

California Audio Labs

icon mk II

COMPACT DISC PLAYER



INSTRUCTION MANUAL

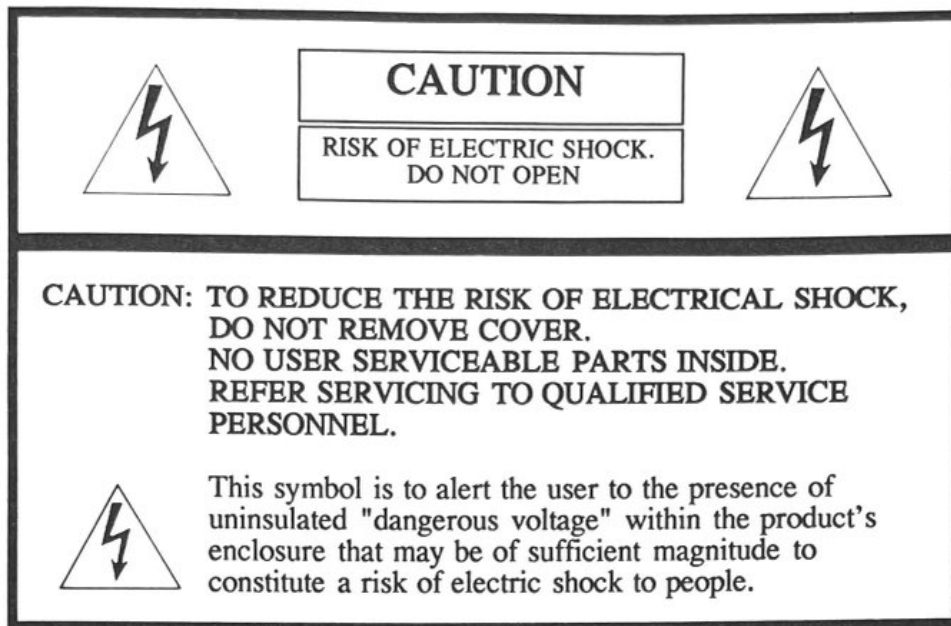
Dear Audiophile,

Thank you for your purchase of the California Audio Labs Icon mk II CD Player. You have selected a component which has been designed to exacting standards to provide you with years of listening pleasure. It is important to remember that all California Audio Labs CD players can provide high quality sound in your system, only if you take proper care in setup. Careful integration of this product with a high quality audio system is necessary to realize all the potential from your purchase. Your selection of associated components and cables is critical to the results which you will experience.

All servicing to this product must be provided by an authorized service station. Your dealer can provide you with any further information regarding service which you may need. Please read the set-up portion of this manual before attempting use of the product. If you have any questions regarding the set-up, use or servicing of your new Icon mk II ask your dealer or phone California Audio Labs directly.

A handwritten signature in black ink, appearing to read "Arthur J. Payne". The signature is fluid and cursive, with a large initial "A" and a long, sweeping underline.

President



WARNING

TO AVOID HAZARDOUS EXPOSURE TO INVISIBLE LASER RADIATION, DO NOT REMOVE/DEFEAT LASER TRANSPORT PROTECTIVE HOUSING. TO PREVENT FIRE OR SHOCK HAZARD, DO NOT OPEN NOR EXPOSE THE UNIT TO RAIN OR MOISTURE. REFER ALL SERVICE TO CALIFORNIA AUDIO LABS OR A CALIFORNIA AUDIO LABS AUTHORIZED SERVICE DEALER. PERFORMANCE OF ADJUSTMENTS OR PROCEDURES OTHER THAN THOSE SPECIFIED HEREIN MAY RESULT IN HAZARDOUS RADIATION EXPOSURE. THIS PRODUCT COMPLIES WITH DHHS RULES 21 CFR SUBCHAPTER J APPLICABLE AT DATE OF MANUFACTURE.

[FOR CANADIAN MODEL] CAUTION: TO PREVENT ELECTRIC SHOCK DO NOT USE THE PROVIDED AC PLUG WITH AN EXTENSION CORD, RECEPTACLE OR OTHER OUTLET UNLESS THE BLADES CAN BE FULLY INSERTED TO PREVENT BLADE EXPOSURE. THIS DIGITAL APPARATUS DOES NOT EXCEED CLASS B LIMITS FOR RADIO NOISE EMISSIONS FROM DIGITAL APPARATUS AS SET BY THE RADIO INTERFERENCE REGULATIONS OF THE CANADIAN DEPARTMENT OF COMMUNICATIONS.

AVIS: RISQUE DE CHOC ELECTRIQUE. NE PAS OUVRIR.
ATTENTION: POUR PREVENIR LES CHOCS ELECTRIQUES NE PAS UTILISER CETTE FICHE AVEC UN PROLONGATEUR UNE PRISE DE COURANT OU UNE AUTRE SORTIE DE COURANT, SAUF SI LES LAMES PEUVENT ETRE INSEREES A FOND SANS EN LAISSER AUCUNE PARTIE A DECOUVERT.

This device has been tested and found to comply with Part 15 of the FCC Rules for a Class B Digital Device. This device generates, uses and can radiate radio frequency energy and if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this device causes harmful interference to radio or television reception, determined by turning the unit off and on, the user should attempt to correct the interference by one or more of the following:

- Reorient the receiving antenna;
- Increase separation between the device and receiver;
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected;
- Consult your dealer or a radio/TV technician for further assistance.

California Audio Labs
16812 Gothard St. Huntington Beach CA 92647
Tel: (714) 841-1140 Fax: (714) 841-2427

UNPACKING THE ICON mkII

**THANK YOU FOR YOUR PURCHASE OF THE ICON mkII.
UPON OPENING THE CARTON YOU WILL FIND
ENCLOSED:**

1. ICON mkII with Serial Number Decal attached.
2. This Owner's Manual with Warranty Card and Warranty Policy Sheet.
3. AC Power Cord.
4. Remote Control with batteries.

