

PHILIPS

DCC 130 Digital Compact Cassette Player



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(AUS) Australia

Guarantee and Service valid for Australia

The benefits given to the purchaser by this warranty are in addition to all other rights and remedies, which, under the Trade Practices Act or other Commonwealth or State law, the purchaser or owner has in respect of the product.

The Philips product carries the following warranties:

- C-series HiFi-systems 12 months.
- Compact Disc Players 12 months.
- Home Audio Systems: 6 months.
- Clock radios, portable radios, cassette recorders, cassette players and radio recorders: 90 days.

Any defect in materials or workmanship occurring within the specified period from the date of delivery, will be rectified free of charge by the retailer from whom this product was purchased.

Note: Please retain your purchase docket to assist prompt service.

Conditions of this warranty

1. All claims for warranty service must be made to the retailer from whom this product was purchased. All transport charges incurred in connection with warranty service or replacement will be paid by the purchaser.
2. These warranties do not cover batteries and extend only to defects in materials or workmanship occurring under normal use of the product where operated in accordance with our instructions.

Philips Consumer Products Division
Technology Park
Figtree Drive, Australia Centre
Homebush 2140
New South Wales

(NZ) New Zealand

Guarantee and Service for New Zealand

Thank-you for purchasing this quality Philips product. Philips New Zealand Ltd guarantees this product against defective components and faulty workmanship for a period of 12 months. Any defect in materials or workmanship occurring within 12 months from the date of purchase subject to the following conditions will be rectified free of charge by the retailer from whom this product was purchased.

Conditions

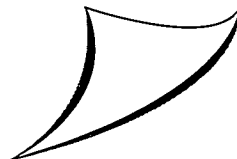
1. The product must have been purchased in New Zealand. As proof of purchase, retain the original sales docket indicating the date of purchase.
2. The guarantee applies only to faults caused by defective components, or faulty workmanship on the part of the manufacturer.
3. The guarantee does not cover failures caused by misuse, neglect, normal wear and tear, accidental breakage, use on the incorrect voltage, use contrary to operating instructions, or unauthorised modification to the product or repair by an unauthorised technician.
4. Reasonable evidence (in the form of a sales docket) must be supplied to indicate that the product was purchased no more than 12 months prior to the date of your claim.
5. In the event of a failure, Philips shall be under no liability for any injury, or any loss or damage caused to property or products other than the product under guarantee.

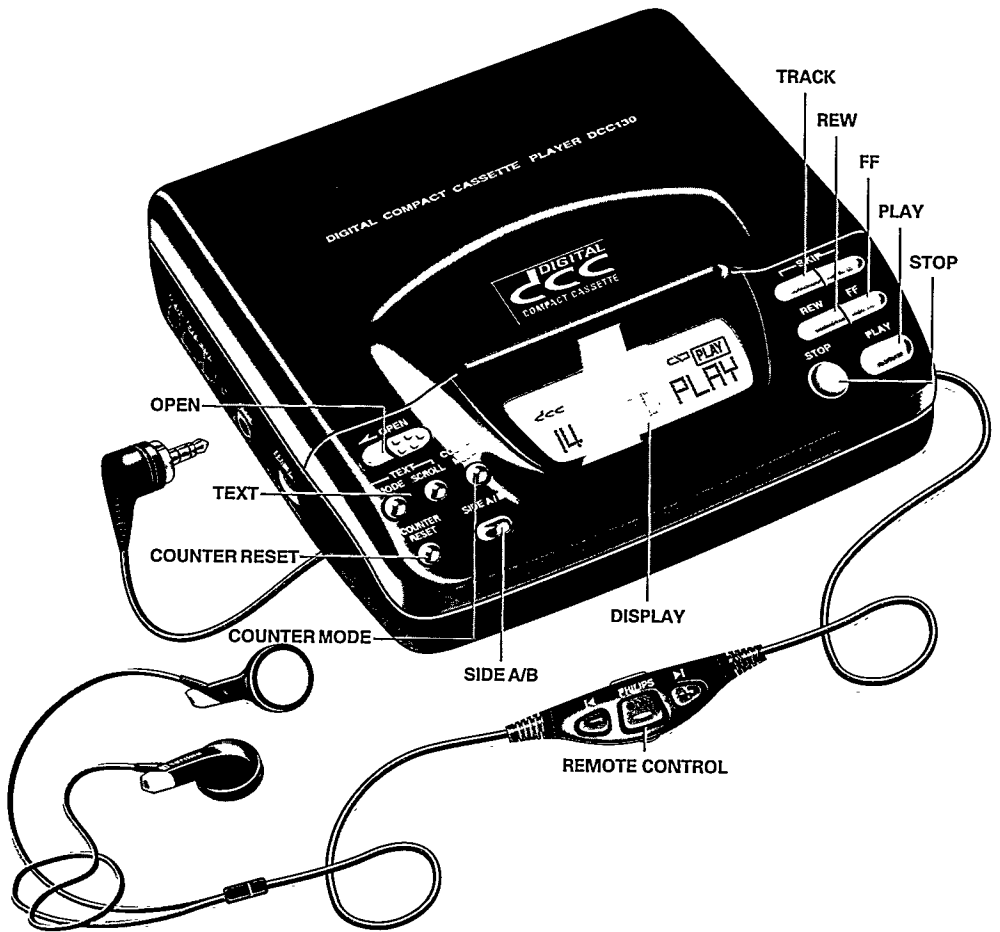
This guarantee does not prejudice your rights under common law and statute, and is in addition to the normal responsibilities of the retailer and Philips.

