

PHILIPS



DCC 900

Owner's Manual
Mode d'emploi
Instrucciones de manejo

Digital Compact Cassette Recorder



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Thank you for selecting the Philips DCC 900 Digital Compact Cassette recorder.

DCC is the logical, digital successor to Compact Cassette. It meets higher demands for sound quality, durability and style. DCC is the marriage of Compact Cassette to Digital Audio, and it forms a union that combines perfect sound and high convenience with great versatility.

Like Compact Cassette, DCC is a record and playback system that features both prerecorded 'Digital Music cassettes' and blank DCC's. With its advanced system of digital registration on tape, DCC is Compact Cassette made digital and totally modernised.

On top of this DCC has a unique and practical advantage: it is compatible with its analog ancestor. Users can play their existing analog Compact Cassette collections on your new DCC 900 cassette player.

Dolby Noise Reduction manufactured under license from Dolby Laboratories Licensing Corporation. 'DOLBY' and the double-D symbol  are trademarks of Dolby Laboratories Licensing Corporation.

PHILIPS

Congratulations On Your New Purchase ... And Welcome To The PHILIPS Family!

Dear PHILIPS Family Member:

Thank you for your confidence in PHILIPS. You've selected one of the best-built, best-backed products available today.

We appreciate your support, and we'll do everything we can do to keep you happy with your purchase for many years to come. After all, you're the reason we're in business!

As a PHILIPS family member, you're entitled to a world of special privileges - and our uncompromising commitment to your total satisfaction. Your PHILIPS product is protected by one of the most comprehensive warranties and outstanding service networks in the industry.

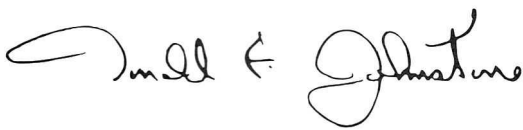
What's more, your purchase qualifies you to receive advance information on exciting new products from PHILIPS, convenient access to our home shopping network for special products and accessories, plus factory-direct rebates and discounts on your future PHILIPS purchases.

A part of this is our way of saying 'thanks' for joining the PHILIPS family.

To start taking advantage of these great benefits, just remember to return your PHILIPS Owner's Registration Card.

Simply complete, detach and mail us your Owner's Registration Card today. And enjoy your new purchase with our best wishes!

Sincerely,



Donald F. Johnstone
President and Chief Executive Officer

For Customer Use:

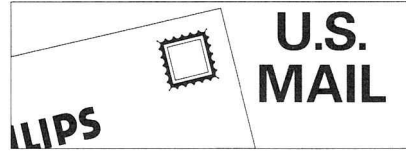
Enter below the Serial No. which is located on the rear of the cabinet.
Retain this information for future reference.

Model No. DCC 900

Serial No. _____

Please Follow These Three Important Steps To Get The Most From Your Product.

RETURN YOUR OWNER'S REGISTRATION CARD WITHIN 10 DAYS.





Registering your purchase is an essential step to guarantee that you'll receive all of the benefits you're entitled to as a PHILIPS product owner. Complete and mail your Owner's Registration Card today to ensure your right to warranty verification, owner confirmation, model registration, plus a wide variety of special services and savings.

1

KNOW THESE SAFETY SYMBOLS.



-  This "bolt of lightning" indicates uninsulated material within your unit may cause an electrical shock. For the safety of everyone in your household, please do not remove product covering.
-  This "exclamation point" calls attention to features for which you should read the enclosed literature closely to prevent operating and maintenance problems.

2


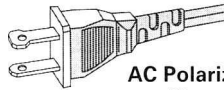
READ OPERATING INSTRUCTIONS CAREFULLY.



The information in this manual can help you take full advantage of your product's many features, and ensure years of safe, reliable operation. So don't miss out. Read the enclosed instructions, safety tips and warranty information today.

3

This product was designed and manufactured to meet strict quality and safety standards. There are, however, some installation and operation precautions which you should be particularly aware of.

