 34) before hand.

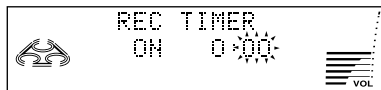


- 1 Tune in the preset radio station. (See page 13.)
- 2 Press TIMER SET.
- 3 Turn MULTI JOG until "REC TIMER" appears.
- 4 Press ENTER/YES.  
The hour indication starts flashing.



### Timer-recording radio programmes (continued)

- 5** Set the time to start recording.  
Turn MULTI JOG to set the hour, then press ENTER/YES.  
The minute indication starts flashing.



Turn MULTI JOG to set the minute, then press ENTER/YES.  
The hour indication flashes again.

- 6** Set the time to stop recording following the above procedure.

- 7** Turn MULTI JOG and select "TUNER to MD."

- 8** Press ENTER/YES.  
The start time, followed by the stop time, preset number and the recording source appears, then the original display appears.

- 9** Insert a recordable MD.

- 10** Turn off the power.

### To check the setting

Press TIMER SELECT repeatedly until "REC TIMER" appears. The start time, followed by the stop time and the preset number appears, then the original display appears. To change the setting, start again from step 1.

### To cancel the timer operation

Press TIMER SELECT repeatedly until "TIMER OFF" appears.

### Tip

When you connect a tape deck as the TC-TX5 equipped with an AU BUS connector to the system, you can activate the timer-recording with the tape deck.

### Notes

- Do not operate the system from the time the power turns on until the recording starts (about 20 seconds).
- When you use the blank MD to record, the first 15 seconds will not be recorded.
- If the power is on at the preset time, the recording will not be made.
- The volume is reduced to minimum during recording.



## Additional Information

### Precautions

#### On operating voltage

Before operating the system, check that the operating voltage of your system is identical with the voltage of your local power supply.

#### On safety

- The unit is not disconnected from the AC power source (mains) as long as it is connected to the wall outlet, even if the unit itself has been turned off.
- Unplug the system from the wall outlet (mains) if it is not to be used for an extended period of time. To disconnect the cord (mains lead), pull it out by the plug. Never pull the cord itself.
- Should any solid object or liquid fall into the component, unplug the stereo system and have the component checked by qualified personnel before operating it any further.
- The mains lead must be changed only at a qualified service shop.

#### On placement

- Place the stereo system in a location with adequate ventilation to prevent heat build-up in the stereo system.
- Do not place the unit in an inclined position.
- Do not place the unit in locations where it is;
  - Extremely hot or cold
  - Dusty or dirty
  - Very humid
  - Vibrating
  - Subject to direct sunlight.

#### On operation

- If the stereo system is brought directly from a cold to a warm location, or is placed in a very damp room, moisture may condense on the lens inside the CD player or the MD deck. Should this occur, the system will not operate properly. Remove the CD or MD and leave the system turned on for about an hour until the moisture evaporates.
- When you move the system, take out the disc.

If you have any questions or problems concerning your stereo system, please consult your nearest Sony dealer.

#### On the speaker system

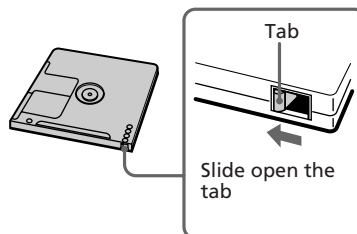
Although this speaker system is magnetically shielded, there may be cases where the picture on some TV sets becomes magnetically distorted. In such a case, turn off the power of the TV set/ personal computer set once, and after 15 to 30 minutes turn it on again.

**When there seems to be no improvement**, locate the speaker system further away from the TV set. Furthermore, be sure not to place objects in which magnets are attached or used near the TV set, such as audio racks, TV stands, toys etc. These may cause magnetic distortion to the picture due to their interaction with the system.

#### Protecting a recorded MD

To record-protect an MD, slide open the tab at the side of the MD so the tab is concealed.

In this position, the MD cannot be recorded. To record on the MD, slide close the tab.

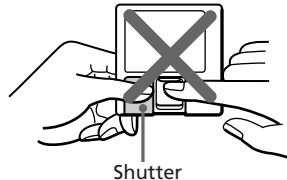


continued

### Precautions (continued)

#### Notes on MDs

- Do not open the shutter to expose the MD. Close the shutter immediately if the shutter opens.



