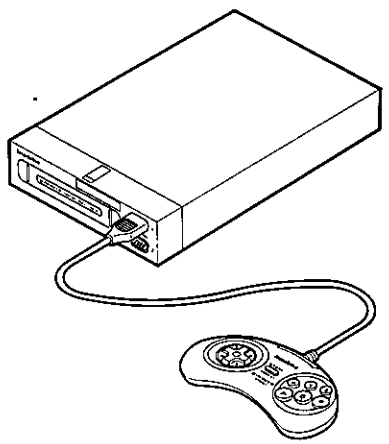
Operating Instructions

CONTROL PACK

PAC-S10

- This unit is not designed for business use.
- It is exclusively designed for CD CDV LD players compatible with LaserActive, and cannot be used with other equipment.



WARNING: TO PREVENT FIRE OR SHOCK HAZARD. DO NOT EXPOSE THIS APPLIANCE TO RAIN OR MOISTURE.

IMPORTANT NOTICE

The serial number for this equipment is located on the rear panel. Please write this serial number on your enclosed warranty card and keep it in a secure area. This is for your security.

CAUTION – For use only with Pioneer LaserActive System

Thank you for buying this Pioneer product.
Please read through these operating instructions so you will know how to operate your model properly. After you have finished reading the instructions, put them away in a safe place for future reference.
The provisions of this limited warranty are valid in United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you.
This limited warranty provides you with specific legal rights. You may have other rights which vary from state to stake.

LaserActive™ MEGA LD SEGA GENESIS™

LaserDisc™ SEGA CD™ GRAPHICS

PRECAUTIONS FOR USING THE UNIT

For safety !
To prevent malfunction, fire and electric shock, be sure to observe these precautions. Also see the Operating Instructions of the CD CDV LD player compatible with LaserActive.

■ Do not expose to humidity and dust.
Do not use the unit in places exposed to humidity, dust or oil and steam from kitchen.

■ Do not place near a heater.
Do not use the unit near a heater.

■ Do not place in unstable or vibrating places.
To prevent accidents, do not place the unit in unlevel or vibrating places or on an unstable table.

■ Do not spill liquid.
Do not place glasses, vases, fish tanks or bottles containing liquid on the unit. If liquid enters the Control Pack, contact your authorized dealer for repair.

■ Be careful of foreign matter.
Do not insert metal objects such as a hair pin, needle or coin, or flammable objects such as paper or matches into the ventilation holes of the unit. Prevent these objects from entering from the ventilation holes. They may cause malfunction, fire or electric shock. If foreign matter has entered into the unit, contact your authorized dealer.

■ Do not disassemble.
Do not remove the cabinet of the unit. There are high-voltage parts inside the Control Pack. You may get an electric shock if you touch such parts. Never modify the unit. It may cause smoke or fire. Pioneer will not take responsibility for deterioration of performance and malfunctioning caused by unauthorized repair or modification.

■ Cleaning
For normal contamination, wipe out with a soft dry rag. To remove heavy contamination, moisten a soft cloth with neutral detergent diluted five or six times with water and wring it well. Remove the dirt with the cloth, then wipe with a clean dry cloth. Printing and paint on the Control Pad may be removed if alcohol, thinner, benzine or insecticide deposits on the surface. Avoid contact with rubber or vinyl products. They may damage the cabinet surface. When using chemical cloth, read the precautions supplied to the cloth carefully.

- Avoid using the unit if you are tired, and make sure you are as far away from the TV monitor as possible. To protect your health, take a break for 10 to 15 minutes every one hour if you play games for a long time.

READ BEFORE USING YOUR VIDEO GAME SYSTEM
A very small number of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Light patterns emitted from television screens during video game play may induce epileptic seizures in certain individuals. Epileptic symptoms may appear even in persons with no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, please consult your physician prior to playing. If you experience dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, or any involuntary movement or convulsions while playing a video game, IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING!
Still pictures or images, such as those generated by videogames, can cause permanent damage to projection TV's.
We recommend that this product not be used with a large-screen projection TV.

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IMPORTANT 1

The lightning flash with arrowhead, within an equilateral triangle, is intended to alert the user of the presence of uninsulated "dangerous voltage" within the product's enclosure that may be of sufficient magnitude to constitute a risk of electric shock to persons.

CAUTION
RISK OF ELECTRIC SHOCK
DO NOT OPEN

CAUTION:
TO PREVENT THE RISK OF ELECTRIC SHOCK, DO NOT REMOVE COVER (OR BACK). NO USER-SERVICEABLE PARTS INSIDE. REFER SERVICING TO QUALIFIED SERVICE PERSONNEL.

The exclamation point within an equilateral triangle is intended to alert the user of the presence of important operating and maintenance (servicing) instructions in the literature accompanying the appliance.

Information to User
Alteration or modifications carried out without appropriate authorization may invalidate the user's right to operate the equipment.

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment 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 equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

—Reorient or relocate the receiving antenna.

—Increase the separation between the equipment and receiver.

—Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

—Consult the dealer or an experienced radio/TV technician for help.

This device is complies with part 15 of the FCC Rules. Operation is subject to the following two conditions:

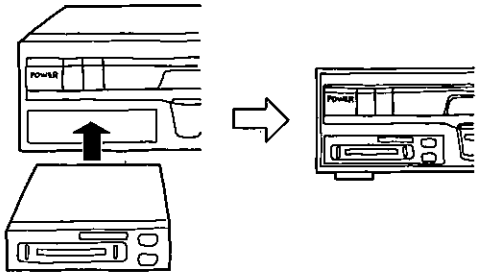
(1) This device may not cause harmful interference, and
(2) This device must accept any interference received, including interference that may cause undesired operation.

TO USE THE UNIT CORRECTLY FOR LONG TIME

Switch the power OFF before installing/removing the Control Pack.

- Always switch the power of the CD CDV LD player compatible with LaserActive OFF before installing removing the unit to from LaserActive.

To install, carefully insert the Control Pack until the front panel is flush with the front panel of the CD CDV LD player compatible with LaserActive.

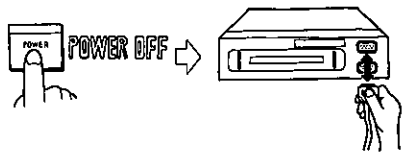


NOTE:

- *To install, carefully insert the Control Pack until the front panel is flush with the front panel of the player.*
- *When the Control Pack is installed to the CD CDV LD player compatible with LaserActive, the power cannot switched ON or OFF by the remote control unit supplied with the CD CDV LD player compatible with LaserActive.*
- *To prevent malfunction caused by static electricity, do not touch the LaserActive terminal or other metal parts in the rear panel of the Control Pack.*

Switch the power OFF before connecting or disconnecting the connector.

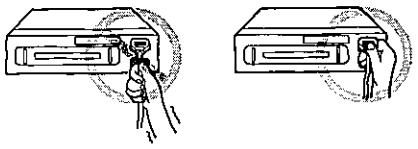
Always switch the power of the CD CDV LD player compatible with LaserActive OFF before connecting or disconnecting the connector of the Control Pack. Do not rotate the connector when connecting/disconnecting it.



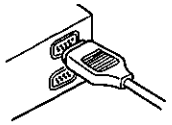
Do not bend or pull the cable of the Control Pad.

Hold the connector and connect/disconnect the cable carefully. Pulling the cable too strong or rotating the connector may cause malfunction to the Control Pack.

INCORRECT **CORRECT**



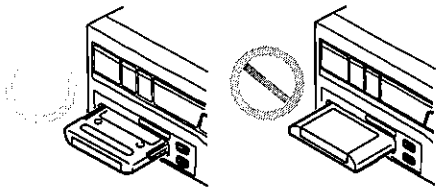
- Align the shape of the Control Pad connector and insert straight.



Handling of Cartridge

- Use cartridges bearing the mark.
- When inserting the cartridge, insert accurately, carefully and fully into the interior.
- Do not touch the joint or other metal parts. Static electricity may destroy the data stored on the Cartridge.
- Keep the contacting parts (metal parts) free from dirt and dust, etc..
- Insert the cartridge with the illustration (front) facing down and the directions (back) facing up.

CORRECT **INCORRECT**

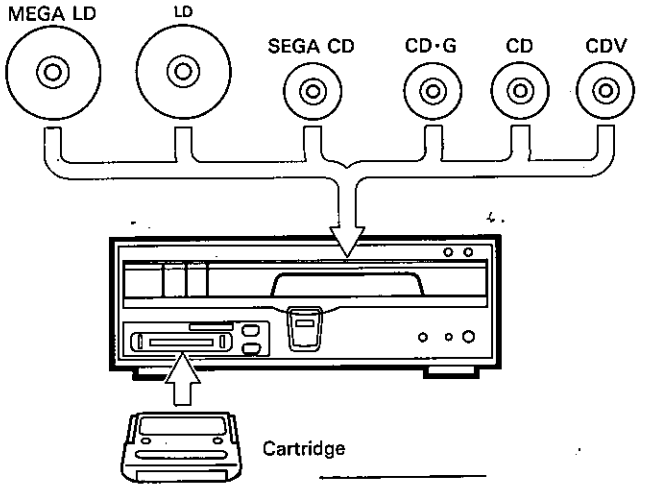


WHEN INSERTING AND REMOVING THE CARTRIDGE, SWITCH OFF THE POWER SUPPLY!

- When inserting and removing the cartridge, always ensure the power supply to the main unit is switched OFF. If the cartridge is inserted or removed while the power is ON, this will cause a breakdown of the main unit and cartridge.

LASERACTIVE FEATURES

GENESIS games can be enjoyed by connecting the unit Control Pack to equipment compatible with LaserActive. You can also enjoy games of CD-ROMs and LD-ROMs (played back by equipment compatible with LaserActive), as well as Cartridge.



- Only the following Cartridge and discs are available with the LaserActive.

Cartridge

- The following discs can be used by playing back with the CD CDV LD player compatible with LaserActive.

SEGA CD

MEGA LD
(12 inch, 8 inch)

CD (5 inch, 3 inch)

CD graphics

LD (12 inch, 8 inch)

CDV (CD VIDEO)
CD Video Single

LD with TOC
(CD VIDEO LD)
(12 inch, 8 inch)

* CD-I, game discs of other models and discs such as electronic book EB cannot be used with the CD CDV LD player compatible with LaserActive. Also, LaserActive is not compatible with CD graphics marked with EXTENDED GRAPHICS.

BACK-UP FUNCTION

BACK-UP RAM

Saving the Game Data (Back-up Function)

- Once finished playing with the game software, or to continue a game after finishing, among the game software, role playing games etc., there are game software in which the game data can be saved. In the case of CD, LD game software, because the data cannot be saved on the disc itself, a circuit called the "Back-up RAM" is built into the Contro. Pack for this purpose.

