

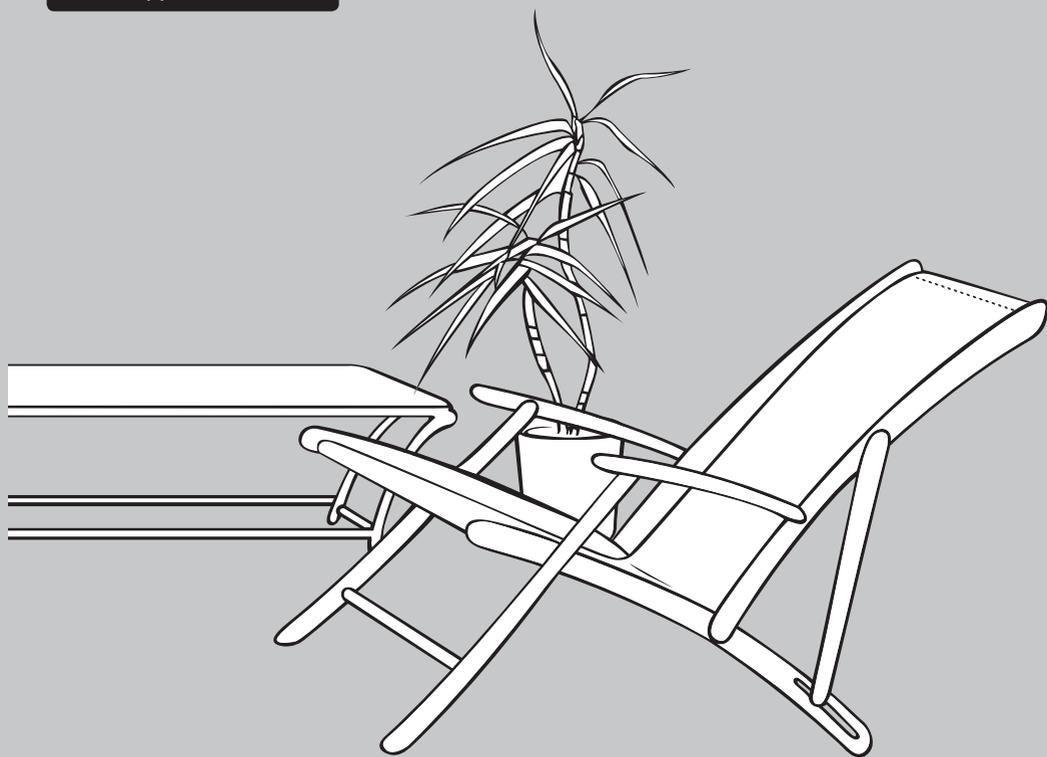
KENWOOD

COMPACT HI-FI COMPONENT SYSTEM

K-501USB

INSTRUCTION MANUAL (Operating Procedures)

Read "Read Before Use"
on the opposite side first.



● Memory card slot

Large-capacity memory cards records multiple CDs and saves spaces in your room.

You can record music in a memory card with a simple operation, without the need of a PC.

You can instantly enjoy music without the labor of disc replacement.

● Supreme function for high-quality playback of compressed music

This is Kenwood-original technology that estimates and interpolates the high frequencies that are lost by MP3 or WMA compression to reproduce realistic audio that's infinitely close to the original sound.

Improve the quality of compressed music by one step upward.

● 7-band equalizer

A professional-class 7-band equalizer adjusts the response from the low bass through ultrahigh frequencies. You can also select and save up to three equalizer setups according to the music genre and your liking.

Other useful functions

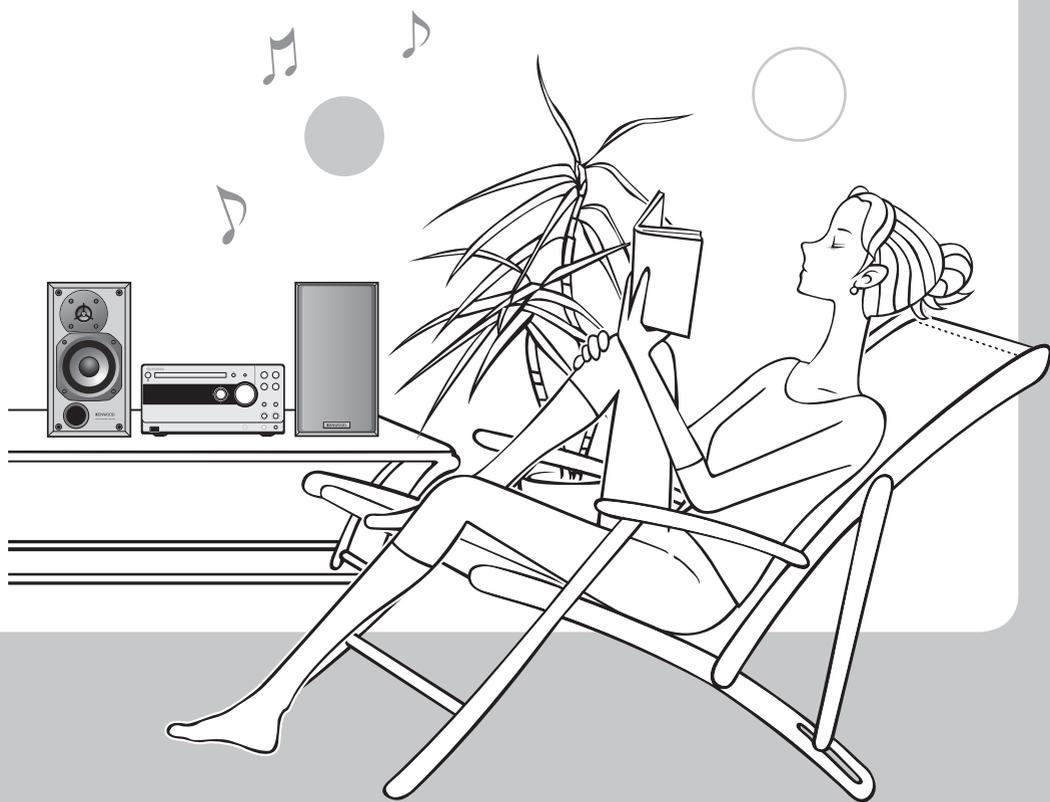
- One-Touch Edit Recording
- Sleep timer
- Timer recording/playback

Enjoy Easy Music Without PC!

Instant Start, Expanded Entertainment

COMPACT HI-FI COMPONENT
SYSTEM

K-501USB



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Using a Memory Card



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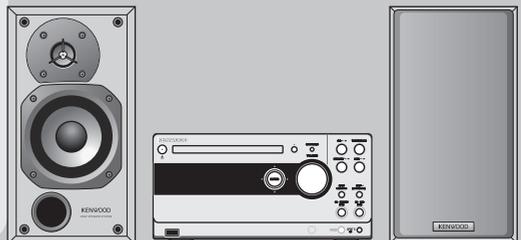
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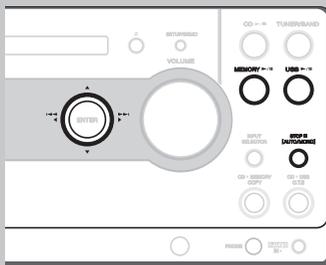
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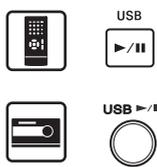


Playback



Playing music in USB audio player

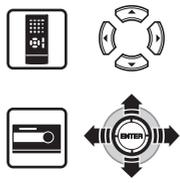
1 Start playback.



* The music title of the music file is displayed. Characters that doesn't correspond with this system are displayed as "**".

* For the playable data format, refer to page 17 of "Read Before Use".

■ To select music:



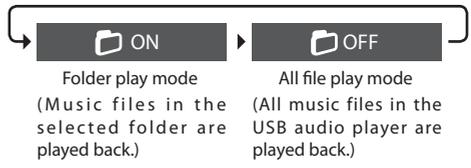
Select the folder or music file.

* For the selection method, see page 20 of "Read Before Use".

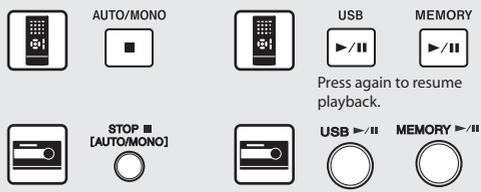
■ To select a play mode:



Each press switches the selection.



■ To stop playback ■ To let playback pause temporarily



Press again to resume playback.

Press again to resume playback.

Playing music in memory card

1 Start playback.



* The music title of the music file is displayed. Characters that doesn't correspond with this system are displayed as "x".



* For the playable data format, refer to page 17 of "Read Before Use".

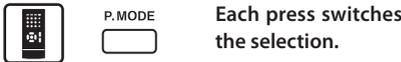
■ To select music:



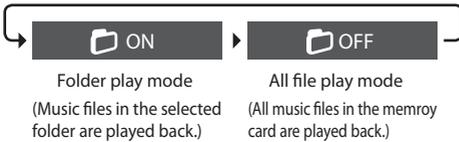
Select the folder or music file.

* For the selection method, see page 20 of "Read Before Use".

■ To select a play mode:



Each press switches the selection.



Provided that the USB audio player or memory card contains music files, simply pressing USB or MEMORY switches the system ON and starts playback.

If another audio source is selected during playback of the memory card or USB audio player, pressing MEMORY or USB resumes the playback of the card or player from the point where another audio source was selected.

■ To skip music



■ To fast forward/fast reverse music

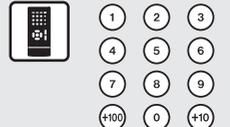


Press and hold during playback.



Tilt during playback.

■ To start playback from desired music (Remote control unit only)

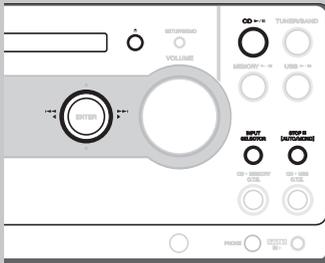
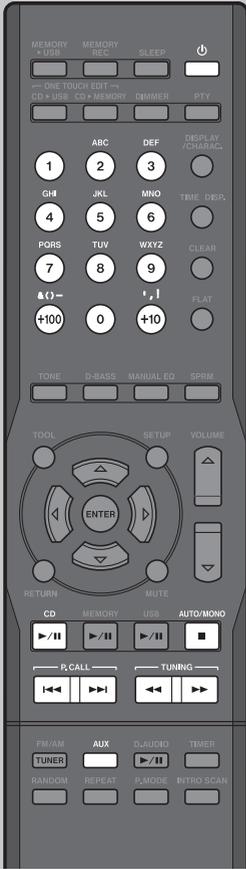


To select F023: x 2,

To select F102: ,

Playback

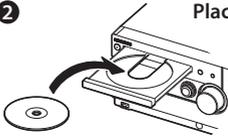
Playback of Auxiliary Component (AUX)



Playing Music in CD



1 Load a CD.

- 1   Open the tray.
- 2  Place a CD on the tray.
- 3   Close the tray.
 lights when the CD is loaded.

2 Start playback.

- | | | |
|---|---|--|
|  |  | * With a CD-TEXT compatible disc, character information including the track title and album title is displayed. A long title is scrolled. Note that only the alphanumeric characters can be displayed. Other types of characters are displayed as space. |
|  |  | * For the playable disc types, refer to page 18 of "Read Before Use". |



Provided that a CD is already loaded in the system, simply pressing CD  switches the system ON and starts playback.

