



Net MD Desktop Audio

Operating Instructions

NetMD

MDLP

ADN-1

WARNING

To prevent fire or shock hazard, do not expose the player 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.

To prevent fire, do not cover the ventilation of the apparatus with newspapers, table-cloths, curtains, etc. And don't place lighted candles on the apparatus.

To prevent fire or shock hazard, do not place objects filled with liquids, such as vases, on the appliance.

CAUTION

The use of optical instruments with this product will increase eye hazard.

Certain countries may regulate disposal of the battery used to power this product. Please consult with your local authority.

CAUTION

CLASS 1M INVISIBLE LASER RADIATION
WHEN OPEN
DO NOT VIEW DIRECTLY WITH OPTICAL
INSTRUMENTS

Notice for customers in the United Kingdom

A moulded plug complying with BS 1363 is fitted to this equipment for your safety and convenience.

Should the fuse in the plug supplied need to be replaced, same rating fuse approved by ASTA or BSI to BS 1362, (i.e. marked with ⚡ or ⚡ mark) must be used.

If the plug supplied with this equipment has a detachable fuse cover, be sure to attach the fuse cover after you change the fuse. Never use the plug without the fuse cover. If you should lose the fuse cover, please contact your nearest Sony service station.

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- ™ and ® marks are omitted in this manual.

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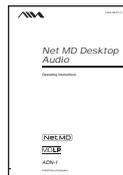
Before using this product

This manual explains the general operations of the player.
For the basic use of the supplied SonicStage software, refer to the separate manual.

On explanations in this manual

Explanations in this manual are based on the operations done by the remote control.

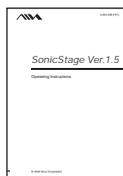
The operations on the main unit are explained when they are different from those by the remote control.



For SonicStage Ver. 1.5 software

SonicStage Ver. 1.5 Operating Instructions

This manual explains the installation and basic operations of the supplied SonicStage software.



SonicStage Ver. 1.5 Help

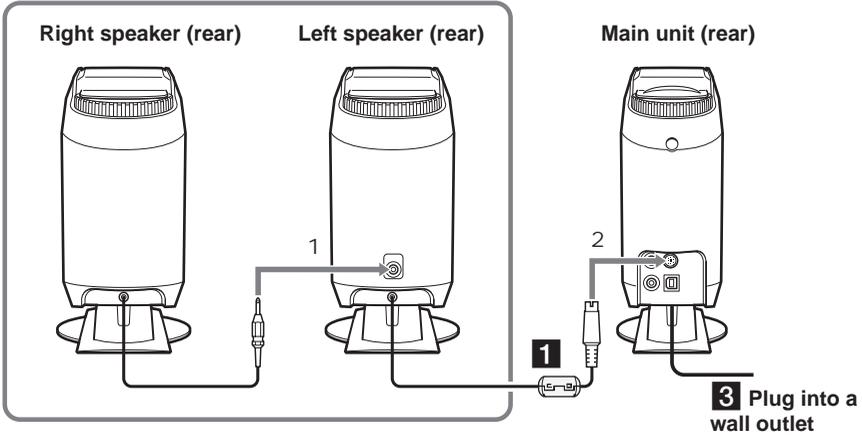
This is an online help that you can view on your computer screen. Refer to the online help for details on the use of the software.

On the Supplied Software

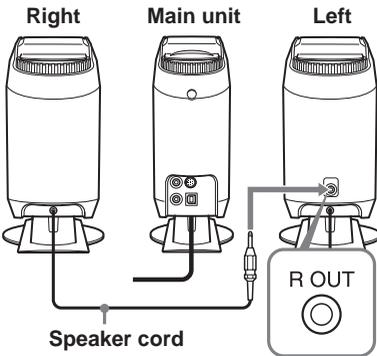
- Copyright laws prohibit reproducing the software or the manual accompanying it in whole or in part, or renting the software without the permission of the copyright holder.
- In no event will SONY be liable for any financial damage, or loss of profits, including claims made by third parties, arising out of the use of the software supplied with this recorder.
- In the event a problem occurs with this software as a result of defective manufacturing, SONY will replace it. However, SONY bears no other responsibility.
- The software provided with this recorder cannot be used with equipment other than that which is so designated.
- Please note that, due to continued efforts to improve quality, the software specifications may be changed without notice.
- Operation of this recorder with software other than that provided is not covered by the warranty.

Connections

Insert the plugs firmly into their receptacles in the order shown in the figure below. Connecting the cables incorrectly can cause incorrect operation.



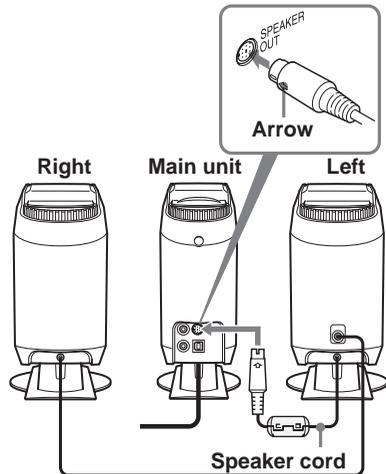
- 1** Connect the speakers.
- 1 Connect the speaker cord from the right speaker to the R OUT connector on the rear of the left speaker.



Notes

- The operating panel on the main unit slides to the right and left. Place the speakers a short distance from the main unit so that the operating panel does not bump the speakers.
- Do not place objects such as books or vases close enough to the main unit to interfere with the movement of the operating panel.

- 2 Connect the speaker cord from the left speaker to the SPEAKER OUT connector on the rear of the main unit.

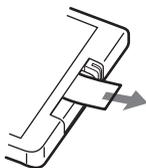


Notes

- Align the arrow on the speaker cord plug with the left side of the SPEAKER OUT connector.
- Take care not to force the plug into the connector, or you may damage the unit.

2 Prepare the remote control.

Pull the insulating sheet out from the remote control to prepare it for use. The remote control comes with a battery pre-installed.

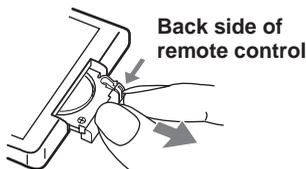


Replacing the battery in the remote control

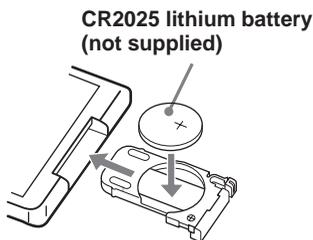
As the battery wears out, the range at which the remote control will work will decrease.

When this happens, follow the procedure below to replace the battery with a new one. The battery should last about 6 months with normal use.

- 1 Slide out and remove the battery case.



- 2 Replace the battery with a new CR2025 lithium battery, with the side marked + facing up.



- 3 Replace the battery case.

3 Connect the mains lead.

Connect the mains lead of the main unit to a wall outlet.

Note

When using the unit for the first time, or after a long period of disuse, you need to charge the memory battery in the main unit. Wait about an hour after plugging in the mains lead for the battery to be fully charged (you can use the unit during this time). Afterwards, always turn off the power on the main unit before unplugging the mains lead. When the battery is charged, the unit's clock and timer information will be preserved for about 30 minutes when the unit is not supplied with power from a wall outlet. If the clock and timer information is lost, you will need to set the clock and timer again.

CAUTION

Danger of explosion if battery is incorrectly replaced.

Replace only with the same or equivalent type recommended by the manufacturer. Discard used batteries according to the manufacturer's instructions.

Battery life

You can expect the remote control to operate for about 6 months (using a Sony CR2025 lithium battery) before the battery runs down. When the battery no longer operates the remote, replace the battery with a new one.

To avoid battery leakage

If you are not going to use the remote control for a long time, remove the battery to avoid damage caused by corrosion from battery leakage.

Notes on lithium battery

- Keep the lithium battery out of the reach of children.
Should the battery be swallowed, immediately consult a doctor.
- Wipe the battery with a dry cloth to assure a good contact.
- Be sure to observe the correct polarity when installing the battery.
- Do not hold the battery with metallic tweezers, otherwise a short-circuit may occur.

WARNING

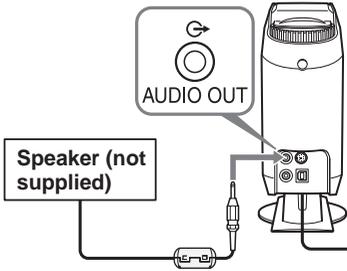
Battery may explode if you mistreated. Do not recharge, disassemble or dispose of in fire.

Note

Make sure the remote sensor is not exposed to strong light such as direct sunlight or fluorescent lamp light.

Using the unit with active speakers (not supplied)

To use this unit with active speakers with built-in amplifiers (not supplied), connect the active speakers to the  **AUDIO OUT** jack on the main unit. See the active speaker operating manual for more information.

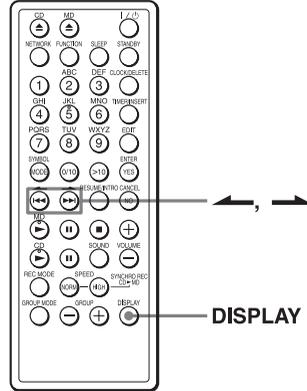


Note

Before connecting the active speakers to the player, be sure to attach the supplied clamp filter to the cable. For more information on attaching the clamp filter, see page 57.

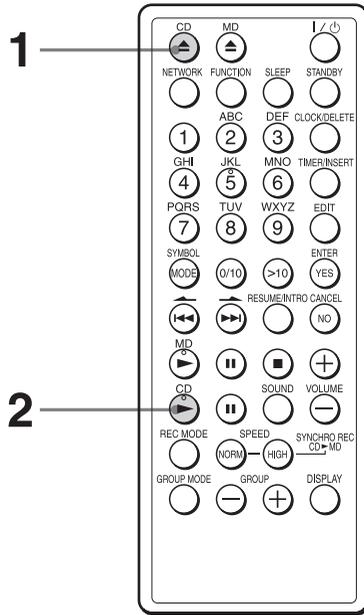
Adjusting the display window contrast

You can adjust the contrast of the display window to your liking.



- 1** While the unit is turned off, hold down **DISPLAY** for about 2 seconds. “Contrast” will appear in the display window.
- 2** Press  or  to adjust the contrast. The contrast can be adjusted within a range from -7 to +7.

Playing a CD



Preparation: see Connections on page 5

1

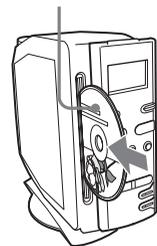


Press  CD to open the operating panel (or touch  on the main unit) and insert a CD into the slot.

The unit power will turn on automatically when you press the button. The operating panel will slide to the right. Insert a CD into the slot, with the label side (the side with writing on it) facing to the left.

The operating panel will automatically slide closed after you insert the CD.

Face the label side toward the left

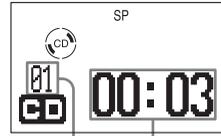


2



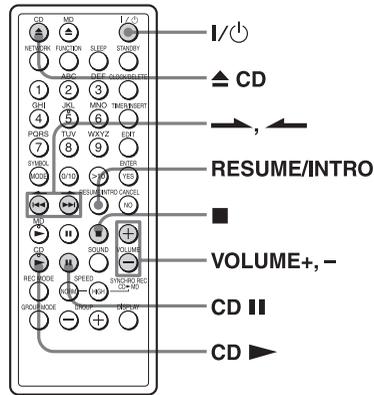
Press CD ►.
 (Or press CD ►|| on the main unit).
 The CD will start to play.

Main unit display window



Track number Track elapsed playing time

Other operations



Button names in parentheses () are buttons on the main unit.