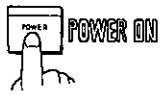
- Since there are limitations relating to the capacity of data that can be saved, organize the copying and deleting of game data. (If the power supply is left OFF for more than one-month the data will be lost. In this case, reformat the back-up RAM.
  When using a "Back-up RAM Cartridge" for the SEGA-CD (available on market), the back-up RAM capacity can be expanded.

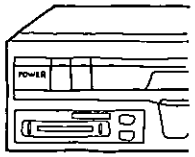
■ Back-up RAM Cartridges (available on market)

For the back-up RAM, in addition to the internal back-up RAM, there are back-up RAM cartridges for use with the SEGA-CD which are inserted into the cartridge slot. These back-up RAM cartridges are utilized when the internal back-up RAM becomes full.

NOTE:
If the power supply of this unit is left OFF for a long period of time (1-month as standard), the data saved in the internal back-up RAM will be lost. To stop the data from being lost, periodically (within 1-month) switch ON the power supply to the main unit.
When switching ON the power, check that the Control Pack is installed properly.

If the data has been lost, reformat the internal back-up RAM and leave the power switched ON for about 1-hour.



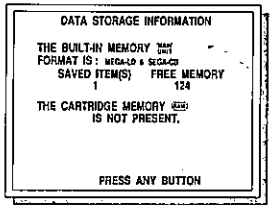


If "DELETE" is executed, but the data remains unchanged without deleting, it is possible that there is a breakdown in the system. For details, enquiries should be made to the store where the appliance was purchased.

※ The screens denoted, are under development. The data names and values are not necessarily the actual item.

A back-up function is available when there is no cartridge in the Control Pack. Use this feature to format the internal back-up RAM and to save and erase games.

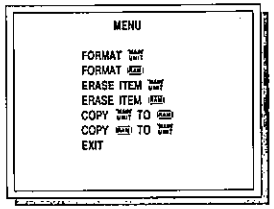
1. Push the START button when the initial screen (page 11) is displayed. The Data Storage Information screen appears. This screen gives you information about the internal back-up RAM.



DATA Storage Information screen

2. Press Start or Button A,B or C to go to the Menu screen.

3. Press the Direction buttons up or down to choose any option. Then press Start or Button A, B or C.



Menu screen

4. Follow the instructions on the screen to complete the operation.

NOTE:
The back-up RAM cartridge shown on the screen refers to an additional memory-saving device that will be available in the future.

Important Information about Back-up RAM

- The back-up RAM must be formatted before you can save games to it. Use the first FORMAT option on the Menu screen to format the internal back-up RAM.

- This unit can save up to 64 Kbits of memory. When the memory is full, make room by deleting items.

- This unit will retain saved games without being turned on for up to one month. After that time, the saved data may disappear. If that happens, the internal back-up RAM will have to be reformatted. Reformatting will erase any remaining saved games. After reformatting, leave the unit turned on for about six hours before using the internal back-up RAM again.

* The screen shows data as they are being developed, so the data names or numbers are not always as shown.

BACK-UP FUNCTION

BACK-UP RAM

Saving the Game Data (Back-up Function)

- Once finished playing with the game software, or to continue a game after finishing, among the game software, role playing games etc., there are game software in which the game data can be saved. In the case of CD, LD game software, because the data cannot be saved on the disc itself, a circuit called the "Back-up RAM" is built into the Control Pack for this purpose.
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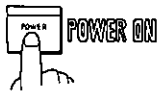

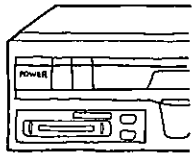

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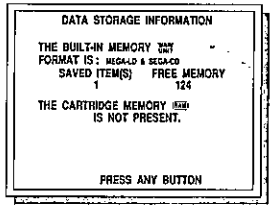

DATA Storage Information screen

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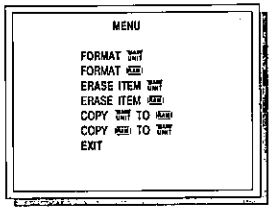

Menu screen

4. Follow the instructions on the screen to complete the operation.

NOTE:
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Important Information about Back-up RAM

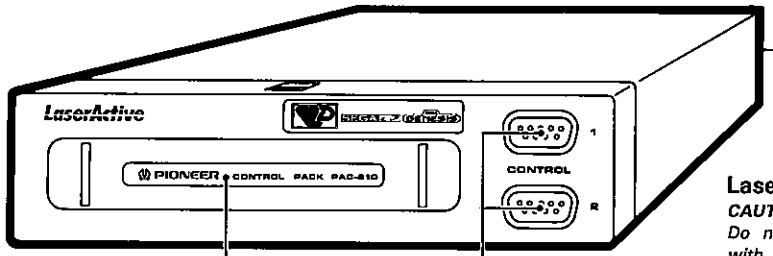
- The back-up RAM must be formatted before you can save games to it. Use the first FORMAT option on the Menu screen to format the internal back-up RAM.
- This unit can save up to 64 Kbits of memory. When the memory is full, make room by deleting items.
- This unit will retain saved games without being turned on for up to one month. After that time, the saved data may disappear. If that happens, the internal back-up RAM will have to be reformatted. Reformatting will erase any remaining saved games. After reformatting, leave the unit turned on for about six hours before using the internal back-up RAM again.

* The screen shows data as they are being developed, so the data names or numbers are not always as shown.

NAMES AND FUNCTIONS

CONTROL PACK

- For how to install/remove the Control Pack, see the operating instructions of the CD CDV LD player compatible with LaserActive.



Cartridge insertion slot

Pad terminal

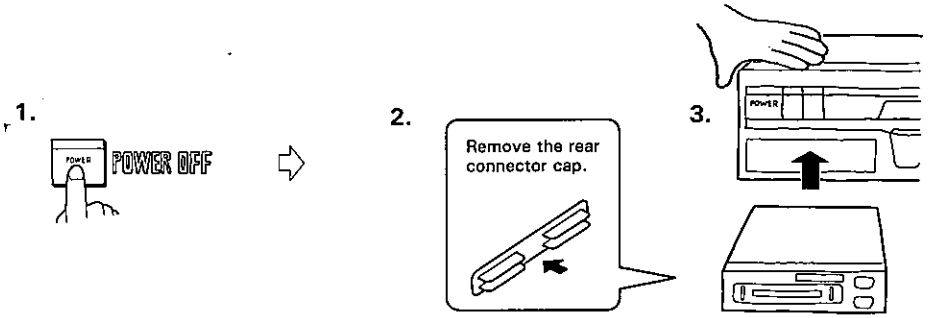
LaserActive terminal

CAUTION

Do not touch the terminal with your fingers or allow them to come into contact with other metal parts. Static electricity may damage the control pack.

Installing the Control Pack

1. Turn off the CD CDV LD player compatible with LaserActive.
2. Remove the connector cap on the rear of the Control Pack.
3. While pressing down on the CD CDV LD player compatible with LaserActive with your hand, attach the Control Pack, making sure it is securely installed.

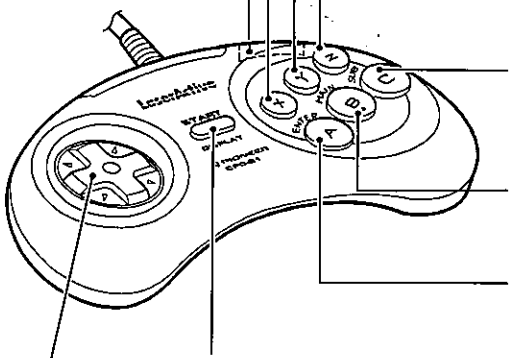


NOTE

- *To install accurately, lightly place one hand on top of the player and with the other hand carefully insert the Control Pack until the front panel is flush with the front panel of the player.*
- *Do not throw away the connector cap. When the Control Pack is removed from the CD CDV LD player compatible with LaserActive for storage, make sure the connector cap is installed before storing the Control Pack.*

CONTROL PAD

- Using this pad and by operating the control screen, the performing of LD and CD playback is possible.
- Use for controlling games. The use of each button differs according to the game. Here, the names and typical functions of the keys are explained.



MODE button

X button

Y button

Z button

C/SUB button
Switches the Operation screen of other functions or CD-G ON or OFF.

B/MAIN button
Switches the Operation screen of basic functions or CD-G ON or OFF.

A/ENTER button
Starts the function selected by the cursor.
- Use this pad to play back LDs and CDs through the Operation screen.

START/DISPLAY button
Changes the time information of the disc being played back.

Direction buttons
Moves the cursor on the screen.

Using the 6-Buttons Control Pad

There are extremely few instances where the game software is restricted to the use of three buttons, where due to the response of the "MODE" and "X, Y, Z" buttons, the controlling of such games can prove to be troublesome. In the event of this, switch OFF the power supply to the CD CDV LD player compatible with LaserActive, and while pressing the "MODE" button on the Control Pad, switch the power supply back ON. The "MODE" and "X, Y, Z" buttons are rendered unusable, thereby allowing the game to be enjoyed comfortably.

Confirm that you have all of the following items:

Control Pack | Control Pad | Operating Instructions | Warranty card

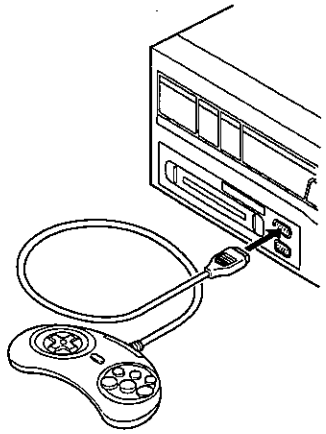
GETTING STARTED

• **Preparation**

① Switch the power of the CD CDV LD player compatible with LaserActive to OFF by pressing the POWER switch.

② Insert the connector of the Control Pad into the Control Pack.

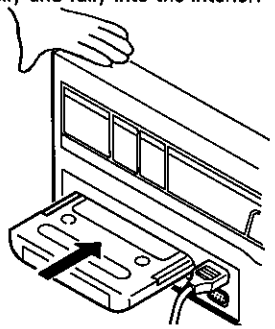
When two Control Pads are required, please arrange a separately sold Control Pad.



Playing Cartridge Games

1. Insert a GENESIS ROM cartridge into the Control Pack.

- Insert with the spine label in the correct position so that it may be easily read, that is to say with the main label of the cartridge facing downwards.
- When inserting the cartridge, insert accurately, carefully and fully into the interior.