**PLEASE DO NOT DISPOSE OF THE ICON'S BOX OR FOAM
PACKING. SHOULD YOU TRANSPORT THE UNIT, OR
SHOULD YOU EVER SEEK SERVICE FOR IT, USE OF
THE CUSTOM BOX AND FOAM SET IS ESSENTIAL TO
PREVENT SHIPPING DAMAGE. REPLACEMENTS ARE
EXPENSIVE.**

INSTALLING YOUR ICON mkII

PLEASE NOTE: YOU MUST MAKE ALL CONNECTIONS AND DISCONNECTIONS TO AND FROM THE ICON mkII WITH POWER OFF.

Before commencing with installation of the Icon, check that On-Off Power Switch (#1 on Front Panel Diagram) is set to OFF. Placement of the Icon will be determined by personal aesthetics and limitations imposed by available space and cable lengths. Ideally, as the Icon will function as your musical source, it should be mounted on a stable, non-resonating surface if available, and should be isolated from speakers and their dispersion paths. While you may be constrained by space or cable factors, definitely do not place the Icon atop or near any device that emits heat or vibration, nor in the path of direct sunlight. Allow adequate air circulation to prevent internal heat buildup.

Optimum performance by the Icon will be ensured by maintaining the player's AC power cord ground to household earth ground--in other words, attempt to plug the cord's outlet end into a grounded three-hole outlet or grounded three wire surge protection device. Do not plug the Icon AC power cord into any switched/unswitched receptacle on a pre-amp/receiver. Note: should you experience a "ground loop" hum from your speakers after finishing your Icon setup, verify whether you have a two-wire/two prong AC cord on your amp/pre-amp/receiver; if so, to defeat the loop hum try installing the Icon AC cord into a different circuit outlet than that powering the two wire device, or try complementing your two wire device by "floating" the Icon's AC cord ground pin through installing a two-prong "cheater" adaptor. Consult your dealer if this condition persists. Whenever connecting the female, unit-end of the AC cord to the AC cord socket on the rear of the Icon, be sure to firmly seat the plug completely onto its male connector pins. As always, the power switch is OFF when making this connection.

Covering the Icon's display bezel is a strip of protective tape, which you may remove at any time. Any residual tape adhesive can be removed with a soft cloth or tissue lightly sprayed with glass cleaner. Do not push hard; do not use solvents nor abrasive cleaners.

OUTPUT CONNECTIONS

Install your audio interconnects between the Icon and your pre-amp/receiver now, while power is still off. The Icon features one set of output jacks with left/right channel designations clearly marked above the jacks. As noted in the introduction, cable selection is critical for optimum performance. It is recommended that interconnect length not exceed two meters; one meter is optimal, and this may impact your placement decisions. Consultation with your dealer is highly recommended, as is auditioning the Icon with different cables before making a final purchase.

Should you employ the Icon's digital output for direct signal transmission to an external digital device, merely plug your coaxial digital interconnect cable into the digital output jack. The right-left channel audio output interconnects may remain in place, but assuming that you will then disconnect and use them between the aforementioned external digital device and the pre-amp/receiver, you would only need to unplug the digital output cable, and reinstall the audio output interconnects, to restore normal audio output playback mode.

If using the digital output, the digital interconnect must be a 75 ohm impedance coaxial cable only. Normal audio interconnects do not fit this profile, and signal degradation will result if used in this application. If you have purchased the optional EIAJ (Toslink-type) fiber optic digital output, use only a high grade, glass/plastic hybrid optical interconnect with self-locating end connectors (like that offered by California Audio Labs), again of shortest length possible.

USING THE ICON mkII

Now turn the unit on. Immediately after the power switch is turned on, the display will light and the faceplate function buttons (discussed in detail elsewhere in this manual) are activated. However, the unit is in mute for approximately 13 seconds to allow for component stabilization. If a disc is loaded while the Icon is in mute, it will be initialized, and the display will register a track directory, but if "Play" is engaged there is no output until mute goes off. If the power switch is turned off with a disc loaded, when it is turned back on the unit will go directly into Play mode, with no initialization nor (cont.)

USING THE ICON mkII (cont.)

track directory shown. Again, there will be no output for approximately 13 seconds. If you choose to load a disc into the Icon while it is in mute, or you realize upon turn-on that a disc had been left inside from a previous use, **BE SURE TO TURN GAIN/VOLUME OF YOUR SYSTEM TO OFF OR LOW UNTIL AFTER THE UNIT HAS COME OUT OF MUTE!**

You may, if so desired, leave the Icon on all the time. Should you choose to do so, you must protect the unit by using properly grounded surge/spike protection equipment, and by ensuring the unit has adequate (4" minimum sides/rear/top) ventilation. California Audio Labs assumes no liability for any damages to the player resulting from user failure to protect the player via proper protection equipment or from failure to turn the player off when environmental or atmospheric conditions dictate. Please consult your dealer on this issue and their recommendations for your area.

Note: Due to the tightly toleranced disc clamping mechanism of the Icon mkII laser transport, discs modified with certain centering or weighting rings or additives may not play or track properly. The clamping mechanism's surface area and overall tracking stability arguably preclude any need for such additives.