Notes

- To play an 8-cm CD, insert it into the center of the slot.
- Sometimes when an 8-cm CD is inserted, the display will show “No Disc”, and you will not be able to play or eject the disc. If this happens, press ■ on the main unit, and while holding ■, press the VOLUME-, HIGH SPEED REC, and VOLUME+, in that order.
- When ▲ CD is pressed, there may be some delay until the CD is ejected from the slot.

To	Press
adjust the volume	VOLUME +, -
stop play	■
pause play	CD II (CD ►) Press the button again to resume play after pause.
go back to the beginning of a track	◀◀
go back to the previous track	Press and release the button quickly.
go to the next track	▶▶ Press and release the button quickly.
eject the CD	▲ CD
turn the power on or off	I/Power

Playing a CD (continued)

Tip

When the CD is ejected, or when ■ is pressed while CD play is already stopped, play will begin from the first track on the CD the next time the CD is played, even if the Resume function is set to “Resume On.”

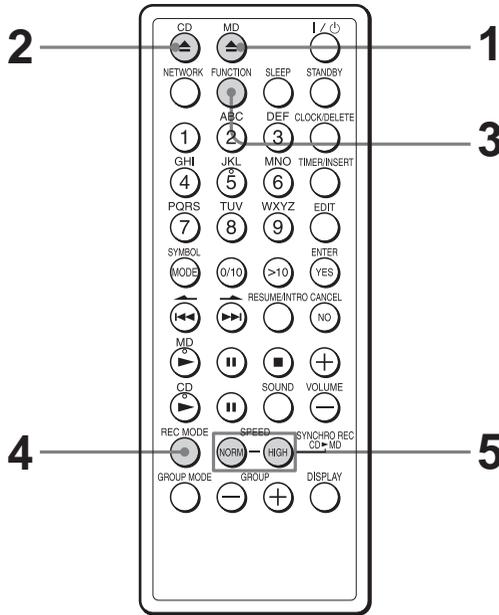
To start play from the same track where play was stopped (Resume function)

You can set this unit to remember the track that was playing when ■ is pressed, and begin playing from that track the next time CD ► is pressed again.

Press RESUME/INTRO so that “Resume On” is shown in the display window. When the CD is stopped, the display window will show “R” and the number of the track from which play will begin next time.

To turn off the Resume function, press RESUME/INTRO so that “Resume Off” is shown in the display window.

Recording a whole CD (Synchronized recording)



Preparation: see Connections on page 5

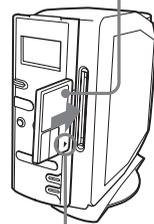


Press **▲ MD** to open the operating panel (or touch **▲** on the main unit) and insert a recordable MD to be recorded into the slot.

The unit power will turn on automatically when you press the button. The operating panel will slide to the left. Insert an MD into the slot, with the label side facing to the right.

The operating panel will automatically slide closed after you insert the MD.

Face the label side toward the right



Insert in the direction indicated by the arrow

continued

Recording a whole CD (Synchronized recording) (continued)

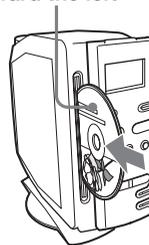
2



Press  CD to open the operating panel (or touch  on the main unit) and insert a CD into the slot.

The unit power will turn on automatically when you press the button. The operating panel will slide to the right. Insert a CD into the slot, with the label side (the side with writing on it) facing to the left.

Face the label side toward the left



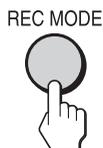
The operating panel will automatically slide closed after you insert the CD.

3



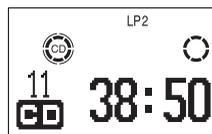
Press FUNCTION to display "CD" in the display window.

4



Press REC MODE to choose the desired recording mode.

The recording mode will cycle through SP → LP2 → LP4 as you press the button.

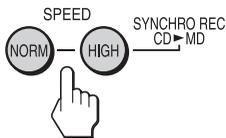


Recording mode ¹⁾	Display	Recording length ²⁾
Stereo	SP	about 80 minutes
LP2 Stereo	LP2	about 160 minutes
LP4 Stereo	LP4	about 320 minutes

1) For better audio quality, choose either stereo or LP2 stereo.

2) When recording to an 80-minute MD.

5

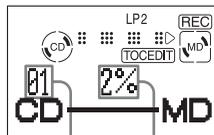


To start high-speed recording, press **HIGH SPEED SYNCHRO REC CD ► MD** (or **HIGH SPEED REC** on the main unit). (To listen to the music while recording at normal speed, press **NORM SPEED**.)

Recording will start automatically.

If the MD loaded into the unit already has audio recorded on it, recording will begin after the end of the existing audio tracks.

No sound will come out of the speakers or headphones during high-speed recording.



Track number of CD Elapsed recording condition

Tips

- LP4 stereo recording uses a special compression technique to provide long-playing stereo recording. As a result, there is a chance that there will, on rare occasion, be some noise in the recorded audio when recording from some sources. For the best audio quality, we recommend using either the SP or LP2 recording mode.
- Adjusting the volume or the audio emphasis will not affect the recording level. Keep the volume at a moderate level so as to prevent the sound from skipping.
- When recording at normal speed, pressing **DISPLAY** will cause the total elapsed CD play time to be displayed.

About long-time recording (MDLP)

In addition to ordinary stereo recording, this unit provides the capability of recording two times (LP2) or four times (LP4) as much music on a disc.

Discs you record in LP2 or LP4 mode can only be played back in other MD equipment that supports the LP2 and LP4 modes.

Notes on high-speed recording

- You cannot record the same track(s) over and over again in high-speed recording mode. If you attempt to record a CD in high-speed mode, and some of the tracks on the CD have been recorded using high-speed mode in the previous 74 minutes, those tracks will be recorded using normal-speed mode, while the rest of the tracks will be recorded using high-speed mode.
- If recording is stopped while in the middle of recording a track using high-speed mode, that track will not be saved on the MD.
- High-speed recording mode cannot be used when recording from a CD-RW disc.
- If errors occur due to dirt or scratches on the CD when recording in high-speed mode, the recording will automatically shift to normal-speed mode.

continued

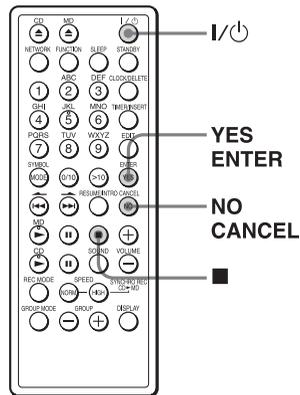
Recording a whole CD (Synchronized recording) (continued)

- Once the clock is set, the recording date and time are stamped automatically (page 42).
- You can also save the track names, disk name, and artist names while recording (pages 37 to 40).

Notes

- TOC EDIT** After you stop recording, do not disconnect the mains lead or move the player while "TOC EDIT" is flashing in the display. If you do so, recording may not be done properly.
- You will not be able to play or edit discs recorded in LP2 or LP4 mode on MD equipment that does not support LP2 and LP4 modes.

Other operations



To	Press
stop recording	■
turn the power on or off	I/O

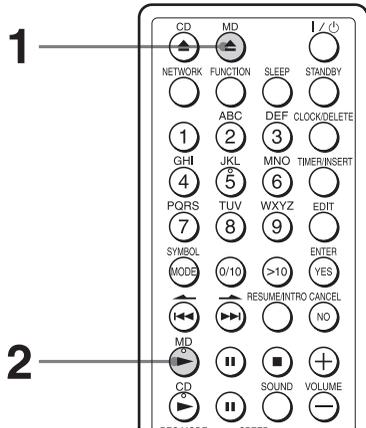
If "-: Short" is displayed

There is not enough space on the MD to record the whole CD.

If you want to record as much of the CD as will fit, press YES.ENTER. To stop recording, press NO.CANCEL.

See page 54 if any other messages are displayed.

Playing an MD



Preparation: see Connections on page 5

1



Press **▲ MD** to open the operating panel (or touch **▲** on the main unit) and insert an MD into the slot.

The unit power will turn on automatically when you press the button. The operating panel will slide to the left. Insert an MD into the slot, with the label side facing to the right.

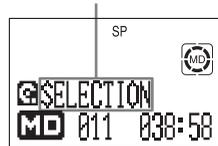
The operating panel will automatically slide closed after you insert the MD.

Face the label side toward the right



Insert in the direction indicated by the arrow

After "TOC Reading" is displayed, the disc name will be displayed if it is labelled.



continued

2



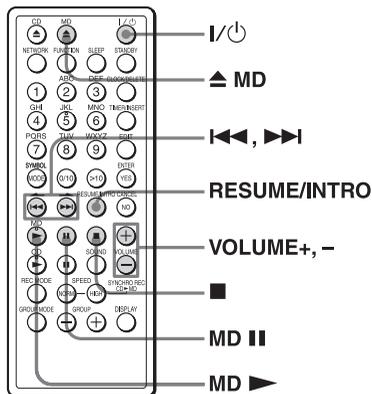
Press MD ►.
(Or press MD ►|| on the main unit.)
The MD will start to play.

Track name is displayed if it is labelled.



Track number Playing time

Other operations



Button names in parentheses () are buttons on the main unit.

To	Press
adjust the volume	VOLUME +, -
stop play	■
pause play	MD (MD ►) Press the button again to resume play after pause.
go back to the beginning of a track	◀◀
go back to the previous track	Press and release the button quickly.
go to the next track	▶▶ Press and release the button quickly.
eject the MD	▲ MD
turn the power on or off	I/O

Tips

- The MD will automatically be played in Stereo, LP2 Stereo, LP4 Stereo, or Monaural mode, according to how it was recorded (page 12).
- Pressing ▲ CD or ▲ MD while a MD is sticking out of the slot will cause the front panel to slide into the MD, but the disc will not be damaged.
- When the MD is ejected, or when ■ is pressed while MD play is already stopped, play will begin from the first track on the MD the next time the MD is played, even if the Resume function is set to “Resume On.”

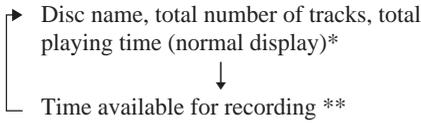
To start play from the same track where play was stopped (Resume function)

You can set this unit to remember the track that was playing when ■ is pressed, and begin playing from that track the next time MD▶ is pressed again.

Press RESUME / INTRO so that “Resume On” is shown in the display window. When the MD is stopped, the display window will show “R” and the number of the track from which play will begin the next time.

To turn off the Resume function, press RESUME / INTRO so that “Resume Off” is shown in the display window.

Press DISPLAY. The display window will change as follows.



* When Group Mode is set to ON (page 28), the information displayed will pertain to the tracks in the selected group.

** Time available for recording is not displayed when Group Mode is set to ON (page 28).

Tip

Track names, disc name, and group name are only displayed if those names are recorded on the MD. Those names will not be displayed if they are not recorded on the disc.

Note

The disc name, remaining number of tracks, and total remaining time will not be displayed during Repeat Play (page 21), Shuffle Play (page 22), or Programmed Play (page 23).

Tip

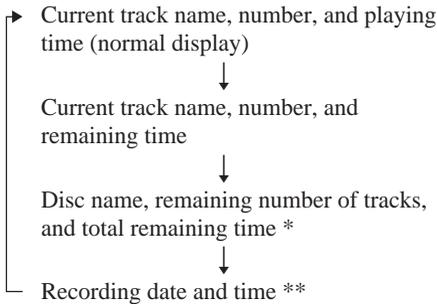
Track names, disc name, and group name are only displayed if those names are recorded on the MD. Those names will not be displayed if they are not recorded on the disc.