- Wipe the disc cartridge with a dry cloth to remove dirt.
- Do not expose the MD to direct sunlight or heat sources such as hot air ducts, nor leave it in a car parked in direct sunlight.

#### Notes on CDs

- Before playing, clean the CD with a cleaning cloth. Wipe the CD from the center out.
- Do not use solvents such as benzene, thinner, commercially available cleaners or anti-static spray intended for vinyl LPs.
- Do not expose the CD to direct sunlight or heat sources such as hot air ducts, nor leave it in a car parked in direct sunlight.

#### Cleaning the cabinet

Use a soft cloth slightly moistened with mild detergent solution.

## System limitations of MDs

The recording system in your MD deck has limitations described below. Note, however, that these limitations are due to the inherent nature of the MD recording system itself and not to mechanical causes.

### **"DISC FULL" lights up before the MD has reached the maximum recording time (60 or 74 minutes)**

When 255 tracks have been recorded on the MD, "DISC FULL" lights up regardless of the total recorded time. More than 255 tracks cannot be recorded on the MD. To continue recording, erase unnecessary tracks or use another recordable MD.

### **"DISC FULL" lights up before the maximum number of tracks (255) is reached**

Fluctuations in emphasis within tracks are sometimes interpreted as track intervals, increasing the track count and causing "DISC FULL" to light up.

### **The remaining recording time does not increase even after erasing numerous short tracks**

Tracks shorter than 12 seconds long are not counted, so erasing them may not increase the recording time.

### **Some tracks cannot be combined with others**

Track combination may become impossible when tracks are shorter than 12 seconds long.

### **The total recorded time and the remaining time on the MD may not reach the maximum recording time (60 or 74 minutes)**

Recording is done in minimum units of 2 seconds each, no matter how short the material. The contents recorded may thus be shorter than the maximum recording capacity. Disc space may also be further reduced by scratches.

### **The sound may drop-out while searching the edited tracks**

Tracks created through editing may exhibit sound dropout during searching because high-speed playback takes time to search for the position on the disc when the tracks are scattered on the disc.

### **Track numbers cannot be marked**

When "LEVELSYNC ON" (page 26) is displayed during analog recording, the track numbers may not be marked at the beginning of the track:

- if the input signal is below a certain fixed level for less than two seconds
- if the input signal is below a certain fixed level for more than two seconds in the middle of the track.

### **Guide to the Serial Copy Management System**

Digital audio components, such as CDs, MDs, and DATs let you copy music easily with high quality, for these digital products process music as a digital signal.

To protect the copyrighted music programs, this unit uses the Serial Copy Management System that allows you to make only a single copy of a recorded digital source through digital-to-digital connections.

#### **You can make only a first generation copy\* through a digital-to-digital connection.**

For example:

- 1** You can make a copy of a commercially available digital sound programme (e.g., a CD and an MD), but you cannot make a second copy from the first-generation copy.
- 2** You can make a copy of a digital signal from a digitally recorded analog sound programme (e.g., an analog record and a music cassette tape) or from a digital satellite broadcast programme, but you cannot make a second copy.

\* A first-generation copy means a digital recording of a digital signal made on digital audio equipment. For example, if you record from this unit's CD player to this MD deck, you'd make a first-generation copy.

### **Notes**

- This copy management system doesn't apply when you make a recording through analog-to-analog connections.
- Since this unit supports 44.1 kHz sampling frequency only, you cannot make a digital recording of a digital satellite broadcast programme, whose sampling frequency is 32 kHz or 48 kHz. To make a digital recording, you need an MD deck or a DAT deck that supports these frequencies. You can also make a second-generation copy.

---

## Troubleshooting

If you run into any problem using this stereo system, use the following check list.

First, check that the mains lead is connected firmly and the speakers are connected correctly and firmly.

Should any problem persist, consult your nearest Sony dealer.

---

### General

---

#### **There is no sound.**

- Rotate VOLUME clockwise.
- The headphones are connected.

---

#### **There is severe hum or noise.**

- A TV or VCR is placed too close to the stereo system. Move the stereo system away from the TV or VCR.

---

#### **"0:00" flashes in the display.**

- A power interruption occurred. Set the clock and timer settings again.

---

#### **The timer does not function.**

- Set the clock correctly.

---

#### **The timer display does not appear even if you press TIMER SET or TIMER SELECT.**

- Set the timer correctly.