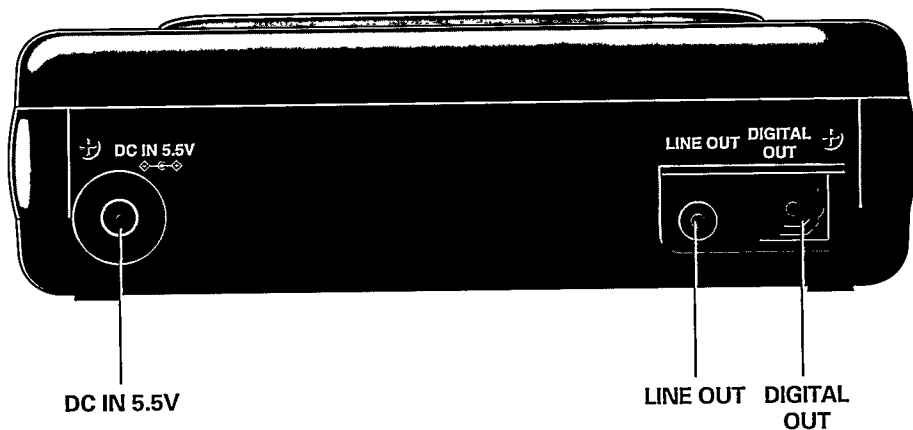
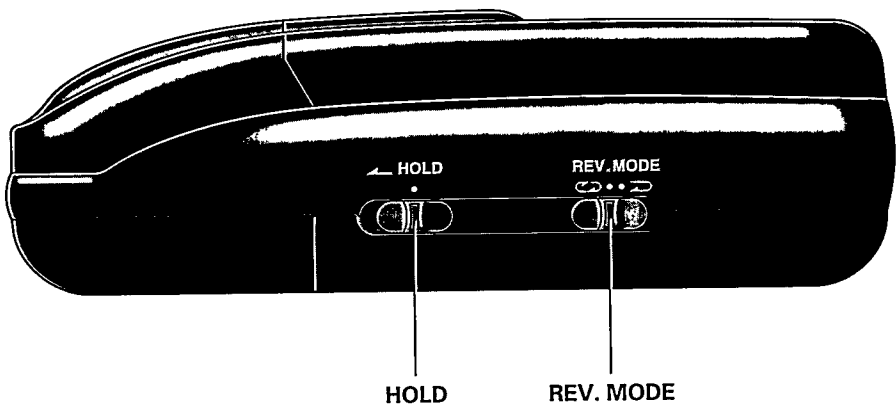
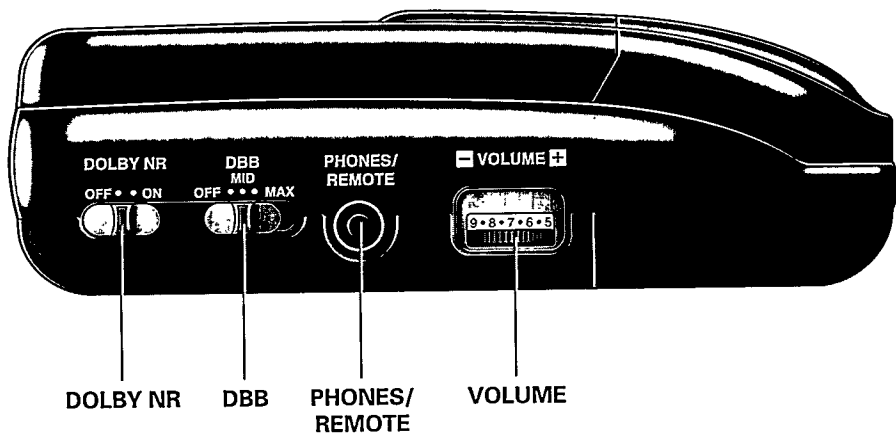
How to claim

Should your Philips product fail within the guarantee period, please return it to the retailer from whom it was purchased. In most cases the retailer will be able to satisfactorily repair or replace the product. However, should the retailer not be able to conclude the matter satisfactorily, or if you have other difficulties claiming under this guarantee, please contact

The Guarantee Controller
Philips New Zealand Ltd.
P.O. Box 41.021
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fax ☎ (09) 84 97 858







Thank you for selecting the Philips DCC130 Portable Digital Compact Cassette player.

In 1963, PHILIPS launched the music cassette, which quickly conquered the world. In 1991, 2.6 billion cassettes and 180 million of cassette players have been sold worldwide.

In the eighties, a new Audio system was invented - the CD. The CD (Compact Disc) revealed the new dimension of digital sound and added to the pleasures of Audio.

Digital recording on CD permits a high contrast between loud and quiet passages with perfect channel separation. It is less sensitive to dirt and destruction, as the CD player is equipped with a sophisticated error correction circuit.