During play (MD)

The current track name, number, and playing time are displayed.

To check the remaining time, recording date and time, etc.

Press DISPLAY. The display window will change as follows.

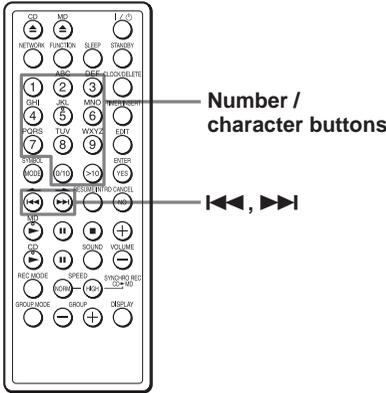


* When Group Mode is set to ON (page 28), the information displayed will pertain to the tracks in the selected group.

** Once the clock is set, the recording date and time are stamped automatically (page 42).

Locating a specific track

You can quickly locate any track on a CD or an MD using the number/character buttons on the remote control. You can also find a specific point in a track while playing a CD or an MD.



Tips

- To locate a track numbered over 10, press >10 first, then the corresponding number/character buttons.

Example:

To play the track number 23, press >10 first, then 2 and 3.

To play the track number 10, you can use the 0/10 button as well as >10, 1 and 0.

- To select a track on an MD numbered 100 or more, press >10 twice, then the corresponding number/character buttons.

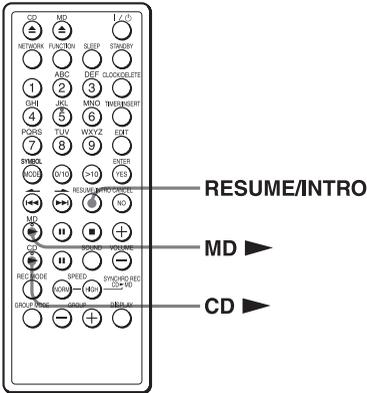
To locate	Press
a specific track directly	the number/character button of the track.
a point while listening to the sound	▶▶ (forward) or ◀◀ (backward) while playing and hold down until you find the point.
a point while observing the display	▶▶ (forward) or ◀◀ (backward) in pause and hold down until you find the point.

Note

You cannot locate a specific track if “REP PGM”, “REP SHUF”, “PGM” or “SHUF” is lit in the display. Turn off the indication by pressing ■.

To play just the beginning of each track, in order (Intro Play)

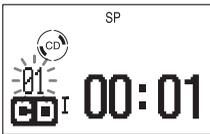
You can set this unit to play just the first 10 seconds of each track on a CD or MD.



Perform the following operation with the desired source (CD or MD) stopped.

Hold down RESUME / INTRO more than 2 seconds.

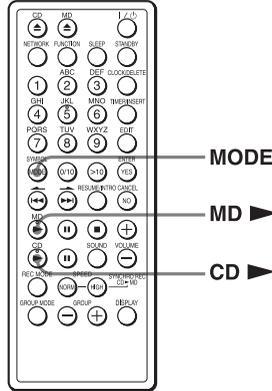
"I" will be shown in the display window, and the first 10 seconds of each track will be played.



To play a full track during intro play
Press CD ► (or MD ►).

Playing tracks repeatedly (Repeat Play)

You can play tracks repeatedly in normal, shuffle or programme play modes.

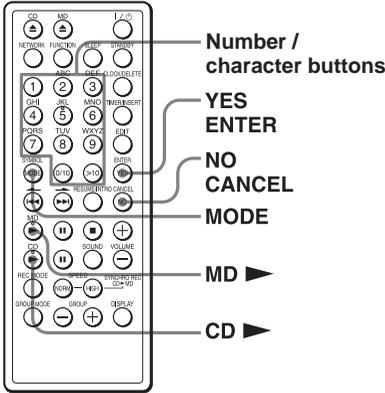


To repeat	Do this
a single track	<ol style="list-style-type: none"> 1 Play the track you want. 2 Press MODE until "REP 1" appears in the display.
all the tracks	<ol style="list-style-type: none"> 1 Start normal play. 2 Press MODE until "REP" appears in the display.
tracks in random order	<ol style="list-style-type: none"> 1 Start shuffle play (see page 22). 2 Press MODE until "REP" and "SHUF" appears in the display.
programmed tracks	<ol style="list-style-type: none"> 1 Start programme play (see page 23). 2 Press MODE until "REP" and "PGM" appears in the display.

continued

Creating your own programme (Programme Play)

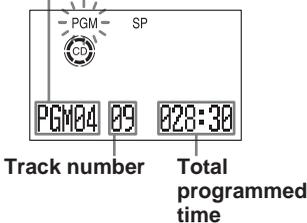
You can arrange the playing order of up to 20 tracks on a CD or an MD.



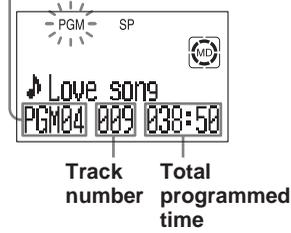
Before you begin, make sure that the CD or MD player is in stop mode.

- 1 Press MODE until "PGM" appears in the display.
- 2 Press the number / character buttons to enter the numbers of the tracks you want to play.

(In case of CD)
Playing order



(In case of MD)
Playing order



Repeat until all desired tracks are programmed.

- 3 Press CD ► (or MD ►) to start programme play.

Tips

- If you accidentally enter an incorrect number, press NO.CANCEL. Then enter the correct number.
- The program you entered remains even after playback is finished. You can play the same programme again by pressing CD ► (or MD ►).
- Ejecting the CD will delete the CD programme; ejecting the MD will delete the MD programme.
- During play, total programmed time cannot be displayed.
- The Resume function (pages 10 and 17) cannot be used during programmed play.

To cancel Programme Play
Stop playing first. Then, press MODE until "PGM" disappears from the display.

To check the order of tracks before play

Before starting the programme play, press YES. ENTER.

Every time you press YES. ENTER, the track number appears in the programmed order.

continued

Creating your own programme (Programme Play) (continued)

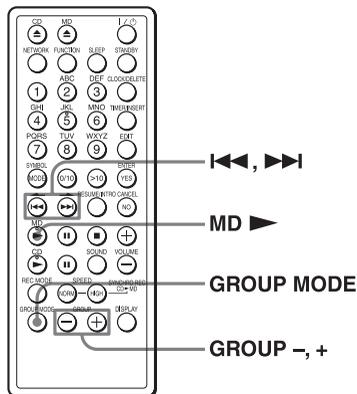
To change the current programme

Change before starting the programme play.

To	Do this
erase the last track in the programme	1 Press NO.CANCEL. The track programmed last is erased. 2 Re-enter the track numbers.
change the whole program completely	1 Press ■ to erase the whole programme. 2 Create a new programme following the programming procedure.

Playing tracks in an MD group

You can use this unit to play all tracks in a group you've defined. For more details on the Group function, see "About the Group function" on page 28.



Before you begin, make sure that the MD player is in stop mode.

- 1 Press GROUP MODE until "GP" appears in the display.
- 2 Press GROUP + or GROUP - to select the desired group.



- 3 Press MD ▶.
- Play will start. When all tracks in the group have been played, MD playback will stop automatically.

To	Press
go back to the previous group	GROUP-
go to the next group	GROUP+
go back to the previous track	⏮
go to the next track	⏭

To turn off Group Mode

Stop playing first. Then, press GROUP MODE until “GP” disappears in the display.

Note

When Group Mode is set to ON, you will not be able to display or play tracks that are not assigned to a group.

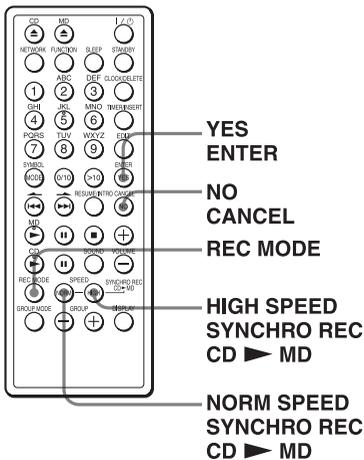
Tip

You can use repeat play, shuffle play, and programmed play with tracks in a group. See pages 21 to 24 for information on these modes.

Recording the track you are listening to

(Synchronized recording of a single track - REC IT)

You can record the track you are listening to from its beginning using the SYNCHRO REC CD ► MD button.



- 1 Insert a recordable MD.
- 2 Insert the CD and play the track you want to record.
- 3 Press REC MODE to select the desired recording mode.

The recording mode will cycle through SP → LP2 → LP4 as you press the button. See page 12 for more information.

- 4 For high-speed recording, press HIGH SPEED SYNCHRO REC CD ► MD (or HIGH SPEED REC on the main unit).
(To record the track at normal speed while listening to it, press NORM SPEED instead.)

The CD playback will automatically jump back to the beginning of the current track, and recording will start. If the MD loaded into the unit already has audio recorded on it, recording will begin after the end of the existing audio tracks.

When recording of the track is finished, the MD will stop automatically. The CD will continue to play. No sound will come out of the speakers or headphones during high-speed recording.

If “-: Short” is displayed

There is not enough space on the MD to record the track.

If you want to record as much of the CD track as will fit, press YES. ENTER. To stop recording, press NO. CANCEL.

See page 54 if any other messages are displayed.

Notes

- **TOC EDIT** After you stop recording, do not disconnect the mains lead or move the player while “TOC EDIT” is flashing in the display. If you do so, recording may not be done properly.
- See page 13 for cautions regarding high-speed recording.
- If you turn up volume too high, sound skipping may occur.

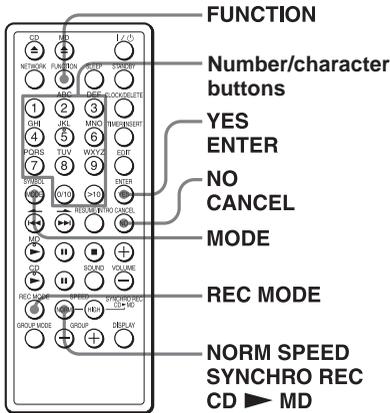
Tips

- Once the clock is set, the recording date and time are stamped automatically (page 42).
- You can also save the track name while recording (pages 37 to 40).

Recording the tracks you programmed

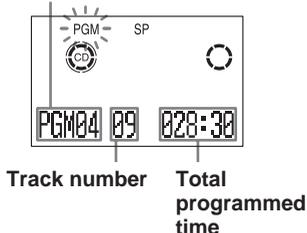
(Synchronized recording of the tracks you programmed)

You can record the tracks you programmed up to 20 tracks.



- 1 Insert a recordable MD.
- 2 Insert the CD you want to record from.
- 3 Press FUNCTION until "CD" appears in the display.
- 4 Press MODE until "PGM" appears in the display.
- 5 Press the number / character buttons to enter the numbers of the tracks you want to record.

Playing order



- 6 Press REC MODE to select the desired recording mode.
The recording mode will cycle through SP → LP2 → LP4 as you press the button. See page 12 for more information.

- 7 Press NORM SPEED SYNCHRO REC CD ► MD.
Recording will start.
If the MD loaded into the unit already has audio recorded on it, recording will begin after the end of the existing audio tracks.

If "-: Short" is displayed
There is not enough space on the MD to record the whole programme.

If you want to record as many of the programmed tracks as will fit, press YES.ENTER. To stop recording, press NO.CANCEL.

See page 54 if any other messages are displayed.