SPECIFICATIONS

Frequency Response: 10Hz-20kHz +0/-0.2 dB
Signal to Noise Ratio: -104 dB
THD: .002%
Channel Separation: -106 dB

Output Impedance: 29 ohms
Digital Output Impedance: 75 ohms
Output Voltage: 2-3 Volts

18 Bit handtrimmed D/A Conversion
8X Oversampling Rate
24 Bit Digital Filter
FET Input
Discrete FET Output Stage
7 separate regulated Power Supplies
Custom Crystal Clock Module
Integral Jitter Reduction Digital Circuit

CAL Digital Servo singlebeam Laser Transport
Semiconductor laser wavelength: 760-820 nm
Sampling Frequency: 44.1kHz

Operating Temperature: 41-95 F (5-35 C)
Operating Humidity: 5%-90%
(No condensation of moisture)

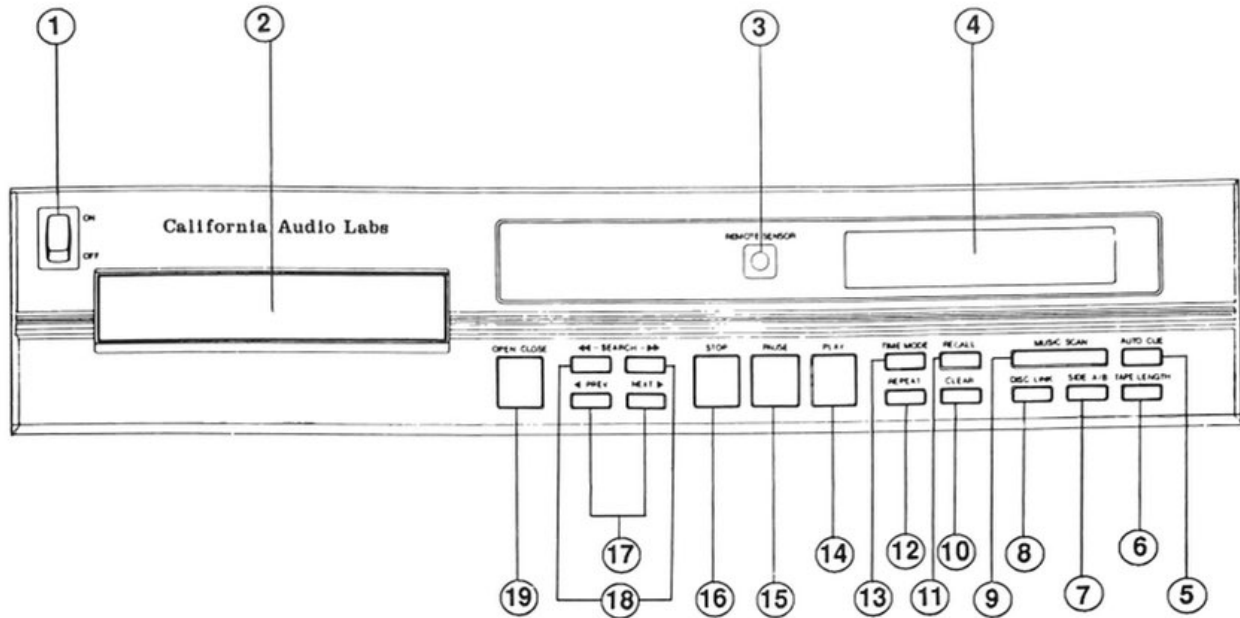
Dimensions (inches): 17.5W x 4H x 12.5D
Weight: 17 lbs.
Power Consumption: 14 watts
Power Requirement:
US and Canadian models=AC 120V, 60Hz

Accessories: 28 Function Remote Control
Two AA 1.5V Batteries
Detachable AC Power Cord
Operating Instructions
Warranty Card and Policy Notice

Optional EIAJ (Toslink-Type)
Fiber Optic Digital Output

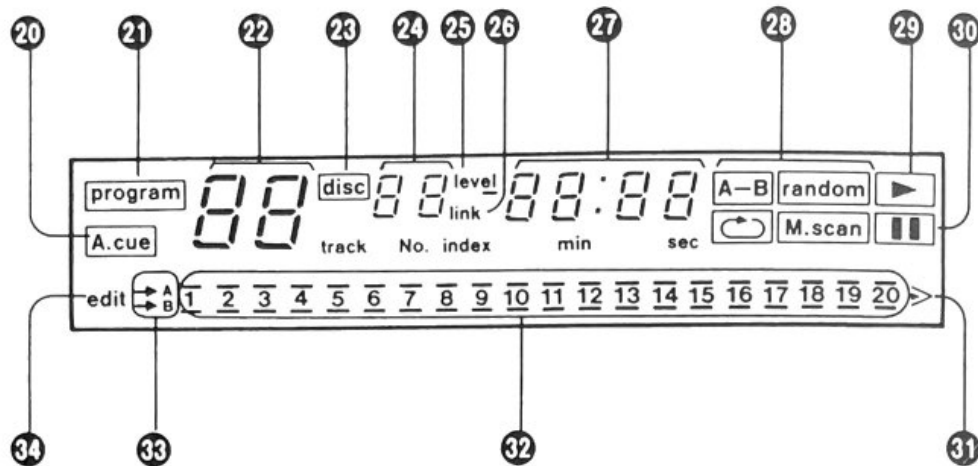
Front Panel Controls and Functions

Control section



- | | |
|--------------------------------------|---------------------|
| ① Power switch | ⑪ Recall button |
| ② Disc holder | ⑫ Repeat button |
| ③ Remote control signal sensor | ⑬ Time mode button |
| ④ Display | ⑭ Play button |
| ⑤ Auto cue button | ⑮ Pause button |
| ⑥ Tape length button — for taping CD | ⑯ Stop button |
| ⑦ Side A/B button — for taping CD | ⑰ Search |
| ⑧ Disc Link button — for taping CD | ⑱ Previous/Next |
| ⑨ Random | |
| ⑩ Clear button | ⑲ Open/Close button |

Indicators section



- ②① Auto cue indicator (A. cue)
- ②② Programmed-play indicator (program)
- ②③ Track number display (track)
- ②④ Disc indicator (disc)
- ②⑤ Index/program number display (index/No.)
- ②⑥ Level Not used.
- ②⑦ Disc link indicator (link)
- ②⑧ Time display (min/sec)
- ②⑨ Operation indicators