1. **Read Instructions** - All the safety and operating instructions should be read before the appliance is operated.
2. **Retain Instructions** - The safety and operating instructions should be retained for future reference.
3. **Heed Warnings** - All warnings on the appliance and in the operating instructions should be adhered to.
4. **Follow Instructions** - All operating and use instructions should be followed.
5. **Water and Moisture** - The appliance should not be used near water - for example, near a bathtub, washbowl, kitchen sink, laundry tub, in a wet basement or near a swimming pool, etc.
6. **Carts and Stands** - The appliance should be used only with a cart or stand that is recommended by the manufacturer.
- 6A.  An appliance and cart combination should be moved with care. Quick stops, excessive force, and uneven surfaces may cause the appliance and cart combination to overturn.
7. **Wall or Ceiling Mounting** - The appliance should be mounted to a wall or ceiling only as recommended by the manufacturer.
8. **Ventilation** - The appliance should be situated so that its location or position does not interfere with its proper ventilation. For example, the appliance should not be situated on a bed, sofa, rug, or similar surface that may block the ventilation openings; or, placed in a built-in installation, such as a bookcase or cabinet that may impede the flow of air through the ventilation openings.
9. **Heat** - The appliance should be situated away from heat sources such as radiators, heat registers, stoves, or other appliances (including amplifiers) that produce heat.
10. **Power Sources** - The appliance should be connected to a power supply only of the type described in the operating instructions or as marked on the appliance.
11. **Grounding or Polarization** - The precautions that should be taken so that the grounding or polarization means of an appliance is not defeated.  **AC Polarized Plug**
Caution: To prevent electric shock, match the wide blade of this plug to the wide slot, fully insert. Do not use this (polarized) plug with an extension cord, receptacle or other outlet unless the blades can be fully inserted to prevent blade exposure.
12. **Power-Cord Protection** - Power supply cords should be routed so that they are not likely to be walked on or pinched by items placed upon or against them, paying particular attention to cords and plugs, convenience receptacles, and the point where they exit from the appliance.
13. **Cleaning** - The appliance should be cleaned only as recommended by the manufacturer.
14. **Power Lines** - An outdoor antenna should be located away from power lines.
15. **Nonuse Periods** - The power cord of the appliance should be unplugged from the outlet when left unused for a long period of time.
16. **Object and Liquid Entry** - Care should be taken so that objects do not fall and liquids are not spilled into the enclosure through openings.
17. **Damage Requiring Service** - The appliance should be serviced by qualified service personnel when:
 - A. The power-supply cord or the plug has been damaged; or
 - B. Objects have fallen, or liquid has spilled into the appliance; or
 - C. The appliance has been exposed to rain; or
 - D. The appliance does not appear to operate normally or exhibits a marked change in performance; or
 - E. The appliance has been dropped, or the enclosure damaged.
18. **Servicing** - The user should not attempt to service the appliance beyond that described in the operating instructions. All other servicing should be referred to qualified service personnel.



This symbol warns the user that uninsulated voltage within the unit may have sufficient magnitude to cause electric shock. Therefore, it is dangerous to make any kind of contact with any inside part of this unit.



This symbol alerts the user that important literature concerning the operation and maintenance of this unit has been included. Therefore, it should be read carefully in order to avoid any problems.

WARNING

To reduce the risk of fire or electric shock, do not expose this appliance to rain or moisture.

The set complies with the FCC-rules, Part 15.

Philips Audio Systems

- **Two (2) Year Carry-In Labor Warranty**
- **Two (2) Year Carry-In Service Parts Warranty**

* For purchases outside the U.S.A. and Canada, see applicable warranty from country of purchase.

Replacement Parts and Service Labor:

For two (2) years from the date of purchase an Authorized Service Center will replace any part found defective and will repair any product defect without charge to you for parts or labor.

Replacement parts installed during the warranty period are warranted only for the balance of the original warranty.

Who is protected? . . . Where?

This warranty is extended to the original retail purchaser for products purchased and used in the U.S.A., Puerto Rico, the Virgin Islands and Canada. If you move within these areas an Authorized Service Center in your area will honor this warranty for the remainder of the original warranty period.

What the Purchaser Must Do:

Before delivering your unit for service, check your operating instruction booklet. A slight adjustment of the customer controls discussed in your instruction booklet may save you a service call.

Warranty Exclusions - Your Warranty Does Not Cover:

Labor charges for installation or set-up, adjustment of customer or preference controls and installation or repair of audio antenna systems outside the unit.

Product repair and/or part replacement because of mis-use, accident, unauthorized repair or other cause not within the control of Philips Consumer Electronics Company.

Reception problems caused by signal conditions or antenna systems outside the unit.

A unit purchased, used or serviced outside the U.S.A., Puerto Rico, the Virgin Islands and Canada, or used for commercial or institutional purposes (included but not limited to products used for rental purposes).

Incidental or consequential damages resulting from the product or use of the product. Some states do not allow the exclusion of incidental or consequential damages, so the above exclusion may not apply to you.

IMPORTANT REMINDER:

Please fill out and mail your Warranty Registration Card promptly. It will be easier for us to notify you if it should ever be required.

For product purchased in the U.S.A., Puerto Rico, or the Virgin Islands

How To Get Warranty Service:

To obtain warranty service you must deliver your unit, with evidence of the purchase date, to an Authorized Service Center (see enclosed listing) for repair if service is required during the warranty period. When repair is completed you must pick up the unit at the Service Center.

In the U.S.A., Puerto Rico or the Virgin Islands, all implied warranties including implied warranties of merchantability and fitness for a particular purpose, are limited in duration to the duration of this express warranty. Some states do not allow limitations on how long an implied warranty lasts, so the above limitation may not apply to you.

This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

Philips Service Company - ☎ (615) 475-8869
401 East Old Andrew Johnson Highway
Jefferson City, Tennessee, USA 37760
 ☎ (615) 475-8869

For product purchased in Canada

How To Get Warranty Service:

To obtain warranty service, the product must be delivered (carried-in) to a Philips Consumer Service Branch (see enclosed listing), Philips Self-Servicing Dealer or Authorized Service Depot.