Philips has now further developed the music cassette - and the result is the DCC. DCC (Digital Compact Cassette) fills the large gap between the music cassette and the compact disc.

DCC plays music digitally on a new design, new style audio cassette. It produces digital sound of high dynamic range and Compact Disc quality. The high sound quality is guaranteed by sophisticated CIRC error correction circuitry and PASC coding.

Please read the operation instructions carefully to be able to enjoy the troublefree operation of the DCC130 for a long time.

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MAIN FEATURES OF THE DCC130

- The DCC130 automatically reads and displays the text information which can include the album title, track title and artist name.
- The LCD display will be illuminated in case of power supply via the AC/DC adapter charger unit.
- The DCC130 allows you immediately play your collection of Compact Cassette recordings straightaway on the DCC130. This deck automatically switches over to its analog playback mode. Compact Cassettes are played back with high sound quality and with Dolby B noise reduction.
- The DCC130 remote control on the headphone cord provides ease of basic operation while on the move.
- The DCC130's DBB – Dynamic Bass Boost (3 positions) – enhances the bass reproduction.
- The DCC130's digital optical output allows coupling to without any loss of signal. A completely pure and noise-free digital signal is delivered.
- The DCC130's NiCd rechargeable battery pack can be charged outside the player via the mains adapter/charger unit.

GB CONTROLS (illustration on page 3)

English

OPEN to open the cassette compartment

TEXT **MODE** – to display text information like the album title, the artist and the track title.
Press to select the different text modes
Only functional for prerecorded Digital Compact Cassettes

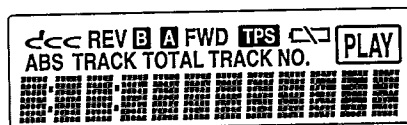
SCROLL – instruct the text information to scroll on the display from right to left.

COUNTER RESET to reset the tape counter to '000'

COUNTER MODE for selecting the different time modes to be shown on the display: absolute time, track time, total time and counter mode.
Press to scroll through the different modes

SIDE A/B for selecting side A or side B of the tape

DISPLAY



DCC lights up when a DCC cassette is loaded


REV lights up during playback of side B of an analog cassette

B lights up during playback of side B of a DCC cassette

FWD lights up during playback of side A of an analog cassette

A lights up during playback of side A of a DCC cassette

TPS lights up during track search on an analog cassette

 starts blinking when the battery runs down.

PLAY lights up during playback and starts blinking during the search (skip) mode

ABS lights up when the absolute time mode is selected (only when using DCC cassettes)

TRACK lights up when the track time mode is selected (only when using DCC cassettes)

TOTAL lights up when the total time mode is selected (only when using DCC cassettes)

TRACK NO. indicates the current track number (only when using DCC cassettes)

STOP ■ to stop the tape transport
pressing a second time will switch off the DCC player.

PLAY ► for starting playback.

FF ►► to advance the tape forward









REW ◀◀ to rewind the tape

TRACK ◀► to skip to the next or previous track. If you press these buttons several times, the forward or backward step increases by one music track for each depression of the buttons.

LEFT SIDE OF THE PLAYER

- DOLBY NR** for switching the Dolby B Noise Reduction system on and off. Only functional when you are using a conventional analog compact cassette
- Dolby Noise Reduction manufactured under license from Dolby Laboratories Licensing Corporation. 'DOLBY and the double D symbol' are trademarks of Dolby Laboratories Licensing Corporation.*
- DBB** Dynamic Bass Boost - to enhance the bass response:
OFF = DBB off (no bass boost)
MID = low bass boost
MAX = high bass boost
The DBB-effect decreases as you raise the volume.
The DBB-selector does not affect the output signal of the LINE OUT and the DIGITAL OUT sockets.
- PHONES/REMOTE** socket for supplied headphones with remote control on the headphone cord.
- VOLUME** for adjusting the volume
The VOLUME control does not affect the output signal of the LINE OUT and the DIGITAL OUT sockets.

RIGHT SIDE OF THE PLAYER

- HOLD**  when this switch is in the  position, the DCC player buttons are inoperative (the remote-control buttons can still be operated).
- REV. MODE**  /  for selecting the reverse mode  or .
When  has been selected the player will play both sides of the cassette and stop at the end of the second side.
When  has been selected the player will continuously play both sides of the cassette. (up to a maximum of 16 sides).

REAR SIDE OF THE PLAYER

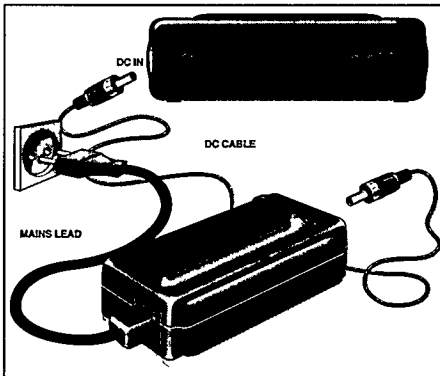
- DC IN 5.5V** socket for external power supply 5.5V DC
- LINE OUT** connection socket for DCC reproduction through your stereo system.
- DIGITAL OUT** connection socket for DCC reproduction through a high-quality stereo system with an optical digital input. For connection, a special fiber optic cable is required.
This connection is only functional when the mains adapter is connected.