---

#### **The remote does not function.**

- There is an obstacle between the remote and the system.
- The remote is not pointing in the direction of the system's sensor.
- The batteries have run down. Replace the batteries.

---

### Speakers

---

#### **Sound comes from one channel or unbalanced left and right volume.**

- Check the speaker connection and speaker placement.
- 

---

### CD Player

---

#### **The CD tray does not close.**

- The CD is not placed properly.

---

#### **The CD will not play.**

- The CD is dirty.
- The CD is inserted label side down.
- Moisture condensation has built up. Remove the CD and leave the system turned on for about an hour until the moisture evaporates.

---

#### **Play does not start from the first track.**

- The player is in programme or shuffle mode. Press PLAY MODE repeatedly until "SHUFFLE" or "PROGRAM" disappears.

---

#### **"OVER" is displayed.**

- You have reached the end of the CD. Press ◀◀ (or ◀◀◀ on the remote) to return to the beginning of the CD.
- 

---

### MD Deck

---

#### **An incompletely inserted MD cannot be pulled out.**

- The MD deck's self-lock system has gripped the MD. Insert the MD completely, then press ⏏ on the MD deck.

---

#### **The controls do not work.**

- The MD is dirty or scratched. ("Disc Error" appears.) Replace the MD with a new one.

---

#### **The MD will not play.**

- Moisture condensation has built up. Remove the MD and leave the system turned on for several hours until the moisture evaporates.
  - Insert the MD in the direction of the arrow.
  - Nothing is recorded on the MD.
-

---

**Recording is not possible.**

- The MD is protected against erasure. ("Protected" appears.) Slide the tab to close the slot (see page 41).
- Connect the sound source properly.
- A pre-mastered MD is inserted in the deck. Replace the disc with a recordable MD.
- Replace the disc with a recordable MD that has sufficient time remaining or erase unnecessary tracks.
- The power cord was unplugged or a power interruption occurred during recording. Start recording over from the beginning.

---

**"OVER" is displayed.**

- You have reached the end of the MD. Press ◀◀ (or ◀◀ on the remote) to return.

---

**"Rec Level Over" appears during analog recording.**

- 1 Press EDIT/NO, then turn MULTI JOG during recording (or recording pause) until "Attenuate ?" appears.
- 2 Press ENTER/YES. "Attenuate ON?" appears.
- 3 Press ENTER/YES again. "Attenuate" appears. The recording level is reduced. To cancel the setting, select "Attenuate OFF ?" in step 2.

---

**Tuner**

---

**Severe hum or noise ("TUNED" or "STEREO" flashes in the display.).**

- Adjust the aerial.
- The signal strength is too weak. Connect the external antenna.

---

**A stereo FM programme cannot be received in stereo.**

- Press STEREO/MONO so that "STEREO" appears.
- 

---

**If other problems not described above occur, reset the system as follows:**

- 1 Unplug the mains lead.
- 2 Hold down POWER, then plug the mains lead again into the wall outlet.

The system is reset to the factory settings. All the settings you made such as the preset stations, clock, and timer are cleared. You should set them again.

---

**MD error messages**

One of the following messages may appear or flash in the display window during MD operation.

---

**Auto cut**

The MD deck is pausing the recording because silence continued for 30 seconds or more during digital recording.

---

**Blank Disc**

The inserted recordable MD is brand new or all tracks on the MD have been erased.

---

**Cannot Copy**

You cannot make a digital recording (See "Guide to the Serial Copy Management System" on page 43).

---

**Cannot EDIT**

You tried to edit in Programme or Shuffle Play mode.

---

**Disc Error**

The inserted MD is damaged or does not contain a TOC.

---

**Disc Full**

There is no time remaining on the disc (See "System Limitations of MDs" on page 42).

---

**Impossible**

You tried to combine from the first track on an MD, which is not possible.

---

**Name Full**

There is no more space to store track or disc titles.

---

**NO DISC**

There is no MD in the deck.

---

continued

## Troubleshooting (continued)

---

### No Track

The inserted MD has a disc title but no tracks.

---

### OVER

You have reached the end of the last track during high-speed search.

---

### Protected

The inserted MD is protected against erasure.

---

### Retry

The MD deck is redoing the recording because of vibrations or disc scratches encountered during recording.

---

### Retry Error

Due to vibration affecting the deck or scratches on the MD, several recording attempts were made but with no success.