Other operation of CD

* The following operation during playback of auxiliary component (AUX) will not be possible.

- To stop playback
- To let playback pause temporarily

- | | | | | |
|---|--------------------|---|--|---------------------------------|
|  | AUTO/MONO |  | CD | Press again to resume playback. |
|  | STOP ■ [AUTO/MONO] |  | CD  | Press again to resume playback. |

Playback of Auxiliary Component (AUX)



1 Connect the component.

- * Be sure to switch the system OFF before connection. (Refer to page 10 of "Read Before Use".)
- * Also read the instruction manual for the connected component.

2 Select the AUX source.



AUX



INPUT SELECTOR

Each press switches the selection.



3 Start playback.

Play the connected auxiliary component.

- * If the audio of the auxiliary component is louder or lower than other audio sources while the system is set to the same volume level, adjust the signal input level. (See page 50.)



Hint Simply pressing AUX on the remote control unit switches the system ON.

■ To skip music



■ To fast forward/fast reverse music

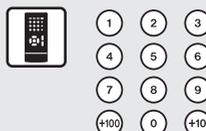


Press and hold during playback.



Titl during playback.

■ To start playback from desired music (Remote control unit only)



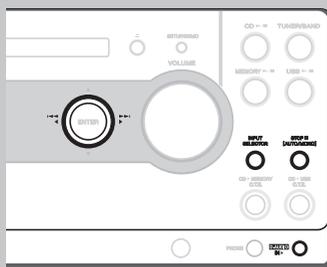
To select track 12: (+10) , 2

To select track 23: (+10) x 2, 3

Playback of Kenwood Digital Audio Player



Kenwood Digital Audio Player



1 Connect the player to the D.AUDIO IN connector.

- * When the dedicated cable is used, the Kenwood digital audio player can be controlled from the main unit or remote control unit.
- * Be sure to switch the system OFF before connection. (Refer to page 10 of "Read Before Use")
- * Also read the instruction manual for the connected component.

Playable Kenwood digital audio player (as of Sep. 2006)

HDD audio player	Memory audio player
HD20GA7	M1GC7

2 Turn the Kenwood digital audio player ON.

- * Operations available only when the player is connected through the dedicated cable.

To stop playback



3 Start playback.



D.AUDIO



Selects the audio source and starts playback.



INPUT SELECTOR



Each press switches the selection.



* If the dedicated cable is not used for the connection, start playback on the connected Kenwood digital audio player.



Simply pressing D.AUDIO  on the remote control unit switches the system ON.

The volume and tone setups made on the Kenwood digital audio player are defeated while it is connected to this system.

■ To let playback pause temporarily



D.AUDIO



Press again to resume playback.

■ To skip music



■ To fast forward/fast reverse music

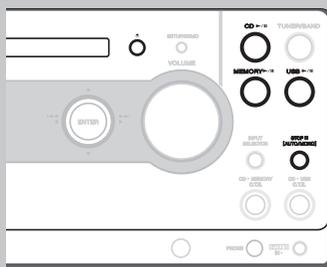
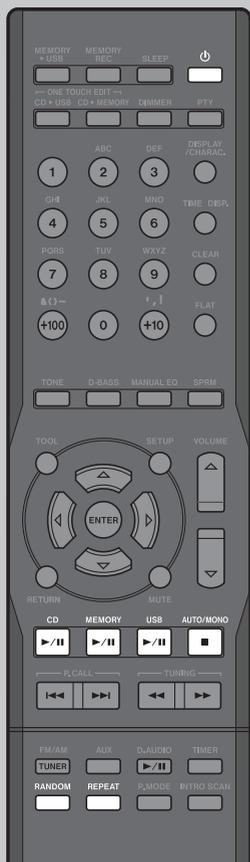


Press and hold during playback.



Tilt during playback.

Playback in Random Order (Random Playback) Playback in Repeated Cycle (Repeat Playback)



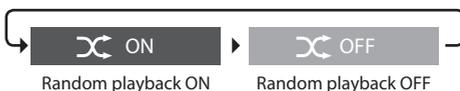
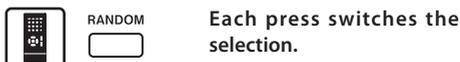
Random playback



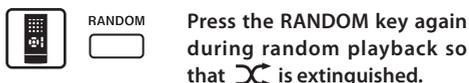
1 Select the CD source.



2 Start random playback.



To cancel random playback



* Simply pressing the STOP key also cancels the random playback. In this case, play mode is also switched to stop mode.



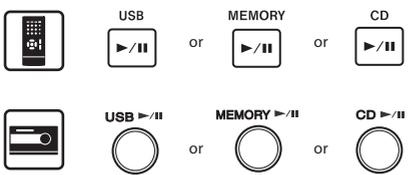
Hint

When the REPEAT key is pressed during random playback, random playback in a different order will start after the current random playback has played all of the music files or tracks.

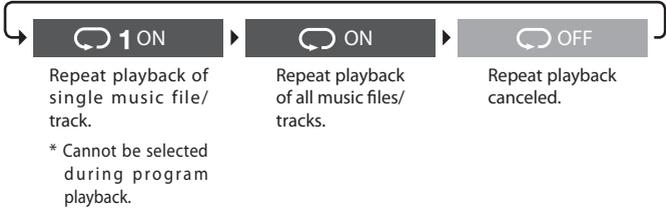
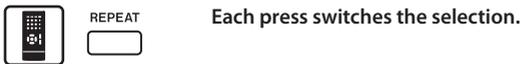
It is not possible to skip to already played music during random playback.



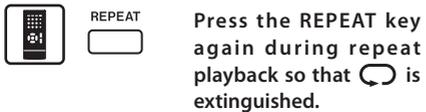
1 Select the audio source.



2 Start repeat playback.



To cancel repeat playback

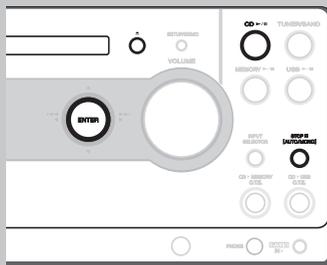


Hint Pressing the REPEAT key during program playback repeats the selected music files/tracks.
Pressing the REPEAT key in the folder play mode repeats the music files in the current folder. (See page 6.)

Playback of Desired Music in Desired Order (Program Playback)



CD only



1 Select the CD source.



CD



CD ▶/■

2 Stop playback.



AUTO/MONO



STOP ■
[AUTO/MONO]



3 Select the program mode.



P.MODE



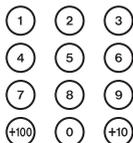
Each press switches the selection.



■ To add a track in the program

Stop playback and perform the operation in step 4.

4 Select the desired tracks.



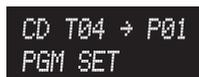
Select a track.

* After selecting a track, press the ENTER key within 20 seconds.

* If you made a mistake, press the CLEAR key and restart selection from the beginning.



Enter the selection.



Example) Display when CD track No. 4 is selected as the first track in the program.

5 To select the second and later tracks, repeat step 4 for each of them.

* Up to 32 tracks can be programmed. [PGM FULL] is displayed if you attempt to select the 33rd track.

6 Start playback.



Turning the system OFF or taking out a disc with program playback set erases the set program.

■ To clear a track from the program



Stop playback and press the CLEAR key.

* Each press clears the currently last track in the program.

■ To cancel program playback



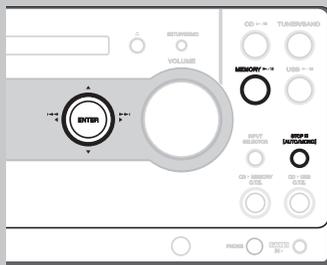
Stop playback and then press the P.MODE key so that PGM is extinguished.

Finding Music by Playing Introductions (Intro Scan)



Memory card only

Intro Scan plays the first 10 seconds of every music file. This function is convenient for finding the desired music file from a memory card.



1

Select the memory card source.



MEMORY



MEMORY ▶/||



2

Select the play mode.



P.MODE



Each press switches the selection.



Folder play mode
(Intro Scan of the music files in the selected folder.)

All file play mode
(Intro Scan of all music files in the memory card.)

* Skip to Step 4 when selecting All file play mode.

3

Select a folder.



* For the selection method, see page 20 of "Read Before Use".

To cancel in the middle:



AUTO/MONO



* This stops any playback.



STOP ■
[AUTO/MONO]



* Intro Scan stops automatically when the first 10 seconds of all of the available music files have been played.

4 Start Intro Scan.



INTRO SCAN



The first 10 seconds of every track in the selected folder are played from the beginning.

5 When the desired music file is found:



Press to start normal playback.



A music file can be erased or moved even in the middle of Intro Scan. Press the TOOL key for erasing or press the MEMORY ▶ USB key for moving in the middle of Intro Scan. Intro Scan is paused during erasing or moving files, and after completion of them Intro Scan will be resumed from the following music file.

■ To start Intro Scan using TOOL :



TOOL



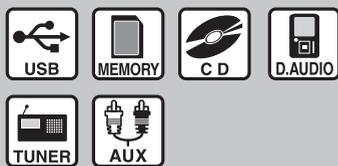
TITLE INPUT
• INTRO SCAN



INTRO SCAN
SCAN START

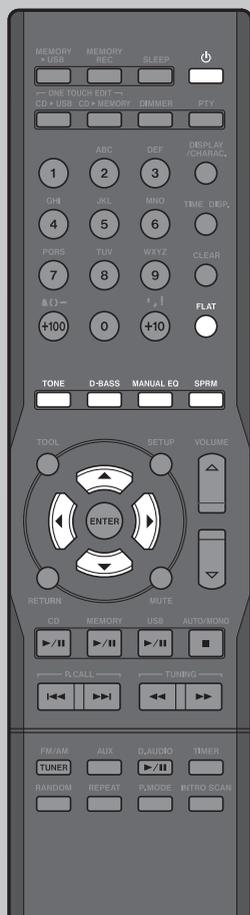


Selecting the Desired Tone



The effects of the tone setup may be less noticeable with certain audio sources.

The tone setup adjusted using SOUND SETUP can be switched ON/OFF. (See page 62~65.)



Enhancing the bass tone (D-BASS)



D-BASS



Each press switches between ON and OFF.

* **D-BASS** lights up when it is ON.

■ To adjust the enhancement level



The level can be adjusted in the range between 1 and 10, in steps of 1.

* It can also be adjusted in SOUND SETUP. (See page 62.)

Playing audio in more realistic tone (Supreme)

USB audio player or memory card only.



SUPRM



Each press switches between ON and OFF.

* **SUPRM** lights up when Supreme is ON.

* It can also be adjusted in SOUND SETUP. (See page 65.)

■ Supreme

This is the name of the Kenwood-original tone improvement technology, which reproduces realistic sound by estimating and interpolating the high frequencies that are lost as a result of audio data compression.

Enhancing both bass and treble (TONE)



Each press switches between ON and OFF.

* **TONE** lights up when it is ON. When the level is "0", it doesn't light.

■ To adjust the enhancement level



Select Treble or Bass



and adjust.



The level can be adjusted in the range between +8 and -8, in steps of 2.

The level can be adjusted in the range between +8 and -8, in steps of 2.

* It can also be adjusted in SOUND SETUP. (See page 63.)