The DCC player comes with a charger and rechargeable battery. This makes your DCC player portable whenever possible, however, use the supplied battery charger as mains adapter if you want to conserve battery life.

CHARGER/MAINS ADAPTER, TYPE SBC6630

Use only the enclosed charger/mains adapter, supplying 5.5 V DC with the pluspole \diamond to the center pin \diamond \rightarrow \diamond . Serious damage may occur if another charger is used.

- To supply the DCC player from the mains, the charger can be used as mains adapter by connecting it to the DC IN 5,5V socket via the supplied DC cable. Connect the charger to the wall socket via the mains lead. The red indicator on the charger lights up. The battery supply is then switched off. After use, always disconnect the charger from the wall socket.



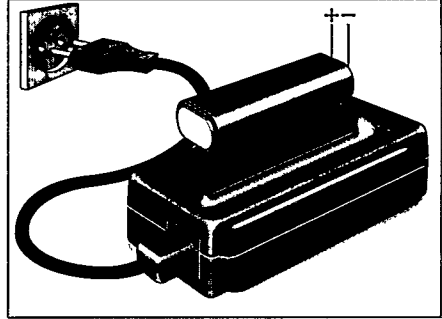
Notes:

- When using the charger/mains adapter as a power source for the DCC player, the charger/adapter will not recharge batteries.
- When the DCC player is being powered by the charger/mains adapter, the display's backlight will light up. This backlight will not light up when the DCC player is being powered by the rechargeable battery.

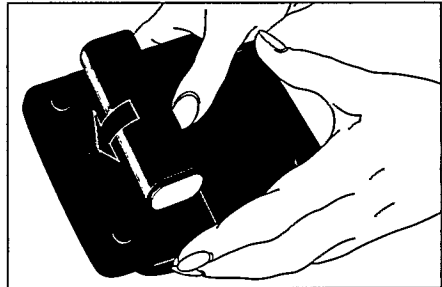
RECHARGEABLE BATTERY, TYPE SBC6430

This battery pack allows the DCC 130 to play for two and a half hours. Charge the battery prior to first use and also if the battery has not been used for a long period.

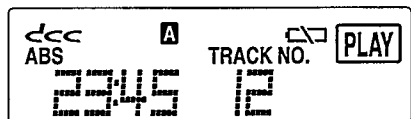
- Insert the battery in the charger as shown below



- Insert the power plug into the wall outlet. **NOTE:** Do not connect the DC cable to the mains adapter, as in that case the battery will not be charged.
- During charging the green indicator on the charger lights up. The battery is fully charged when the green indicator no longer lights up.
- After 1 hour of charging, the DCC player can be used for 2.5 hours.
- To open the battery compartment keep the release mechanism pressed firmly and slide out the battery cover. Insert the charged battery in the DCC player.



- When the battery is exhausted, the DCC player no longer functions and the battery indicator blinks. Recharge the battery.

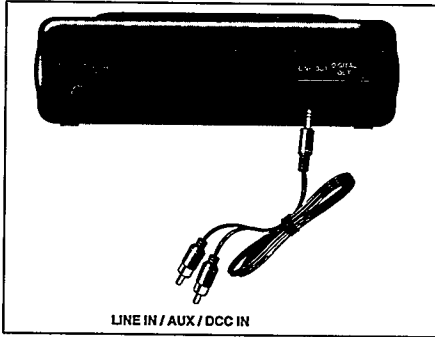


PHONES/REMOTE

- Socket for headphones, type SBC3311.

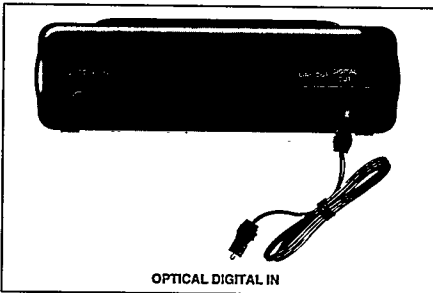
LINE OUT

- For DCC reproduction at home through your stereo system (amplifier, receiver, recorder, etc.), use the supplied signal lead to connect the socket LINE OUT to the input sockets LINE IN, AUX or DCC IN of the other set.
- Adjust the sound with the controls of the stereo system.
The VOLUME control and the DBB selector of the DCC player do not affect the output signal of the LINE OUT socket.



DIGITAL OUT

- For DCC reproduction through a high-quality stereo system with the same type of optical digital socket, use an optical signal lead to connect the socket DIGITAL OUT to the input socket OPTICAL DIGITAL IN of the other set.
- Adjust the sound with the controls of the stereo system.
The VOLUME control and the DBB selector of the DCC player do not affect the output signal of the DIGITAL OUT socket.



NOTE: This connection is only functional when the mains adapter is used.



POWER ON/OFF

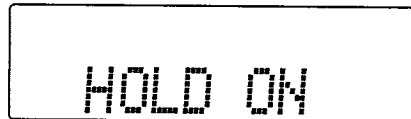
- The DCC player can be turned on by pushing one of the following buttons: PLAY ►, FF ►►, REW ◀◀, TRACK ◀► or the multi operation button on the remote control
The DCC player is activated and enters the mode of the button that was pushed.
- The DCC player will be switched off:
 - when you push the STOP ■ button again while the player already was in the stop mode.
 - when you fail to push any operating button within 4 minutes after the DCC player has entered the stop mode.