These warranties are given in lieu of all other warranties. No other guarantees or warranties are expressed or implied, including any implied warranties of merchantability or fitness for purpose. Philips shall not be liable under any circumstances for any direct, indirect, special, incidental or consequential damages, howsoever incurred, even if notified of the possibility of same.

All that's required to validate your original factory warranty is to present your bill of sale as proof of purchase.

Philips Electronics Ltd.
601 Milner Avenue
Scarborough, Ontario, Canada M1B 1M8
 ☎ (416) 292-5161

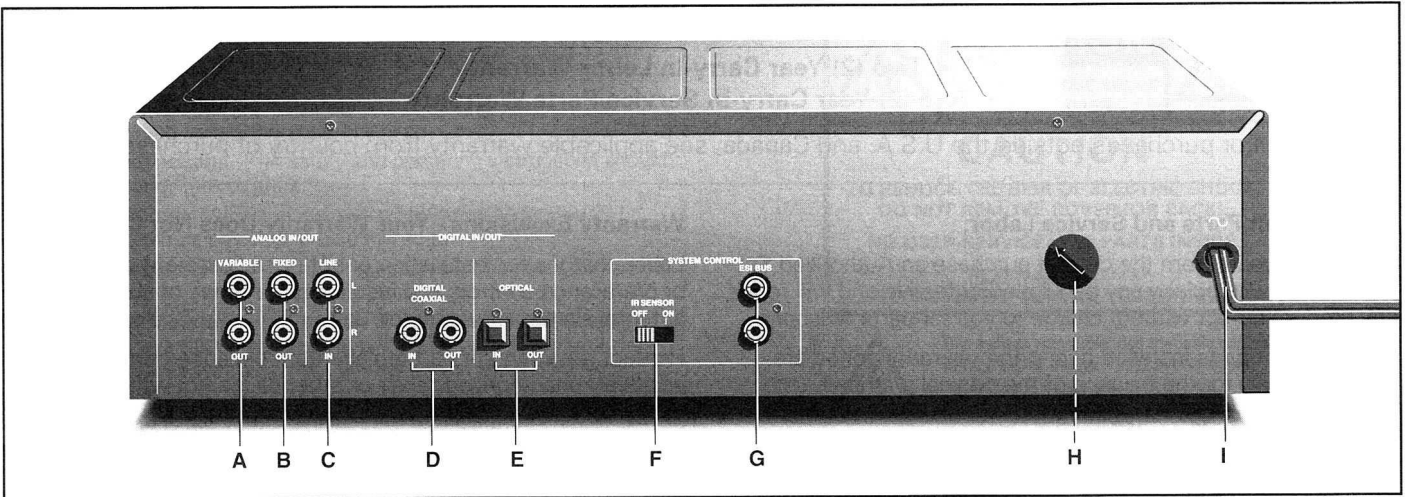
Please write in your Model and Serial numbers below. The numbers are located on your unit. Keep this manual nearby for easy reference.