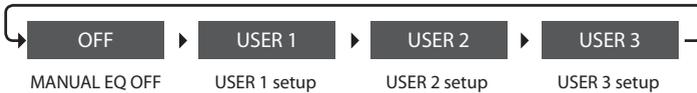
Setting a desired tone (MANUAL EQ)

The system incorporates a high-grade, 7-band equalizer covering heavy bass to ultrahigh treble frequencies. You can create desired tone response curves and preset up to three of them (USER 1 to 3) in the user memory.



Each press switches the selection.

* **EQ** lights up when it is ON. When the level is "0", it doesn't light.



* It is necessary to preset USER 1 to 3 in advance. (See page 64.)

Defeating the D-BASS, TONE and MANUAL EQ setups temporarily (FLAT)



Each press switches between FLAT and the set tone setup.

* When FLAT is switched ON, the lighted indicators among **D-BASS**, **TONE** and **EQ** are extinguished.



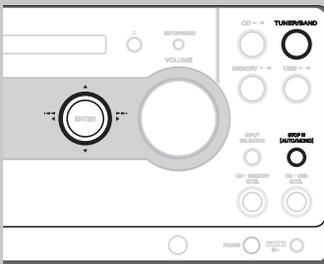
The previous display resumes in 5 seconds after a tone setup is switched ON/OFF or in 20 seconds after an enhancement level is adjusted.

The operations including the selection can also be performed on the main unit.

Radio Reception



Tuner only



1 Select the FM or AM band.



FM/AM
TUNER

Each press switches the selection.



TUNER/BAND



Each press switches the selection.



2 Select a radio station.

Selecting a preset station (Preset Call)



Example) When preset No. 03 is selected.

Select the preset number (P01 to P40) in which the desired station is preset.

* For the method of presetting stations (Auto preset/Manual preset), see pages 22 and 23.

* Holding the key or tilting the knob continuously varies preset numbers at a high speed.

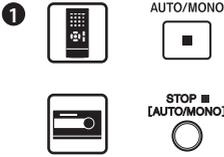
■ To select a station (preset number) using numeric keys:



To select P13: $+10$, 3

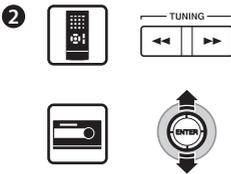
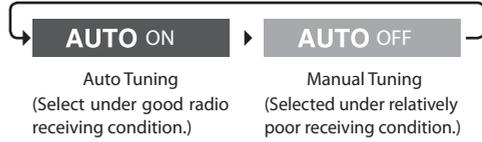
To select P32: $+10$ x 3, 2

Selecting a non-preset station (Auto Tuning, Manual Tuning)



Select either Auto Tuning or Manual Tuning.

* Each press switches the selection.



Select a station.

■ Auto Tuning:

Each press tunes into the next receivable station automatically. Press repeatedly until the desired station is received.

■ Manual Tuning:

Press or tilt until a station is received or the desired frequency is tuned. Hold the key or tilting the knob continuously varies tuned frequencies at a high speed.



Simply pressing the FM/AM **TUNER** key on the remote control unit switches the system ON.

No audio is output during either Auto or Manual Tuning.

Auto Tuning receives stations in stereo audio but Manual Tuning receives them in monaural audio.

TUNED lights up when a station is tuned. **STEREO** lights when the received station is in stereo.

Presetting of Stations



Tuner only

Preparations

Select the FM or AM band.

- * Stations cannot be preset if other audio source is selected.
- * Up to 40 stations can be preset in the system.
- * For use of the RDS function, stations must be memorized by AUTO MEMORY.



Presetting stations automatically (AUTO MEMORY)

1 Press the **TOOL** key.



2 Select **[AUTO MEMORY]**.



3 Presetting of Stations



* **[AUTO MEMORY]** blinks on the display and the receivable radio stations are preset automatically.

* A preset frequency can be rewritten later.



Hint

RDS stations are given priority during auto presetting. If there is memory left after presetting, this unit continues presetting regular FM and AM stations.

A broadcast station that cannot be preset with AUTO MEMORY should be set with Manual preset. (See page 23.)

■ To select a preset number using numeric keys:

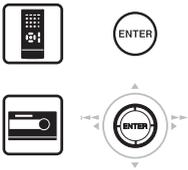


To select P13: $\text{(+10)}, \text{(3)}$
 To select P32: $\text{(+10)} \times \text{3}, \text{(2)}$

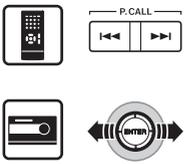
Presetting Stations Manually (Manual Preset)

1 Select a desired station.
 * Receive a station with either Auto Tuning or Manual Tuning. (See page 21.)
 * To memorize an RDS station, wait for the station name to appear on the display before performing step 2.

2 Press the ENTER key.

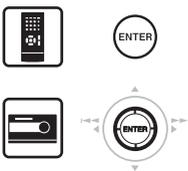


3 Select the desired preset number (P01 to P40).



* If the selected preset number already stores a station, the existing station will be overwritten by the newly selected station.

4 Presetting of Stations



* To preset other stations, repeat steps 1 to 4 for each of them.

RDS (Radio Data System)



Tuner only

This system is designed for RDS reception, it can extract the information from the broadcast signal for use with various functions such as automatic display of the station name.

Preparations

Select the FM band.

Preset RDS stations with the AUTO MEMORY function. (See page 22.)

* Some functions may not be provided or be given different names depending on countries or areas.



PS (Program Service Name) Display

When an RDS broadcast is received, the station name is automatically displayed.

TUNER P01
STATION1

* The **RDS** indicator lights up when an RDS broadcast (signal) is received.

■ To switch the displays



DISPLAY
/CHARAC.



Each press switches the selection.

PS (Program Service Name)

Clock

Searching for a desired program type (PTY serch)

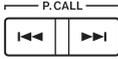
The tuner automatically searches for a station which is currently broadcasting a specified program type (genre).

1 Press the PTY key.



When an RDS broadcast is received, the program type is shown on the display. If no PTY data is available, or if the station is not an RDS station, "None" is displayed.

2 Select the desired program type.



Select it while the **PTY** indicator is lit.
Use program type table for your convenience.

Program type table

Program Type Name	Display	Varied	Varied
Pop Music	Pop M	Weather	Weather
Rock Music	Rock M	Finance	Finance
Easy Listening Music	Easy M	Children's programs	Children
Light Classical	Light M	Social Affairs	Social
Serious Classical	Classics	Religion	Religion
Other Music	Other M	Phone In	Phone In
News	News	Travel	Travel
Current Affairs	Affairs	Leisure	Leisure
Information	Info	Jazz Music	Jazz
Sport	Sport	Country Music	Country
Education	Educate	National Music	Nation M
Drama	Drama	Oldies Music	Oldies
Culture	Culture	Folk Music	Folk M
Science	Science	Documentaty	Document

3 Start the search.



■ To cancel in the middle:



* No sound is heard while the **PTY** indicator is blinking.

* If a program of the desired type is found, that program is received and the program type name display changes to the station name display.



If a program of the desired type cannot be found, "No Program" blinks, then after several seconds the display returns to the original display.

Recording CD Tracks (One-Touch Edit Recording)



USB audio
player operation

Preparations

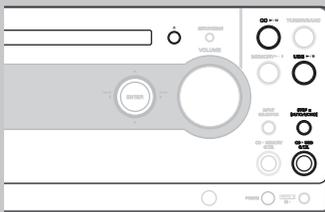
Make sure that both the USB audio player and CD are in stop modes.

If is lit,

press the RANDOM key to cancel the random play mode.

* Do not insert a memory card during editing, as this will stop the recording.

* To change the record mode setup, see pages 56 to 61.



Recording all tracks in CD

1 Start recording.



■ To cancel in the middle:



* It is not possible to let the recording pause temporarily.



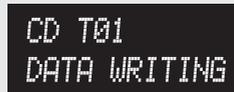
* It is not possible to let the recording pause temporarily.



Hint

If the USB audio player contains a folder named AL_Z90 or higher, a message [CHECK REFRESH] is displayed and recording cannot be started. In this case, it is required to rearrange the folders by means of refreshing. (See page 52.)

■ When recording completes:



The USB audio player stops and a message [DATA WRITING] is displayed.

* Do not switch the system OFF or apply shock or vibration to it while [DATA WRITING] is displayed.

* If the power to the system is shut off before [DATA WRITING] disappears, the recorded data will be lost.

■ When the USB audio player becomes full before completion of recording:



A message [STOP REC No Capacity] is displayed. Erase the unnecessary music files before retrying recording from the beginning. (See page 36.)

Recording a single track

1 Play the track to be recorded.

2 Start recording.

 **CD ▶ USB**  Recording starts from the beginning of the track being played.

 **CD ▶ USB O.T.E.** 

■ To cancel in the middle:

 **AUTO/MONO**  * It is not possible to let the recording pause temporarily.

 **STOP [AUTO/MONO]**  * It is not possible to let the recording pause temporarily.

Recording desired tracks in desired order

1 Select the tracks to be recorded.

Use the program mode to select the desired tracks in the desired order. (See page 14.)

2 Start recording.

 **CD ▶ USB** 

 **CD ▶ USB O.T.E.** 

■ To cancel in the middle:

 **AUTO/MONO**  * It is not possible to let the recording pause temporarily.

 **STOP [AUTO/MONO]**  * It is not possible to let the recording pause temporarily.



One-Touch Edit recording from a CD to the USB audio player is also possible using the TOOL key. (See page 49.)
 With a CD-TEXT compatible disc, character information including the track title and album title is recorded together with the music data. (See page 61.)

■ Other operations

- To record in a shorter period See page 57 (Setting the recording speed).
- To view data in the USB audio player See page 51.
- To erase folders and music files See page 36.
- To rearrange folders See page 52.
- To rename folders and music files See page 40.

Recording CD Tracks (One-Touch Edit Recording)



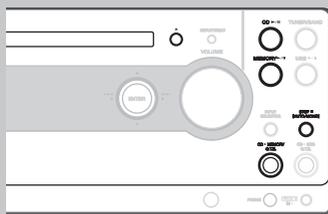
Memory card operation

Preparations

Make sure that both the memory card and CD are in stop modes.

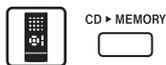
If is lit, press the RANDOM key to cancel the random play mode.

- * Do not connect a USB audio player during recording, as this will stop the recording.
- * To change the record mode setup, see pages 56 to 61.



Recording all tracks in CD

1 Start recording.



■ To cancel in the middle:



* It is not possible to let the recording pause temporarily.

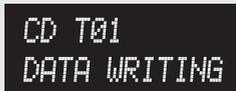
* It is not possible to let the recording pause temporarily.



Hint

If the memory card contains a folder named AL_Z90 or higher, a message [CHECK REFRESH] is displayed and recording cannot be started. In this case, it is required to rearrange the folders by means of refreshing. (See page 52.)

■ When recording completes:



The memory card stops and a message [DATA WRITING] is displayed.

* Do not switch the system OFF or apply shock or vibration to it while [DATA WRITING] is displayed.

* If the power to the system is shut off before [DATA WRITING] disappears, the recorded data will be lost.

■ When the memory card becomes full before completion of recording:

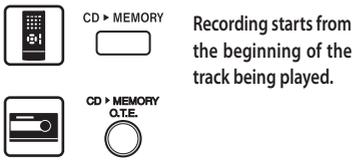


A message [STOP REC No Capacity] is displayed. Erase the unnecessary music files before retrying recording from the beginning. (See page 36.)