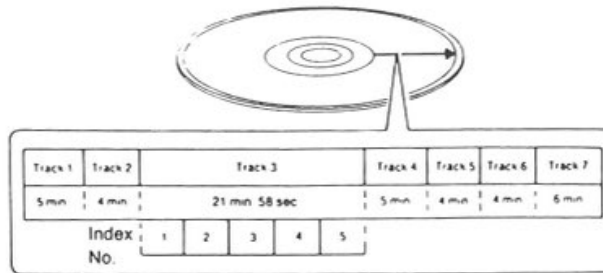
The following indicators illuminate during their respective operations

- A-B**: Not used
- random**: Random play
- repeat**: Repeat play
- M. scan**: Music scan

- ②⑨ Play indicator (▶)
- ③① Pause indicator (⏸)
- ③② "Over" mark (>)
This indicator illuminates if the total number of tracks on the disc is 21 or more.
- ③③ Track number indicator (1-20)
- ③④ Tape side indicator (A/B)
- ③⑤ Compact disc edit indicator (edit)

Playing a Disc

All of the examples refer to a disc which contains 7 tracks and a total playing time of 49 minutes and 58 seconds, as shown right. Track 3 is divided into five indexes.



Automatic play

■ To play a disc from the first track to the end of the disc:

1 Press the Power switch to turn on.

•Auto-start function

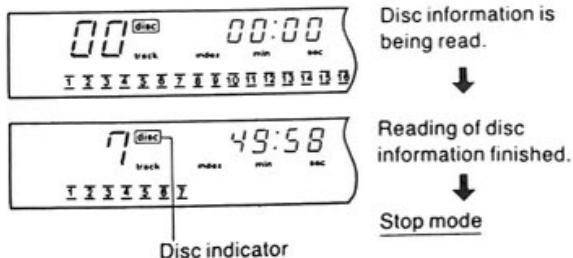
If a disc has already been loaded into the disc holder, play will begin right away when the power is turned ON.

2 Press the open/close button to open disc holder.

3 Insert a disc with the label side facing upward.

Insert the disc only after the disc holder has opened all the way. If the disc is inserted too soon, it may be damaged. Do not tilt the unit while the disc holder is opening or closing since the disc could fall out of the holder.

4 Press the open/close button to close disc holder.



After the total number of tracks and total playing time are displayed, the player switches to the stop mode.

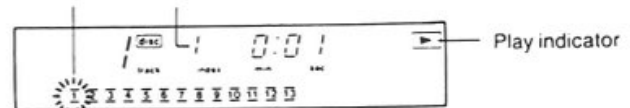
(In this example, "7 tracks, 49 minutes and 58 seconds" is displayed.)

This step can be skipped by pressing the play button after inserting a disc. In this case, the holder will close and play will begin directly from track 1, but the tracks and total playing time will not be displayed.

5 Press the play button to start play.

The bars above and below the number of the track in play flash. They go out when play finishes.

Flashes When a disc having no indexes is played, " / " is on and off, constantly displayed in the index section.



•After the last track has been played the pickup returns to the beginning of the first track and the unit switches to the stop mode.

6 To briefly interrupt play

•Press the pause button to briefly interrupt play.

The unit switches to the pause mode and the pause indicator illuminates.

•press the play button to resume play.

7 To stop play

•Press the stop button.

The pickup will return to the beginning of the first track and the display will show the total number tracks and the total playing time of the disc. (Some play modes will be cancelled.)

Notes:

•Attempting to change discs while the disc holder is in the process of opening can scratch or damage your discs.

•Before attempting to use the remote control transmitter to open the disc holder, make sure that there are no obstructions in front of the unit (closed glass door of an audio rack, etc.)

•The total playing time displayed includes the silent sections between tracks. For this reason, it may differ by a few seconds from the playing time printed in the disc's liner notes.

Note: On this and the following pages, these basic operation procedures are omitted.
 •Power on/off •Disc holder open/close •Disc insertion/removal •Interrupting play
 •Stopping play

Direct access play

To start disc play from a specific track

From Player:

Press next button continuously until desired track is reached.

From the remote control:

Press the numeric button to specify the track.

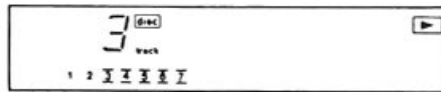
(The play indicator will illuminate, and play will begin.)

For example, to play from the beginning of track 3 to the end of the disc.

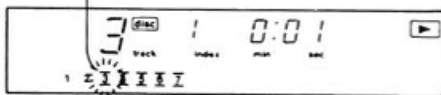
track 1	track 2	track 3					track 4	track 5	track 6	track 7
5 min	4 min	4 min 120 sec	4 min 20 sec	4 min 25 sec	4 min 30 sec	4 min 23 sec	5 min	4 min	4 min	6 min
		Index No. 1	2	3	4	5				

Specify track No.

3



Flashes on and off. ↓



•When the numeric button is pressed, play begins from track 3.

Notes:

•If a track number not included on a disc is specified, the unit will not operate.

•To select the 21st and subsequent tracks:

Press the [+10] button to select the "tens" digit, and then press (one of) the [0]-[9] buttons to select the "units" digit.

Example: to select the 32nd track

Press the [+10] button three times to select 3, and then press the [2] button.

Random play

The unit's microcomputer selects the sequence of play in random order until all of the tracks on the disc have been played. This feature can be combined with the repeat play feature (described at page 13) for repeated random sequence play of all tracks (or of only the programmed tracks), making these two features ideal for background music play.

Press the random play button.

(The random play indicator will illuminate, and the play will begin.)

■ **To cancel, press the random button once again.**

(The random play indicator will go out, and the unit will resume ordinary play.)

Program play from remote control only

- 1 Press the program button.
(The program play indicator will illuminate.)
- 2 Press the numeric button to specify the track.
- 3 Repeat step 2 until the desired programming is completed.
- 4 Press the play button to start play.

To enter the same track number in succession, simply press the numeric button the same number of times as that track is to be played.