Model No. DCC900

Serial No. _____

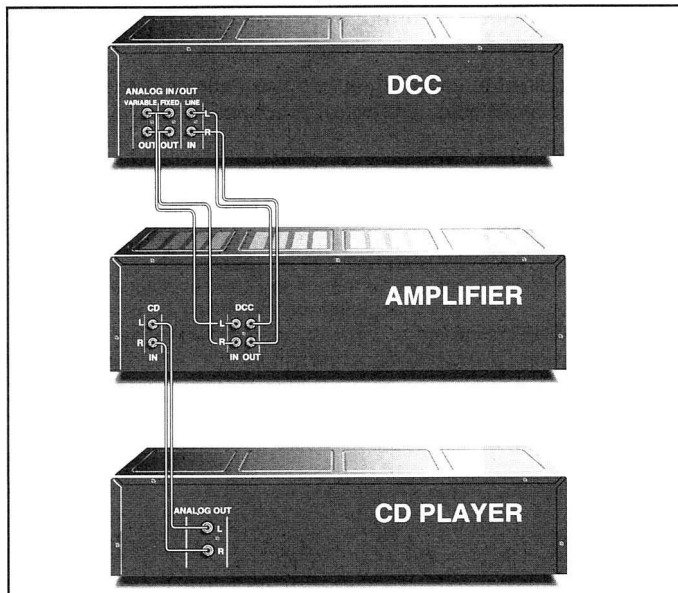
EL 4575-E001

92/4
MAC1349



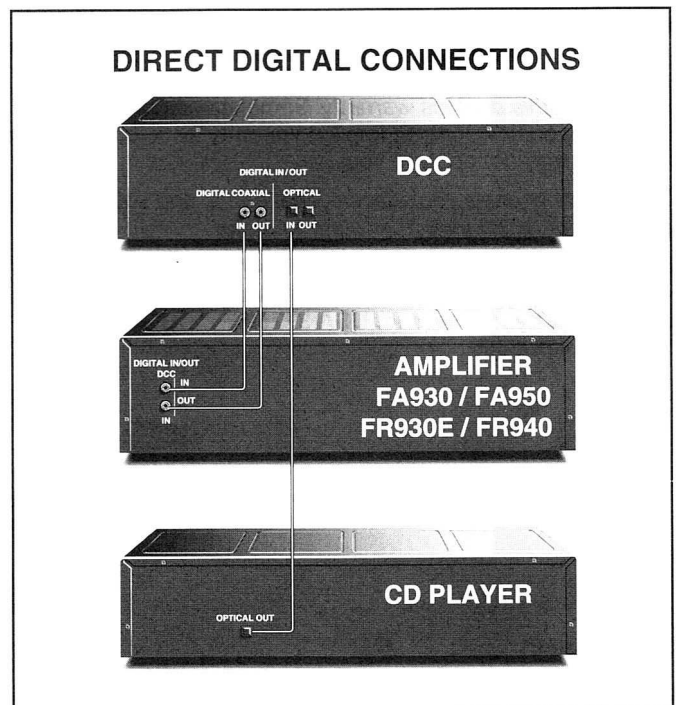
ANALOG CONNECTIONS:

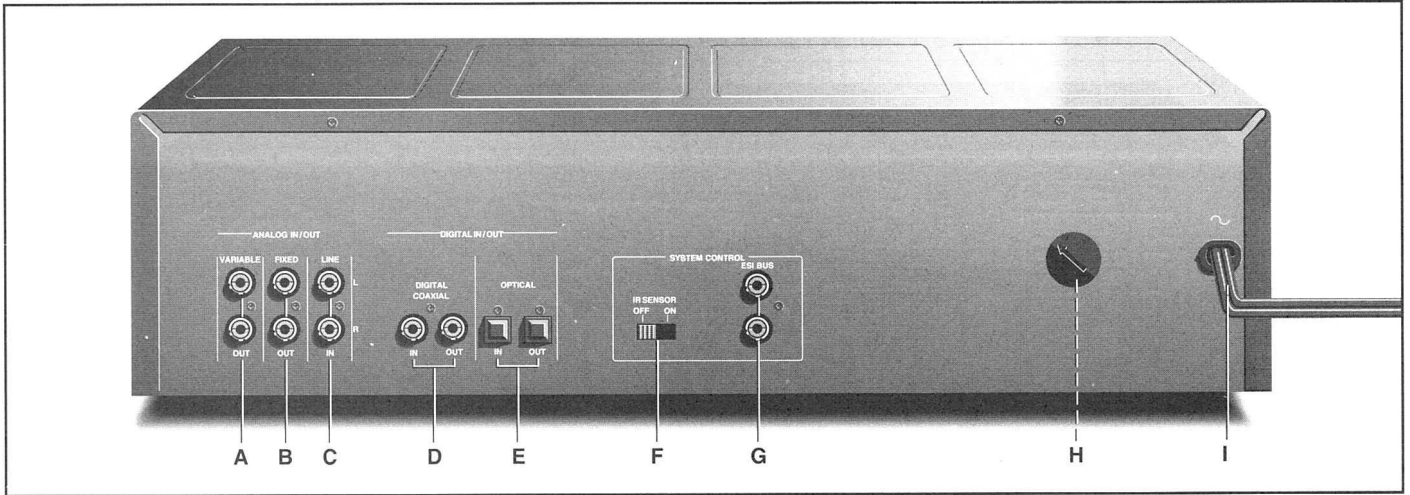
- A VARIABLE OUT** – Output jacks for connection to an analog Philips amplifier or HiFi system. Use this connection when you want to control the volume with the supplied remote control
- Insert a red plug into the R jack and the other plug into the L jack.
 - Insert the two other plugs into the corresponding jacks of the DCC IN input of your amplifier. You can also use the TAPE, CD, AUX or TUNER inputs of your amplifier but *never* the PHONO input. When you have connected your recorder via these VARIABLE OUT jacks, the sound level can be adjusted with the VOLUME keys of the remote control supplied with your DCC 900.
- B FIXED OUT** – Output jacks for connecting the recorder to an analog Philips amplifier or HiFi system. Use this connection when you want to control the volume on your amplifier or on the remote control of your amplifier only. Connection takes place in the same way as via VARIABLE OUT. This connection is advised for the Philips 900-series products.
- Note:** Only one of above mentioned connections (VARIABLE OUT, FIXED OUT) is needed.
- C LINE IN** – Recording input for connection to an analog amplifier
- Insert a red plug into the R jack and the other plug into the L jack.
 - Insert the two other plugs into the corresponding jacks of the DCC OUT output of your amplifier. You can also use the TAPE, or AUX outputs of your amplifier.



DIGITAL CONNECTIONS:

- D DIGITAL COAXIAL**
- IN** – Recording input for connecting the recorder to a source which supplies a digital signal and that has a digital output, e.g. a CD, CDV, DAT or DBS-Satellite tuner.
- OUT** – This output supplies a digital signal via an electrical path; for this reason it can only be connected to a product with a digital input e.g. amplifier, DCC, Digital to Analog Converter, Digital Signal Processor or DAT. Use a cinch lead with one cinch plug on either end.
- E OPTICAL**
- IN** – Recording input for connecting the recorder to a source which supplies a digital signal via an optical path and that has an optical digital output, e.g. a CD, CDV, DAT or DBS-Satellite tuner.
- Pull out the protective plug from the jack.
 - Connect one end of an optical lead to the jack.
 - Connect the other end to the optical output of the amplifier or of another piece of equipment.
 - Press in the plugs until you hear a mechanical click.
- OUT** – This output supplies a digital signal via an optical path. It can be connected to a product with a digital input e.g. amplifier, DCC, Digital to Analog Converter, Digital Signal Processor or DAT. Connection takes place in the same way as via OPTICAL IN.