---

### Smart Space

The signal was input again after silence continued for 3 to 30 seconds or less during digital recording.

---

### Sorry

You tried to combine tracks that cannot be combined.

---

---

## Specifications

### Amplifier section

DIN power output 40 W + 40 W  
(6 ohms, at 1 kHz, DIN)

Continuous RMS power output 50 + 50 watts  
(6 ohms at 1 kHz,  
10% THD)

Music power output 160 watts  
Inputs VIDEO/GAME IN  
(phono jacks)  
(switchable)

VIDEO IN:  
voltage 250 mV,  
impedance 47 kilohms  
GAME IN:  
voltage 450 mV,  
impedance 47 kilohms

TAPE IN (phono jacks):  
voltage 250 mV,  
impedance 47 kilohms  
TAPE OUT (phono jacks):  
voltage 250 mV  
impedance 1 kilohms

Outputs PHONES (stereo phone jack):  
accepts headphones of 8  
ohms or more.

SPEAKER:  
accepts impedance of 6 to  
16 ohms.

### CD player section

System Compact disc and digital  
audio system

Laser Semiconductor laser  
( $\lambda=780\text{nm}$ )

Emission duration:  
continuous  
Laser output Max. 44.6  $\mu\text{W}^*$   
\*This output is the value  
measured at a distance of  
200 mm from the  
objective lens surface on  
the Optical Pick-up Block  
with 7 mm aperture.

Frequency response 2 Hz - 20 kHz ( $\pm 0.5$  dB)  
CD OPTICAL DIGITAL OUT  
(Square optical connector jack, rear panel)

### MD deck section

System	MiniDisc digital audio system
Laser	Semiconductor laser ( $\lambda=780\text{nm}$ ) Emission duration: continuous
Laser output	Max. $44.6 \mu\text{W}^*$ *This output is the value measured at a distance of 200 mm from the objective lens surface on the Optical Pick-up Block with a 7 mm aperture.
Recording time	74 minutes max. (using MDW-74)
Sampling frequency	44.1 kHz
Frequency response	5 Hz to 20 kHz

### Tuner section

FM stereo, FM/AM superheterodyne tuner

### FM tuner section

Tuning range	87.5 – 108.0 MHz (50 kHz step)
Aerial	FM lead aerial
Aerial terminals	75 ohm unbalanced
Intermediate frequency	10.7 MHz

### AM tuner section

Tuning range	
German model:	
AM:	522 – 1,611 kHz (with the interval set at 9 kHz)
Other models:	
MW:	522 – 1,611 kHz (with the interval set at 9 kHz)
LW:	144 – 288 kHz (with the interval set at 3 kHz)
Aerial	AM loop aerial External aerial terminals
Intermediate frequency	450 kHz

### Speaker

#### S5-MD5

Speaker system	3-way, bass-reflex type
Speaker units	
Woofer:	15 cm dia., cone type
Tweeter:	5 cm dia., cone type
Super Tweeter:	2 cm dia., dome type
Nominal impedance	6 ohms

### General

Power requirements	220 – 230 V AC, 50/60 Hz
Power consumption	130 watts

#### Dimensions

Amplifier/Tuner/MD/CD section:

Approx.  $280 \times 240 \times 360$  mm ( $11 \frac{1}{8} \times 9 \frac{1}{2} \times 14 \frac{1}{4}$  in) (w/h/d) incl.

projecting parts and controls (U.K. model)

Approx.  $280 \times 240 \times 350$  mm ( $11 \frac{1}{8} \times 9 \frac{1}{2} \times 13 \frac{7}{8}$  in) (w/h/d) incl.

projecting parts and controls (Other models)

Speakers: Approx.  $205 \times 325 \times 290$  mm ( $8 \frac{1}{8} \times 12 \frac{7}{8} \times 11 \frac{1}{2}$  in) (w/h/d) incl. projecting parts and controls

#### Mass

Amplifier/Tuner/MD/CD section:

Approx. 9.4 kg (20 lb 12 oz)

Speakers: Approx. 4 kg (8 lb 14 oz) net per speaker

Supplied accessories:

AM loop aerial (1)  
Remote RM-S5MD (1)  
Sony SUM-3 (NS) batteries (2)  
FM lead aerial (1)  
Speaker cords (2)

Design and specifications are subject to change without notice.

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