Notes

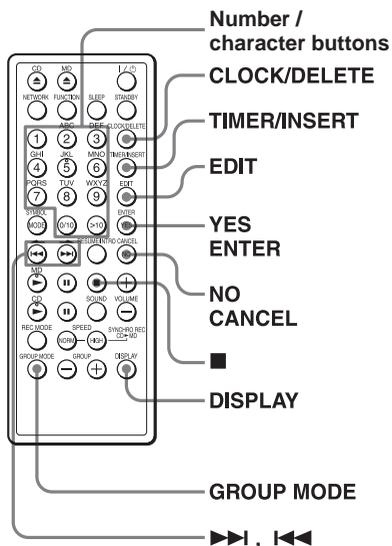
- **TOC EDIT** After you stop recording, do not disconnect the mains lead or move the player while "TOC EDIT" is flashing in the display. If you do so, recording may not be done properly.
- If you turn up volume too high, sound skipping may occur.
- Programmed synchronized recording cannot be performed using high-speed recording mode.

Tips

- If you accidentally enter an incorrect number, press NO.CANCEL. Then enter the correct number.
- Once the clock is set, the recording date and time are stamped automatically (page 42).
- You can also save track names, disc name, and group names while recording (pages 37 to 40).

Creating a group

(Group Function)



Storing group information on a disc

When you edit an MD using the Group function, group information is automatically stored on the disc as a disc name. For example, the following character string could be stored in the disc's name field:

Disc name field

0;Favorites//1-5;Rock//6-9;Pops//

- ①
- ②
- ③

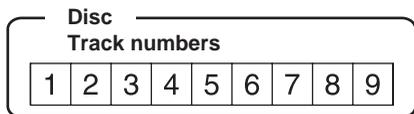
- ① Disc name: "Favorites"
- ② Group name for tracks 1 through 5: "Rock"
- ③ Group name for tracks 6 through 9: "Pops"

As a result, the character string above would be displayed as the disc name by MD players which do not support the Group function, or by players with the Group function turned off.

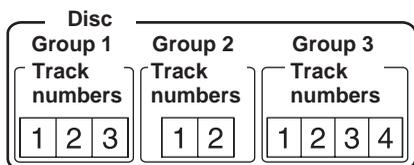
About the Group function

The Group function allows you to gather multiple tracks recorded on a single MD into several groups for playback or editing. This makes it easy to, for instance, group together all the tracks on an MD by a particular artist, or recorded from the same CD album. You can create up to 99 groups on a single MD.

Group Mode off



Group Mode on

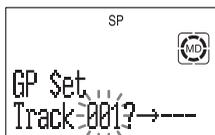


Note

When Group Mode is set to ON, you will not be able to display or play tracks which are not assigned to a group.

Assigning tracks or groups as a new group (Group Setting)

- 1 While play is stopped, press EDIT repeatedly until “GP Set” appears in the display. Then press YES.ENTER.
- 2 Press ← or → to select the first track for the group. Then press YES.ENTER.



- 3 Press ← or → to select the last track for the group. Then press YES.ENTER.
- 4 Enter a group name, using the procedure described on page 38.
- 5 Press YES.ENTER.
The group will be created.

Creating a new group during recording

You can create a new group containing the tracks currently being recorded via synchronized recording.

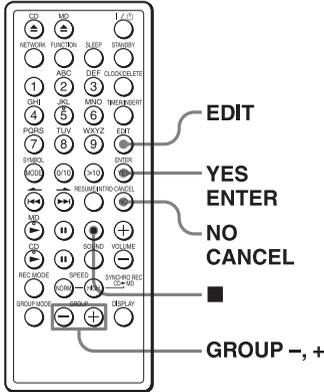
- 1 To record the entire contents of a CD as a new group, use synchronized recording (page 11). To record only desired tracks as a new group, use programmed synchronized recording (page 27).
- 2 While recording, press EDIT repeatedly until “GP Name” appears in the display. Then press YES.ENTER.
- 3 Enter a group name, using the procedure described on page 38.
- 4 When finished entering the group name, press YES.ENTER.
The group name will be saved, and all tracks currently being recorded will be registered to the group.

Notes

- If you stop recording before it completes normally, the tracks recorded up to that point will be saved as a single group.
- Entering two slash characters (“/”) in a group name, for example “abc//def”, may cause the Group function not to work correctly.

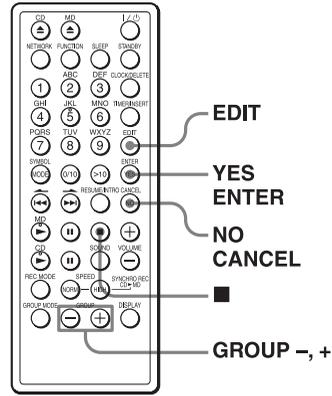
Releasing a group setting (Group Release Function)

You can quickly release the group setting by simply specifying the group name.



- 1 While play is stopped, press EDIT repeatedly until “GP Release” appears in the display. Then press YES.ENTER.
- 2 Press GROUP + or GROUP – until the desired group name appears in the display.
- 3 Press YES.ENTER.
“Release OK?” appears in the display.
To cancel
Press NO.CANCEL or ■.
- 4 Press YES.ENTER.
When “TOC Edit” disappears, the group setting of the selected group is released.

Adding a track to a group (Group In Function)

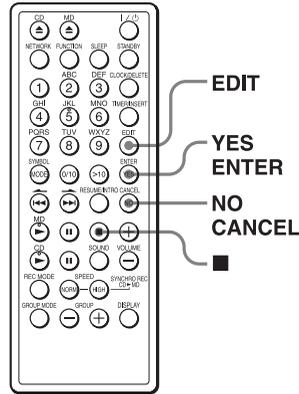


- 1 Turn off Group Mode, then play the track you want to add to a group (page 24).
- 2 Press EDIT repeatedly until “GP In” appears in the display. Then press YES.ENTER.
- 3 Press GROUP + or GROUP – until the desired group name appears in the display.
- 4 Press YES.ENTER.
“GP In OK?” appears in the display.
To cancel
Press NO.CANCEL or ■.
- 5 Press YES.ENTER.
“Complete” appears in the display for a few seconds, and the track will be added to the end of the group.

Note

If you try to add a track which is already assigned to the group, “Cannot Edit” will be displayed.

Removing a track from a group (Group Out Function)



- 1 Play the track you want to remove from a group.
- 2 Press EDIT repeatedly until “GP Out” appears in the display. Then press YES.ENTER.
The name of the group to which the track belongs will be displayed.
- 3 Press YES.ENTER.
“GP Out OK?” appears in the display.
To cancel
Press NO.CANCEL or ■.
- 4 Press YES.ENTER.
“Complete” appears in the display for several seconds, and the track will be removed from the group.

Notes

- If you try to remove a track which is not assigned to a group, “Cannot Edit” will be displayed.
- If you remove all tracks from a group, the group will be deleted.

Erasing a group

You can erase all tracks that belong to a group.

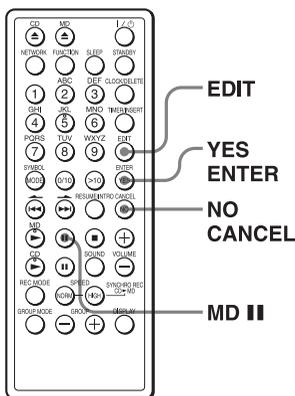
- 1** While play is stopped, press EDIT repeatedly until “GP Erase” appears in the display.
- 2** Press YES. ENTER.
A group name will be displayed.
- 3** Press GROUP + or GROUP – until the desired group name appears in the display.
- 4** Press YES. ENTER.
“Erase OK?” appears in the display.
Once you have erased a group, you cannot recover it. Be sure to check the contents of the group you are trying to erase.
If you want to cancel the Erase Function at this point:
Press NO. CANCEL or ■.
- 5** Press YES. ENTER.
After “TOC Edit” disappears from the display, the group will be deleted and all tracks belonging to it will be erased.

Notes

- If “Protected” appears in the display, the tab on the MD is in the record-protect position (page 49).
- You cannot use the unit to erase tracks that have been checked out from a personal computer (page 46). If there is one checked-out track in a group or on the disc, you will not be able to erase the group or disc. If you attempt to do so, “Trk Protect” appears in the display. For more information, see the “SonicStage Ver. 1.5” manual, and the “SonicStage Ver. 1.5 Help” electronic manual.
- **TOC EDIT** After you stop editing, do not disconnect the mains lead or move the player while “TOC EDIT” is flashing in the display. If you do so, editing may not be done properly.

Dividing a recorded track into two tracks (Divide Function)

You can divide one track into separate tracks, and add a new track mark to each track. All tracks following the divided tracks are renumbered.

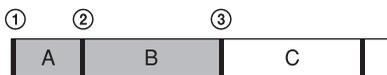


Example: Dividing track 1 into two tracks

Track number



Dividing Track 1 is divided, and the track mark 2 is added.



1 While playing the MD, press MD II at the point where you want to create a new track.
The player pauses.

2 Press EDIT repeatedly until “Divide” appears in the display.

3 Press YES. ENTER.
“Divide OK?” appears in the display.
If you want to cancel the Divide Function at this point:
Press NO. CANCEL or ■.

4 Press YES. ENTER.
“Complete” appears in the display for a few seconds after the track is divided.
The original track only has the track name, while the new track has no name (this happens only when the track you divided had its track name).

Tip

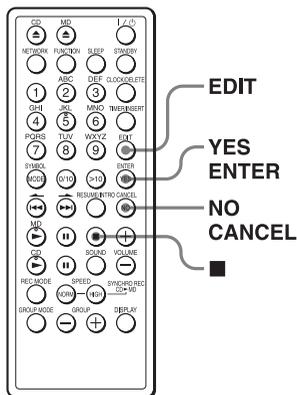
To put the divided tracks together, see “Combining two adjacent tracks into a single one”.

Notes

- If “Sorry” appears in the display, you cannot divide the track.
If you repeat editing on the MD, you may not be able to divide a track. This is due to the system limitations of the MD (page 61), but not caused by malfunction.
- You cannot divide a track that is checked out from a computer (page 46). If you attempt to do so, “Trk Protect” appears in the display.
For more information, see the “SonicStage Ver. 1.5” manual, and the “SonicStage Ver. 1.5 Help” electronic manual.
- **TOC EDIT** After you stop editing, do not disconnect the mains lead or move the player while “TOC EDIT” is flashing in the display. If you do so, editing may not be done properly.

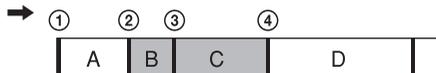
Combining two adjacent tracks into a single one (Combine Function)

You can combine two adjacent tracks into a single one. Using the Combine Function, you can combine a number of fragmented recordings or delete the unnecessary track marks. All tracks following the combined track are renumbered.



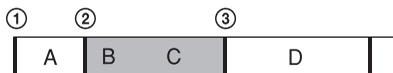
Example: Combining the tracks B and C

Track number



Combining

Combine two tracks into a single one by erasing the track mark ③.



1 Play the track you want to combine.
For example: To combine the tracks B and C, play the track C.

2 Press EDIT repeatedly until “Combine” appears in the display.

3 Press YES. ENTER.
“Combine OK?” appears in the display; the player enters the playback pause mode.

If you want to cancel the Combine Function at this point:

Press NO. CANCEL or ■.

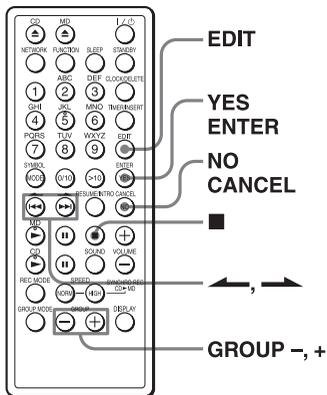
4 Press YES. ENTER.
“Complete” appears in the display for a few seconds after the tracks are combined. If both of the combined tracks had track names, the name of the latter track is erased.