CONNECTIONS:

SYSTEM CONTROL:

F IR SENSOR ON/OFF – For switching the I(nfra) R(ed) SENSOR on and off.

IMPORTANT!

When the recorder is incorporated in a HiFi system with ESI BUS connection (e.g. Philips 900 series), this switch should always be in the **OFF** position.

When the recorder is **not** incorporated in a HiFi system with ESI BUS connection, the switch should be in the **ON** position.

When changing the IR SENSOR switch, the recorder should always be **switched off**.

G ESI BUS – (Enhanced System Intelligence)(colored green) Remote-control jacks for connection to the corresponding ESI jacks of other components in your HiFi system (e.g. the Philips 900 series) Connect the ESI jack to the ESI jack of the external equipment that uses the ESI remote control system. In this way you can operate external sets by remote control through the sensor of your amplifier.

WARNING
Do not connect the set to the power until all other connections have been made and the power supply voltage (indicated on the type plate) has been checked.

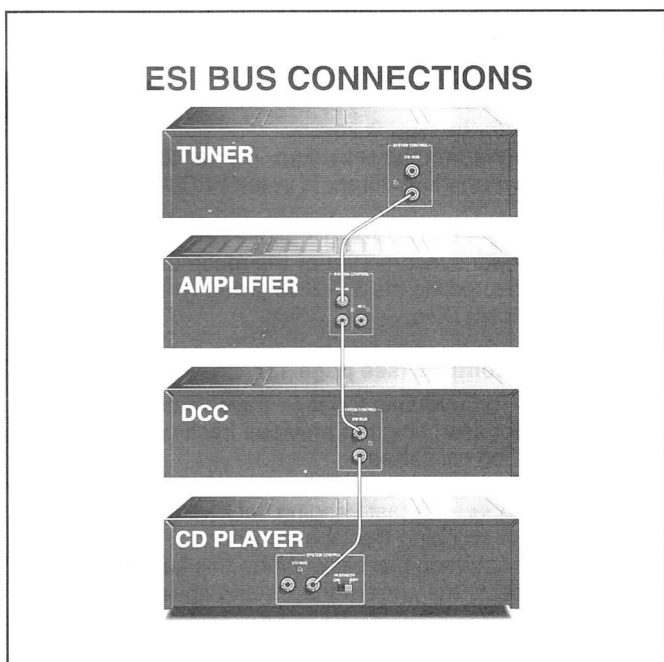
AC/POWER SUPPLY

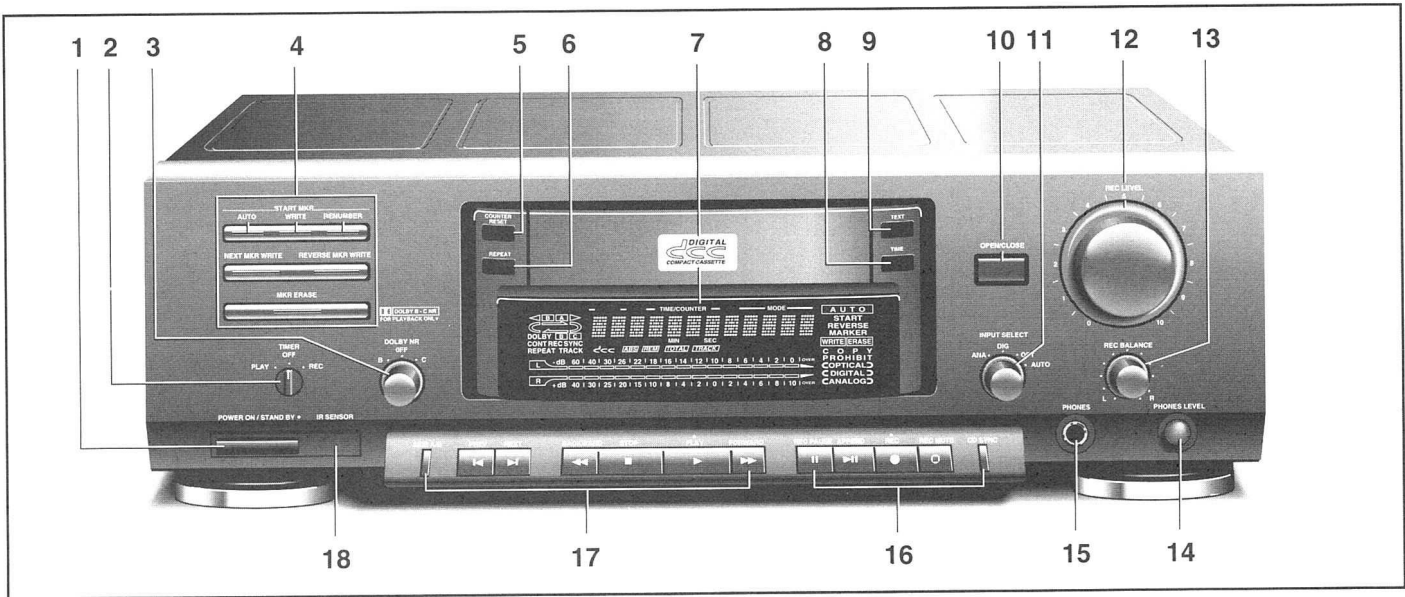
H Voltage selector 110/120/220/240 V – for selecting the power supply voltage (not on all versions)