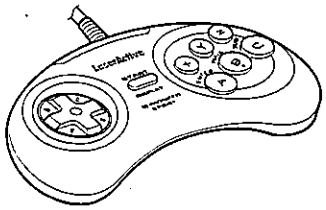
To accurately insert the cartridge, insert by lightly pressing on the upper surface of the main unit.

2. Switch the power of the CD CDV LD player compatible with LaserActive to ON by pressing the POWER switch.

- The game starts immediately. Operate with the Control Pad.

After the game has started:

- For how to operate the Control Pad, see the operating instructions of the respective game.



Playing disc games such as MEGA LD and SEGA CD

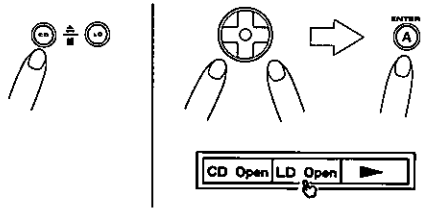
Remove the Cartridge from the Control Pack, if it is loaded.

1. Switch the power of the CD CDV LD player compatible with LaserActive to ON.

- The initial screen will appear. After that, you can operate for playing game.

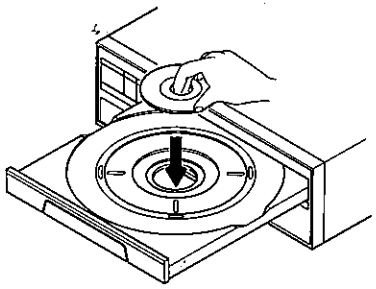
2. Open the disc table.

- Press the ▲/■ button of the CD CDV LD player compatible with LaserActive (the CD ▲/■ button or LD ▲/■ button with SEGA CD; LD ▲/■ button with MEGA LD).
  Alternatively you can use the Control pad and move the cursor to "CD Open" or "LD Open" when using SEGA CD, or "LD Open" when using MEGA LD, then press the A/ENTER button.



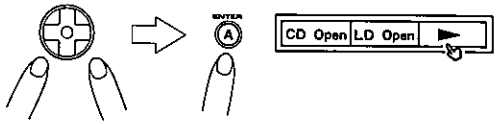
3. Load the disc.

- Load the disc in the same manner as with normal LDs and CDs. See the operating instructions of the CD CDV LD player compatible with LaserActive.



4. Press the PLAY button ►.

- Press the PLAY/STILL button ►/▶▶ of the CD CDV LD player compatible with LaserActive or the PLAY button ► of the remote control unit.
  Alternatively you can use the Control Pad and move the cursor to ► then press the A/ENTER button.



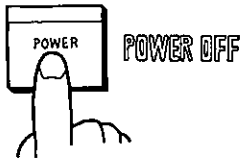
IMPORTANT!

With some games, the system may not start correctly if the power is switched ON within 3 seconds after switching it OFF. Be sure to wait at least 3 seconds before switching the power ON again.

ENDING THE GAME

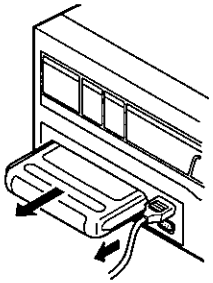
Ending the Cartridge Game

1. Switch the power of the CD CDV LD player compatible with LaserActive to OFF by pressing the POWER switch.



2. Remove the Cartridge from the Control Pack. Disconnect the connector of the Control Pad.

- Gently press down on the top of the unit and carefully remove the cartridge.



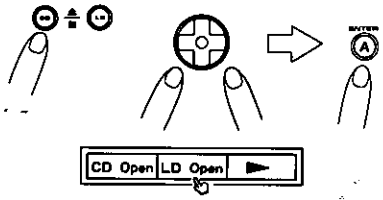
Terminating MEGA LD and SEGA CD

1. Display the initial screen.

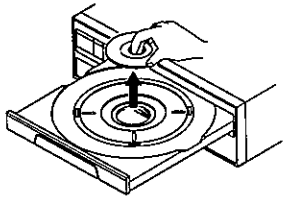
- Press the RESET button of the CD CDV LD player compatible with LaserActive.

2. Open the disc table.

- Press the ▲/■ button of the CD CDV LD player compatible with LaserActive (the CD ▲/■ button or LD ▲/■ button with SEGA CD; LD ▲/■ button with MEGA LD).
  Alternatively you can use the Control pad and move the cursor to "CD Open" or "LD Open" when using SEGA CD, or "LD Open" with MEGA LD, then press the A/ENTER button.

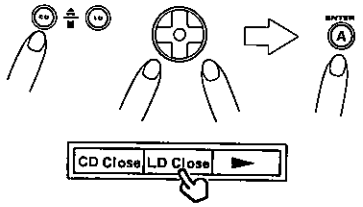


3. Remove the disc.

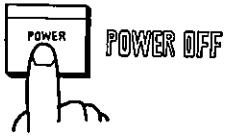


4. Close the disc table.

- Press the ▲/■ button of the CD CDV LD player compatible with LaserActive (the CD ▲/■ button or LD ▲/■ button) or ▶ button or Remote control ▶ button.
  Alternatively you can use the Control pad and move the cursor to "CD Close", ▶ or "LD Close" then press the A/ENTER button.



5. Switch the power of the CD CDV LD player compatible with LaserActive to OFF by pressing the POWER switch.



For how to remove the Control pack, see the operating instructions of the CD CDV LD player compatible with LaserActive.

OPERATION SCREEN ON TV MONITOR

The CD CDV LD player compatible with LaserActive can be operated with the Control Pad.
Display the Operation screen, move the cursor by using the direction buttons to select a function, then press the A/ENTER button.

1. Load the disc and start playback.

- Perform steps 1 to 4 in [Playing disc games such as MEGA LD and SEGA CD] on page 14.
- During playback of an LD or CD, the Operation screens shown below can be displayed.
- In the initial screen (page 14), move the cursor to ▶, press the B button and the operation stops and the basic operation screen is displayed. By pressing the C button instead of B, the operation stops and the expanded operation screen is displayed.

2. Operate the LD or CD through the Operation screens.

Displaying the Operation Screen
Press the B (MAIN) button on the Control Pad.

- The basic operation screen is displayed
- Press the C button after the basic operation screen and the expanded operation screen are displayed.
- Each time the START (DISPLAY) button is pressed, the playback time information of the disc is switched.

NOTE:
If the operation screen is displayed for a period of about 10 min, the display at the top of the screen becomes dim. Press any button on the Control Pad or remote control unit, and the display returns to its original brightness.

Basic Operation screen

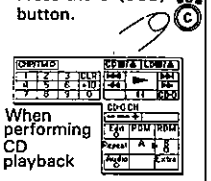
- Press the B/MAIN button.

When performing CD playback

To turn the display off, press the B/MAIN button.

Expanded Operation screen

- Press the C (SUB) button.



When performing CD playback

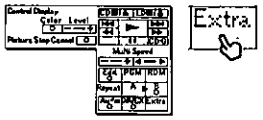
To turn the display off, press the C (SUB) button.

CD Graphics screen

Move the cursor to "CD-G" in the Basic screen, then press the A/ENTER button.

EXTRA Operation screen

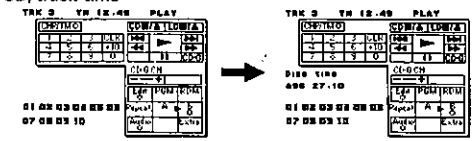
Move the cursor to "Extra" in the Expanded Operation screen, then press the A/ENTER button.



Disc Playback Time Information screen

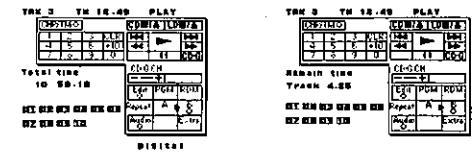
- Example when playing a CD
  Elapsed time of playback from the beginning of the disc (absolute time)

CD/track time

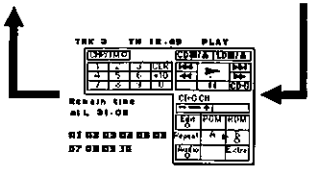


Total playback time

Remaining playback time of the current song



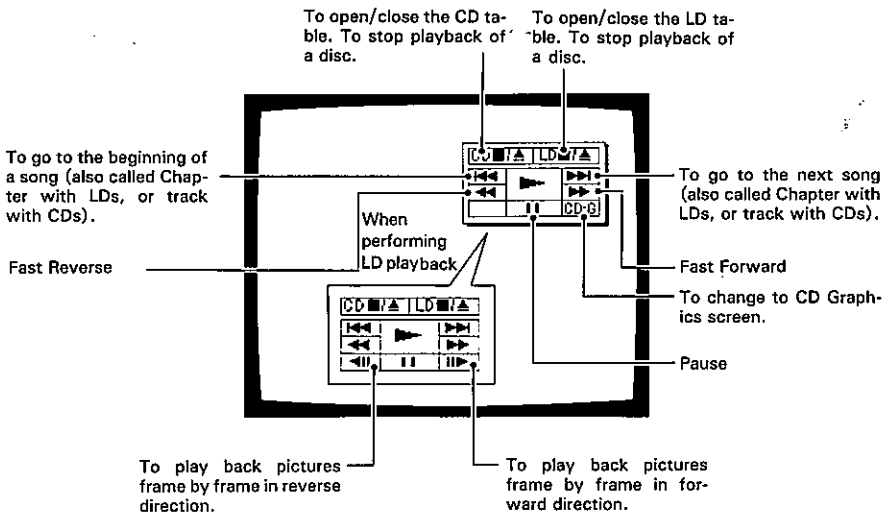
Remaining playback time until the end of the disc



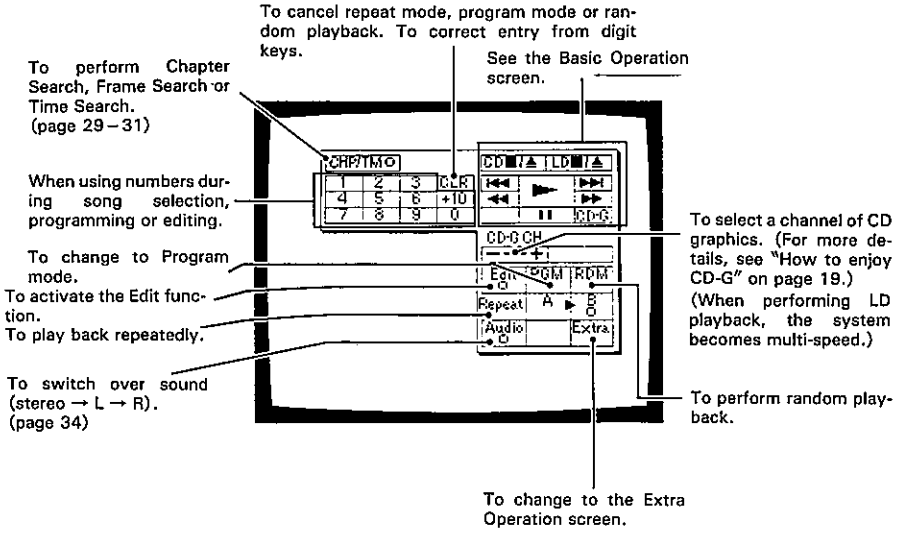
- When using an LD or CDV, see "Display" in the operating instructions of the CD CDV LD player compatible with the LaserActive.