The following information will be kept in the memory: ABS(olute) time, TRACK NO., counter setting and the tape travel direction.

- The DCC player will also be switched off when you open the cassette compartment with the OPEN switch.
In this case the memory will be cleared.

HOLD

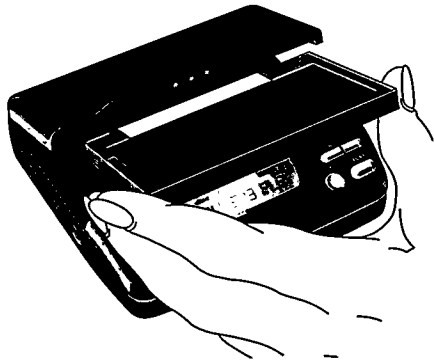
- When carrying the player with you, you can slide the HOLD switch to the  position. The DCC player buttons are then inoperative (not the remote control buttons). The playing of a cassette will now not be interrupted when a button is accidentally touched.
- When the DCC operating buttons are pressed while the HOLD switch is in position , the display will show:



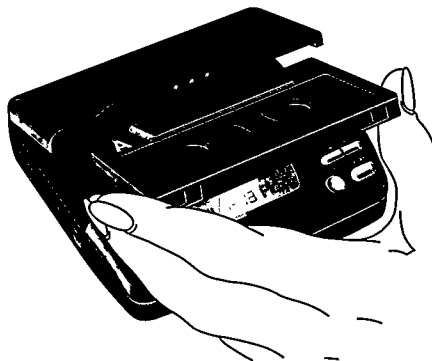
Then, the display will go back to showing the previous information.

LOADING A CASSETTE

- Open the cassette compartment with the OPEN switch.
- Insert a DCC cassette with the printed side up and the protective slider pointed to the compartment.



- When using a conventional analog cassette, insert it as shown below.



- Close the cassette compartment.




When inserting a cassette (DCC or analog) any tape slack will be taken automatically

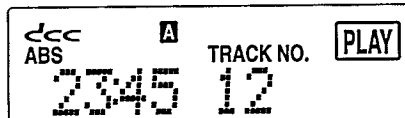
DOLBY NOISE REDUCTION




The Dolby Noise Reduction function will only be active when you are using conventional analog cassettes.

Use the DOLBY NR switch to switch the Dolby NR system B on and off.

PLAYING A DCC CASSETTE

- Make sure the HOLD switch is off, otherwise the DCC player buttons will not operate.
- Connect the headphones to the PHONES/-REMOTE socket.
- Open the cassette compartment with the OPEN switch.
- Insert a cassette and close the compartment.
- Select the desired reverse mode with the REV. MODE switch:  or .
- Adjust the volume using the VOLUME control and the bass sound using the DBB selector.
- Start playback by pressing PLAY . As soon as playback starts, the display shows the corresponding track number and the absolute elapsed time (the time which has elapsed from the start of the tape until the present playback position).



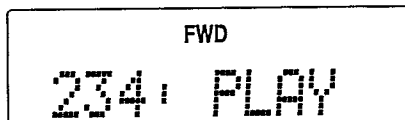
- To stop playback, press STOP .
- The DCC player also stops:
 - when the end of the second side cassette is reached (in case the reverse mode has been set to position ).
 - when the cassette compartment is opened.
 - if the battery runs down or if the power supply is interrupted in another way.
- Open the cassette compartment only when the DCC player is in the STOP position.
- To switch off the DCC player immediately, press STOP  a second time.
- In the STOP position, the DCC player shuts down automatically 4 minutes after the last command.

Remarks:

- If the battery has run down, the DCC player will not function normally. For example, it will not start. Recharge the battery or use the AC charger/adaptor.

PLAYING AN ANALOG CASSETTE

- If you want to playback an analog cassette, follow the instructions above. Use the DOLBY NR selector to switch the Dolby Noise Reduction System on or off. As soon as playback starts, the display will show the tape counter.



PREVIOUS/NEXT TRACK

- The **◀ TRACK ▶** buttons can be used to search for a particular track on the tape.
- Press **◀ TRACK** to search for the beginning of the current track.
- Press **TRACK ▶** to search for a track next to the current track.
- If you press these buttons several times, the forward or backward step increases by one music track for each depression of the buttons.
- When these buttons are pressed during playback or in the Stop mode, the deck will access to the selected track after which playback will start automatically.

Note: During the search, the audio signal will be muted.

PREVIOUS/NEXT TRACK SEARCH IN CASE YOU ARE USING DCC CASSETTES

- In case you are using a DCC cassette the tracks on the tape are recognized by the player each time a next start marker is detected
- When the end of side B is reached during next track search (**▶**), the player will enter the Stop mode.
- When the beginning of side A is reached during previous track search (**◀**), the player will also enter the Stop mode.

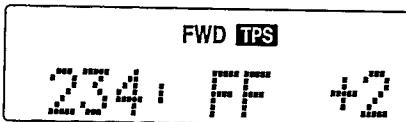
During track search the display will show: ("PLAY" on the display blinks, if the tape was playing before track search began.)