I Power cord

- Check that the power voltage as shown on the type plate corresponds to your local power supply. If it does not, consult your dealer or service organisation.
- If your unit has a voltage selector, make sure **only** to change the power supply voltage in the POWER OFF position.
- Insert the plug of the power cord into the wall jack.
- If your amplifier has AC MAINS OUTLETS, you are advised to insert the plug of the power cord into these outlets. The power supply is now connected.
- To disconnect the set from the power completely, remove the power plug from the wall jack or from the AC MAINS OUTLETS of your amplifier.

After making all necessary connections (some may not be applicable for your system set-up), your system is ready for use. In the next chapters we will describe how to operate your DCC900.





FRONT OF RECORDER

- 1 POWER STANDBY/OFF** – For switching on and off.
- 2 TIMER PLAY/OFF/REC** – This switch enables the recorder to be set in advance for recording or playback, so that the equipment can be switched on or off with a timer.
- 3 DOLBY NR** – for switching the Dolby Noise Reduction system on and off and for selecting Dolby B and C. Only functional when you are using a conventional Analog Compact Cassette
- 4 MARKER controls (see page 16)**
 - **AUTO START MKR** – automatic start marker generation on/off
 - **START MKR WRITE** – for writing a start marker manually, marking the start of a new music track.
 - **RENUMBER** – for checking the complete tape on correctness of track numbers and making a correct sequence of tracknumbers.
 - **Auto reverse control (see page 17)**
 - **NEXT MKR WRITE** – for writing a next marker, marking the end of a side and causing the deck to continue at the start of the other side.
 - **REVERSE MKR WRITE** – for writing a reverse marker, marking that the side must be reversed at this location
 - **MKR ERASE** – for erasing any marker at the current location.
- 5 COUNTER RESET** – for returning the tape counter to 0000.
- 6 REPEAT** – for repeating the current track, for repeating all tracks or for switching repeat off.
- 7 Display**
- 8 TIME** – for selecting the different time modes to be shown on the display: absolute time, track time, remaining time and counter mode. Press to scroll through the different modes.
- 9 TEXT** – for displaying text information like the album title, track title, artist, total number of tracks and time. Press to scroll through the different text information. Always functional for prerecorded Digital Compact Cassettes and sometimes functional for user-recorded Compact Cassettes
- 10 OPEN/CLOSE** – for opening and closing the tray loader. The tray can also be closed by briefly pushing its front.
- 11 INPUT SELECT** – for selecting the ANALOG, DIGITAL or OPTICAL input from which you wish to record. In case the recorder is connected via the ESI BUS jacks to your HiFi system (e.g. Philips 900 series), the input is selected automatically when the INPUT SELECT knob is set to AUTO.
- 12 REC LEVEL** – for adjusting the recording volume only when recording from the analog input.
- 13 REC BALANCE** – for adjusting the recording balance only when recording from the analog input.
- 14 PHONES LEVEL** – for adjusting the volume level of the headphones.
- 15 PHONES** – jack for headphones. You may connect a pair of stereo headphones with 6.3 mm plug to this jack.
- 16 RECORDING controls (see page 12)**
 - **REC PAUSE II** – for immediate entering of the RECORDING PAUSE mode and for interrupting recording.
 - **APPEND ►►** – for initializing a recordable (blank) tape or for searching the end of the last recording after which the recorder switches to the RECORDING PAUSE mode. It is advised to use this key before starting the actual recording with the REC ● key.
 - **REC ●** – for starting the recording. The recording can only be started when the recorder is in the RECORDING PAUSE mode.
 - **REC MUTE ○** – for recording a pause (silent passage)
 - **CD SYNC.** – for synchro start of the recorder and a CD player (connected via the ESI BUS jacks) when recording from a Compact Disc.
- 17 PLAYBACK controls (see page 11)**
 - **SIDE A/B** – for reversing the tape travel direction
 - **PREV. ◀** – for searching the previous track on the tape (also for analog cassettes)
 - **NEXT ▶** – for searching the next track on the tape
 - **BACKWARD ◀◀** – for fast winding backward
 - **STOP ■** – for stopping the tape transport
 - **PLAY ▶** – for starting playback. When this key is pressed during playback, the current track starts again from the beginning.
 - **FORWARD ▶▶** – for fast winding forward
- 18 IR SENSOR** – infra red remote control eye

DIFFERENT CASSETTE SORTS

On your DCC recorder you can use Digital Compact Cassettes (DCC) and conventional Analog Compact Cassettes (ACC).