* While LD playback proceeds, the display shows ▮▮▶ on the right of ▮▮, and ◀▮▮ on the left.

Basic Operation screen (When performing CD playback)

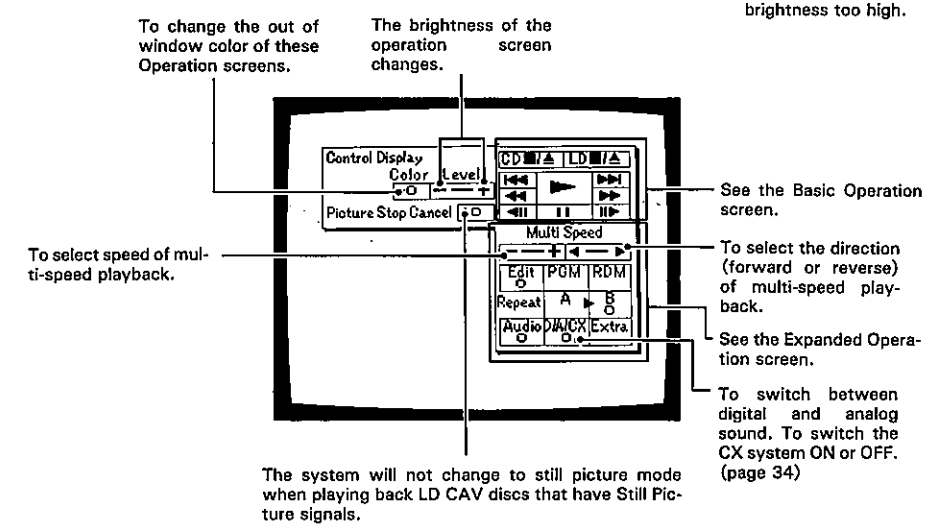


Expanded Operation screen (When performing CD playback)



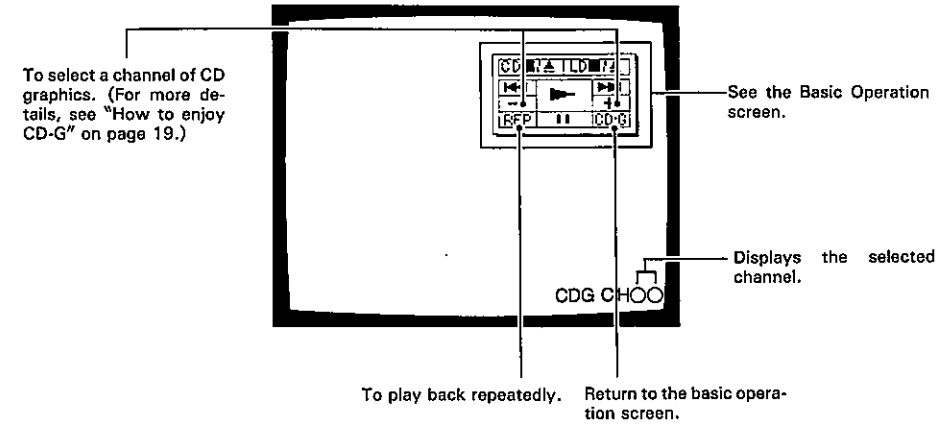
Extra Operation screen (When performing LD playback)

- To protect your eyes, do not increase the brightness too high.



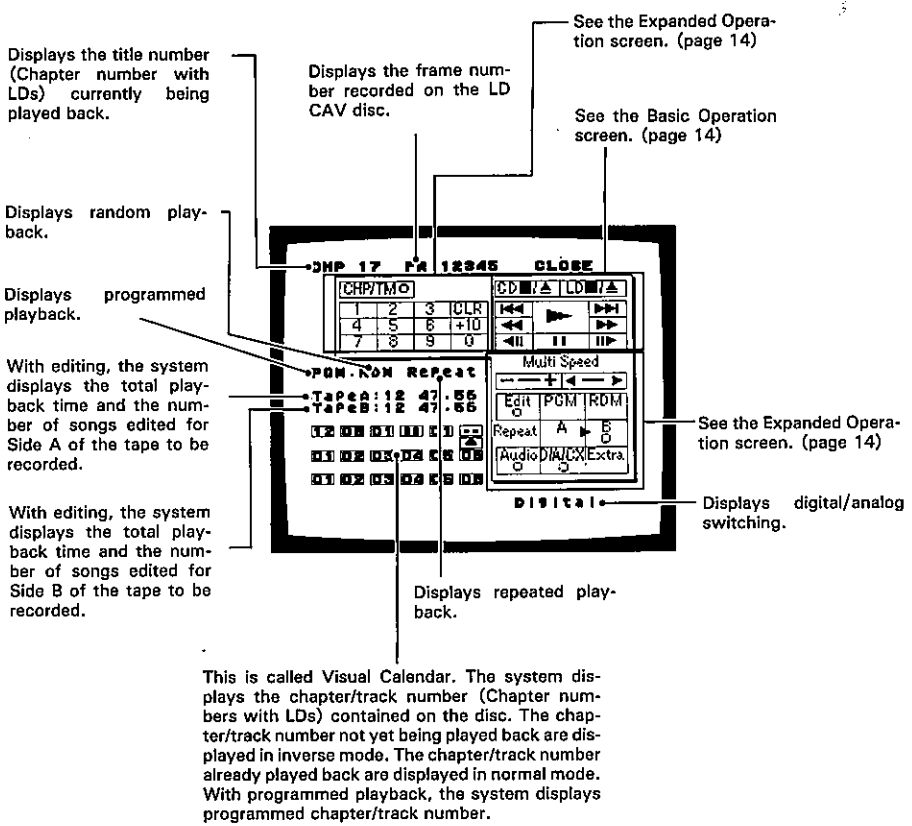
NOTE:
When the screen display is operated during LD playback, the screen is momentarily disrupted.

CD Graphics Operation screen (When performing CD playback)



Time Information Operation screen

- The system enters the Time Information Operation screen when the START (DISPLAY) button is pressed. The time information changes every time the button is pressed.



NOTE:
All CD, CDV, CD-ROM and LD-ROM² discs have TOC data (Table of Contents) recorded at the beginning of the disc. TOC is equivalent to the table of contents of a book. Some LD discs have no such TOC recorded. In such a case, Visual Calendar will not be displayed in the Time Information screen. Also, data such as remaining time will not be displayed. When the screen display is operated during LD playback, the screen is momentarily disrupted.

Operation screen buttons

The buttons marked with an asterisk (*) are valid for CD CDV LD players compatible with Laser with the supplied remote control unit. Also see the operating instructions of the player.

CD STOP/OPEN button

* CD ■/⏏

Opens/closes the CD table. Stops playback of the disc.

LD STOP/OPEN button

* LD ■/⏏

Opens/closes the LD table. Stops playback of the disc.

PLAY button

* ▶

Starts playback of LD/CD.

CHAPTER/TRACK SKIP button

* ▶▶|

Goes to the next song (also called Chapter with LDs, or track with CDs).

CHAPTER/TRACK SKIP button

* |◀◀

Goes to the first song chapter/track

Scan button

* ▶▶

Fast forward

Scan button

* ◀◀

Fast reverse

Step button

II▶

Changes to still picture mode when the button is pressed once. Pressing the button again plays back frame by frame in forward direction.

Step button

◀II

Changes to still picture mode when the button is pressed once. Pressing the button again plays back frame by frame in reverse direction.

PAUSE button

* II

Pauses playback. (The system does not change to still picture mode when playing back an LD.)

MULTI-SPEED button

— — +

To select the speed of n playback.

MULTI-SPEED button

◀ — ▶

To select the direction or reverse) of multi-spe back.

Random Play button

RDM

Starts random playbacl

Program button

PGM

Changes to program m

Edit button

Edit

Activates the edit func

Reread A/B button

Repeat A B

Plays back repeatedly.

EXTRA button

Extra

Changes to the Extra C screen.

By similar operation of the CD CDV LI compatible with LaserActive, the ter/Track Search, Fast Forward, Frame/ Search and Time Search etc., can all be by the control pad and screen display the relevant section in the instruction m the CD CDV LD player compatible with L tive.

D/A/CX button

* D/A/CX

Switches between digital and analog sound. Switches the CX system ON or OFF.

Audio button

* Audio

Switches the sound channels (stereo → L → R).

Clear button

* CLR

To cancel repeat mode, program mode or random playback. To correct entry from digit keys. Clears incorrect numbers entered during song selection, programming or editing.

DIGIT buttons

* 1 2 3 / 4 5 6 +10 / 7 8 9 0

To enter numbers during song selection, programming or editing.

CHAPTER/TIME SEARCH button

* CHP/TM

When performing Chapter Search, Frame Search or Time Search, press this button before using the digit buttons.

COLOR button

Color

Changes out of the window color of the Operation screens.

COLOR LEVEL button

Level

The brightness of the operation screen changes.

PICTURE STOP CANCEL button

Picture Stop Cancel

After this button is pressed, the system will not change to still picture mode when playing back an LD CAV disc that is encoded to automatically change to still picture mode.

CD GRAPHICS CHANNEL button

CD-G CH

Switches the channel of CD graphics.

(Expanded Operation screen)

− +

Switches the channel of CD graphics.

(CD Graphics Operation screen)

CD GRAPHICS button

CD-G

Changes to the CD Graphics Operation screen.

When this button is pressed in the CD Graphics Operation screen, the system returns to the Basic Operation screen.