Recording a single track

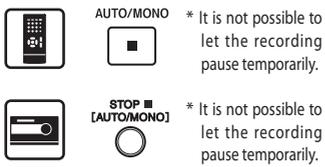
1 Play the track to be recorded.

2 Start recording.



Recording starts from the beginning of the track being played.

■ To cancel in the middle:



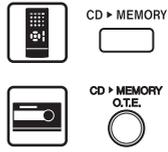
* It is not possible to let the recording pause temporarily.
* It is not possible to let the recording pause temporarily.

Recording desired tracks in desired order

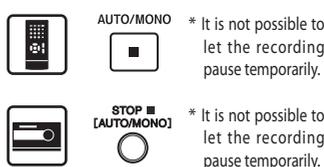
1 Select the tracks to be recorded.

Use the program mode to select the desired tracks in the desired order. (See page 14.)

2 Start recording.



■ To cancel in the middle:



* It is not possible to let the recording pause temporarily.
* It is not possible to let the recording pause temporarily.



One-Touch Edit recording from a CD to the memory card is also possible using the TOOL key. (See page 49.)
With a CD-TEXT compatible disc, character information including the track title and album title is recorded together with the music data. (See page 61.)

■ Other operations

- To record in a shorter period See page 57 (Setting the recording speed).
- To view data in the memory card See page 51.
- To erase folders and music files See page 36.
- To rearrange folders See page 52.
- To rename folders and music files See page 40.

Moving Music from Memory Card to USB Audio Player (O.T.E. moving)

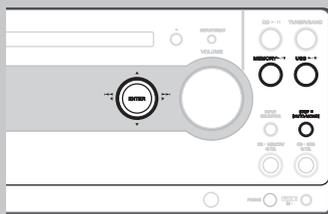
Recording of music from the memory card to the USB audio player has the same effect as moving the music files from the former to the latter. This means that the music files in the memory card are erased after they have been moved.

* Once moving music files from the memory card to the USB audio player is completed, the file cannot be restored to the memory card.

Preparations

Make sure that both the USB audio player and memory card are in stop modes.

* To change the record mode setup, see pages 56 to 61.

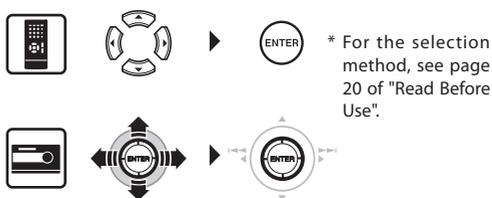


Moving a single file

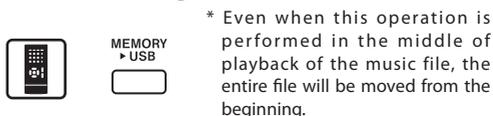
1 Select the memory card source.



2 Select the music file to be moved and play it.



3 Start moving.



Hint One-Touch Edit moving from the memory card to the USB audio player is also possible using the TOOL key. (See page 48.)

- When the USB audio player becomes full before completion of moving:

Failed MOVE
Check USB

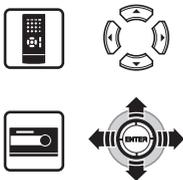
[Failed MOVE Check USB] are displayed. Erase the unnecessary music files before retrying moving from the beginning. (See page 36.)

Moving all files in a folder

1 Select the memory card source.



2 Select the folder to be moved.



* For the selection method, see page 20 of "Read Before Use".

3 Start moving.



* When you press some keys while moving, messages [Now Moving Locked keys.] are displayed. No other operation is available until the completion of moving.



If the USB audio player contains a folder named AL_Z90 or higher, a message [CHECK REFRESH] is displayed and recording cannot be started. In this case, it is required to rearrange the folders by means of refreshing. (See page 52.)

Other operations

- To view data in the USB audio player or memory card See page 51.
- To erase folders and music files See page 36.
- To rearrange folders See page 52.
- To rename folders and music files See page 40.

Recording Music from Kenwood Digital Audio Player



Memory card only

Preparations

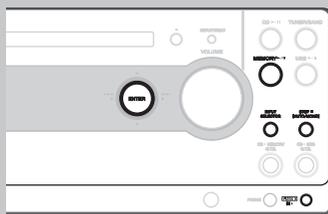
Connect a Kenwood digital audio player to the D.AUDIO IN connector. (Refer to page 10 of "Read Before Use".)

Make sure that the memory card is in stop mode.

If is lit, press the RANDOM key to cancel the random play mode.

* Do not connect a USB audio player during recording, as this will stop the recording.

* To change the record mode setup, see pages 56 to 61.



1 Select the D.AUDIO source.



D.AUDIO



2 Prepare recording.

1



D.AUDIO



Let playback pause temporarily.

2

Select the music file to be recorded.

* Playback pauses at the beginning of the selected music file.

* When the dedicated cable is used, the Kenwood digital audio player can be controlled from the main unit or remote control unit.

* If the dedicated cable is not used for the connection, prepare recording on the connected Kenwood digital audio player.

3 Enter record-pause mode.



MEMORY REC



The memory card is put to record-pause mode.

MEMORY (REC)
Don't remove

* A message [Don't remove MEMORY CARD] is scrolled.

■ To stop recording



AUTO/MONO



STOP ■
[AUTO/MONO]



■ To let recording pause temporarily



MEMORY REC



or



MEMORY



* To resume recording, press the same key again. Note that a new music file is created at this time.

4 Start recording.



Press the **MEMORY REC** key again to enter record mode.

MEMORY Tr001
Don't remove

* A message [Don't remove MEMORY CARD] is scrolled.

5 Start playback of the Kenwood digital audio player.



* If the dedicated cable is not used for the connection, start playback on the connected Kenwood digital audio player.



If the memory card contains a folder named AL_Z90 or higher, a message [CHECK REFRESH] is displayed and recording cannot be started. In this case, it is required to rearrange the folders by means of refreshing. (See page 52.)

■ Dividing music during recording

During recording from the TUNER, AUX or D.AUDIO source to a memory card, the recorded music file can be divided into multiple music files by manually entering a track mark (music division mark). Each press of the key or knob creates a new music file from that point.



Press at the point you want to divide the music.



* The track marks can also be entered automatically. (See page 59.)

■ If the audio recorded is distorted or too low

Adjust the recording level. (See page 58.)

■ When recording completes:

D.AUDIO
DATA WRITING

The memory card stops and a message [DATA WRITING] is displayed.

* Do not switch the system OFF or apply shock or vibration to it while [DATA WRITING] is displayed.

* If the power to the system is shut off before [DATA WRITING] disappears, the recorded data will be lost.

■ When the memory card becomes full before completion of recording:

STOP REC
No Capacity

A message [STOP REC No Capacity] is displayed. Erase the unnecessary music files before retrying recording from the beginning. (See page 36.)

Recording of Radio Broadcasting (FM or AM) Recording of Auxiliary Component (AUX)



Memory card only

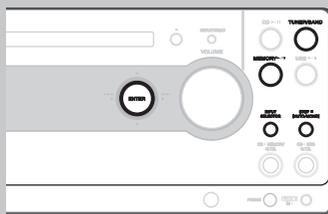
Preparations

Make sure that the memory card is in stop mode.

If is lit, press the RANDOM key to cancel the random play mode.

* Do not connect a USB audio player during recording, as this will stop the recording.

* To change the record mode setup, see pages 56 to 61.



1 Select the recording source.

Recording radio broadcasting (AM or FM)



FM/AM
TUNER

Each press switches the selection.



TUNER/BAND



Recording the auxiliary component (AUX)



AUX

Each press switches the selection.



INPUT
SELECTOR



2 Prepare recording.

Recording radio broadcasting (AM or FM)

Select a station. (See page 20 to 21.)

Recording the auxiliary component (AUX)

Prepare reception or playback of the component. (See page 9.)

■ To stop recording



AUTO/MONO



■ To let recording pause temporarily



MEMORY
REC



or

MEMORY



STOP
[AUTO/MONO]



MEMORY ▶/II



* To resume recording, press the same key again. Note that a new music file is created at this time.

3 Enter record-pause mode.



The memory card is put to record-pause mode.

MEMORY (REC)
Don't remove

* A message [Don't remove MEMORY CARD] is scrolled.

4 Start recording.



Press the REC key again to enter record mode.

MEMORY Tr001
Don't remove

* A message [Don't remove MEMORY CARD] is scrolled.

5 Start playing the auxiliary component.

* This operation is not necessary when recording radio broadcasting.



If the memory card contains a folder named AL_Z90 or higher, a message [CHECK REFRESH] is displayed and recording cannot be started. In this case, it is required to rearrange the folders by means of refreshing. (See page 52.)

Dividing music during recording

During recording from the TUNER, AUX or D.AUDIO source to a memory card, the recorded music file can be divided into multiple music files by manually entering a track mark (music division mark). Each press of the key or knob creates a new music file from that point.



Press at the point you want to divide the music.



* The track marks can also be entered automatically. (See page 59.)

If the audio recorded is distorted or too low

Adjust the recording level. (See page 58.)

When recording completes:

TUNER P03
DATA WRITING

The memory card stops and a message [DATA WRITING] is displayed.

* Do not switch the system OFF or apply shock or vibration to it while [DATA WRITING] is displayed.

* If the power to the system is shut off before [DATA WRITING] disappears, the recorded data will be lost.

When the memory card becomes full before completion of recording:

STOP REC
No Capacity

A message [STOP REC No Capacity] is displayed. Erase the unnecessary music files before retrying recording from the beginning. (See page 36.)

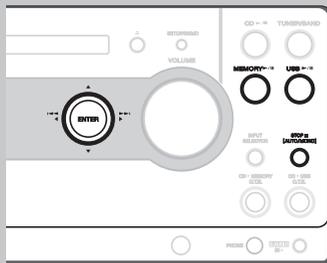
Erasing Music



USB audio player
or memory card
only

It is also possible to erase a music file while playing it for confirmation. If this is required, play the music file you want to erase when performing the procedure in this page.

A track cannot be restored once it has been erased. Be careful when performing this operation.



1

Select the audio source.



USB



or

MEMORY



2

Select the music file or folder to be erased.

* For the selection method, see page 20 of "Read Before Use".

Erasing file by file



Select a music file.

* If a music file is being played, the current music file is selected automatically.

Erasing a folder and all files in a folder



Select a folder.

* If a folder cannot be erased, it may contain files other than music files (see page 73).

■ To cancel in the middle:



TOOL



or

AUTO/MONO



STOP
[AUTO/MONO]



- 3** Press the **TOOL** key to select **[ERASE]** and enter the selection.



- 4** Confirm the selection and execute it.



* After a folder or music file is erased, an audio file "F001" is displayed.



If the write inhibit switch on the memory card is locked, the above operation completes but [PROTECTED] is displayed and no music file is actually erased.

If the folder selected for erasing music files contains files other than music files, the above operation completes but only the music files are erased and the folder and the non-music files remain without being erased.

With this system, files other than music files cannot be erased unless the MEMORY FORMAT operation is applied. (See page 67.)

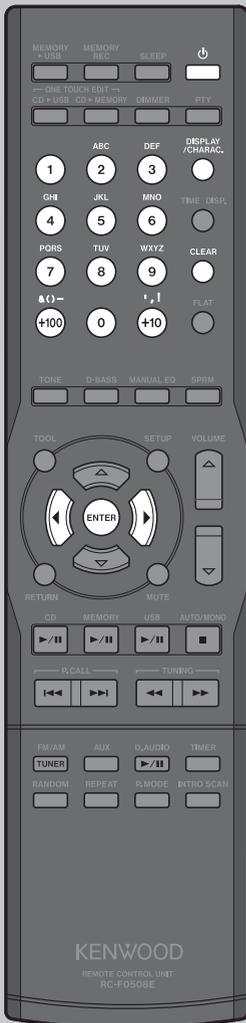
The operations including the selection and entry can also be performed on the main unit.