PREVIOUS/NEXT TRACK SEARCH IN CASE YOU ARE USING CONVENTIONAL ANALOG CASSETTES

- When you are using an analog cassette the tracks on the tape must be separated by a silent passage of at least 4 seconds.
- Track search does not depend on the selected Reverse mode. When the end of side B is reached during next track search (**▶**), the player will enter the Stop mode.
- When the beginning of side A is reached during previous track search (**◀**), the player will also enter the Stop mode.

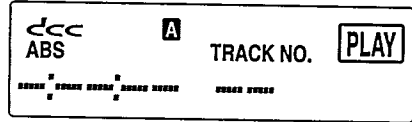
During track search the display will show:



SEARCHING FOR A PASSAGE

- Searching for a passage can be done with the **◀◀ REW** and **FF ▶▶** buttons.
- Press **FF ▶▶** to search in the tape travel direction (forward).
- Press **◀◀ REW** to search in the opposite direction in which the tape is travelling (backward).
- The winding will continue until you press **PLAY ▶** or **STOP ■**.

If you have selected the track time with the **COUNTER MODE** button, during search the display will show for instance:



- - - - - will be moving on the display from left to right if the **FF ▶▶** function is selected.
- - - - - will be moving on the display from right to left if the **REW ◀◀** function is selected.

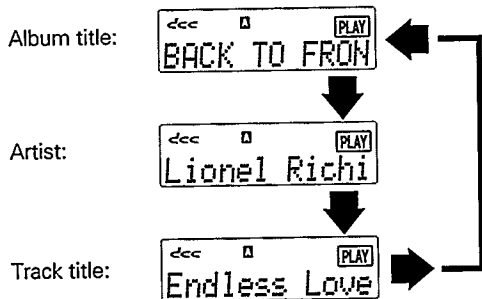
REVERSING THE PLAYING DIRECTION

- The **SIDE A/B** button is used to reverse the tape travel direction. The selected side is indicated on the display as **A** or **B**.
- When you press this button during playback, the playing direction will be reversed and playback will continue on the other side of the tape.

DISPLAYING TEXT INFORMATION

The TEXT buttons are only functional when you are using prerecorded DCC cassettes. The TEXT function calls up information from the DCC to be shown on the display.

- When you press the MODE button, the tape cassette title will be displayed.
- Press the MODE button again to display the name of the artist.
- Press the MODE button again to display the track title.



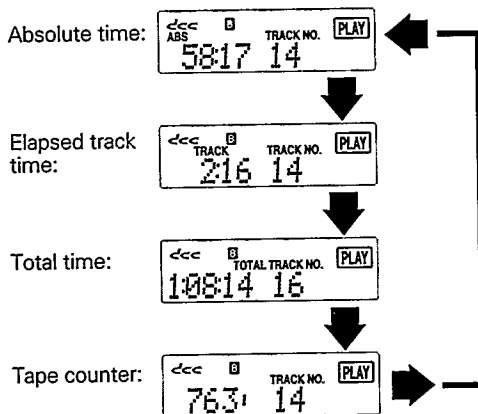
- Press the SCROLL button to scroll the display from right to left.

Note: When you are entering the Track Search mode with the ◀ TRACK ▶ buttons while the TEXT mode was selected, the display automatically returns to indicate the ABS(olute) TIME TRACK NO. information.

DISPLAYING TIME INFORMATION

Normally the display shows the absolute elapsed playing time.

- When you press the COUNTER MODE button the display will show the elapsed playing time of the current track.
- Press the COUNTER MODE button again to display the total time.
- Press the COUNTER MODE button again to display the counter setting.
- Press the COUNTER MODE button once more if you wish to return to the absolute elapsed playing time indication.



Calling up time information is not possible when conventional analog cassettes are used. In this case the display will always show the counter setting.

COUNTER RESET

The COUNTER RESET button is only functional when the display is showing the counter setting. By pressing the COUNTER RESET button, the tape counter will be set to 000.

Note: When the backside of the tape is being played, the tape counter will count down.

MARKERS

Markers are special written signals on the DCC tape, marking certain positions on the tape.

The most frequent markers are:

- START marker
- REVERSE marker
- NEXT marker
- LEAD IN
- LEAD OUT
- MUTE marker.
- SKIP marker.

START MARKER.

A start marker marks a new track on the tape. When a start marker is detected during playback, the display will show a new track number.

NEXT MARKER

A next side marker marks the end of the last recording on side A and B of the tape.

selected reverse mode: 



- When a NEXT marker is detected during playback on side A, the player will automatically wind to the beginning of the side B of the tape, after which playback will be continued.
- When a NEXT marker is detected during playback on side B, the player will automatically wind to the end of side B of the tape, after which the stop mode is entered.

selected reverse mode: 

- When a NEXT marker is detected during playback, the player will automatically wind to the beginning of the next side of the tape, after which playback will be continued. (up to a maximum of 16 cassette sides)

REVERSE MARKER

A reverse marker marks the end of the last recording on side A of the tape.

selected reverse mode:  or 

- When a REVERSE marker is detected during playback, the player will immediately change to side B (no winding) after which playback will be continued.