Display and Contents

Lit/blinking indicator	Descriptions	Lit/blinking indicator	Descriptions
OPEN	Opens the disc table.	Random	Random playback
CLOSE	Closes the disc table.	PGM.RDM	Programmed random playback
STOP	Stop	Editing	Edit mode
PLAY	Playback	Auto	Auto programmed edit
PAUSE	Pause	Compu	Computer programmed edit
STILL	Still picture	Digital	Digital sound
1/2, 1/4 ···	Low-speed playback	Analog	Analog sound
x1, x2, x3	High-speed playback	Stereo	Stereo
Video	Searches a video part.	1/Lch	Main audio/left channel
Audio	Searches an audio part.	2/Rch	Second audio/right channel
Memory	Memory repeat	CX ON	CX system ON
A-B Repeat	Repeats the specified part between points A and B.	CX OFF	CX system OFF
		CD-G CH	CD graphics channel
Side-A Repeat	Repeats a single side.	PSC ON(OFF)	Picture stop cancel ON/OFF
Chapter (Track) Repeat	Repeats a Chapter/track.	Loading Error!	Attempted playback of unformat disc.
Random Repeat	Random repeat		
Program Repeat	Program repeat		
Program	Program mode		
Step −	Program step (number)		

HOW TO ENJOY CD-G

This section explains how to enjoy CD graphics (CD-G).

1. Load the CD-G disc.

- See "Getting Started" on page 13 for details.

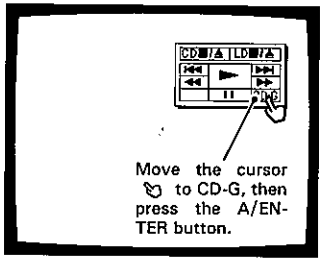
2. Move the cursor to the ▶ symbol in the initial screen, then press the A/ENTER button to start playback.

- The system starts playback.
- During the regular playback of a CD-G disc, when switching to the graphics screen, the track is played back from the start.

When no graphics are displayed:

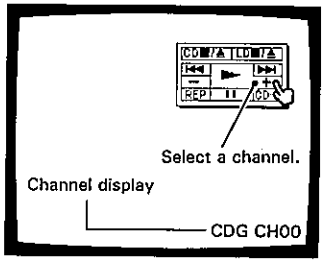
Setting of the graphics channel is incorrect. Change the setting as follows during playback of the disc.

1. Press the B/MAIN button of the Control pad to display the Basic Operation screen. Move the cursor to CD-G, then press the A/ENTER button to display the CD Graphics Operation screen.



2. Move the cursor to "−" or "+" of the CD graphics channel, then press the A/ENTER button to tune to the channel for which graphics are displayed.

- Alternatively you can use the CD-G CH button in the Expanded Operation screen.
- The channel is displayed in the bottom-right of the screen.



■ CD Graphics

CD graphics discs contain still-picture signals as well as image and audio signals. Characters (song text) and pictures can be played back simultaneously to music.

CD (or CDV) graphics discs are marked with GRAPHICS. To enjoy graphics, use discs with these marks.

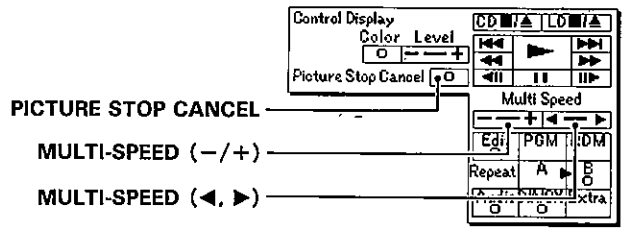
- With some discs, up to 16 channels of graphics (00 to 15) are recorded. Such discs allow to select, for example, a desired language such as English, German, Japanese, etc. for a single song by switching the channel.

NOTE:

- *With the unit Control Pack, still picture signals (e.g. text of movie pictures) recorded on LD-G (LD graphics) discs are invalid.*
- *Search operation using digit buttons cannot be performed during playback of CD-G.*

CHANGING PLAYBACK SPEED AND DIRECTION

Multi-speed



Changing the direction (forward/reverse)

Move the cursor to ◄ or ► by using the Control Pad, then press the A/ENTER button.
5)

To return to normal playback, move the cursor to ► and press the A/ENTER button.
The system starts normal playback when it returns to the beginning of the disc played back in reverse direction. The system changes to still picture mode when it reaches the disc end, after playback in forward direction.

Changing the speed

Move the cursor to "−" or "+" by using the Control Pad, then press the A/ENTER button.

Fast

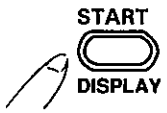
Slow

Speed display	Speed
x3	Three times normal playback speed
x2	Two times normal playback speed
x1	Normal playback speed
1/2	One half of normal playback speed
1/4	One quarter of normal playback speed
1/8	One-eighth of normal playback speed
1/16	One-sixteenth of normal playback speed
1/30	One-thirtieth of normal playback speed
1/90	One-ninetieth of normal playback speed

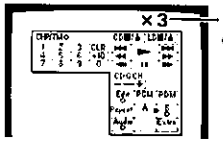
To return to normal playback speed, move the cursor to the ► button, and press the A/ENTER button.

Displaying the speed

Press the START (DISPLAY) button of the Control Pad.



The system displays the speed currently selected.



When no sound is output:
No sound will be output during multi-speed playback.

When the system first enters multi-speed:
The 1/4 speed will be automatically selected.

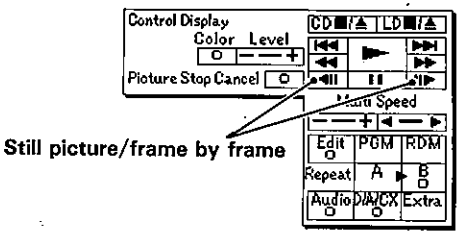
When the system automatically switches to still picture mode (only with standard CAV discs):
Some discs have special signals called Picture Stop code. If such a disc is played back at either speed of x1, 1/2, 1/4, 1/8, 1/16, 1/30 or 1/90, the system automatically switches to still picture mode at the frame specified by the Picture Stop code.

In such a case, operate the ► or Multi Speed button to resume playback.

Moving the cursor to Picture Stop Cancel in the Extra Operation screen and pressing the A/ENTER button will activate the Picture Stop Cancel function. The system will continue playback without stopping at the frame specified by the Picture Stop code. At that time, "PSC ON" will appear on the display. When the Picture Stop Cancel button is pushed again, "PSC OFF" will appear on the display and the system switches to still picture mode at the frame specified by the Picture Stop Code.

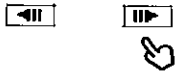
STILL PICTURE/FRAME BY FRAME

Still/Step



Freezing the picture — STILL

Frame by frame

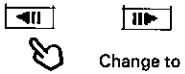


Use the Control Pad to move the cursor to either ◄II or II► button, then press the A/ENTER button.

The system switches to still picture mode. To return to normal playback, move the cursor to ► and press the A/ENTER button.

Playing back the picture frame by frame — STEP

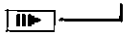
Frame by frame



Change to still picture mode.

The pictures are played back frame by frame in reverse direction every time the button is pressed.
Frame by frame

The pictures are played back frame by frame in forward direction every time the button is pressed.

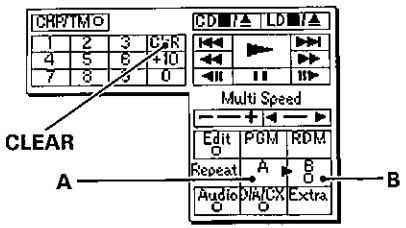


Holding down the button plays back frames continuously. To return to normal playback, move the cursor to ► and press the A/ENTER button.

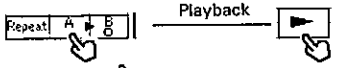
No sound will be output during Still and Step modes.

WATCHING/LISTENING REPEATEDLY

Repeat playback

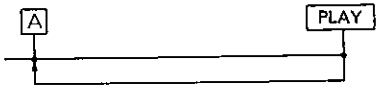


Returning to the point to restart playback later — Memory Repeat —



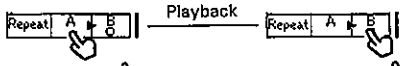
Move the cursor to "A" and press the A/ENTER button.
Point A will be stored as Memory Repeat point.

To return to point A, move the cursor to ▶ and press the A/ENTER button.
Memory Repeat is displayed.



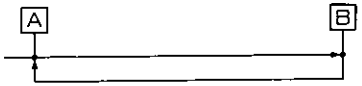
The system returns to point A.

Playing back a specified range repeatedly — A-B Repeat —



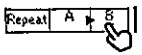
Move the cursor to "A" and press the A/ENTER button.
Perform this operation at the beginning of part to be repeated.

Move the cursor to "B" and press the A/ENTER button.
Perform this operation at the end of the part to be repeated. The system displays "A-B Repeat."

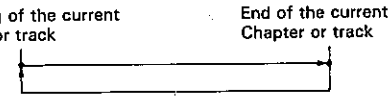


The system repeatedly plays back the specified part between points A and B.

Playing back the current Chapter or track repeatedly — Chapter/Track Repeat —



During playback of a Chapter or track to be repeated, move the cursor to "B" and press the A/ENTER button.



The system returns to the beginning of the current Chapter or track and repeats playback when it reaches the end of that Chapter or track. The system displays "Chapter (Track) Repeat."

To cancel repeat playback:
Move the cursor to CLR and press the A/ENTER button. Alternatively, move the cursor to B and press the A/ENTER button. Although Repeat mode will be canceled, the system continues playback.

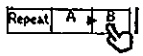
To specify a new point A for Memory Repeat:
Move the cursor to "A" at a desired point, then press the A/ENTER button. The new point A replaces the old point A.

Memory Repeat and A-B Repeat when playing back a CDV:
These playback repeat functions are invalid if a video part overlaps an audio part.

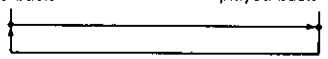
LDs without Chapter numbers:
The Chapter Repeat and Side Repeat functions cannot be performed.

Confirming the current playback mode:
Press the "START (DISPLAY)" button of the Control pad. The system displays the current playback repeat mode.

Repeatedly watching/listening one disc side — Repeat Side-A

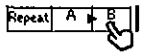


Move the cursor to "B" and press the A/ENTER button twice.
The system displays "Repeat."



The system returns to the beginning of the disc and repeats playback when it reaches the end of the side.

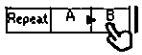
Repeatedly watching/listening a program — Program Repeat



Move the cursor to "B" and press the A/ENTER button .

The system repeats playback in the seque
programmed Chapters or tracks.
• See page 24 for how to program.

Repeatedly performing random playback — Random Repeat (for LDs with TOC , CDs and C — Programmed Random Repeat (for LDs, CDs, (



During random playback, move the cursor to REPEAT B and press the A/ENTER button.

During programmed random playback, move the cursor to REPEAT B and press the A/ENTER button.