Character Input



USB audio player
or memory card
only

This section describes how to input characters for use as a title of music, etc. Also, read the method for modifying a title (page 40).



1 Input the desired characters.

1



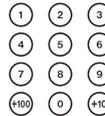
DISPLAY
/CHARAC.



First, select the character group. Each press switches the character type.

* For details, see the title editing character list on the right.

2



Press the character input key to input the desired character.

Example) When group [Aa] is selected and  is pressed, each press switches the characters as follows.

→ A ▶ B ▶ C ▶ a ▶ b ▶ c ▶

3

Input other characters by repeating

1 and 2 for each of them.

Example) The operations required to input "HAPPY" are as follows.



Character	Key	Number of presses
H		Press twice.
A		Press once.
P		Press once.
Move cursor.		Press once.
P		Press once.
Y		Press 3 times.

* To input a numeric character, press the DISPLAY/CHARAC. key to select the corresponding character group and input the desired character in the same way as above.



2 Enter the input title.



Title editing character list

	Aa	12
① 1	□ (space)	1
② 2 ABC	A B C a b c	2
③ 3 DEF	D E F d e f	3
④ 4 GHI	G H I g h i	4
⑤ 5 JKL	J K L j k l	5
⑥ 6 MNO	M N O m n o	6
⑦ 7 PQRS	P Q R S p q r s	7
⑧ 8 TUV	T U V t u v	8
⑨ 9 WXYZ	W X Y Z w x y z	9
⑩ 0	□ (space)	0
Ⓢ⑩ +10 ' , !	' , ! ; _ ` \$ □ (space)	
Ⓢ⑩⑩ +100 & () -	& () - + = # % @	

Number of input characters

Up to 28 characters can be input for a title of a folder or music file in the memory card or USB audio player.

* When the number of music files is large, the number of characters that can be input is reduced.
A space (blank character) spends the same amount of data as a character.

To clear a character:

- 

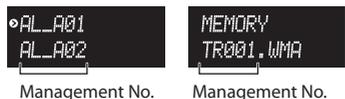

Place the cursor on the character to be cleared.
- 


Press to clear the character.

To insert a character:

- 
- 
- Move the cursor on the position you want to insert a character, and then perform the character input operation above.

Management No.



* Do not modify the alphanumeric characters (management number characters) placed before the title of a folder or music file. Otherwise, the order of music files will be altered.



When renaming a music file title in the USB audio player or memory card, be careful not to assign a name that is already used as the title of a music file or folder.

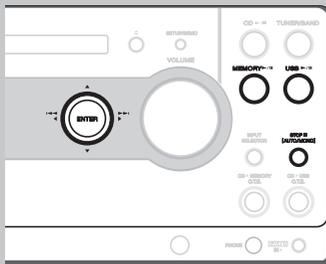
The operations including the selection and entry can also be performed on the main unit.

Renaming of Title



USB audio player
or memory card
only

Do not attempt to rename data other than the music files recorded on the player and folders created on it (saved in the KWD folder). Refer to page 20 of "Read Before Use" for KWD folder.



Renaming a music file or folder

1 Select the audio source.



USB



or

MEMORY



USB



or

MEMORY



2 Select the music file or folder you want to rename.



* For the selection method, see page 20 of "Read Before Use".

* If a music file is being played, its title will be renamed.

■ To cancel in the middle:



TOOL



or

AUTO/MONO



STOP
[AUTO/MONO]



- 3** Press the **TOOL** key to select [TITLE INPUT], and then enter the selection.



- 4** Input the desired characters.

See page 38.

- 5** Enter the input title.



* To rename other music files or folders, return to step 2 now and repeat steps 2 to 5 for each of them.



When renaming a music file title in the USB audio player or memory card, be careful not to assign a name that is already used as the title of a music file or folder.

The operations including the selection and entry can also be performed on the main unit.

Timer Operation

Two timer programs (PROGRAM 1, PROGRAM 2) can be set simultaneously.

PROGRAM 1 and PROGRAM 2 should be set by leaving an interval of 1 minute or more so that their timer periods do not overlap.

In the timer recording of radio broadcasting, the initial part may not be recorded if the timer recording start time is set to exactly the same time as the start of the radio program. It is recommended to set the recording start time by about 1 minute earlier than the start of the radio program.

Preparations

Set the correct system time in advance. (See page 69.)

When setting timer playback or timer recording of an external component, connect a component and set its timer also. (Refer to the instruction manual for the external component.)

Pressing the RETURN key during operation, returns to the previous display.

Press the SETUP key to select [SYSTEM SETUP] in advance.



1 Select [TIMER SETTING].



2 Select [PROGRAM 1 SET] or [PROGRAM 2 SET].



3 Select and set the required items.

The following items can be selected.

For the description of these items, see pages 43 to 46. There is no order defined for setting of the following items.

You can select and set the following items in any order.

   <p>Select one of the items.</p> <p>Enter the selection.</p> <p>Set the details of each item.</p>	ON/OFF	Set whether or not activating the timer.
	PLAY/REC OPERATION	Set timer playback or timer recording.
	ON TIME	Set the day(s) of the week.
	OFF TIME	Set the start time.
	ON VOLUME	Set the end time.
	AI PLAY	Set the volume level.
	PLAY SOURCE	Set AI PLAY. (Valid only with TIMER PLAY)
	REC MODE	Set the audio source to be played. (Valid only with TIMER REC)

* All of the above items are not always required to set up the timer. However, it is still recommended to check each item to ensure an appropriate timer operation.

[ON/OFF] Set whether or not activating the timer.



ON/OFF
ON



* Select [OFF] if you do not activate the timer program now.

[PLAY/REC] Set timer playback or timer recording.



PLAY/REC
TIMER REC

Timer recording



TIMER PLAY

Timer playback



[OPERATION] Set the day(s) of the week.

- 1 Set the day(s) of the week.



OPERATION
EVERYDAY
(Everyday)

The timer program is activated until it is canceled.



SUNDAY (Sunday)
MONDAY (Monday)
TUESDAY (Tuesday)
WEDNESDAY (Wednesday)
THURSDAY (Thursday)
FRIDAY (Friday)
SATURDAY (Saturday)

Select whether the timer program is executed only once or every week.



Go to step 2.

Press the right button only once.

MON - FRI (Monday to Friday)
TUE - SAT (Tuesday to Saturday)
SAT - SUN (Saturday and Sunday)

The timer program is activated until it is canceled.



- 2 Select whether the timer program is executed only once or every week.



OPERATION
ONETIME

Select to execute only once.



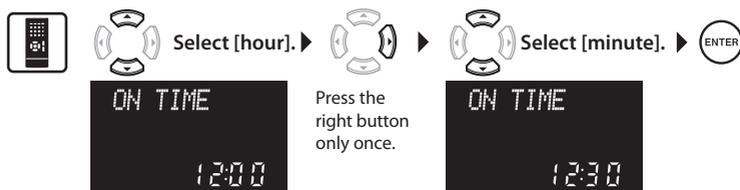
EVERY WEEK

Select to execute every week.

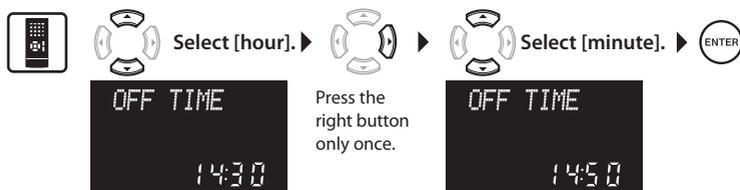


Timer Operation (continued)

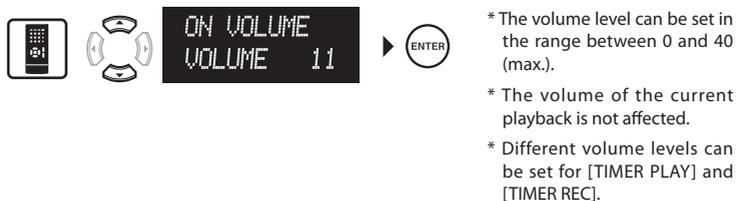
[ON TIME] Set the start time.



[OFF TIME] Set the end time.



[ON VOLUME] Set the volume level.



[AI PLAY] Set AI PLAY. (Valid only with TIMER PLAY)



[PLAY SOURCE] Set the audio source to be played.

1 Select the audio source.



Select to set a radio (preset) station.



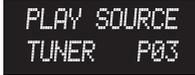
Press the right button only once.

➔ **Go to step 2.**



* When [TIMER REC] is selected in step [PLAY/REC] (see page 43), [MEMORY] or [CD] cannot be selected here.

2 Select a radio station (preset number P01 to P40).



* For the preset numbers, see pages 22, 23.

[REC MODE] Set the recording mode. (Valid only with TIMER REC)

* For the recording mode setup, see pages 56 to 61.



Timer Operation (continued)

4 Set the power switch to OFF.



* When the system is switched to the standby mode while a timer program is activated, message [SETUP TIMER] is displayed and the standby/timer indicator lights in amber.

* Later, if the power cord is unplugged then plugged in or after a power failure, message [CHECK CLOCK] is displayed and the standby/timer indicator blinks in amber. In this case, set the correct system time again.

■ To cancel (switch OFF) or reactivate (switch ON) the timer programs:

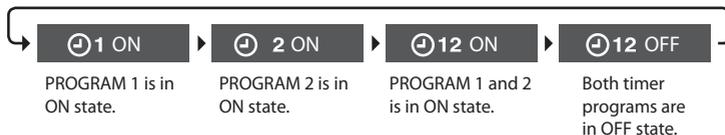


TIMER



Each press of the key switches the timer programs as shown below.

* Be sure to set the power switch to ON before pressing this key.



The same operation is also available on the main unit.

To check or modify a timer program or to correct it after making a mistake, restart the setup procedure from the beginning.

Even the system is used for playback, etc. after activating a timer program, the timer program is not affected.

If any of the operations of "Moving Music from Memory Card to USB Audio Player" (pages 30 and 31), "Erasing Music" (pages 36 and 37) and "Erasing All Data in Memory Card" (page 67) is performed while a timer program is being executed, the system is not switched OFF even after the timer end time.

Setting the Sleep Timer (SLEEP)

The Sleep Timer switches the system automatically OFF after the set period of time has elapsed.



1 Press the SLEEP key to set the timer period.



SLEEP



Each press increments the time by 10 minutes.



* A maximum period of 90 minutes can be set.

* Selecting [OFF] cancels Sleep Timer.

★ lights.



■ Setting the sleep timer using SETUP

- 1 Press the SETUP key to select [SYSTEM SETUP], and then enter the selection.
- 2 Select SLEEP, and then enter the selection.
- 3 Press the MULTI CONTROL up/down keys to set the timer period, and then enter the selection.



Hint

The same operation is also available on the main unit.

If any of the operations of “Moving Music from Memory Card to USB Audio Player” (pages 30 and 31), “Erasing Music” (pages 36 and 37) and “Erasing All Data in Memory Card” (page 67) is performed while Sleep Timer is set, Sleep Timer is canceled.