LEAD IN


LEAD IN indicates a buffer area at the beginning of each tape side.

LEAD OUT

LEAD OUT indicates a buffer area at the end of each tape side.

selected reverse mode: 

- When a LEAD OUT area is detected at the end of side A, the player will change to side B and continue playback.
- When a LEAD OUT area is detected at the end of side B, the player will wind to the end of side B and enter the stop mode.

selected reverse mode: 

- When a LEAD OUT area is detected at the end of side A or B, the player will change to the other side of the tape, after which playback will be continued. (up to a maximum of 16 cassette sides).



MUTE MARKER

A MUTE marker indicates an area of which the audio signal will be muted.

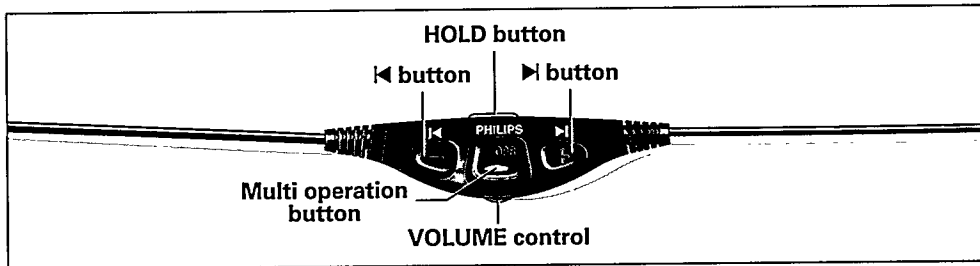
- When a MUTE marker is detected during playback, the audio signal will be muted (for as long as the mute marker lasts) while playback continues.

SKIP MARKER

A skip marker indicates an area that will be skipped during playback.

selected reverse mode:  or 

- When a SKIP marker is detected during playback, the player will start winding the tape until a new (start) marker is detected, after which playback will be continued.



REMOTE CONTROL

This remote control in the headphone cord gives easy control of volume and track access.

- Multi operation button with LED indicator
- ◀ button
- ▶ button
- HOLD button
- VOLUME control

When a button is pressed, a verification tone will be heard after the beep.

Multi operation button

When the player is in the STOP mode:

- Press this button once to start playback.
- Press this button two times to start searching in the tape travel direction (FF ▶▶).
- Press this button three times to start reverse searching (REW ◀◀).
- Keep the button depressed for more than one second to switch off the power.

PRESS	FUNCTION
● →	START PLAYBACK
● ● →	FF (fast forwarding)
● ● ● →	REW (fast rewinding)
▬ →	SWITCH OFF

When the player is in the PLAY mode:

- Press this button once to stop playback.
- Press this button two times to start searching in the tape travel direction (FF ▶▶), after which playback will be continued at the other side of the tape.
- Press this button three times to start reverse searching (REW ◀◀), after which playback will be started again from the start of the same side.
- Keep the button depressed for more than one second to change the tape travel direction

PRESS	FUNCTION
● →	STOP PLAYBACK
● ● →	FF + PLAY other direction
● ● ● →	REW + PLAY (from start)
▬ →	CHANGE DIRECTION

◀ BUTTON

When the player is in the STOP or PLAY mode:

- Press the ◀ button one time to start reverse searching the tape until the beginning of the current track is found. When this place is found, playback will start.
- When you press the ◀ button several times the backward step increases by 1 music track for each depression of the button.

▶ BUTTON

When the player is in the STOP or PLAY mode:

- Press the ▶ button one time to start track search until the next track is found. When this track is found, playback will start.
- When you press the ▶ button several times the forward step increases by 1 music track for each depression of the button.

Note:

- When using Digital Compact Cassettes, 99 tracks can be skipped in forward or reverse direction.
- When using Analog Cassettes, 9 tracks can be skipped in forward or reverse direction.

HOLD button

This button can be used to switch the HOLD function of the remote control on and off. This button acts independently from the HOLD switch on the DCC player.

VOLUME control

Use this control to adjust the volume. When you wish to adjust the volume via the remote control, set the volume control on the DCC player to position 5, 6 or 7.

Operation indicator (OPRI)

- The indicator on the multi-operation button will light up during playback.
- This indicator will start blinking during fast searching of the tape (FF ▶▶, REW ◀◀, ◀ TRACK ▶).

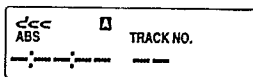
Check the following points if you are having some difficulty with your DCC player. If the trouble persists even after the remedial action has been taken or if the symptoms are not included in the table, consult the dealer where you purchased the unit.

SYMPTOM	POSSIBLE CAUSE	REMEDY
<p>Both DCC cassettes and analog cassettes</p> <ul style="list-style-type: none"> - No recharging - No operation - Broken/intermittent playback sound 	<ul style="list-style-type: none"> - The DC cable might still be connected - The unit is still in the HOLD mode. - The mains adapter has not been connected properly - The rechargeable battery has run down - The head section is dirty. - The tape is old. 	<ul style="list-style-type: none"> - Disconnect the DC cable from the charger. - Switch the HOLD mode off. - Connect the mains adapter properly. - Recharge the battery. - Clean the head section. - Use a new tape.
<p>DCC cassettes</p> <ul style="list-style-type: none"> - Track number or elapsed play time is not displayed correctly. 	<ul style="list-style-type: none"> - The cassette has been loaded in the middle of one of the tracks. 	<ul style="list-style-type: none"> - Rewind the tape to the start of the track and start playback.
<p>Analog cassettes</p> <ul style="list-style-type: none"> - Poor sound quality during playback. 	<ul style="list-style-type: none"> - The Dolby NR switch has not been set correctly. 	<ul style="list-style-type: none"> - Set the knob to the position corresponding to the tape.