Notes

- If “Sorry” appears in the display, you cannot combine the track.
If you repeat editing on the MD, you may not be able to combine the track. This is due to the system limitations of the MD (page 61), but not caused by malfunction.
- If “Cannot Edit” appears in the display, you may be trying to combine the tracks on the first track. You cannot use the combine function on the first track.
- You cannot combine a track that is checked out from a computer (page 46). If you attempt to do so, “Trk Protect” appears in the display. For more information, see the “SonicStage Ver. 1.5” manual, and the “SonicStage Ver. 1.5 Help” electronic manual.
- You cannot combine tracks that have been assigned to two different groups.
- You cannot combine tracks that have been recorded in different modes, for example a track recorded in SP mode with one recorded in LP2 or LP4 mode.
- **TOC EDIT** After you stop editing, do not disconnect the mains lead or move the player while “TOC EDIT” is flashing in the display. If you do so, editing may not be done properly.

Moving recorded tracks (Move Function)

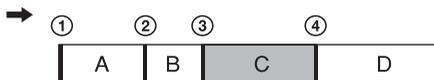
You can change the order of the tracks or groups.
After you move the track or group, the track numbers or group numbers are renumbered automatically.



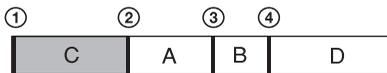
Changing track order

Example: Moving the track C to the position of track 1

Track number



Moving Track number of the C changes to 1



- 1 Play the track you want to move.
- 2 Press EDIT repeatedly until “Track Move” appears in the display.

- 3 Press YES. ENTER.
“Track 003 → 001?” appears in the display, and one-track repeat play starts.

- 4 Press ← or → to select the new track position, and press YES. ENTER.
If you want to cancel the Move Function at this point:
Press NO. CANCEL or ■.

- 5 Press YES. ENTER.
“Complete” appears in the display for a few seconds after the track is moved.

Note

If the track you want to move is assigned to a group, the positions to which it can be moved will be limited. Only the possible new positions will be displayed in step 4 above.

Changing group order

Example: Moving the “JAZZ” group in front of the “ROCK” group

Group name



Moving



- 1 Press EDIT repeatedly until “GP Move” appears in the display. Then press YES. ENTER.
- 2 Press GROUP + or GROUP – to select the desired group.
“ JAZZ →” appears in the display.
- 3 Press YES. ENTER.

4 Press GROUP + or GROUP – to select the new group position.
 “☐ → ROCK” appears in the display.

5 Press YES. ENTER.
 “GP Move OK?” appears in the display.

If you want to cancel the Move Function at this point:

Press NO. CANCEL or ■.

6 Press YES. ENTER.
 When “TOC EDIT” disappears, the group will be moved.

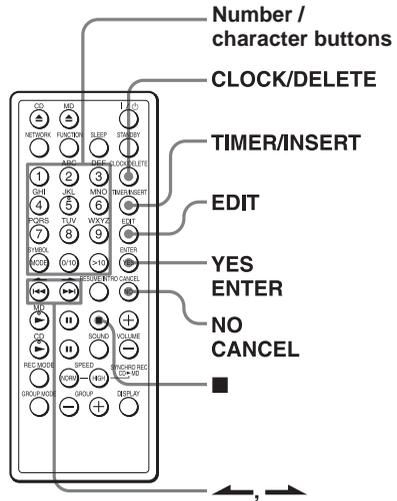
Note

TOC EDIT After you stop editing, do not disconnect the mains lead or move the player while “TOC EDIT” is flashing in the display. If you do so, editing may not be done properly.

Labelling recordings (Name Function)

Either during recording or after recording, you can label the MDs, groups and tracks you have recorded with letters, numbers and symbols. You can input up to about 1,700 characters into each MD.

For more information, see the “SonicStage Ver. 1.5” manual, and the “SonicStage Ver. 1.5 Help” electronic manual.



continued

Labelling during recording

- You can label the MDs, groups and tracks during synchronized recording of a whole CD (page 11) or the tracks you programmed (page 27).
- You can only label the tracks during synchronized recording of a single track - REC IT (page 26).

During synchronized recording of a whole CD or the tracks you programmed

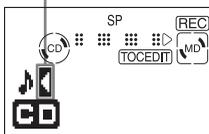
You can label an MD or group with up to 50 characters. You can label up to 25 tracks.

If you want to label more than 25 tracks, label the tracks after recording (page 39).

- 1** During recording, press EDIT repeatedly until “Track Name,” “Disc Name,” or “GP Name” appears in the display, and press YES. ENTER.
- 2** When you label a track, press  and  to select a track number in a CD, and press YES. ENTER.
When you label an MD or group, proceed to step 3.

- 3** Enter a character.

Cursor



- ①** Press the number / character buttons to enter a character (page 40).
- ②** Press  to move the cursor to rightward.

You can also use the following buttons:

Button to use	Function
 , 	Move the cursor leftward or rightward.
CLOCK/ DELETE	Delete the character marked by the cursor.
TIMER/ INSERT	Insert a space.

- 4** Repeat step 3 to complete an entire name.
- 5** Press YES. ENTER.
The name has been labelled on the MD, the group or the track.

The characters you can input

- Uppercase letters: ABCD.....WXYZ
- Lowercase letters: abcd.....wxyz
- Numbers and symbols:
0123456789!"#\$%&()*.*;<=>?@_ '+-./:
□ (space)

During REC IT recording

You can label a track only. You can input up to 50 characters.

- 1 During recording, press EDIT.
The display waits for the input of the characters.
- 2 According to steps 3 and 4 in “Labelling during recording”, label a track.
- 3 Press YES.ENTER.
The name is labelled on the track.

Labelling after recording

To label an MD, group or track, operate as follows. You can input up to 100 characters for each label.

- 1 When you label an MD or a group, insert the MD you want to label and stop operation.
When you label a track, play the track you want to label.
- 2 Press EDIT repeatedly until “Track Name,” “Disc Name,” or “GP Name” appears in the display, and press YES.ENTER.
- 3 Label the MD, group or track according to steps 3 and 4 on page 38.
- 4 Press YES.ENTER.
The name is labelled on the MD, group or track.

To change the name

According to steps 1 and 2 on this page, make the disc name, group name or track name you want to change appear in the display.

Replace the old name with a new one, and press YES.ENTER.

Tip

When using an MD that has been already labelled, a disc name, group name or track name appears in the display at the time of labelling. Change the name according to step 3 and 4 on page 38, if necessary, then press YES.ENTER to confirm the new name.

Notes

- Entering two slash characters (“//”) in a group name, for example “abc//def”, may cause the Group function not to work correctly.
- “LP:” will be automatically added to the beginning of names of tracks recorded in LP2 or LP4 mode.
- **TOC EDIT** After you stop editing, do not disconnect the mains lead or move the player while “TOC EDIT” is flashing in the display. If you do so, editing may not be done properly.

continued

The characters you can input using the remote

Numbers, letters and symbols are allocated to each number/character button on the remote. Each time you press the button, the character changes in the display as follows.

Buttons	Letter or number
1	1
2ABC	┌A→B→C→a→b→c→2┐
3DEF	┌D→E→F→d→e→f→3┐
4GHI	┌G→H→I→g→h→i→4┐
5JKL	┌J→K→L→j→k→l→5┐
6MNO	┌M→N→O→m→n→o→6┐
7PQRS	┌P→Q→R→S→p→q→r→s→7┐
8TUV	┌T→U→V→t→u→v→8┐
9WXYZ	┌W→X→Y→Z→w→x→y→z→9┐
0/10	0
>10	_____
SYMBOL	┌!→"→#→\$→%→&→(→)→*→.→;→<→=┐ └:→/→+→,→'→-→+→+→!→_→@→?→>┘

Selecting the audio emphasis

You can adjust the audio emphasis of the sound you are listening to.



Selecting the sound characteristic

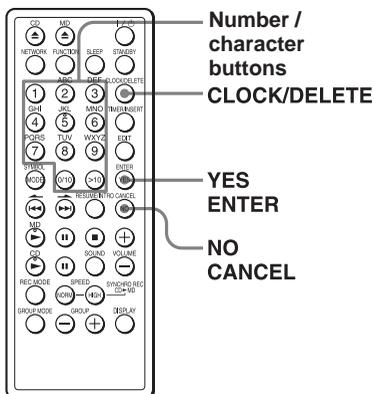
Press SOUND to select the audio emphasis you want. Each time you press the button, the display changes.

Choose	For
	Rock'n'roll music: powerful, clean sounds, emphasizing low and high range audio
	Popular music: light, bright sounds, emphasizing high and middle range audio
	Jazz: percussive sounds, emphasizing bass audio
	Vocals: the presence of vocals, stressing middle range audio
	Classical music: the whole dynamic range for music

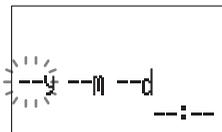
Setting the clock

“- - : - -” indication appears in the display until you set the clock.

Once the clock is set, the recording date and time are stamped automatically (pages 14, 26 and 27).



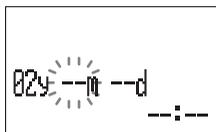
1 Press and hold **CLOCK/DELETE** until the year digit flash.



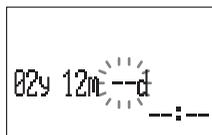
2 Set the data.

① Press the number/character buttons to set the year and press **YES.ENTER**.

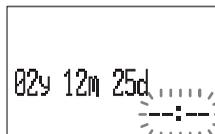
Example: Set Dec. 25, 2002



② Press the number/character buttons to set the month and press **YES.ENTER**.



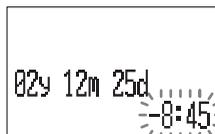
③ Press the number/character buttons to set the day and press **YES.ENTER**.



3 Set the time.

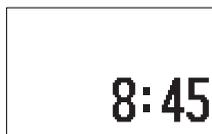
Press the number/character buttons to set the time.

Example: Set “8:45”, press 8, 4 and 5.



4 Press **YES.ENTER**.

The clock starts from 00 seconds.

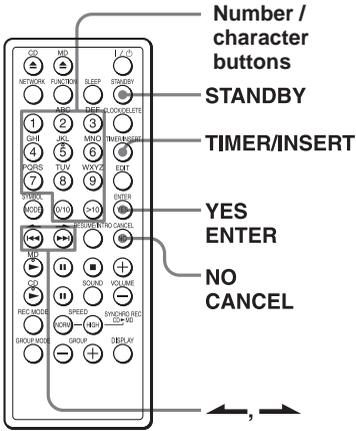


Tips

- The time display system of this player is the 24-hour system.
- If you made a mistake, press **NO.CANCEL**. The setting entered last will be cleared. Re-enter it.

Waking up to music

You can wake up to music at a preset time. Make sure you have set the clock (see “Setting the clock” on page 42).



Before you begin, make sure “TIMER” is not displayed. If displayed, press STANDBY.

1 Prepare the music source you want to play.

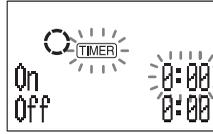
Source	Do this
MD	Insert an MD
CD	Insert a CD

2 Press TIMER / INSERT. “TIMER” appears in the display. Make the following settings by checking the indications in the display.



3 Press ← or → until the music source you want to play (“MD Play” or “CD Play”) appears in the display, and press YES. ENTER.

4 Set the time you want play to begin.



① Press the number/character buttons to set the time.

Example: Set “6:45”, press 6, 4 and 5.

② Press YES. ENTER.