■ To cancel or re-set the sleep timer:

- * Switch the system OFF or press the SLEEP key repeatedly until [OFF] is selected.

Advanced
Operations

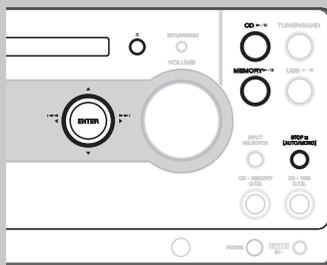
Timer Operation (continued)
Setting the Sleep Timer (SLEEP)

One-Touch Edit Recording Using TOOL

Preparations

If  is lit, press the RANDOM key to cancel the random play mode.

* To change the record mode setup, see pages 56 to 61.



Moving Music from Memory Card to USB Audio Player

Recording of music from the memory card to the USB audio player has the same effect as moving the music files from the former to the latter. This means that the music files in the memory card are erased after they have been moved.

1 Select the memory card source.



2 Select the music file or the folder to be moved.



* For the selection method, see page 20 of "Read Before Use".

3 Press the TOOL key to select [MEM → USB MOVE] and Enter the selection.



4 Start movement.



* Select [CANCEL] if you do not want to start movement.

 See page 30 for other details and operations on recording. The operations including the selection and entry can also be performed on the main unit.

Recording CD tracks in USB audio player or memory card

1 Select the CD source.



2 Check the CD mode.

Play mode	The track being played will be recorded.
Stop mode	All tracks in the CD will be recorded.
Stop mode in Program mode	The programmed tracks will be recorded.

3 Press the TOOL key to select [O.T.E. MODE], and then enter the selection.



4 Set the recording destination.



Example) Recording in the USB audio player



Example) Recording into the memory card

* Selecting [RETURN] returns to the previous display.

5 Start recording.

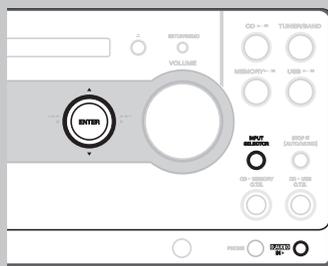


See pages 26 to 29 for other details and operations on recording.

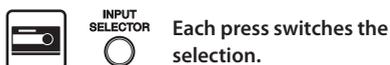
The operations including the selection and entry can also be performed on the main unit.

Adjusting the External Signal Input Level

If the audio of the auxiliary component is louder or lower than other audio sources while the system is set to the same volume level, adjust the signal input level.



1 Select the audio source to be adjusted (AUX or D.AUDIO).



2 Press the TOOL key to select [INPUT LEVEL] and enter the selection.



* Selecting [EXIT] returns to the previous display.

3 Adjust the input level.



Adjust in the range between -3 and $+3$.

* The input level adjustment is applied only to the audio source selected in step 1.

4 Enter the selection.



Adjusting the input level also changes the recording level of the audio signal input from the AUX or D.AUDIO IN connector.

The operations including the selection and entry can also be performed on the main unit.

Checking the Numbers of Folders and Music Files in USB Audio Player or Memory Card



USB audio player or memory card only

The numbers of folders and music files in the KWD folder of the USB audio player or memory card can be checked. This function is convenient for checking before recording or refreshing.



1

Select the audio source.



or



2

Press the **TOOL** key to select [USB CAPACITY] or [MEM CAPACITY], and then enter the selection.



or



3

Check the current numbers of folders and music files.



* **USB** blinks when the USB audio player is selected or **MEMORY** blinks when the memory card is selected.

* This system can handle up to 200 folders and up to 1,000 music files. Refer to page 20 of "Read Before Use".



It is included in the number of music files when there is a music file right under the route.

■ To return to previous display:



or



STOP ■ [AUTO/MONO]



Refreshing for Rearranging Folders

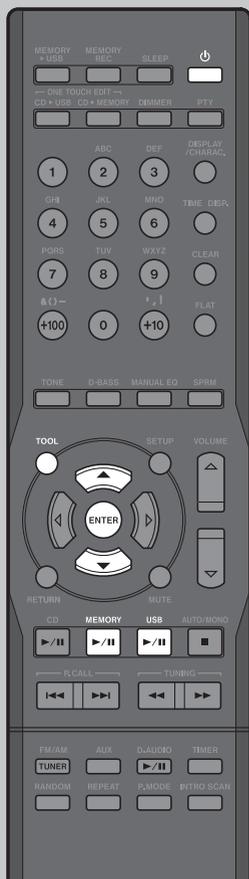


USB audio player
or
memory card only

Refreshing consists of rearranging and the discontinued folder titles (AL_XXX) in the USB audio player or memory card and assigning them serial numbers.

Preparations

Make sure that both the USB audio player and memory card are in stop modes.



1 Select the audio source.



USB



or

MEMORY



2 Press the TOOL key to select [REFRESH] and enter the selection.



TOOL



3 Select [OK], and then enter the selection.



* Select [CANCEL] if you do not want to start refreshing.

■ When refreshing completes:

The folders are renumbered automatically.



The operations including the selection and entry can also be performed on the main unit.

Recording More Music (Replacement of Memory Card)

Preparations

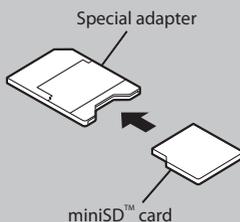
The memory card can be replaced when the system is in the standby mode.

* An SD memory card with a capacity between 32 MB and 2 GB can be used. A SDHC card (4 GB or more) cannot be used.

* It is recommended to format the card with this system before proceeding to recording. (See page 67.)

An SD memory card or a miniSD™ card can be used.

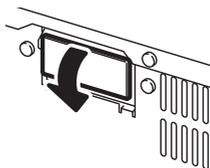
* A special adapter is required to insert a miniSD™ card.



You can improve the convenience by using a PC.

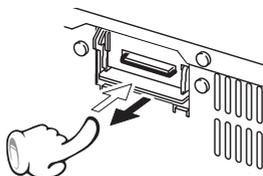
- To move music files stored in a PC:
- To arrange music files in the memory card:

1 Open the memory card slot cover.



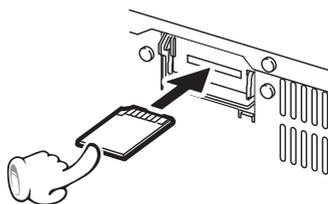
* Never open the memory card slot cover in the middle of recording. Otherwise, the recording stops and normal recording cannot be obtained.

2 Take out the existing memory card.



Push in the memory card lightly.

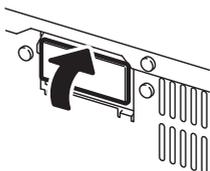
3 Insert the new memory card.



Hold and insert the card so that the labeled side faces down and the cut corner comes on the left.

* Insert the card all the way.

4 Close the memory card slot cover.



* If the cover is left open, playback or recording will not be possible.

Switching the Display Information

* The longest time display available is 9999 minutes 59 seconds. The time exceeding this is displayed as "----:--".



Audio Source	Key	Display During Recording
 	DISPLAY /CHARAC. <input type="radio"/> TIME DISP. <input type="radio"/>	 <div style="border: 1px solid black; padding: 5px; text-align: center;"> Remaining recording time in memory card or USB audio player REC REMAIN lit. </div>
	DISPLAY /CHARAC. <input type="radio"/> TIME DISP. <input type="radio"/>	
	DISPLAY /CHARAC. <input type="radio"/>	

* The time is not displayed during movement of files from the memory card to the USB audio player.

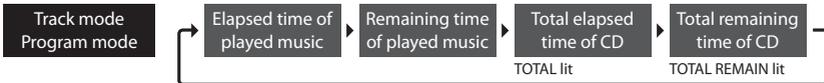
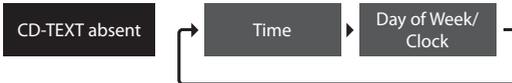
Display During Playback



* The day of the week and time of the day are displayed when the D.AUDIO source is selected.



* Disc title is displayed in stop mode.



Recording Setup



Detailed setups are possible for the variety of recording functions provided by this system.

It is recommended to set up the following items as you like to improve the ease of use of the system.

Preparations

Press the SETUP key to select [REC SETUP] in advance.



SETUP



SYSTEM SETUP
◦ REC SETUP



Setting the recording mode (REC MODE)

Set the audio quality and length of the recording in the USB audio player and memory card.

1 Select [REC MODE] and enter the selection.



◦ REC MODE
O.T.E. SPEED



* Selecting [RETURN] returns to the previous display.

2 Set the recording mode.



MEMORY/USB
SQ

or

MEMORY/USB
HQ

SQ is selected

Select for recording in standard quality. The available recording time is increased compared to HQ.
Bit rate: 128 kbps

HQ is selected

Select for recording in high quality. The available recording time is decreased compared to SQ.
Bit rate: 192 kbps

3 Enter the selection.



The same operation is also available on the main unit.

Setting the recording speed (O.T.E. SPEED)

Set the speed of recording in the USB audio player or memory card.

1 Select [O.T.E. SPEED] and enter the selection.



- * **HIGH** blinks.
- * Selecting [RETURN] returns to the previous display.

2 Select the recording speed and enter the selection.



- * Selecting [HIGH] multiplies the recording speed by 4 times.



The same operation is also available on the main unit.

Audio is not output during HIGH speed recording.

When [HIGH] is selected while the recording input is set to ANALOG, the recording input is switched automatically to DIGITAL. (see below)

When a memory card with insufficient transfer speed is used, HIGH speed recording may not be possible. In this case, select the [NORMAL].

Setting the recording input (REC INPUT)

Set whether the digital or analog input is used for recording in the USB audio player or memory card.

1 Select [REC INPUT] and enter the selection.



- * **DIGITAL** and **ANALOG** blinks.
- * Selecting [RETURN] returns to the previous display.

2 Select the recording input and enter the selection.



- * Even when the recording input is set to DIGITAL, the analog signal is recorded when the recording source is an analog component.



The same operation is also available on the main unit.

The ANALOG recording input setting is canceled when the system is switched OFF. (The default recording input is DIGITAL.)

When [ANALOG] is selected while the recording speed is set to HIGH, the recording speed is switched automatically to NORMAL. (see above)

Recording Setup (continued)

Setting the recording level (REC LEVEL)

If the audio recorded in the memory card, component connected to the D.AUDIO output or the USB audio player is distorted or too low, adjust the recording level.

* Press the SETUP key to select [REC SETUP] in advance. (See page 56.)

1 Select [REC LEVEL] and enter the selection.



* Selecting [RETURN] returns to the previous display.

2 Select the recording source and enter the selection.



* Selecting [RETURN] returns to the previous display.

3 Adjust the recording level.



Example) When [MEMORY/USB] is selected



Example) When [D.AUDIO] is selected

MEMORY/USB level

Adjust in the range between -2 and +2.

D.AUDIO level

Select HIGH or LOW.

4 Enter the selection.



The same operation is also available on the main unit.

Setting the track marking method (TRACK MARK)

Set whether track marks are marked automatically or manually during recording of the audio from the components connected to the TUNER, D.AUDIO IN or AUX input connectors into the memory card.

This system recognizes each section between two track marks as the music file.

* Press the SETUP key to select [REC SETUP] in advance. (See page 56.)

1 Select [TRACK MARK], and then enter the selection.



* Selecting [RETURN] returns to the previous display.