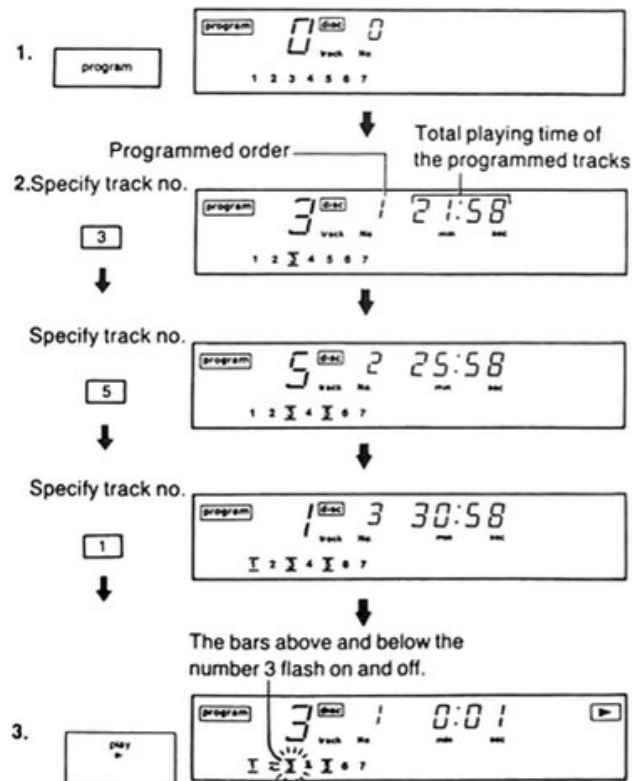
• For example, to program tracks 3, 5, 5 and 1 in that order, press the [3] of numeric button twice after track 3 appears on the display.

• If a track number not included on the disc is programmed, the command is ignored. Confirm the track number and program again.

Notes:

- After a track has been played its bars go out.
- A maximum of 20 selections can be programmed. If more than 20 selections are entered, "--F" (full) is shown in the display panel and no further selections can be programmed.
- The total time of programmed tracks will appear in the time display. If the total exceeds 99 minutes the "--:--" display will appear, but further programming is still possible.
- The player will stop automatically when the last programmed track has been played.

For example, to play track 3, track 5 and track 1 in that order



(When the play button is pressed, disc play begins from track 3.)

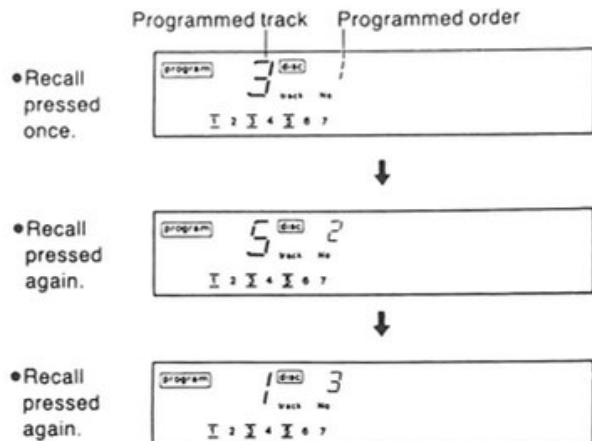
Entering additional program selections during program play

Additional program entries can be made during play in the same manner as at the time of programming.

Program confirmation (Recall)

To display programmed track numbers; Press the recall button.

- Each time the recall button is pressed, the next track in the programmed sequence is displayed.
- The diagram below shows track 3, track 5 and track 1 programmed in that order.



Note:

The display will return to the last track programmed (in the stop mode) or to the current track (in the play mode) after several seconds.

Clearing a program or program entry (Clear)

■ Clearing a program: press the program button.

The programmed sequence is cleared from memory when program mode is exited.

■ Clearing a program entry:

(When the unit is in the stop mode.)

Press the clear button.

Each time the clear button is pressed, the last track in the programmed sequence will be cancelled.



For example, if you program the sequence: track 3, track 5, track 1, pressing the clear button once will cancel track 1. Pressing the clear button again will cancel track 5, etc.

Note:

If the stop button is pressed during program play, the already programmed data will be retained in the unit's memory. If the button is thereafter pressed, the programmed data will be erased.

Manual search play

(During play or in the pause mode)

While watching the track number and time displays, keep  or  pressed to move the pickup forward or backward. Release the button when the desired point has been reached.

 Pickup moves forward.

 Pickup moves backward.

Forward and backward search

- The pickup moves slowly at first and then rapidly if one of the buttons is held down for more than about 3 seconds.
- During program play, the pickup can only be moved between the beginning and end of the track currently being played.
- If one of the buttons is pressed while a disc is being played, sound from the disc can be heard as the pickup moves. The output level at this time is decreased by 12dB (1/4) compared with the normal level.

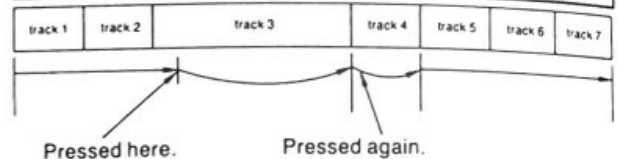
Skip play ◀Previous/Next▶

This function allows quick access to the beginning of a track.

To skip tracks

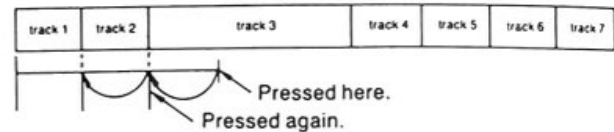
Press the previous or next buttons momentarily until the desired track has been located.

Example: To advance to the beginning of the fourth track and then to the beginning of the fifth track while listening to the third track.



- During automatic play, the pickup skips to the beginning of the next track each time the button is pressed.
- During program play, the pickup skips to the beginning of the next programmed track each time the button is pressed.

Example: To return to the beginning of the third track and then to the beginning of the second track, while listening to the third track.