Both of these cassette sorts are available on the market with different tape length and material.

- Digital Compact Cassettes can be used for playback and recording on your DCC 900.
- Analog Compact Cassettes can only be used for playback on your DCC 900.

The DCC cassette can be divided into two sorts:

DCC PRERECORDED

These cassettes can be bought prerecorded in the shop. Prerecorded cassettes contain also information on the album, like the album title, artist, track title, track number, total tracks, time (track time, absolute time, remaining time and counter) and tape side information.

It is not possible to make a recording on these cassettes yourself.

DCC USER-RECORDED

Cassettes that you have recorded yourself from different sources.

- Track and time information is automatically recorded when the APPEND key is used (see chapter RECORDING). When the recording is done with the RECP key on an area of the tape that already contains a recording or directly after the last recording (APPEND) track and time information will also be available.

This information will not be recorded when the recording is done in the middle of a blank area on the tape with the use of the RECP key.

Note: when playback is started in the middle of a track, the time and track information may not yet be known by your DCC 900. The display will then show '---'.

As soon as a new track is detected the track and time information will be shown on the display again.

Note: TEXT INFO can not be recorded.

ANALOG COMPACT CASSETTES

- Conventional analog compact cassettes can be played back on your DCC 900. During playback of these cassettes the display will show the counter setting.

CASSETTE MAINTENANCE

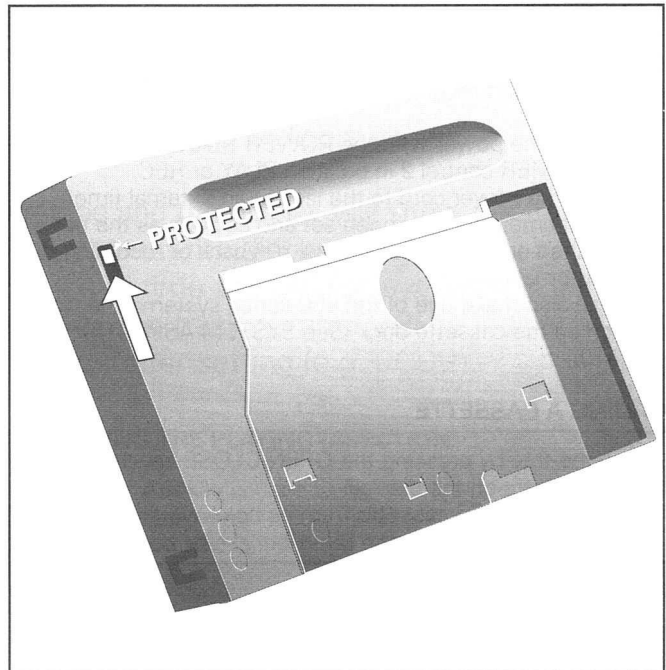
Keep the cassettes at room temperature and avoid leaving them in the sun or too close to magnets and transformers or e.g. recorders, radios, TV's and loudspeakers.

Do not push the tape protection of DCC cassettes aside and avoid touching the tape.

PROTECTING A CASSETTE AGAINST RECORDING

Accidental erasure of recordings made on your DCC cassettes can be prevented by sliding the red switch on the back of your cassette upward as shown below.

No recording will then be possible on this tape.



POWER STANDBY/OFF

- Use the POWER STANDBY/OFF key to switch the power on and off. After switching on the power, the recorder will become active.
- When the recorder is switched to standby mode (with the remote control) it will be activated as soon as you press one of the keys that activate a play function e.g. PLAY ►, STOP ■, PREV. ◀, NEXT ▶, BACKWARD ◀◀, FORWARD ▶▶.
- If you have connected the plug of the power cord to the MAINS OUTLETS of your amplifier, the power will automatically be switched off as soon as you switch off the amplifier.

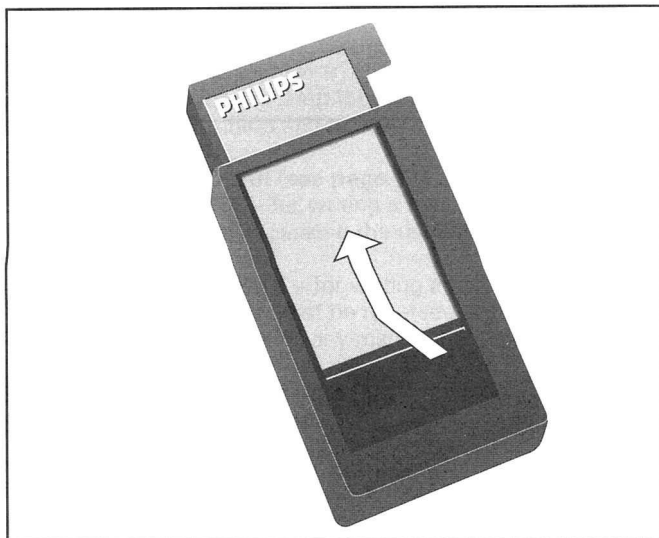
LOCAL TIMER SWITCH

With the TIMER control **2** the recorder can be set to automatically start recording or playback when the set is switched on.