2 Select AUTO or MANUAL and enter the selection.



or



When AUTO (automatic track marking) is selected

When AUTO is selected, the intervals between track marks (AUTO MARK) can be set. (See page 60.)

- * During recording from a CD, track marks are marked automatically every time the music track or file advances, regardless of the setting here.
- * During recording from a radio, track marks are marked at the intervals set with AUTO MARK.
- * During recording from a source connected to the D.AUDIO IN or AUX input, a track mark is marked when no-sound condition has continued for 2 seconds or more.

When MANUAL (manual track marking) is selected



During recording, press the ENTER key at every point you want to mark a track mark.



The same operation is also available on the main unit.

A track mark is usually marked when no-sound condition has continued for 2 seconds or more according to the setup, but there may be cases in which such a track mark is not marked due to noise from the audio source, etc.

Recording Setup (continued)

Setting the track mark intervals (AUTO MARK)

When you record from a radio and selected to mark track marks automatically, you can also set the intervals at which the track marks are put. Select the AUTO track mark setting in advance. (See page 59.)

* Press the SETUP key to select [REC SETUP] in advance. (See page 56.)

1 Select [AUTO MARK], and then enter the selection.



* Selecting [RETURN] returns to the previous display.

2 Set the interval.



Select to mark track marks at 5-minute intervals.

Select to mark track marks at 10-minute intervals.

Select to mark a track mark every time no-sound condition has continued for 2 seconds or more.

3 Enter the selection.



The same operation is also available on the main unit.

A track mark is usually marked when no-sound condition has continued for 2 seconds or more according to the setup, but there may be cases in which such a track mark is not marked due to noise from the audio source, etc.

Setting whether the music title is also copied in recording (TEXT COPY)

Set whether the character information such as the music and album titles are copied together with music data during recording of a CD-TEXT compatible disc into the USB audio player or memory card. (O.T.E. recording only. See pages 26 to 29.)

* Press the SETUP key to select [REC SETUP] in advance. (See page 56.)

1 Select [TEXT COPY], and then enter the selection.



* Selecting [RETURN] returns to the previous display.

2 Select [ON] or [OFF].



Select to copy character information.

Select not to copy character information.

3 Enter the selection.



■ When character information is not copied

The track title becomes "TRxxx" and folder title becomes "AL_xxx".

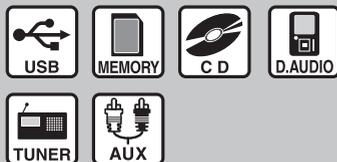


The same operation is also available on the main unit.

In recording of a radio station into a memory card, the frequency of the station is copied to the folder name.

The character information can be edited after completion of recording. (See page 40.)

Tone Setup



The effects of the tone setup may be less noticeable with certain audio sources.

Preparations

Press the SETUP key to select [SOUND SETUP] in advance.



SETUP



REC SETUP
◦ SOUND SETUP



Enhancing the bass tone (D-BASS)

1 Select [D-BASS], and enter the selection.



- * **D-BASS** lights up.
- * Selecting [RETURN] returns to the previous display.

2 Adjust the enhancement level.



The level can be adjusted in the range between 1 and 10, in steps of 1.

3 Enter the selection.



- * If the D-BASS function has been OFF before this setup, the function is set to ON after it.



The same operation is also available on the main unit.

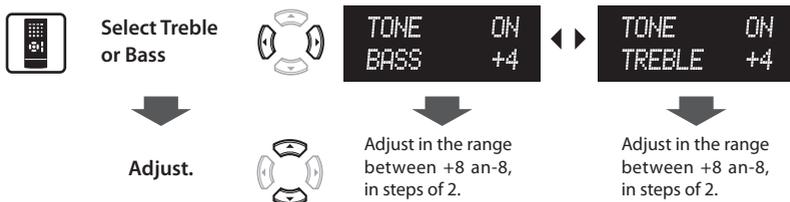
Enhancing both bass and treble (TONE)

1 Select [TONE], and enter the selection.



- * **TONE** lights up.
- * Selecting [RETURN] returns to the previous display.

2 Adjust the enhancement level.



3 Enter the selection.



- * If the TONE function has been OFF before this setup, the function is set to ON after it.



The same operation is also available on the main unit.

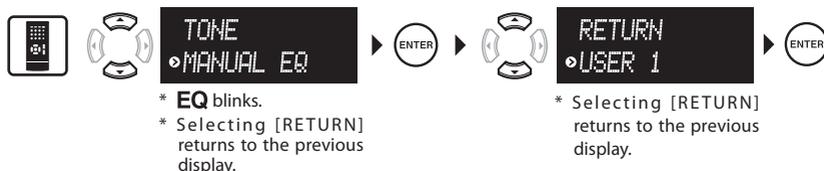
Tone Setup (continued)

Registering the desired tone setups (MANUAL EQ)

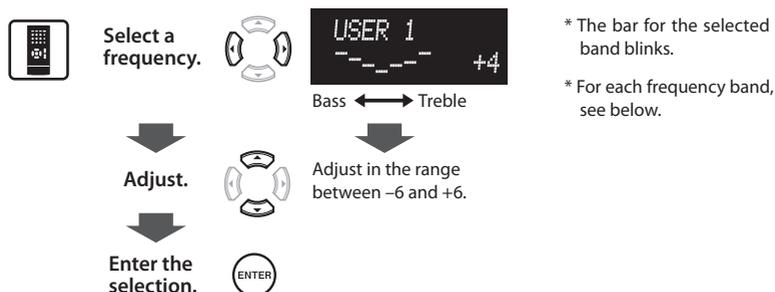
The system incorporates a high-grade, 7-band equalizer covering heavy bass to ultrahigh treble frequencies. You can create desired tone response curves and preset up to three of them (USER 1 to 3) in the user memory.

* Press the SETUP key to select [SOUND SETUP] in advance. (See page 62.)

1 Select [MANUAL EQ] and select one of [USER 1 to 3].



2 Adjust the enhancement level and enter the selection.



Bass ↑ ↓ Treble	Heavy bass band (63 Hz)	Increasing this level reproduces the low-frequency instruments such as the bass and bass drum in a heavy, stable tone. If very low frequencies are too noticeable during listening, decrease this level to an appropriate level.
	Bass band (160 Hz)	With Japanese-style houses that are less tightly close to European-style houses, the resonant frequency of the listening room is often located in this band, so the low frequencies tend to be exaggerated. In this case, it is often recommended to decrease this level to reduce resonance in the listening room.
	Mid-bass band (400 Hz)	This band is the basis of music and determines the richness of music. If the audio is felt poor, it is recommended to increase this level slightly to enrich the sound.
	Mid band (1 kHz)	This band affects most the music featuring the vocal, either enhancing or attenuating the feeling of presence of the vocal according to its level. It is also associated with the depth of music.
	Mid-treble band (2.5 kHz)	When increased, this band makes the sound more stimulating, metallic or hard. It can express the freshness or brightness if adjusted properly, but may also make the sound felt loud.
	Treble band (6.3 kHz)	This band effects the image of music such as the hardness or softness. Increasing its level enriches the sounds of strings (violin, etc.) or wind instruments (flute, piccolo, etc.), but decreasing its level makes these sounds rather quiet.
	Ultrahigh treble band (16 kHz)	This band affects the expansion and delicacy of sound. Increasing its level represents the ultrahigh-frequency instruments (triangle, cymbal, etc.) brilliant at the same time as increasing the expansion and delicacy of their sounds.



The same operation is also available on the main unit.

Playing audio in more realistic tone (Supreme)

USB audio player or memory card only.

* Press the SETUP key to select [SOUND SETUP] in advance. (See page 62.)

1 Select [SPRM], and enter the selection.



* **SPRM** blinks.

* Selecting [RETURN] returns to the previous display.

2 Select [ON] or [OFF], and enter the selection.



Adjusting the balance between left and right speakers (BALANCE)

* Press the SETUP key to select [SOUND SETUP] in advance. (See page 62.)

1 Select [BALANCE], and enter the selection.



* Selecting [RETURN] returns to the previous display.

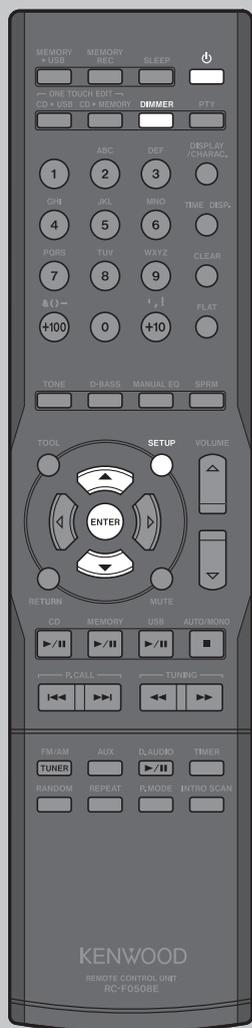
2 Adjust the balance and enter the selection.



The same operation is also available on the main unit.

Adjusting the Display Brightness (DIMMER SET)

DIMMER SET adjusts the display brightness in 3 steps. Adjust it according to the individual taste or to the listening room condition.



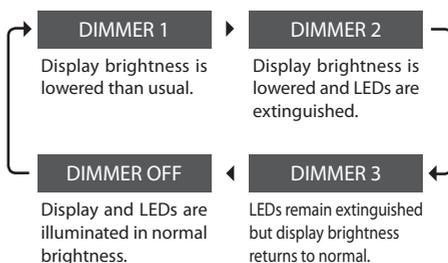
1 Press the DIMMER key to adjust the display brightness.



DIMMER



Each press switches the selection.



■ Adjusting the Display Brightness using SETUP

- 1 Press the **SETUP** key to select [SYSTEM SETUP], and then enter the selection.
- 2 Select [DIMMER SET], and then enter the selection.
- 3 Press the **MULTI CONTROL** up/down keys to adjust the display brightness, and then enter the selection.



The same operation is also available on the main unit.

Hint

Erasing All Data in Memory Card (MEMORY FORMAT)

MEMORY FORMAT erases all data in the memory card including the folders and music files recorded and created with this system.

* Once formatted, the erased data cannot be restored. Be careful while performing the operation.

CAUTION

Never remove the memory card during formatting. Otherwise, malfunction may result.

Preparations

Before erasing all data in the memory card (MEMORY FORMAT), select the memory card source in advance.

Press the **SETUP** key to select [SYSTEM SETUP] in advance.



SETUP



SYSTEM SETUP
REC SETUP



1 Select [MEMORY FORMAT].



* Selecting [RETURN] returns to the previous display.

2 Select whether formatting is executed.



* Selecting [CANCEL] returns to the previous display.

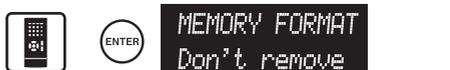
3 Confirm execution of formatting.



* Confirm the formatting again because the data cannot be restored once it has been erased.

* Selecting [CANCEL] returns to the previous display.

4 Enter the selection.



* A message [Don't remove MEMORY CARD] is scrolled.

■ When formatting completes



* The display in step 1 returns after completion.



The same operation is also available on the main unit.

A memory card subjected to MEMORY FORMAT on this system may not be usable with certain other devices. MEMORY FORMAT may take a long time depending on the memory card type.

Setting Auto Power Save (A.P.S.)

Adjusting the Time of Day (TIME ADJUST)

A.P.S. stands for Auto Power Save. This function switches the system OFF automatically when it has not been operated for more than 30 minutes while its power is OFF and the CD is in stop mode.