- During automatic play, the pickup skips to the beginning of the current track. If pressed again quickly, the pickup skips to the beginning of the previous track.
- During program play, the pickup skips to the beginning of the current track. If pressed again quickly, the pickup skips to the beginning of the previous programmed track.

Remember that for backward skip, the present track is included in the count.

Repeat play

Entire disc and programmed track repeat play (Repeat)

Press the repeat button before or during play.
The repeat indicator illuminates to show that the repeat mode has been activated.



Repeat play continues until this mode is deactivated.
[The above illustration shows that the repeat button has been pressed before play (in the stop mode).]
• **To cancel the repeat mode, press the repeat button again.**
(The repeat indicator will go out.)

Notes:

- During automatic play, all tracks will be repeated.
- During program play, programmed tracks will be repeated.
- During direct access play, play begins from the specified track to the last one and then first repeat play starts from track 1 to the end of the disc.

Music scan play

If the music scan button is pressed, only the first 15 seconds of all tracks or all programmed tracks are played.
(Convenient for checking the contents of tracks.)

Press the music scan button.

(The music scan indicator illuminates and the first 15 seconds of each track on the disc are played.)

- To stop the music scan function, press the stop button.
(music scan indicator will go out.)

Notes:

- After music scan play is finished, disc play begins from track 1.
(The play indicator illuminates.)
- Press the play button at the desired track during music scan play. Normal play will be resumed from that track.
(Music scan indicator go out.)
- When the music scan button is pressed during play, music scan play will start from track 1.
- When this button is pressed during program play, music scan play of only programmed tracks will be performed. After the last programmed track is scanned, the first programmed track will be played.
(Play indicator will illuminate.)
- The following functions are not effective during music scan play:
 - Auto cue

Automatic cueing function (Auto cue)

At the beginning of each track on most discs, a silent interval of about one second is recorded. Therefore, when play is started from 0 min. 00 sec, music is not heard immediately. When the auto cue function is activated, the unit automatically detects the beginning of the music on each track and then switches to standby mode. When play is started from this point (by pressing the play button), music is heard immediately.

- 1 Press the auto cue button.**
The auto cue indicator on the display panel illuminates.
- 2 Press the play button.**
The unit will switch to standby at the beginning of the track.
- 3 To start disc play, press the play button.**

Notes:

- In this mode, the unit will switch to standby at the beginning of each track. It is therefore necessary to press the play button to resume play at the beginning of every track.
- This function can also be used during program play.
The unit will then switch to standby at the beginning of each programmed track.
- If the auto cue button is pressed during play, this function is activated at beginning of the next track.

- **When not using this function, press the auto cue button again.**
The auto cue indicator will go out.

Note:

The auto cue function may not function at the beginning of the tune properly if a selection begins with a very soft passage or if there is a lot of background noise.

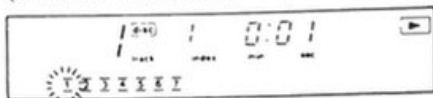
Time mode select button

Press time-display select button.

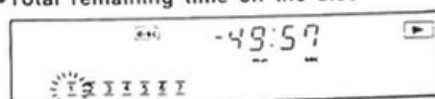
(During play mode or pause mode.)

- The displays change as shown below each time the button is pressed.

- Track number and elapsed play time of the current track.
(Condition before button is pressed.)

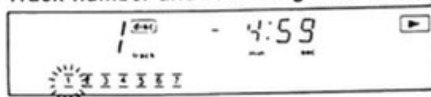


- Total remaining time on the disc

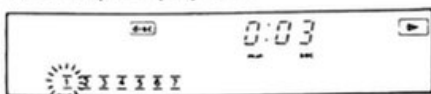


During the programmed play mode, the total remaining play time of the programmed tracks is displayed.
When the compact-disc editing function is being used, the remaining time available on the side (A or B) of the tape being used for recording is displayed.

- Track number and remaining time of the current track



- Total elapsed play time



During the programmed play mode, the total elapsed play time of programmed tracks is displayed.
When the compact-disc editing function is being used, the tape-travel time is displayed.

Notes:

- The "--:--" display will appear;
- When the 21st track (or higher) is played.
- When the 21st track (or higher) is programmed.
- When the total programmed time exceeds 99 minutes.
- During the random play mode when the total remaining or elapsed time is displayed.

Recording from Compact Discs

Edit Play

This unit can calculate the number of tracks that can be completely recorded on each side of a cassette tape of a specified length. Then, during edit play, a three-second silent interval is added between songs. This silent interval is added for use with cassette deck music select functions and is included in the remaining time calculations.

Automatic editing (recording in the sequence in which tracks are recorded on the compact disc or in the sequence in which desired tracks are programmed for play)

For automatic editing, the unit automatically calculates which tracks can be recorded on both sides of the tape (in the sequence in which they are recorded on the compact disc, or in the sequence in which completely desired tracks are programmed for play) and, after making this calculation, the unit programs those tracks for play.

1 Set the tape deck to the recording stand-by mode.

2 Select the tracks you want to record.
(Refer to Program Play)

When the tape length is selected (in step 3) after a total programmed time exceeding 99 minutes is programmed and the symbol "----" appears in the display, and further programmings can not be made.

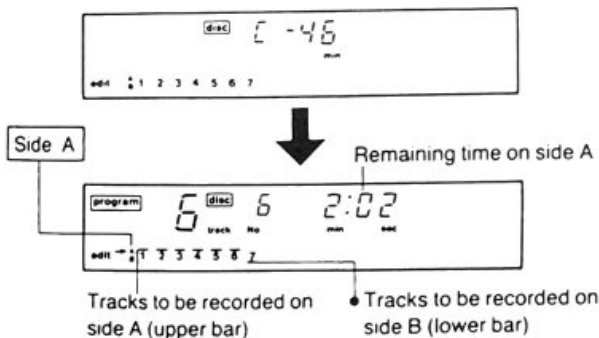
When 21 or more tracks are programmed, the letter " -F " (full) will be displayed, and further programming is not possible.