5 Set the time you want play to go off (do as step 4).

6 Press ← or → to set the volume you want, and press YES. ENTER.



7 Press STANDBY. “TIMER” lights up; the player enters the standby mode.

At the preset time, the power will go on and music will play. Then the power will go off at the preset time, and the player will enter the standby mode again.

continued

Waking up to music (continued)

To check / change the waking up timer settings

Press **TIMER / INSERT**, then **YES.ENTER**. Each time you press **YES.ENTER**, the next timer setting will be displayed. To change the setting, display the setting you want to change and re-enter it.

To use the player before a timer playback starts

If you turn on the player, you can use it as usual. Turn off the player before the preset time.

To stop play

Press **|/⏻** to turn off the power.

Tips

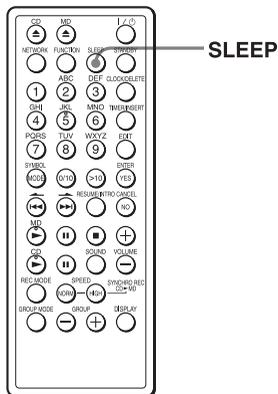
- If you made a mistake, press **NO.CANCEL**. The setting entered last will be cleared. Re-enter it.
- To exit the standby mode, press **STANDBY** to make “**TIMER**” disappear from the display.
- The preset settings remain until you reset them.
- As long as the **⏻** indication appears in the display, the player is in timer mode.

Note

If using the unit with powered speakers (not supplied), turn on the speaker before using the timer function.

Falling asleep to music (Sleep Function)

You can set the player to turn off automatically after 10, 20, 30, 60, 90 and 120 minutes, allowing you to fall asleep while listening to music.



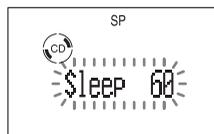
1 Play the music source you want.

2 Press **SLEEP**.
“**Sleep**” appears in the display.

3 Press **SLEEP** repeatedly to select the minutes for the sleeping timer.

The indication changes as follows:

60 → 90 → 120 → Off → 10 → 20 → 30



If 4 seconds have passed after you press **SLEEP**, the minutes in the display are entered.

The display's backlight will turn off, and the sleep timer will start counting down.

The preset time has passed, the player goes off automatically.

To cancel the sleep function

Press SLEEP until “Sleep Off” appears in the display.

To change the preset time

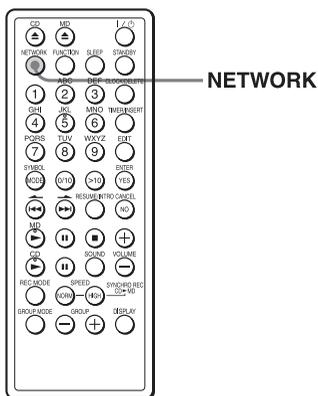
Do the steps 2 and 3.

Tips

- You can combine the waking up timer with the sleeping timer. Set the waking up timer first (page 43), turn on the player and then set the sleeping timer.
- You can prepare the different music for the waking up timer and the sleeping timer.
- You can set different volume for the waking up timer and the sleeping timer. For instance, you can sleep at lower volume and wake up at higher volume.
- If using the unit with powered speakers (not supplied), the speaker power will not turn off automatically.

Transferring music from your computer to an MD (Check-out)

You can use the supplied USB cable to connect the player to your computer and transfer (check out) music data to an MD.

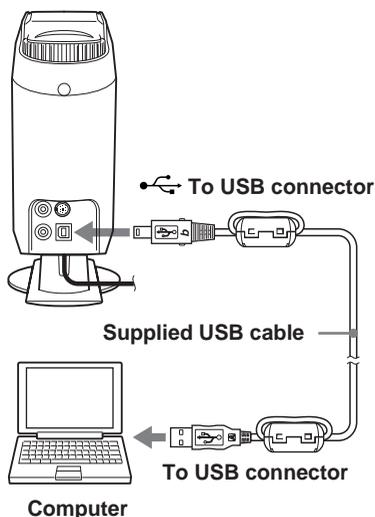


- 1 Install the SonicStage Ver. 1.5 software on your computer from the CD-ROM supplied with this unit. Load music data onto your computer. For more information, see the "SonicStage Ver. 1.5" manual.

Note

Be sure to install the SonicStage software and Net MD driver on your computer before connecting this unit to your computer for the first time.

- 2 Connect the player to your computer using the supplied USB cable.



- 3 Press NETWORK to display "NetMD" in the display.
- 4 Transfer (Check out) music data to an MD.

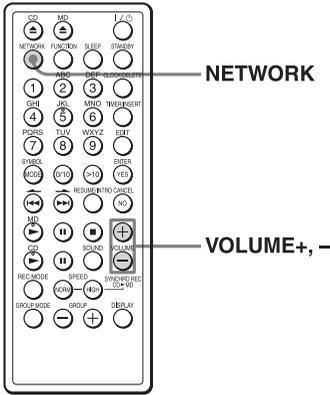
The procedure for transferring data is described in the "SonicStage Ver. 1.5" manual.

Notes

- Correct operation is not guaranteed if the player is connected to the computer through a USB hub or extension cable. Be sure to connect the player and computer using only the supplied USB cable.
- When not using the player with the computer, unplug the USB cable.

Listening to audio from your computer (USB Speaker Function)

You can connect this unit to your computer, using the supplied USB cable, and play music stored on your computer over the player's speakers.

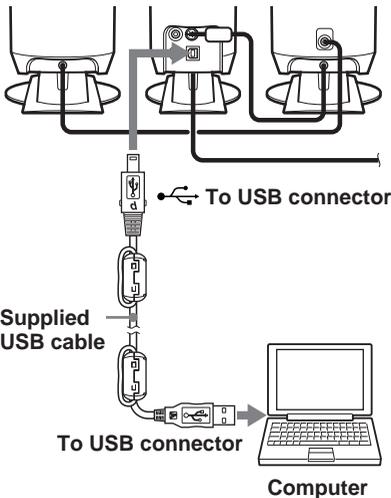


2 Press NETWORK to display “USB” in the display.

3 Install the device driver (USB Compatible Device and USB Audio Device) on your computer. The necessary device driver is included with Windows. Follow the directions displayed on your computer screen to install the driver. See your computer's operating manual for more information.

4 Play music on your computer. The sound will be heard through the player's speakers. Use VOLUME + and VOLUME - to adjust the volume.

1 Connect the player to your computer using the supplied USB cable.



Notes

- After the first time you connect the player as USB speakers, you will not need to install the driver again (step 3 above).
- Correct operation is not guaranteed if the player is connected to the computer through a USB hub or extension cable. Be sure to connect the player and computer using only the supplied USB cable.
- When not using the player with your computer, unplug the USB cable.
- Do not unplug the USB cable or turn off the power while using the player as USB speakers.
- Some computers may introduce noise into the audio stream, or may not work correctly when connected to the player.
- The USB Speaker function may not work correctly with some computers that use a Transmeta Crusoe processor.

Precautions

On safety

- As the laser beam used in the CD player section is harmful to the eyes, do not attempt to disassemble the casing. Refer servicing to qualified personnel only.
- Should any solid object or liquid fall into the player, unplug the player, and have it checked by qualified personnel before operating it any further.
- Discs with non-standard shapes (e.g., heart, square, star) cannot be played on this player. Attempting to do so may damage the player. Do not use such discs.

On power sources

The player is not disconnected from the AC power source (mains) as long as it is connected to the mains, even if the player itself has been turned off.

On placement

- Do not leave the player in a location near heat sources, or in a place subject to direct sunlight, excessive dust or mechanical shock.
- Do not place the player on an inclined or unstable place.
- Do not place anything within 10 mm of the side of the cabinet. The ventilation holes must be unobstructed for the player to operate properly and prolong the life of its components.
- If the player is left in a car parked in the sun, be sure to choose a location in the car where the player will not be subjected to the direct rays of the sun.
- Since a strong magnet is used for the speakers, keep personal credit cards using magnetic coding or spring-wound watches away from the player to prevent possible damage from the magnet.

Note on installation

If you use the player at a place subject to static or electrical noise, the recording may not be properly done or the recorded data may be lost. If you perform a check-out or check-in operation at such a place, the track's check-out or check-in authorization may be lost.

On operation

- If the player 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 section. Should this occur, the player will not operate properly. In this case, remove the CD and wait about an hour for the moisture evaporate.
- If the player has not been used for a long time, set it in the playback mode to warm it up for a few minutes before inserting a CD or MD.

Notes on CDs

- Before playing, clean the CD with a cleaning cloth. Wipe the CD from the centre 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 as there can be a considerable rise in temperature inside the car.
- Do not stick paper or sticker on the CD, nor scratch the surface of the CD.
- After playing, store the CD in its case.

If there is a scratch, dirt or fingerprints on the CD, it may cause tracking error.

About CD-Rs/CD-RWs

This CD player can play CD-Rs/CD-RWs recorded in the CD-DA format*, but playback capability may vary depending on the quality of the disc and the condition of the recording device.

* CD-DA is the abbreviation for Compact Disc Digital Audio. It is a recording standard used for the Audio CDs.

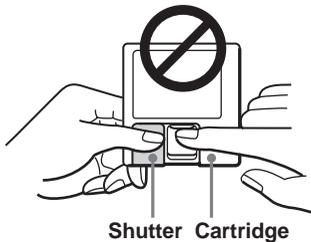
Music discs encoded with copyright protection technologies

This product is designed to playback discs that conform to the Compact Disc (CD) standard. Recently, various music discs encoded with copyright protection technologies are marketed by some record companies. Please be aware that among those discs, there are some that do not conform to the CD standard and may not be playable by this product.

If you have any questions or problems concerning your player, please consult your nearest Aiwa dealer.

Notes on MDs

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

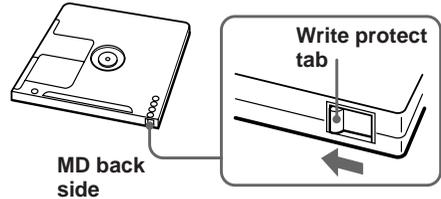


- Wipe the disc cartridge with a dry cloth to remove dirt.
- Affix the label supplied with the MD only to the specified label indentation. Do not affix the label around the shutter or in other locations. Note that the shape of the indentation depends on the MD.

Protecting a recorded MD

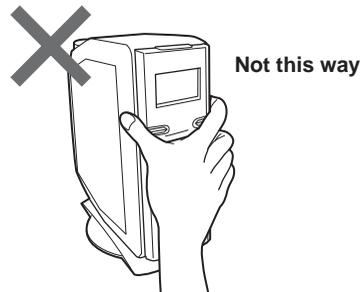
To record-protect an MD, slide open the tab at the side of the MD (so the tab is concealed).

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



Lifting or moving the main unit

- Turn off the power and unplug the power cord.
- Hold the unit as shown in the figure below.



Troubleshooting

If you are having trouble with this unit, check the following list of common problems before contacting a repair facility. If you have questions, contact your nearest Aiwa dealer.

General

Problem	Possible solutions
No sound	<ul style="list-style-type: none">• Press I/⏻ to turn on the player.• Connect the mains lead securely.• Adjust the volume.• Unplug the headphones from the 🔊 PHONES jack.• Wait until “TOC Reading” disappears from the display.• Make sure the speaker cords are connected securely.
Noise is heard	<ul style="list-style-type: none">• Someone is using a portable telephone or other equipment that emits radio waves near the player. Move the portable telephone, etc., away from the player.