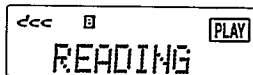
DISPLAY MESSAGES

HOLD ON

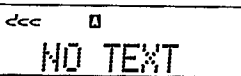
- One of the DCC player buttons has been pressed while HOLD was switched on.



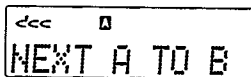
- This is the tape travel display which appears during playback when the DCC tape's counter information cannot be read.



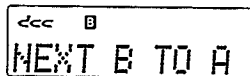
- This indicates that the unit is still reading the text information on the tape.



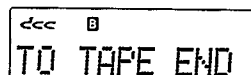
- This indicates that the DCC tape does not contain text information. The display will go back to showing the previous information.



- Playback of side A is finished. The tape will automatically be wound forward to the first track on side B and playback will be continued.



- Playback of side B is finished. When reverse mode (↩) has been selected, the tape will automatically be wound forward to the first track on side A and playback will be continued.



- Playback of side B is finished. When reverse mode (↩) has been selected, the tape will automatically be wound forward to the end of side B and stop.

- Do not leave the unit for any length of time in direct sunlight or other places where high temperatures can occur, such as in the vicinity of heating apparatus.
- Do not expose the equipment to humidity or rain.
- A chamois leather cloth slightly moistened with water is sufficient for cleaning the player.
- Do not use cleaning agents containing alcohol, spirits, ammonia or abrasives.

CLEANING CASSETTES

- In principle there is no need to clean the head of your DCC player when you use only DCC cassettes.
The use of conventional compact cassettes of inferior quality may leave dirt on the DCC head. This can affect the sound quality of DCC cassettes (sound is being interrupted).
- Special DCC cleaning-cassettes are available to clean the DCC head.
- It is strongly advised not to use conventional compact cleaning cassettes as they will not clean the DCC head good enough.

Note: Do not use demagnetizing cassettes!

USE YOUR HEAD WHEN USING HEADPHONES**Hearing safety**

- Do not play your headphones at a high volume. Hearing experts advise that continuous use at high volume can permanently damage hearing.

Traffic safety

- Do not use headphones while driving a vehicle. It may create a traffic hazard and it is illegal in many countries. Even if your headphones are open-air type designed to let you hear outside sounds, do not turn up the volume so high that you cannot hear what is going on around you.

DIGITAL SIGNAL FORMAT:

Tape recording system	Digital Compact Cassette
Sampling frequencies:	48 kHz, 44.1 kHz, 32 kHz (selected automatically)
No. of quantizing bits:	16 bits linear
Coding format	PASC
No. of channels:	2 channel stereo

AUDIO PERFORMANCE:

DCC digital output	Frequency response:	5 Hz - 22 kHz
	S/N ratio	> 92 dB
	Dynamic range:	> 108 dB
	Channel separation	> 90 dB
DCC analog output	Frequency response:	fs:44.1 kHz 20 Hz - 20 kHz +0.5/-1.5 dB
	fs:48 kHz	20 Hz - 22 kHz +0.5/-1.5 dB
	fs:32 kHz	20 Hz - 14.5 kHz +0.5/-1.5 dB
	S/N ratio	> 90 dB
	Dynamic range:	> 90 dB
	Wow and flutter	Quartz crystal precision
Compact cassette	Track format:	4 track 2 channel stereo
	Frequency range:	20 Hz - 18 kHz
	S/N ratio (CrO ₂):	> 50 dB

TERMINALS

Line output (fixed):	3.5 mm jack
output level:	1.0 V (50 kOhm)
Phones output:	3.5 mm jack
maximum output power:	10 mW + 10 mW (16 Ohm)
Digital output:	Optical (only when AC adapter is used)
DC input:	5.5 V

POWER REQUIREMENTS

Battery	Ni-Cd rechargeable battery:	Playback time	Approx. 2.5 hours
External		Recharging time	Approx. 1 hour
			100-240V AC to 5.5 V DC

MISCELLANEOUS

Mechanism	Head:	18 ch thin-film head
	Motor:	Brushless motor
	Tape speed	4,76 cm/sec.

GENERAL

Dimensions (w x h x d):	120 x 35 x 118 mm
Weight (incl. rechargeable battery):	490 gr.

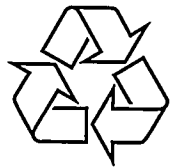
ACCESSORIES

mains adapter with charger:	SBC6630
mains lead	
DC cable	
Rechargeable battery:	SBC6430
Headphone with remote control:	SBC3311
Hifi connection cable	
Carrying case	

** These specifications are subject to change without notice*



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