The system repeats random playba
and program random playback by playi
back songs at random.
• See page 26 for details of random pla
back and program random playback

The following operations can be performed during repeated playback:

LDs or Video part of CDVs	CDs or Audio part of CDVs
Playback Pause Still/Step (with LDs) Multi-speed playback (with LDs) Scan	Playback Pause Fast forward/reverse

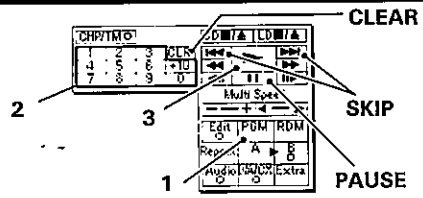
Repeat modes except Repeat Side A will be canceled when the following tions are performed.

LDs or Video part of CDVs	CDs or Audio part c
Chapter Skip Search operation Programmed playback Random playback	Track Search Search operation Programmed playl Random playback

PROGROMMING CHAPTERS AND TITLES

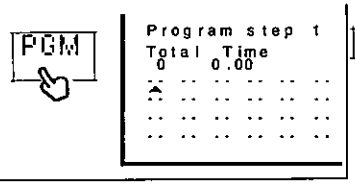
Programmed playback

Chapters (of LDs) or tracks (of CDVs/CDs) can be played back in any sequence. A maximum of 24 Chapters/tracks can be programmed.

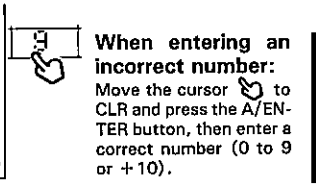


Example: Playing back a CD in the sequence of tracks 9, 7 and 18

1. Move the cursor to "PGM" and press the A/ENTER button.

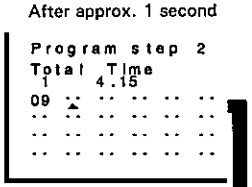


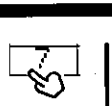
2. Move the cursor to 9 and press the A/ENTER button. In the same manner, move the cursor to 7, +10 and 8, with pressing the A/ENTER button after each number.



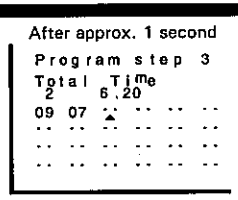
When entering an incorrect number:
Move the cursor to CLR and press the A/ENTER button, then enter a correct number (0 to 9 or +10).

After approx. 1 second

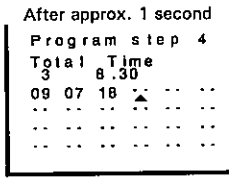




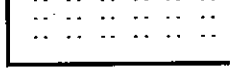
After approx. 1 second



After approx. 1 second



3. Move the cursor to ▶ and press the A/ENTER button.



The system searches for the first programmed track (Chapter) and starts playback. In the above example, programmed playback starts at track No. 9.
The system stops operation when playback of track No. 9, 7 and 18 is completed in sequence.

To stop programmed playback:
- Move the cursor to CD ■/▲ or LD ■/▲, then press the A/ENTER button.
  Alternatively you can move the cursor to CLR and press the A/ENTER button. At that time, the system continues playback.

To delete programmed data:
- Open the disc table.
  Alternatively you can move the cursor to CLR and press the A/ENTER button.

Programming a PAUSE:
PAUSE in programmed playback is useful when carrying out recording.
- When recording both sides of a tape, programming PAUSE after the last track/Chapter to be recorded on Side A will stop recording and give you time to reverse the tape, resulting in prevention of recording error.
- During Pause mode, you can record narration or create blank part (required for Search operation). Pressing the PAUSE button or ▶ button again during Pause mode resumes programmed playback and continues recording.

To program PAUSE:
In step 2., move the cursor to ▮▮ at a desired point and press the A/ENTER button.
NOTES:
- *You cannot program PAUSE at Step 1, nor for two consecutive steps.*
- *PAUSE is invalid at the last Step.*

Display of programmed PAUSE:
The system displays "▮▮."
To go to the previous or next program:
Move the cursor to ⏮, ⏭ and press the A/ENTER button.

Display of the total playback time:
With programming using CDs or CDVs, the system displays the total time of programmed playback.

Confirming the program

The contents of program can be displayed by moving the cursor to PGM and pressing the A/ENTER button during or after completion of programmed playback. The display goes off by moving the cursor to PGM again and pressing the A/ENTER button.

Changing the contents of program

To delete a programmed Chapter/track number or PAUSE:
1. Move the cursor to PGM and press the A/ENTER button.
2. Move the cursor to ⏮, ⏭, then press the A/ENTER button to move the ▲ (cursor) to the left side of the Chapter/track number or PAUSE to be deleted.
3. Move the cursor to CLR and press the A/ENTER button.
4. Move the cursor to PGM and press the A/ENTER button. If you move the cursor to ▶, instead of PGM, and press the A/ENTER button, the system starts programmed playback from the first Chapter or track number in the program.

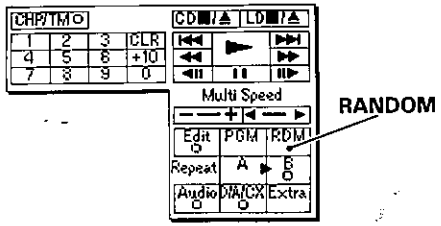
To modify a programmed Chapter/track number or PAUSE:
1. Move the cursor to PGM and press the A/ENTER button.
2. Move the cursor to ⏮, ⏭, then press the A/ENTER button to move the ▲ (cursor) to the left side of the Chapter/track number or PAUSE to be modified.
3. Move the cursor to numbers (0 to 9 or +10) and press the A/ENTER button to display a new Chapter/track number to be programmed. Programming PAUSE, move the cursor to ▮▮, then press the A/ENTER button.
4. Move the cursor to PGM and press the A/ENTER button. If you move the cursor to ▶, instead of PGM, and press the A/ENTER button, the system starts programmed playback from the first Chapter or track number in the program.
- Chapters/tracks cannot be deleted or modified during playback.

NOTE:
- *You can skip a programmed Chapter/track by moving the cursor to ⏮, ⏭ and pressing the A/ENTER button to fast forward during programmed playback, then pressing the A/ENTER button after the current Chapter (track). The system continues programmed playback from the next Chapter (track) in the program. With fast reverse, the system returns to the beginning of the Chapter (track), which had been played back when fast reverse was started, and continues programmed playback.*

AUTOMATIC PLAYBACK AT RANDOM

Random playback

The system plays back all songs in the disc at random.



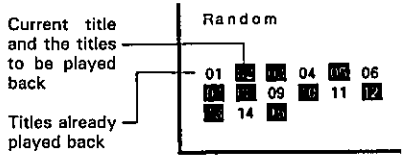
Move the cursor to RDM and press the A/ENTER button.

The system starts random playback.
The system stops operation when all songs in the disc are played back.

- Moving the cursor to RDM and pressing the A/ENTER button during random playback cancels the current sequence of playback, and the system starts random playback in new sequence.

Display during random playback:

The system displays the screen as shown in the figure when the START (DISPLAY) button of the Control Pad is pressed.



(When the Pause button is pushed, the track number is displayed.)

To go to the next song of random playback:
Move the cursor to ►►| and press the A/ENTER button. The system goes to the next song each time the button is pressed.
The system can not return to the previous song by moving the cursor to |◄◄ and pressing the A/ENTER button.

To stop random playback:
Move the cursor to CLR and press the A/ENTER button. When the Picture Stop Cancel button is pushed again, "PSC OFF" will appear on the display and the system switches to still picture mode at the frame specified by the Picture Stop Code.

To stop:
Move the cursor to CD ■/▲ or LD ■/▲, then press the A/ENTER button.

LDs with TOC:
The system can not perform random playback for Chapter 0. Furthermore, playback of a random playback program which includes chapter 0 cannot be performed.

CDVs:
Tracks of video and audio parts will be played back at random.

To perform programmed random playback:
During programmed playback, move the cursor to RDM and press the A/ENTER button. The system selects the programmed Chapters/tracks at random and plays them back.

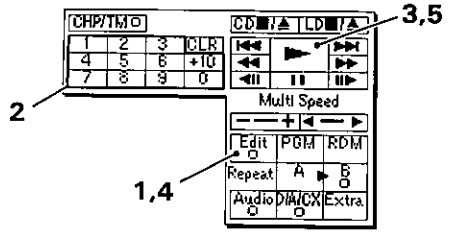
To repeat random playback:
Move the cursor to B during random playback or programmed random playback, then press the A/ENTER button. The system repeats random playback. To cancel repeat mode, move cursor to CLR or B and press the A/ENTER button.

PROGRAMMING SONGS TO BE PLAYED BACK WITHIN SPECIFIED TIME

The system assigns songs to Sides A and B of a tape when the recording time of the tape is specified.

Computer programmed editing:
The system changes the sequence of songs so that input total playback time becomes as near as the specified time. It is a convenient function to fully use the tape.

Auto Program Edit:
Chapter/tracks are selected within the designated time, starting from the first track.



- **With LDs with TOC, move the cursor to ► and press the A/ENTER button to play back the disc. Then, move the cursor to either CD ▲/■ or LD ▲/■ and press the A/ENTER button to stop playback.**

Compu Program Edit

1. Move the cursor to Edit and press the A/ENTER button.

Auto Program Edit

1. Move the cursor to Edit and press Edit twice the A/ENTER button.

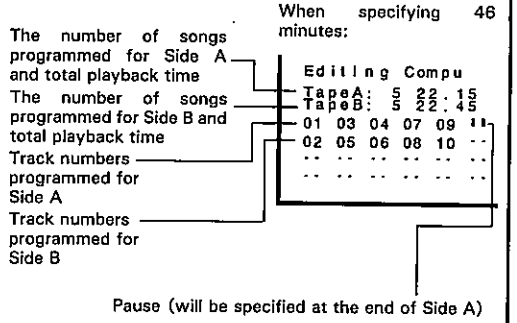
- Moving the cursor to Edit and pressing the A/ENTER button during playback changes to system to Pause mode.

2. Set the total playing time of both sides of the tape in minutes with the digit displays (0 – 9).

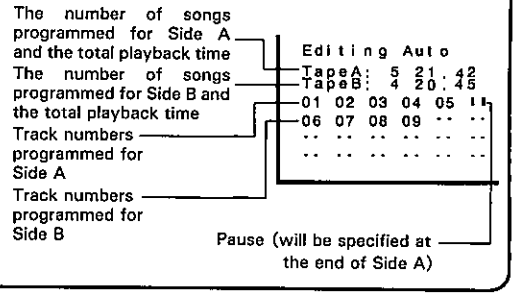
To specify playback time over 10 minutes:
Move the cursor to a number (0 to 9) and press the A/ENTER button. To specify 46 minutes, move the cursor to [4] and press the A/ENTER button, then move the cursor to [6] and press the A/ENTER button.