CD

Problem	Possible solutions
The CD does not play	<ul style="list-style-type: none">• Make sure a CD is loaded into the CD slot.
Play does not start with the first track on the CD	<ul style="list-style-type: none">• The Resume function may be enabled. Press RESUME / INTRO to until “Resume Off” appears in the display.
A CD is loaded into the CD slot, but the display windows shows “READ Error”	<ul style="list-style-type: none">• The CD may not be inserted correctly. Insert the CD with the label side facing to the left.• The CD may be very dirty. Clean the CD (page 48).• The lens may have condensation (water droplets) on it. Eject the CD and leave the operating panel open for several hours.• A CD-R or CD-RW disc may not have had the session properly closed when it was recorded. This unit cannot play such discs.• Some CD-R or CD-RW discs may not play. Also, discs recorded on some CD burner equipment may not play.• The CD may have a copy protection mechanism. Some discs with copy protection schemes on them may not play (page 48).
The sound drops out Noise is heard	<ul style="list-style-type: none">• Reduce the volume.• Clean the CD, or replace it if the CD is damaged.• Place the player in a location free from vibration.• The sound may drop out or noise may be heard if the CD is recorded using a personal computer (CD-R, etc.).

Problem	Possible solutions
<p>“REC Error”, “READ Error”, or “TOC Error” are displayed, and the disc cannot be used</p>	<ul style="list-style-type: none"> • The MD maybe dirty or scratched. Try a different MD.
<p>“- - - : - -” appears in the display instead of the playing time or the remaining time.</p>	<ul style="list-style-type: none"> • This player can display the time up to 999 minutes 59 seconds. If the time is longer than this, it will be displayed as “- - - : - -”.
<p>MD does not play</p>	<ul style="list-style-type: none"> • Take out the MD and leave the player in a warm place for several hours until the moisture evaporates. • The MD is inserted in the wrong direction. Slide the MD into the disc compartment with the label side right and the arrow pointing towards the opening until the player grips it. • The MD may be blank (“Blank Disk” appears). Replace the disc with one that has been recorded.
<p>Play does not start with the first track on the MD</p>	<ul style="list-style-type: none"> • The Resume function may be enabled. Press RESUME / INTRO to until “Resume Off” appears in the display. • Group mode may be turned on. Turn Group mode off and try playing again.
<p>The MD does not record</p>	<ul style="list-style-type: none"> • The MD is record-protected (“Protected” appears). Close the record-protect slot. • The track has been protected using another MD recorder (“Trk Protect” appears). Release the track-protect on the same MD recorder that protected the track. • The player is not connected properly to the sound source. Make connections properly to the sound source. • A pre-mastered MD is inserted. Replace it with a recordable MD. • There is not enough space left on the MD. Replace it with another recordable MD with enough space, or erase unnecessary tracks. • There has been a power failure or the mains lead has been disconnected during recording or while “TOC Edit” is flashing. Data recorded to that point may be lost. Repeat the recording procedure.
<p>High-speed recording does not work</p>	<ul style="list-style-type: none"> • You may be attempting to use high-speed recording with a CD track that has already been recorded using high-speed mode in the previous 74 minutes (page 61). • High-speed recording may not be possible because there is less than a track of free space on the MD (“Error” appears in the display). • High-speed recording cannot be done from a CD-RW disc.

continued

Troubleshooting (continued)

Problem	Possible solutions
The recorded sound drops out Noise is heard	<ul style="list-style-type: none">• The sound was recorded at high volume. Record again at lower volume.• The audio may have been recorded in high-speed mode from a dirty CD. Try recording again at normal speed.
A track that should have been recorded using high-speed mode isn't recorded	<ul style="list-style-type: none">• If recording is stopped partway through a track, that track will not be saved.
The disc can't be edited on other MD equipment	<ul style="list-style-type: none">• The other MD equipment may not support stereo LP modes. Edit the disc on this unit, or on other MD equipment which supports stereo LP modes.
Small burst of noise occur during recording	<ul style="list-style-type: none">• When recording in stereo LP4 mode, small bursts of noise may be occasionally introduced for certain audio sources, as a result of the LP4 audio compression method. Try recording in stereo SP mode or stereo LP2 mode.

Using with your computer

Problem	Possible solutions
The audio is weak or has poor quality	<ul style="list-style-type: none">• Set the computer audio volume to its maximum setting.
"NetMD OFF" or "USB  OFF" is shown in the display window	<ul style="list-style-type: none">• The USB cable may be disconnected from either the main unit or the computer. Unplug and reconnect the USB cable securely.
The main unit was not recognized when connected to the computer	<ul style="list-style-type: none">• The USB cable may not be properly connected to the computer. Unplug and reconnect the USB cable securely.• Install the SonicStage Ver. 1.5 software from the included CD-ROM. For details, see the "SonicStage Ver. 1.5" manual.
Operation is unreliable	<ul style="list-style-type: none">• You may have the unit and computer connected via a USB hub or extension cable. Operation cannot be guaranteed with such a connection. Connect the main unit and the computer using the supplied USB cable.

Timer and clock

Problem	Possible solutions
Timer does not operate	<ul style="list-style-type: none">• Make sure the time on the clock is correct.• Check to see if the AC power had been cut off.• Make sure “TIMER” appears in the display.• Check and change the preset start/stop time if both times are set to the same time.

Remote control

Problem	Possible solutions
Remote control does not function	<ul style="list-style-type: none">• Replace the battery in the remote control with new one if it is weak (page 6).• Make sure that you are pointing the remote control at the remote sensor on the player.• Remove any obstacles in the path of the remote control and the player.• Make sure the remote sensor is not exposed to strong light such as direct sunlight or fluorescent lamp light.• Move closer to the player when using the remote control.

Operation may become unstable depending on the power supply or other causes because this player employs a microcomputer to link each operation.

If the player still does not operate properly after performing the above measures, while keeping **■** pressed on the main unit, press **VOLUME -**, **HIGH SPEED REC**, and **VOLUME +** in that order. (In this case, clock set or timer setting are reset to the initial settings. Set these items again if needed.) If the problem still persists, please consult your nearest Aiwa dealer.

Error messages

If a problem occurs, one of the following error messages may appear in the display window.

This message will appear if

Blank Disc	you try to play an MD with no recording on it.
Cannot Edit	you try to use the combine function on the first track on the MD. you tried to use the Combine function on two tracks that are assigned to different groups. you try to add a track to a group when no groups have been defined. you try to perform the Group In operation on a track that already belongs to a group. you try to perform the Group Out operation on a track that does not belong to a group.
REC Error	a problem occurred with recording. Place this unit somewhere free from vibration and try recording again. the MD may be very dirty or damaged. The MD may not conform to specification (information needed for recording and editing may not be correct). Try recording to a different MD.
READ Error	the MD may be very dirty or damaged. Try recording to a different MD. the CD may be very dirty or damaged. Clean the CD. Try recording from a different CD.
TOC Error	the MD may not conform to specification (information needed for recording and editing may not be correct). Try a different MD.
Disc Full	there is no more space for recording or editing on the MD. (See “System limitations of the MD” on page 61.)
Error	there is less than a track of free space remaining on the MD, so high-speed recording is not possible. you try to programme the 21st track. You can programme up to 20 tracks. you try to record the shuffle play of the CD using synchronized recording function. the CD may be very dirty or damaged. Clean the CD. Try recording from a different CD. you try to make the player enter the timer standby mode though you have not set the clock.
Gp Full	a maximum of 99 groups can be defined.
Name Full	the labelling capacity of the MD has reached its limit. Each label can be made up of up to 100 characters. You can input up to about 1,700 characters into each MD.
No Disc	you try to play or record with no CD or MD in the player.
No MD	you try to play or recorded with no MD in the player (in case of synchronized recording, etc.).
PB Disc	you try to record or edit on a pre-mastered MD (PB means playback).
Protected	you try to record or edit on an MD with the tab in the record-protect position.
Sorry	you try to edit, ignoring the system limitations of the MD.
Trk Protect	you try to record or edit a track that has been already protected using other MD recorders. tracks that have been checked out from a computer cannot be edited using the Erase, Divide, or Combine functions.

Specifications

CD player section

System

Compact disc digital audio system

Laser diode properties

Material: GaAlAs

Wave length: 780 nm

Emission duration: Continuous

Laser output: Less than 44.6 μ W

(This output is the value measured at a distance of about 200 mm from the objective lens surface on the optical pick-up block with 7 mm aperture.)

Spindle speed

Normal speed ($\times 1$)

200 r/min (rpm) to 500 r/min (rpm) (CLV)

High speed ($\times 4$)

800 r/min (rpm) to 2 000 r/min (rpm) (CLV)

Number of channels

2

Frequency response

20 - 20 000 Hz $\pm 1/-2$ dB

Wow and flutter

below measurable limit

MD Player section

System

MiniDisc Digital Audio system

Disc

MiniDisc

Laser diode properties

Material: GaAlAs

Wave length: 780 nm

Emission duration: Continuous

Laser output: Less than 44.6 μ W

(This output is the value measured at a distance of about 200 mm from the objective lens surface on the optical pick-up block with 7 mm aperture.)

Recording and playback time

160 minutes max. (Sony MDW-80 disc, LP2 mode)

320 minutes max. (Sony MDW-80 disc, LP4 mode)

LP2: 2 \times recording and playback

LP4: 4 \times recording and playback

Revolutions

400 rpm to 900 rpm (CLV)

Error correction

Advanced Cross Interleave Reed Solomon Code (ACIRC)

Sampling frequency

44.1 kHz

Coding

ATRAC (Adaptive TRansform Acoustic Coding)

ATRAC3-LP2

ATRAC3-LP4

Modulation method

EFM (Eight-to-Fourteen Modulation)

Number of Channels

two-channel stereo

Frequency response

20 - 20 000 Hz, $\pm 1/-2$ dB

Wow and flutter

below measurable limit

Speakers

Type

full-range passive radiator

Speaker type

80 mm antimagnetic

Impedance

3.2 Ω

Rated power

4 W

Dimensions (incl. projecting parts)

approx. 100 \times 221 \times 192 mm (w \times h \times d)
(4 \times 8 $\frac{3}{4}$ \times 7 $\frac{5}{8}$ in.) (JEITA)

Mass

left: approx. 1.22 kg (2.7 lb.)

right: approx. 1.16 kg (2.6 lb.)

Effective output

2 W + 2 W (JEITA)

Output terminals

R OUT (stereo mini jack)

Input impedance

6.4 k Ω (at 1 kHz)

General

Input / output terminals

USB

Output terminals

PHONES (stereo mini jack)

Load impedance: 16 - 68 Ω

AUDIO OUT (stereo mini jack)

Load impedance: 4.7 k Ω or greater

Power requirements

Main unit: 230 V AC, 50 Hz

Remote control: 3 V DC, one CR2025 lithium battery

Power consumption

15 W

Dimensions (incl. projecting parts)

approx. 94 \times 221 \times 192 mm (w \times h \times d)
(3 $\frac{3}{4}$ \times 8 $\frac{3}{4}$ \times 7 $\frac{5}{8}$ in.)

Mass

approx. 1.3 kg (2.9 lb.)

Supplied accessories

Remote control (1)

USB cable (1)

CD-ROM (SonicStage Ver. 1.5) (1)*

Clamp filters (2)

US and foreign patents licensed from Dolby Laboratories.