Note:

To prevent accidental operation during edit recording, only the digital output, open/close, and stop buttons will work when this unit is in the edit mode.

3 Press the edit tape length button, to select the length (C-46, C-60, C-90 or C-0) of the tape to be used for recording.

■ The indicator will display:



■ Select C-0 if the recording time is to be other than 46, 60 or 90 minutes.

Using the numeric buttons, select the total recording time (1 to 99 minutes) of the tape.

For example:

① For a recording of 20 minutes on each side (A and B) of the tape, press the [10] button four times, and then press the [0] button.

② For a recording of 40 minutes on side A, press the [10] button eight times, and then press the [0] button.

(If an error is made, select C-0 and then repeat the procedure correctly.)

4 Set the tape deck to the record mode and press the play button of this unit.

(The play indicator illuminates and recording begins.)

■ To cancel:

Press the stop button.

(Press once if a disc is in the stop mode and press twice if a disc is playing.)

To verify the tracks to be recorded on side B (during the stop mode)

Press the tape side select button.

(The track numbers to be recorded on side B and the total play time will be displayed.)

When the play of tracks programmed for side A has finished

The unit locates the beginning of the tracks programmed for side B, and then change to the pause mode.

① Prepare the tape deck for recording on side B of the tape.

② Follow step 4 above.

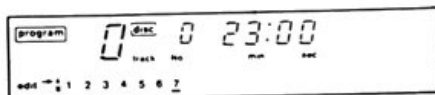
Manual editing (maximum recording efficiency according to remaining tape time)

During manual editing, the remaining amount of time available for recording is automatically calculated and displayed after each track to be recorded is programmed.
This makes it possible to select the tracks that most nearly match the tape length (remaining time on the tape).

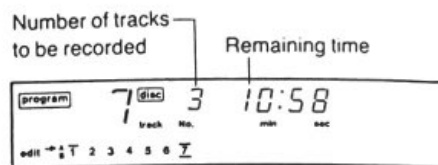
- 1** Set the tape deck to the recording stand-by mode.
- 2** Press the edit tape length button to select the length (C-46, C-60, C-90 or C-0) of the tape to be used for recording.
- 3** Press the clear button until "0" appears in the track number display.

(The track numbers programmed by the automatic editing function will be erased from the memory and the display will appear as shown below.)

Tape side A recording time if C-46 was selected



- 4** Using the numeric buttons, on remote control program the numbers of the tracks to be recorded.



Bars for tracks reserved for side A illuminate

Note:

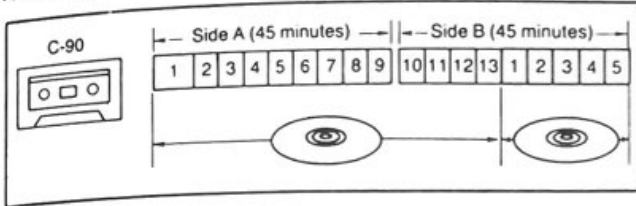
If the programmed play time is longer than the tape length selected (indicated by "-" in front of the time display), the recording will be interrupted when the tape runs out. To prevent this, press the clear button until the "-" indicator goes out and enter the number of a track with remaining time less than or equal to the remaining time displayed.

- 5** Press the tape side select button so that the display for side B of the tape appears, and then follow steps 3 and 4 above.
- 6** Set the tape deck to the record mode and press the play button of this unit.

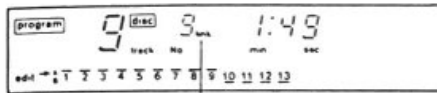
Link function

This function allows you to record tracks from multiple discs, keeping the total playing time for all discs in memory.

For example, to record a disc of 60 minutes in total on 90 minutes tape and to record another disc in the space remaining on the tape.



- 1 Press the edit tape length button three times. ("E -90")
- 2 Press the disc link button.

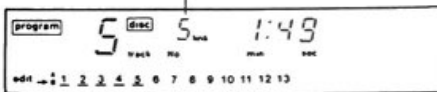


Disc link indicator

- 3 Press the play button at the same time you begin recording on the tape deck.
 - After the recording on side A is completed, the pickup skips to the beginning of the first track for side B and switches to the pause mode. Turn over the tape and start recording for side B.
- 4 After recording is completed, replace the disc with another.

The disc link function works and the display shows the number of tracks to be recorded on the remaining time (30 minutes).

Number of tracks to be recorded in the space remaining on side B

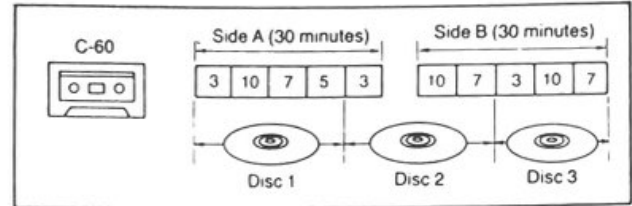


- 5 Press the play button at the same time you begin recording on the tape deck.

Note:

After the recording of the first disc is completed, the tape running on the tape deck will continue. Be sure to stop the tape running, by setting the tape deck to pause.

For example, to record programmed tracks from 3 discs on 60 minutes tape.



Editing for disc 1

- 1 Press the edit tape length button twice. ("E -60")
- 2 Cancel the displayed tracks on both sides.
 - ① CLEAR (Press the clear button repeatedly until all the tracks are canceled.)
 - ② SIDE A/B (to switch to side B)
 - ③ CLEAR (Press the clear button repeatedly until all the tracks are canceled.)
 - ④ SIDE A/B (to switch back to side A)
- 3 Program the tracks. ([3] ⇒ [10] ⇒ [7] ⇒ [5])
- 4 Press the disc link button.

Set the tape deck to the record mode and press the play button of the unit.
(Remember to stop recording on the tape deck at the same time all the programmed tracks have been played.)