The system changes the sequence of songs so that input total playback time becomes as near as the specified time.

[Display during Computer programmed editing]



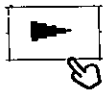
[Display during auto programmed editing]



PROGRAMMING SONGS TO BE PLAYED BACK WITHIN SPECIFIED TIME

Auto/computer programmed editing

3. Move the cursor ☜ to ► and press the A/ENTER button.



The system plays back the songs programmed for Side A. The system changes to Pause mode after the last song programmed for Side A is completed (so that you can reverse the tape to start recording Side B). Move the cursor ☜ to ► and press the A/ENTER button. The system starts playback of the songs programmed for Side B.

To delete program:
Move the cursor ☜ to CLR and press the A/ENTER button.

To start programming from a desired song:
- Specify the first song of the program.

1. Move the cursor ☜ to Edit and press the A/ENTER button.
2. Move the cursor ☜ to |◄◄, ►►| to specify the desired song, then press the A/ENTER button.
3. Move the cursor ☜ to a number (0 to 9) to specify the playback time (in minutes), then press the A/ENTER button.

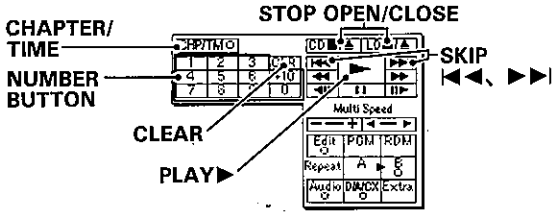
When the specified time is insufficient for a single song:
No programming can be made.

NOTES:
- *The purpose of computer programmed editing is to arrange the sequence of songs so that input total playback time becomes as near as the specified time. Sometimes the playback time under auto programmed editing is near to the specified time.*
- *With LDs, Chapter 0 cannot be programmed. Actual playback time may become shorter than nominal playback time when Chapter 1 is programmed. However, this is not a malfunction.*
- *To edit an LD, the disc must be played back first.*
- *Edit cannot be performed for LDs where the beginning chapter does not start with 1 or 0.*
  For example: In the case of disc with Side A-chapters 1–5, and Side B-chapters 6–9 etc., only Side A can be edited. Side B cannot be edited.

SEARCHING FOR A DESIRED SCENE

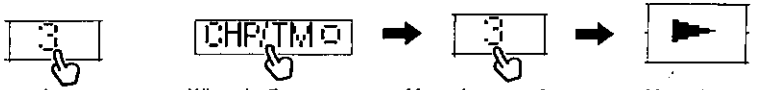
Searching by Chapter and Track Division – Chapter Skip, Track Search

With Chapters in LDs, Tracks in CDs and CDVs, these memorized divisions resemble chapters of a book. For discs with memorized Track and Chapter Nos., the numbers are displayed on the jacket of the disc.



COMMAND SEARCH OF CHAPTER AND TRACK NUMBERS

Example: To view from the beginning of chapter 3 of an LD
<Direct search> **<Normal search>**



Move the cursor ☜ to number 3 and press the A/ENTER button.

When the Frame number or the time number are displaying, once more move the cursor and press the A/ENTER button.

Move the cursor ☜ to number 3 and press the A/ENTER button.

Move the cursor ☜ to ► and press the A/ENTER button.

- When the Search operation is completed, a still frame is displayed, regardless of conditions prior to the start of the Search operation.

Returning to Beginning of Chapters and Tracks, and Proceeding to the Next

Move the cursor ☜ to |◄◄ and press the A/ENTER button once, and the system returns to the beginning of the current chapter or track. Before the picture appears, by successively pressing the button, the system returns to the previous chapter and the prior chapter or track etc., and playback commences.

Move the cursor ☜ to ►►|, for each time the A/ENTER button is pressed the system proceeds to the next chapter or track, and playback commences.

When the wrong number is mistakenly entered:
Move the cursor ☜ to CLEAR and press the A/ENTER button, and then enter the correct number.

To display the current chapter or frame number:
Press the START button on the control pad.

If the chapter number is above 10:
Use the [+10] and [0] buttons.
Example:
If 17: [+10], [7]
If 30: [+10], [+10], [+10], [0]

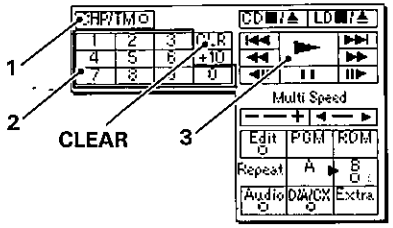
To stop while conducting a normal search:
While searching, move the cursor ☜ to CLEAR and press the A/ENTER button.

NOTES:
- *For an LD with TOC, a chapter number greater than that which is recorded on the disc cannot be entered.*
- *For an LD without TOC, when a chapter number greater than that recorded on the disc is entered, the system pauses at the end of the disc or the still screen is displayed. (Input 0, and the disc is played back from the beginning.)*
- *For discs where the chapters are not recorded, a chapter search cannot be performed. During playback, only the frame and time numbers are displayed on the screen.*
- *A normal search cannot be performed while the disc table is open. Ensure that the disc table is closed and playback is activated when performing a normal search.*

SEARCHING FOR A DESIRED SCENE

Searching by Time (Extended play CLV discs only) – Time Number Search

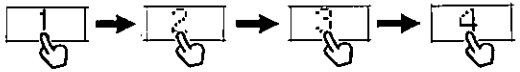
The Time Number is the playback time lapse which is recorded on the CLV disc.
Input the time number and search for the desired scene.



Example: To search for the picture at 12 min, 34 sec:

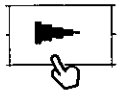
1. Move the cursor to CHAPTER/TIME and press the A/ENTER button.

2. Move the cursor to the numbers in the order 1, 2, 3, 4 and press the A/ENTER button.



When the wrong number is mistakenly entered:
Enter "CLEAR" and after the display shows "0.00", enter the correct number (4 digits for discs with seconds, 2 digits for discs without seconds).

3. Move the cursor to ► and press the A/ENTER button.



- When the Search operation is completed, a still frame is displayed, regardless of conditions prior to the start of the Search operation.

To display the current chapter and time numbers:
Press the START button on the Control Pad, and the numbers appear on the screen.

Usable numbers for the time numbers:
Numbers 0–9 are usable. The +10 button cannot be used.

To stop time number search:
While searching, move the cursor to CLEAR and press theA/ENTER button.

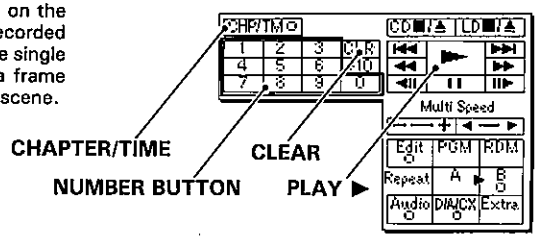
NOTES:

- *For discs in which seconds are not recorded, input 2 digits.*
- *If searching for a time which is greater than that recorded on a disc, the system pauses at the end of the disc.*

SEARCHING FOR A DESIRED SCENE

Searching by Scenes (standard play CAV discs only) – Frame Search

A frame is a single picture that is recorded on the CAV. The frame number represents the recorded signals by the consecutive numbers of these single pictures, from the first to the last. Enter a frame number, and the system searches for that scene.



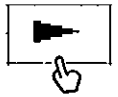
Example: To search for frame number 12340

1. Move the cursor to CHAPTER/TIME and press the A/ENTER button.

2. Move the cursor to the numbers in the order 1, 2, 3, 4, 0 and press the A/ENTER button.

When the wrong number is mistakenly entered:
Enter "CLEAR" and after the display shows "0", input the correct number (5 digits).

3. Move the cursor to ► and press the A/ENTER button.



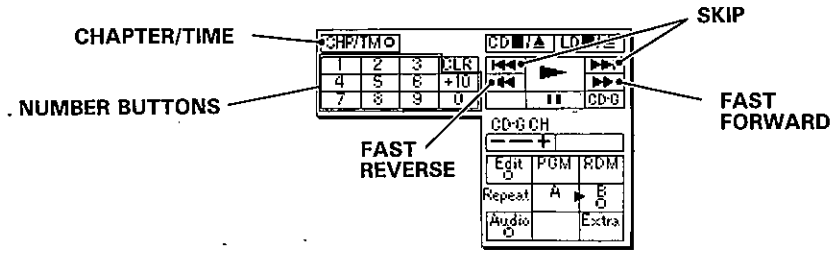
- As for ►, after the frame search the system displays the still screen. After this, by moving the cursor to ► and pressing the A/ENTER button, the system returns to normal playback mode.
- When the Search operation is completed, a still frame is displayed, regardless of conditions prior to the start of the Search operation.

Usable numbers for the frame numbers:
Numbers 0–9 are usable. The +10 button cannot be used.

To display the current chapter and frame numbers:
Press the START button on the Control Pad, and these numbers appear on the screen.

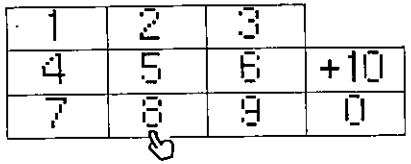
To stop frame search:
While searching, move the cursor to CLEAR and press the A/ENTER button.
NOTE:
When searching for a frame number greater than that recorded on a disc, at the end of the disc the still screen is displayed. (Input 0, and the disc is played back from the beginning.)

SEARCHING FOR A DESIRED TRACK – TRACK SEARCH



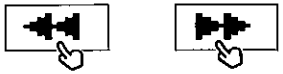
To Search for Tracks by Inputting Track Numbers – Track Number Search

Move the cursor to the desired track number and press the A/ENTER button.



To listen from a desired place on the disc – FAST FORWARD, FAST REVERSE manual search

Move the cursor to ▶▶ or ◀◀ button and press the A/ENTER button.



Skipping Tracks

Move the cursor to ⏮ or ⏭, press the A/ENTER button and the system returns to the beginning of the track that is being played back.
After, by successively entering the button, the system returns to the previous track and earlier tracks.

⏮ — By successively entering the button, the system advances to the next track and following tracks.

For track numbers above 10:
Use the [+10] and [0] buttons.
Example If 14: [+10]→[4]
If 29: [+10]→[+10]→[9]

NOTE: Regarding Track Search
If a track number which is not recorded on the disc is entered, track search cannot be performed.

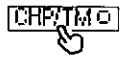
When returning to the beginning of the disc by FAST REVERSE manual search:
Normal playback commences.

When advancing to the end of the disc by FAST FORWARD manual search:
The system pauses.

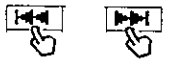
Can sound be heard when conducting manual search?
By operating manual search during playback, sound is heard at low volume level while scanning.