Preparations

Press the SETUP key to select [SYSTEM SETUP] in advance.



SETUP



SYSTEM SETUP
REC SETUP



Setting Auto Power Save (A.P.S.)

1 Select [A.P.S.].



MEMORY FORMAT
A.P.S.



* A.P.S. blinks.

2 Select [ON] or [OFF].



A.P.S.
ON

3 Enter the selection.



* A.P.S. lights when ON is selected.

Adjusting the Time of Day (TIME ADJUST)

1 Select [TIME ADJUST].



* Selecting [RETURN] returns to the previous display.

2 Adjust the day of the week, hour and minute.

* The item being selected blinks.



Select an item



and adjust.



3 Enter the selection.



The same operation is also available on the main unit.

If the power cord is unplugged then plugged in or after a power failure, adjust the time of the day again. The clock operation involves a certain error. It is recommended to adjust the time of the day periodically.

■ To view the time of day when the system is OFF (standby mode)



AUTO/MONO



STOP [AUTO/MONO]



* The time is displayed for 5 seconds.

Message List

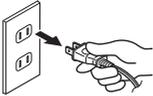
Resetting the Microcomputer

Displayed Message	Description
CAN'T PLAY	<ul style="list-style-type: none"> You attempted to play a copyright-protect file.
Change to MEMORY Sel.	<ul style="list-style-type: none"> An attempt is made to format the memory while the audio input source is not set to MEMORY. → Select the MEMORY audio source.
CHECK DISC	<ul style="list-style-type: none"> TOC* data cannot be read. Disc is not inserted properly.
Check MEMORY No Capacity	<ul style="list-style-type: none"> At the start of recording, it has been found that there is no available recording space in the memory card. The number of folders has reached 200 or that of music files has reached 1000.
CHECK REFRESH	<ul style="list-style-type: none"> Contains a folder named AL_Z90 or higher → Execute refreshing to arrange and renumber the folders.
Check USB No Capacity	<ul style="list-style-type: none"> At the start of recording, it has been found that there is no available recording space in the USB audio player. The number of folders has reached 200 or that of music files has reached 1000.
EDIT FAILURE	<ul style="list-style-type: none"> Files other than music files may be stored. → Check the USB audio player or memory card on a PC.
Failed MOVE Check USB	<ul style="list-style-type: none"> The USB audio player does not have a recordable space. → Erase unnecessary music files.
NO CARD	<ul style="list-style-type: none"> No memory card is inserted. Memory card is not inserted properly.
NOT CONNECTED	<ul style="list-style-type: none"> The USB audio player is not connected properly. The USB audio player is seeking establishment of connection.
NOT FOUND	<ul style="list-style-type: none"> There is no file that can be played with this system (MP3 or WMA).
PGM FULL	<ul style="list-style-type: none"> You attempted to program a 33rd track during programming CD playback. It is only up to 32 tracks that can be programmed.
Please Change Normal Speed	<ul style="list-style-type: none"> The write operation into certain memory cards may take time depending on their specifications.
PROTECTED	<ul style="list-style-type: none"> The write inhibit switch on the memory card is set to "LOCK".
RANDOM MODE	<ul style="list-style-type: none"> You attempted O.T.E. recording in the middle of random playback. → Cancel random playback and retry.
READING	<ul style="list-style-type: none"> TOC* data is being read.

Displayed Message	Description
STOP REC No Capacity	<ul style="list-style-type: none"> ● The memory card does not have a recordable space. → Erase unnecessary music files. If you do not want to erase files, use a recordable memory card. ● The USB audio player does not have a recordable space. → Erase unnecessary music files. ● Since a certain work area is used during recording, the available recording space may sometimes be left even after this message is displayed.
TEXT FULL	<ul style="list-style-type: none"> ● The text information of a CD-TEXT compatible disc cannot be displayed if the text information consists of 1536 bytes or more.
TITLE FULL	<ul style="list-style-type: none"> ● An attempt is made to input a title that is longer than the maximum number of characters for the USB audio player or memory card. → The maximum number of characters used for each folder or file title is 28.
"?" mark blinks.	<ul style="list-style-type: none"> ● A message for confirming whether a setup or editing operation can be executed.

* In addition to the audio signal, a TOC (Table Of Contents) is recorded on a CD. The TOC corresponds to the table of contents of a book, and in addition to the number of tracks the playing time, text information, etc., it contains parts which cannot be rewritten.

Resetting the Microcomputer

Symptom	Remedy
<p>The microcomputer malfunctions (resulting in inoperability of the system, erroneous display, etc.).</p>	<ul style="list-style-type: none"> ● The microcomputer may malfunction due to unplugged and plugging of a cable while the system is ON or to an extraneous cause. In this case, reset the microcomputer with the following steps. <ol style="list-style-type: none">  <p>1 Unplug the power cord from the power outlet.</p>  <p>2 While holding the power key on the main unit, plug the power cord again.</p>  <p>3 Then the microcomputer is reset, the message shown on the left is displayed.</p> <p>* Please note that resetting the microcomputer results in erasing the setups of the system and returns it to the factory-shipped condition.</p>

Troubleshooting

Troubles are not always due to malfunction or failure of the system. In case of a trouble, check the following tales before calling for service.

Amplifier/Speaker Blocks

Symptom	Remedy	See page
No audio output.	<ul style="list-style-type: none"> ● Connect cables properly by referring to "Connections". ● Increase the volume level. ● Cancel muting. ● If headphones are plugged in, unplug them. 	8 of "Read Before Use" 24 of "Read Before Use" 24 of "Read Before Use" 10 of "Read Before Use"
The standby/timer indicator blinks in red and no audio is output.	<ul style="list-style-type: none"> ● Stop using the system, for there may be an internal error in the system. Switch it OFF, unplug the power cord and call for service. 	—————
The standby/timer indicator blinks in amber.	<ul style="list-style-type: none"> ● Adjust the time of the day again. ● Set the timer start time and end time. 	69 44
No audio from headphones.	<ul style="list-style-type: none"> ● Check if headphone plug is inserted properly. ● Increase the volume level. 	10 of "Read Before Use" 24 of "Read Before Use"
No audio from one of the speakers.	<ul style="list-style-type: none"> ● Connect cables properly by referring to "Connections". ● Adjust balance. 	8 of "Read Before Use" 65
Time display is stopped and blinking.	<ul style="list-style-type: none"> ● Adjust the correct time by referring to "Adjusting the Time of Day". 	69
Timer cannot be activated.	<ul style="list-style-type: none"> ● Adjust the correct time by referring to "Adjusting the Time of Day". ● Set the timer start time and end time. 	69 44

Tuner Block

Symptom	Remedy	See page
Radio stations cannot be tuned.	<ul style="list-style-type: none"> ● Connect the antenna(s). ● Select a broadcasting band. ● Tune into the frequency of the desired station. 	8 of "Read Before Use" 20 20
Noise interferes with reception.	<ul style="list-style-type: none"> ● Install the outdoor antenna away from the road. ● Switch off the nearby electrical appliances. ● Install the system away from a TV set. 	—————
After Auto Memory, no station can be received by pressing the P.CALL key.	<ul style="list-style-type: none"> ● Perform Auto Memory again. ● Preset stations with receivable frequencies manually. 	22 23

Memory Card Block

Symptom	Remedy	See page
No audio from the inserted memory card.	<ul style="list-style-type: none"> ● Insert the memory card properly. ● Insert a memory card containing music files. 	53
Recording stops in the middle.	<ul style="list-style-type: none"> ● The memory card does not have a recordable space. Erase unnecessary music files. If you do not want to erase files, use a recordable memory card. 	36
Recording or editing is impossible.	<ul style="list-style-type: none"> ● Set the write inhibit switch on the memory card to enable writing or use a recordable memory card. ● Select the audio source you want to record. 	_____
Some folders cannot be found after recording.	<ul style="list-style-type: none"> ● The number of folders has reached 200. Erase unnecessary folders. 	19 of "Read Before Use"
A folder cannot be erased.	<ul style="list-style-type: none"> ● Files other than music files may be stored. Check the memory card on a PC. 	_____
Folders and files in a memory card are completely invisible.	<ul style="list-style-type: none"> ● Data in the memory card may be destroyed or the memory card may contain files that cannot be recognized with this system. 	_____

USB Block

Symptom	Remedy	See page
No audio from the connected USB audio player.	<ul style="list-style-type: none"> ● Connect the USB cable properly. ● Check if the USB audio player is switched ON. 	10 of "Read Before Use"
A folder cannot be erased.	<ul style="list-style-type: none"> ● Files other than music files may be stored. Check the USB audio player on a PC. 	_____

Troubleshooting

CD Block

Symptom	Remedy	See page
Loaded CD cannot be played back.	<ul style="list-style-type: none"> ● Place the CD properly with the label side up. ● Clean the disc by referring to "Care and storage of CD". ● Evaporate condensation by referring to "Be careful against condensation". 	<p>8</p> <p>26 of "Read Before Use"</p> <p>26 of "Read Before Use"</p>
CD audio is not output.	<ul style="list-style-type: none"> ● Press CD  . ● Clean the disc by referring to "Care and storage of CD". 	<p>8</p> <p>26 of "Read Before Use"</p>
CD sound skips.	<ul style="list-style-type: none"> ● Clean the disc by referring to "Care and storage of CD". 	26 of "Read Before Use"
Even when the CD  key is pressed, [LOCKED] is displayed and the disc will not come out.	<ul style="list-style-type: none"> ● Unplug the power cord from the outlet and, while holding the  key, plug the power cord again. 	71

Remote Control Unit

Symptom	Remedy	See page
Remote control is unavailable.	<ul style="list-style-type: none"> ● Replace the batteries with new ones. ● Use the remote control unit within the controllable distance. 	<p>15 of "Read Before Use"</p> <p>15 of "Read Before Use"</p>

Glossary

Term	Description	See page
Bit rate	Figure expressing the amount of information per second. A higher bit rates offer higher audio quality.	17 of "Read Before Use"
CD-DA	Music CD. In general, when "CD" is mentioned, it means the CD-DC in most cases.	16 of "Read Before Use"
CD-TEXT	Music CD in which the character information such as the disc titles, artist names, track titles, etc. is recorded.	8
MP3	An audio compression method developed by Faunhofer IIS, Germany. It achieves a high compression rate by thinning out the data of the sound that is less audible to human ears. It can compress music CD data into about 1/11 (128 kbps) while maintaining similar audio quality.	17 of "Read Before Use"
Sampling frequency	Number of times analog signal is converted into digital signal per second. It is 44.1 kHz with music CD. In general, higher sampling frequencies offer higher audio quality.	17 of "Read Before Use"
SDHC	Memory card standard with a capacity of 4 GB or more which is a higher-level standard than the SD memory card. Note that this system is not compatible with this standard.	16 of "Read Before Use"
USB hub	Adapter for connecting more than one USB device simultaneously.	17 of "Read Before Use"
USB mass storage class	Standard for connection of USB devices to the PC. Also, refers to the action that a PC recognizes a USB device connected to it as an external storage device.	10, 17 of "Read Before Use"
VBR (Variable Bit Rate)	Technology for assigning the bits by varying their quantity according to the amount of music information.	27 of "Read Before Use"
WMA	Audio compression method developed by Microsoft Corporation. It achieves a high compression rate by thinning out the data of the sound that is less audible to human ears. It can compress music CD data into about 1/22 (64 kbps) while maintaining similar audio quality.	17 of "Read Before Use"

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