Editing for disc 2

- 1 Replace disc 1 with disc 2.
- 2 Cancel the displayed tracks on both sides. (Follow the steps ①~④ of 2 for disc 1.)
- 3 Program the tracks. ([3] ⇒ [SIDE A/B] ⇒ [10] ⇒ [7])

Set the tape deck to the record mode and press the play button of the unit.
(Switch the tape to side B and restart recording after all the programmed tracks for side A have been played.)

Editing for disc 3

- 1 Replace disc 2 with disc 3.
- 2 Cancel the displayed tracks on side B. (Press the clear button repeatedly until all the tracks are canceled.)
- 3 Program the tracks. ([3] ⇒ [10] ⇒ [7])

Set the tape deck to the record mode and press the play button of the unit.

Concerning Compact Discs

Handling precautions

Only compact discs having this mark can be used with this unit.



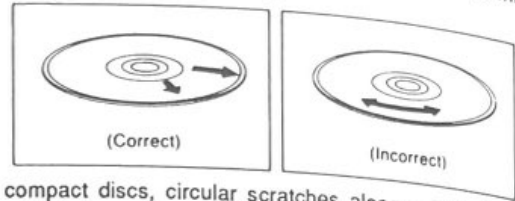
Observe the following precautions to enjoy the same outstanding sonic performance from your Compact Discs for many years.

- Hold compact discs by the edges so the surface is not soiled with fingerprints.



- Be careful not to scratch the surface with fingernails or other sharp objects, particularly when inserting and removing discs from their cases.
- Do not bend the disc.
- Do not use record cleaning sprays or static electricity prevention liquids.
- Do not wipe with benzine, thinner or any other solvent. If the surface is soiled, wipe gently with a soft, damp (water only) cloth.

- When wiping discs, always move the cloth directly outward from the center of the disc, not in a circular motion as with standard phonograph records.



(In compact discs, circular scratches along a line of pits are more likely to cause errors than straight scratches across many lines of pit.)

- If the disc is brought from a cold environment into a warm room, moisture may form on the disc. Wipe this off with a soft, dry, lint-free cloth before using the disc.
- Do not dry discs with a hair dryer.
- Do not write on the label side with a ball-point pen, hard pencil or other writing utensil.
- Handle compact discs with care. Fingerprints, dirt and scratches can cause skipping and distortion.

Storage precautions

- Be sure to store discs in their cases to protect them from dust, scratches and warping.
- Do not place or store discs in the following places:
 - 1) Locations exposed to direct sunlight.
 - 2) Humid or dusty locations.
 - 3) Locations directly exposed to a heat outlet or heating appliance.
 - 4) In the glove compartment or rear ledge of an automobile.

Maintenance

To clean this unit, use a soft, dry cloth. If the surfaces are extremely dirty, use a soft cloth, dipped into a soap-and-water solution or a weak detergent solution. Wring the cloth well before wiping the unit. Wipe once again with a soft, dry cloth. Never use alcohol, paint thinner, benzene, nor a chemically treated cloth to clean this unit. Such chemicals may damage the finish of your unit.

Troubleshooting Guide

Problem	Probable cause(s)	Suggested remedy
The disc does not close when a disc is inserted and disc holder open/close button is pressed	The disc is not properly inserted.	• Take it out and insert it again.
The disc is inserted but the total number of tracks and total playing time are not displayed.	The lock shaft is locked.	• Pull it up to unlock.
	The disc is upside down.	• Check to be sure the label is facing upward.
	The disc is dirty.	• Wipe it with a soft cloth.
	The disc is scratched.	• Replace it with a new disc.
	The disc is warped.	
A certain MUSIC PASSAGE can't be played correctly.	The disc is not within specified standards.	• Exchange the disc for another one.
	Moisture has condensed in the unit.	• Switch ON the unit and wait about one hour before using the unit.
Operation by remote control transmitter is not correct.	The disc is dirty.	• Wipe it with a soft cloth.
	The disc is scratched.	• Replace it with a new disc.
	No disc is loaded.	• Insert the disc.
	The remote control transmitter batteries are consumed.	• Replace them with new batteries.
	The batteries have been inserted incorrectly. [The (+) and (-) polarities are reversed.]	• Insert them so that the polarities are correct.
	There is an obstruction between the remote control transmitter and this unit.	• Remove the obstruction.

WARRANTY INFORMATION

LIMITED THREE YEAR WARRANTY

1) Warranty - California Audio Labs warrants its products to be free from manufacturing defects in material and workmanship, subject to the conditions hereinafter set forth, for a period of ONE (1) year from date of purchase by the original purchaser. This warranty will be extended to THREE (3) years from date of purchase upon receipt by California Audio Labs of the enclosed completed warranty registration card. *The second and third year of warranty coverage is a privilege which will only be extended to those owners who return their registration card and proof of purchase within thirty days of the original purchase date.*

2) The warranty is subject to the following conditions and limitations: the warranty is void if the product has been used other than in accordance with the instructions in the owner's manual, abused or misused, damaged by accident or neglect or in being transported, or the defect is due to the product being repaired or tampered with by anyone other than California Audio Labs or an authorized repair center. The product must be packed and returned to California Audio Labs or an authorized service center by the customer at his or her sole expense. A returned product must be accompanied by a written description of the problem and a photocopy of the original sales receipt. The factory must be called for a return authorization number. No equipment will be accepted for repair without a return authorization number.

3) Remedy - In the event the product fails to meet the above warranty and the above conditions have been met, the purchaser's sole remedy shall be to return the product to California Audio Labs or an authorized repair center where the defect will be rectified without charge for parts or labor. California Audio Labs will pay return freight only.

4) Limited to the original purchaser. This warranty is for the sole benefit of the original purchaser of the covered product and shall not be transferred to a subsequent purchaser.

5) Miscellaneous - Any implied warranties relating to the product shall be limited to the duration of this warranty. The warranty does not extend to any incidental or consequential costs or damages to the purchaser.

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