Searching by entering the track number and playback time – Track-Time Search

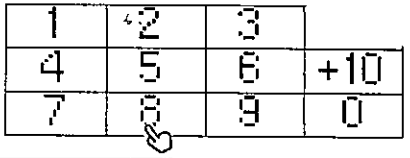
1. Move the cursor to CHAPTER/TIME and press the A/ENTER button.



2. Move the cursor to ⏮⏭ and push the A/ENTER button. The number of the track you want to listen to will be displayed.



3. Move the cursor to numbers of the playback time of the desired track (the playback time lapse from the beginning of that track – track time) and press the A/ENTER button.

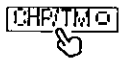


4. Move the cursor to ▶ and press the A/ENTER button.

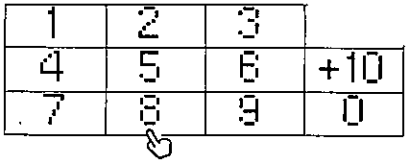
Playback starts from the instructed track time of the chosen track.

Searching by the Playback Time Lapse (ABS Time) from the Beginning of a Disc – ABS Time Search (CDs only)

1. Move the cursor to CHAPTER/TIME, press the A/ENTER button and "ABS" is displayed on the screen.



2. Move the cursor to numbers of the playback time from the beginning of the disc to the desired point and press the A/ENTER button.

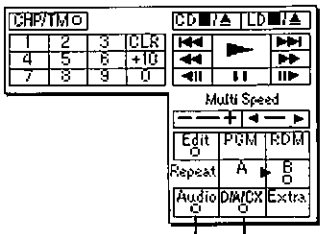


3. Move the cursor to ▶ and press the A/ENTER button.

Playback starts from the instructed time.

When the wrong number is mistakenly entered:
Move the cursor to CLEAR and press the A/ENTER button, and then enter the correct number.

SELECTING AUDIO



To listen to only one channel of a stereo disc, or, to select the sound of a multi-audio disc, move the cursor to AUDIO and press the A/ENTER button.

During Playback:

Audible sound		Screen display
Stereo disc	Multi-audio disc	
Stereo	Audio 1/L (left) Audio 2/R (right)	Stereo
L (left)	Audio 1/L (left) <karaoke>	1/Lch
R (right)	Audio 2/R (right) <vocal>	2/Rch
Return to beginning		

To listen to the analog sound of a disc with digital sound (LDs only), in the Expanded Operation Screen, move the cursor to DIGITAL/ANALOG/CX and press the A/ENTER button.

During Playback:

Audible sound	Screen display
Digital	Digital
Analog	Analog
Return to beginning	

With multi-audio discs (LDs marked , or), various combinations can be enjoyed by selecting DIGITAL/ANALOG by D/A/CX button and 1/L, 2/R channels by AUDIO.

Example of Audio Specifications on Multi Audio discs

AUDIO / Disc	ANALOG SOUND	DIGITAL SOUND
Films, animation etc.	Actual edited sound	Soundtrack
Dual music	Music 1	Music 2
Various types of digital audio karaoke	1/L karaoke (mono) 2/R backing vocals	Stereo karaoke
Stereo, bilingual	English	First foreign language

AUDIO / Disc	ANALOG SOUND	DIGITAL SOUND
Tri-lingual	English	1/L First foreign language 2/R Second foreign language
Quadri-lingual	1/L English 2/R First foreign language	1/L Second foreign language 2/R Third foreign language

TROUBLESHOOTING

Incorrect operations are often mistaken for trouble and malfunctions. If you think something is wrong with this unit, check the points below. Investigate the other components and electrical attachments being used. If the trouble cannot be rectified after the checks listed below, consult your nearest PIONEER authorized service center or your dealer.
Also consult the operating instructions of the CD CDV LD player compatible with LaserActive.

Symptom	Causes	Remedy
Power switch of the CD CDV LD player compatible with LaserActive does not function.	•. Cartridge is not correctly inserted. • Control Pack is not correctly inserted.	• Insert the Cartridge correctly. • Insert the Control Pack correctly.
No picture or sound is output.	• Control Pack is not completely inserted. • Cartridge is not completely inserted into Control Pack. • Cartridge is inverse.	• Insert the Control Pack completely. • Insert the Cartridge completely. • Insert the Cartridge with the label facing downwards.
Cursor ___ does not move in the screen.	• Control Pack is not inserted correctly. • Control Pad is not inserted correctly.	• Insert the Control Pack correctly. • Insert the Control Pad correctly.
Cannot play back CD-ROM and LD-ROM discs.	• Cartridge is still in Control Pack. • The disc is inverse. • The disc is contaminated or has scars.	• Remove Cartridge. • Load the disc correctly. • Clean the disc.
Operation screen is dark.	• The same screen is displayed more than 10 minutes without any operation. • Brightness has been decreased in Extra Operation screen.	• Press any button on Control Pad. • Go to Extra Operation screen and increase brightness.
Remote control unit does not function.	• The power supply cannot be switched ON/OFF by the remote control unit when this appliance is connected with the CD CDV LD player compatible with LaserActive. • Operation through remote control unit cannot be made during playback of a CD-ROM or LD-ROM disc.	• Use the power switch of the CD CDV LD player compatible with LaserActive. • Use Control Pad according to the operating instructions of respective software.
Attempt to authorize playback "Loading Error!" is displaying and system will not perform playback.	• The loaded disc is not compatible with the disc player.	• Exchange for compatible disc. (See page 5)

If the system accepts no operation at all, press the RESET button of the CD CDV LD player compatible with LaserActive. Alternatively, switch the power of the player OFF, then switch it ON again (the current game will be reset).

SPECIFICATIONS

Input/output terminal:

Cartridge terminal (exclusive for GENESIS)
Control Pad terminal
LaserActive terminal

Available software:

MEGA LD (30 cm, 20 cm)
SEGA CD
Cartridge (for GENESIS)
LaserDisc (30 cm, 20 cm)
CD VIDEO LD with TOC (30 cm, 20 cm)
Compact Disc (12 cm, 8 cm)
CD VIDEO SINGLE (12 cm)
CD-G (CD graphics)

Depending on the type of repair, the data saved in the internal back-up RAM may be lost. As the contents of the lost data cannot be secured, please take proper steps beforehand to ensure that data are not lost.

Others

Weight ····· 1.1 kg (excluding the Control Pad)
Dimensions ··· 160 (W) x 253 (D) x 40 (H) mm
Allowable operating temperature ··· +5 to +35°C
Allowable operating humidity ··· 5 to 85% (no condensation)
Accessory ····· Control Pad (CPD-S1) 1

Dear Customer:

Selecting fine audio equipment such as the unit you've just purchased is only the start of your musical enjoyment. Now it's time to consider how you can maximize the fun and excitement your equipment offers. This manufacturer and the Electronic Industries Association's Consumer Electronics Group want you to get the most out of your equipment by playing it at a safe level. One that lets the sound come through loud and clear without annoying blaring or distortion—and, most importantly, without affecting your sensitive hearing.

Sound can be deceiving. Over time your hearing "comfort level" adapts to higher volumes of sound. So what sounds "normal" can actually be loud and harmful to your hearing. Guard against this by setting your equipment at a safe level BEFORE your hearing adapts.

To establish a safe level:

- Start your volume control at a low setting.
- Slowly increase the sound until you can hear it comfortably and clearly, and without distortion.

Once you have established a comfortable sound level:

- Set the dial and leave it there.

Taking a minute to do this now will help to prevent hearing damage or loss in the future. After all, we want you listening for a lifetime.

We Want You Listening For A Lifetime

Used wisely, your new sound equipment will provide a lifetime of fun and enjoyment. Since hearing damage from loud noise is often undetectable until it is too late, this manufacturer and the Electronic Industries Association's Consumer Electronics Group recommend you avoid prolonged exposure to excessive noise. This list of sound levels is included for your protection.

Decibel Level	Example
30	Quiet library, soft whispers
40	Living room, refrigerator, bedroom away from traffic
50	Light traffic, normal conversation, quiet office
60	Air conditioner at 20 feet, sewing machine
70	Vacuum cleaner, hair dryer, noisy restaurant
80	Average city traffic, garbage disposals, alarm clock at two feet.

THE FOLLOWING NOISES CAN BE DANGEROUS UNDER CONSTANT EXPOSURE

90	Subway, motorcycle, truck traffic, lawn mower
100	Garbage truck, chain saw, pneumatic drill
120	Rock band concert in front of speakers, thunderclap
140	Gunshot blast, jet plane
180	Rocket launching pad

Information courtesy of the Deafness Research Foundation.

Operation functions by the Control Pad

	Function	Standard-play Disc (CAV)	Extended-play Disc (CLV)	Compact Disc with Video	Compact Disc
Basic Functions	Single-side play	YES	YES	YES	YES
	Pause	YES	YES	YES	YES
	Stop	YES	YES	YES	YES
Search	Fast forward (forward and reverse)	YES	YES	YES	YES
	Chapter/track skip	YES	YES	YES	YES
	Direct Chapter/track number search	YES	YES	YES	YES
	Frame number search	YES	NO	NO	NO
	Time number search	NO	YES	YES	YES
Program	Chapter/track program play	YES	YES	YES	YES
	Program correction	YES	YES	YES	YES
	Edit	YES*1	YES*1	YES	YES
Repeat	Repeat between 2 points	YES	YES	YES	YES
	Memory repeat	YES	YES	YES	YES
	Chapter/track repeat	YES	YES	YES	YES
	One-side repeat	YES	YES	YES	YES
	Program repeat	YES	YES	YES	YES
	Random repeat	YES*1	YES*1	YES	YES
	Program random repeat	YES	YES	YES	YES
Trick play	Still/Step	YES	YES	YES*4	NO
	Multi-speed (forward/reverse, 9-level variable)	YES	YES	YES*4	NO
Time display	Elapsed time display	NO	YES	YES	YES
	Absolute time display	YES*1	NO	NO	YES
	Remaining track time display	NO	NO	YES	YES
	Remaining total time display	YES*1	YES*1	YES	YES
	Total number of selections, total time display	YES*1	YES*1	YES	YES
Others	CX system ON/OFF	YES*2	YES*2	NO	NO
	Auto Digital/Analog switch	YES*3	YES*3	NO	NO
	Audio channel selection (stereo, 1/L, 2/R)	YES	YES	YES	YES
	Picture stop cancel	YES	NO	NO	NO

*1 Only discs with TOC
*2 Valid for analog sound playing a disc with the ☐☒ mark.
*3 Can only be used with discs with digital sound tracks.
*4 Video part only

NOTE:
The specifications and design of this product are subject to change without notice, due to improvements.

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