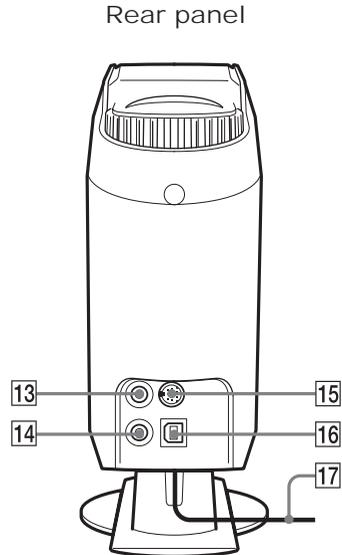
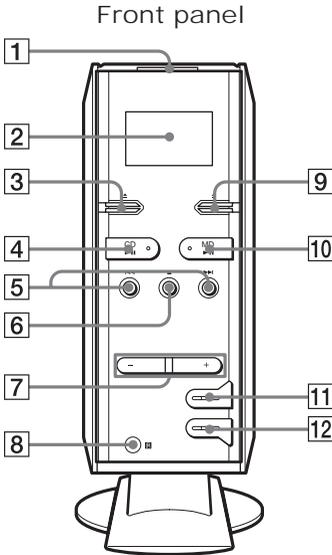
Design and specifications are subject to change without notice.

* Do not play a CD-ROM on an audio CD player.

Locating the Controls

For detailed information on a particular part or function, see the page numbers given in parentheses ().

Main Unit



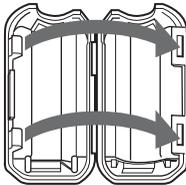
- 1** Power switch
- 2** Display window
- 3** (CD eject) button
- 4** CD (play / pause) button*
- 5** (skip / search) buttons
These buttons are used to jump to the beginning of a track on a CD or MD. (9, 16)
Pressing and holding one of these buttons during playback will allow you to move rapidly to a desired spot within a track. (20)
- 6** (stop) button
- 7** VOLUME -, VOLUME + buttons**
- 8** Remote sensor
- 9** (MD eject) button
- 10** MD (play / pause) button*
- 11** NETWORK button and lamp
Use this button when connected to a personal computer. (46)

- 12** HIGH SPEED REC button and lamp
Use this button to initiate high-speed synchronous recording from a CD to an MD. (13, 26)
 - 13** AUDIO OUT jack
Use this to connect to active speakers (not supplied). (7)
 - 14** PHONES jack
Use this to connect headphones (not supplied).
 - 15** SPEAKER OUT connector
Use this to connect the supplied speakers. (5)
 - 16** USB connector
Use this to connect this unit to a personal computer, using the supplied USB cable. (46, 47)
 - 17** Mains lead
- * These buttons have a tactile dot.
** VOLUME+ has a tactile dot.

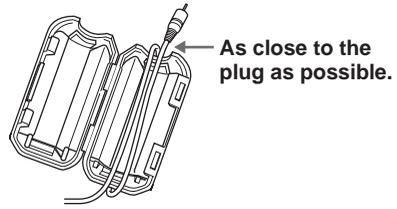
Before connecting the headphones, active speakers or audio connecting cable to the player

Be sure to attach the supplied clamp filter to each cable connected to the  PHONES jack and the  AUDIO OUT jack, following the procedure below. (You must affix the ferrite cores to comply with applicable EMC standards.) The clamp filter should be attached on one end of the cable, as close to the plug as possible that is connected to each jack.

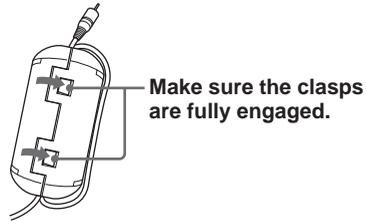
(1) Open the clamp filter.



(2) Wind the cable into the clamp filter as shown below.

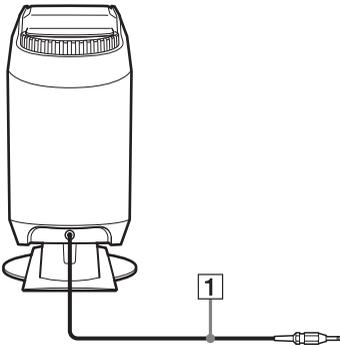


(3) Close the clamp filter.



Speakers

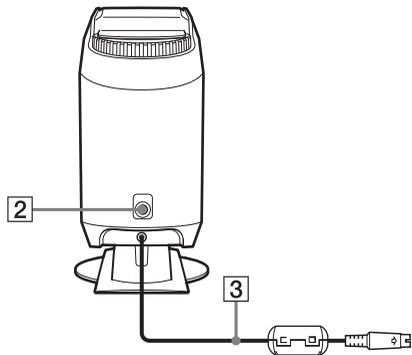
Right speaker, rear panel



- 1** Speaker cord
Connect this cord to the R OUT connector on the left speaker. (5)

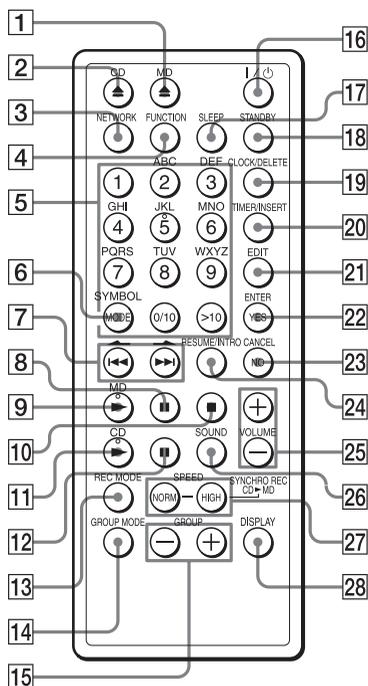
- 2** R OUT connector
Connect the speaker cord from the right speaker. (5)

Left speaker, rear panel



- 3** Speaker cord
Connect this cord to the SPEAKER OUT connector on the main unit. (5)

Remote control



- 1** ▲ MD (MD eject) button
- 2** ▲ CD (CD eject) button
- 3** NETWORK button
Use this button when connected to a personal computer. (46, 47)
- 4** FUNCTION button
Use this button to change audio source. Each time the button is pressed, the audio source will switch from MD → CD → NETWORK.
- 5** Number / character buttons
Use these buttons to select CD or MD tracks directly, enter MD text, and to set the clock and timer. (20, 37-40, 42-44).
- 6** MODE/SYMBOL button
Use this button to select different CD and MD playback modes.
Repeat Play (21)
Shuffle Play (22)
Programme Play (23)

- 7** ◀◀, ▶▶ (skip / search) ◀, ▶ arrow buttons (9, 16, 20, 25, 29, 36, 38, 43)
- 8** MD || (pause) button
- 9** MD ▶ (play) button*
- 10** ■ (stop) button
- 11** CD ▶ (play) button*
- 12** CD || (pause) button
- 13** REC MODE button
Use this button to switch between stereo, LP2 stereo, and LP4 stereo recording modes. (12, 26, 27)
- 14** GROUP MODE button
Use this button to turn Group mode on and off. (24)
- 15** GROUP-, GROUP+ buttons
Use these buttons to select MD groups. (24, 30, 36, 37)
- 16** I/⏻ (power) button
- 17** SLEEP button
Use this button to listen to music while falling asleep. (44)
- 18** STANDBY button
Use this button to activate the Timer function. (43, 44)
- 19** CLOCK / DELETE button
Use this button to set the clock, and to delete MD characters. (38, 42)
- 20** TIMER / INSERT button
Use this button to set the timer, and to enter MD characters. (38, 43, 44)
- 21** EDIT button
Use this button when editing an MD. (28-39)
- 22** YES. ENTER button
Use this button to confirm an entry.
- 23** NO. CANCEL button
Use this button to cancel an entry.
- 24** RESUME / INTRO button
Use this button to turn on and off the CD and MD Resume function, and also to enable Intro play. (10, 17, 21, 50, 51)
- 25** VOLUME+, VOLUME- (volume) buttons

- 26 SOUND button (41)
- 27 SYNCHRO REC CD ► MD buttons
 - NORM SPEED (13, 26, 27)
 - HIGH SPEED (13, 26)
- 28 DISPLAY button
 - Use this button to change the information shown in the display window. (7, 18)

* These buttons have a tactile dot.

Explanations

This section explains some of the terms related to MD technology that are used in this manual, and describes some limitations of the MD system.

TOC EDIT

“TOC” is an abbreviation for “Table Of Contents.” This is a special region on the MD that stores information other than audio data. This information includes things like which track number goes with which track, and where the tracks are actually located on the disc. If you think of the MD as a book, the MD’s TOC corresponds to the book’s table of contents or index. The MD recorder modifies the TOC when recording, saving or deleting track markers, moving tracks, etc. While writing the TOC, “TOC EDIT” is shown in the display. During this time, take care not to jar the player or turn off the power. Doing so may damage the TOC information, and may cause the disc contents to be lost.

Net MD

Net MD is a format based on OpenMG and MagicGate, which uses a high-level copyright protection scheme. It allows MD equipment to be connected to a personal computer via a USB (Universal Serial Bus) cable, and audio data to be transferred at high speed from the PC to the MD. The audio is recorded to the MD in the same format used by other systems, so ordinary MDs can be used with Net MD, and discs recorded using Net MD can be played by existing MD equipment.*

The SonicStage software application runs on the personal computer, and provides capability for various editing operations, as well as text entry capabilities.

* When recorded in LP mode, the discs can only be played by systems that support MDLP.

MDLP

This unit supports the ATRAC (Adaptive TRansform Acoustic Coding) audio compression technology. In addition, it also supports ATRAC3. This newer technology applies psychoacoustic principles to cut out sounds that cannot be heard by the human ear, making it possible to compress audio data to about 1/10 its original size. This higher compression is used to enable recording times 2× and 4× longer than standard MD format. These new formats are called MDLP (MD Long-Play mode). An 80-minute MD can hold about 160 minutes of audio when recorded in LP2 mode, and about 320 minutes when recorded in LP4 mode.

System limitations of the MD

The recording system in your MiniDisc recorder is radically different from those used in cassette and DAT decks and the system 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” appears in the display even before the MD has reached the maximum recording time (60, 74 or 80 minutes).

When 255 tracks have been recorded on the MD, “Disc Full” appears regardless of the total recorded time. More than 255 tracks cannot be recorded on the MD. To continue recording, erase unnecessary tracks.

“Disc Full” appears in the display even before the MD has reached the maximum track number or recording time.

Repeated recording and erasing may cause fragmentation and scattering of data. Although those scattered data can be read, each fragment is counted as a track. In this case, the number of tracks may reach 255 and further recording is not possible. To continue recording, erase unnecessary tracks.

The remaining recording time does not increase even after erasing numerous short tracks. Tracks shorter than 12 seconds* are not counted, so erasing them may not increase the recording time.

* During stereo recording. (approximately 24 seconds during monaural and LP2 stereo recording, or 48 seconds during LP4 stereo recording)

Some tracks cannot be combined with others.

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

The track recorded in stereo and that recorded in monaural cannot be combined.

The total recorded time and the remaining time on the MD may not reach the maximum recording time (60, 74 or 80 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.

* During stereo recording. (approximately 4 seconds during monaural and LP2 stereo recording, or 8 seconds during LP4 stereo recording)

The sound may dropout while fast-forwarding or rewinding the edited tracks.

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

Guide to the serial copy management system

Digital audio equipment such as CDs, MDs, DATs, etc., copy music easily with high quality, for these products process music as a digital signal. The Serial Copy Management System allows you to make only a single copy of a recorded digital source through digital-to-digital connections because music programmes may be copyrighted.

This system is applied to this player.

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

That is:

- 1** You can make a copy of a digital sound programme on the market such as CDs, MDs, etc., 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 on the market such as an analog record, music cassette tape, etc., or from digital satellite broadcasts, but you cannot make a second copy.

Note

No restrictions apply when a digital signal is recorded as an analog signal (that is, when a digital signal is recorded through analog-to-analog connection).

* A first-generation copy is a digital recording of a digital signal made on digital audio equipment through a digital-to-digital connection.

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