- Switch on the power with the POWER STANDBY/OFF key **1**.
- Set the TIMER control **2** in position PLAY or REC.
- Connect the power cord to the jack of an external timer.
- The local timer has now been set and as soon as the power is switched on (e.g. the next day), playback or recording will start automatically.
- You can also make use of the 900 series system timer to switch on the cassette deck (See SYSTEM ASPECTS, page19).

LOADING A CASSETTE

- Open the tray by pressing the OPEN/CLOSE key **10**. OPEN appears on the display.
- Slide out your DCC cassette from its box.



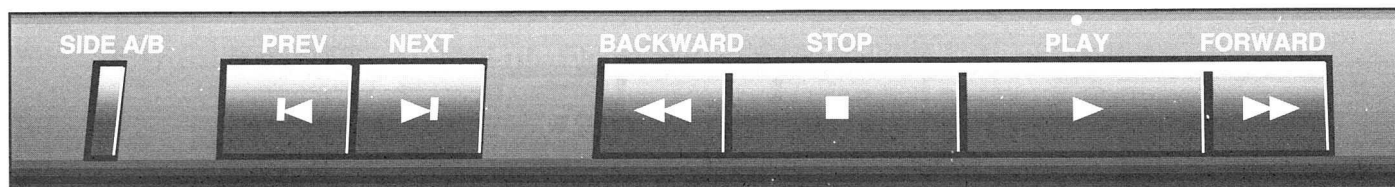
- Insert a DCC cassette with the printed side up as shown below and protective slider pointed to the DCC-player.



- When using an analog cassette, insert it as shown below preferably with side A facing up and the full spool on the right.



- Close the tray by briefly pushing its front or by pressing the OPEN/CLOSE key **10** again. The display shows CLOSE.
- After closing the tray your DCC 900 will read the tape information. READING will appear on the display. During this period your DCC 900 will:
 - determine the tape sort used
 - determine the tape position
 - read the title of the album (when using prerecorded cassettes).
- When a prerecorded DCC cassette is loaded, the title of the album will be displayed.
- For all other DCC tape sorts the recorder will enter the track-time display mode. As soon as this information is available on the tape it will be displayed.
- When a conventional analog cassette is loaded, the counter mode will be displayed.



PLAYBACK

Playback of a cassette is similar to operating a CD-player.

- Open the tray by pressing OPEN/CLOSE **10**. *OPEN* appears on the display
- Insert a cassette as explained before. (see page 10)
- Close the tray. The display shows *CLOSE*.

The recorder will now retrieve the information on the tape and during this period *READING TEXT* appears on the display.

- When using a pre-recorded DCC cassette, the album title will be displayed
- Press PLAY **▶**.

Playback will start from the present position of the tape and the display will show the track title.

- Press the STOP **■** key to stop playback. *STOP* appears on the display

When playing a user-recorded tape, the track number and time will be displayed just like a CD. In case this information is not (yet) known by the player, the track number will be indicated by '--- ---' and instead of the time, the display will show a counter setting (e.g. 0000).

REPLAY

- If you press the PLAY **▶** key during playback, the currently playing track will be replayed from the beginning.

PREVIOUS/NEXT TRACK

- The PREV. **◀** and NEXT **▶** keys can be used to search for a particular track on the tape or scroll through the tracklist (see title search). Press PREV. **◀** to search for a track previous to the current track.

Press NEXT **▶** to search for a track next to the current track.

If these keys are pressed during playback, the deck will wind/rewind to the next/previous track after which playback continues. During the (re)winding the green indicator above the PLAY **▶** key flashes.

Note: these keys are also functional when using analog compact cassettes.

TITLE SEARCH

Compared to CD, DCC has a new feature: the track title of a pre-recorded DCC will be displayed during playback. It is also possible to search for a track based on its title. When you press NEXT **▶** while the deck is in the stop mode the title of the next track appears on the display. Searching for the track does not start yet. You can actually wind to the track by pressing the PLAY **▶** key. The message *READING* appears on the display during the time that your DCC 900 is retrieving the track titles from the cassette.

SEARCHING FOR A PASSAGE

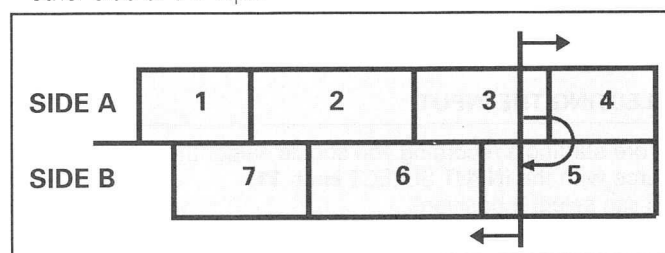
- Searching for a passage during playback can be done with the BACKWARD **◀◀** and FORWARD **▶▶** keys. Hold FORWARD **▶▶** pressed down to search in the tape travel direction. Hold BACKWARD **◀◀** pressed down to search in the opposite direction in which the tape is travelling. Playback will continue as soon as you release the key.
- When you press the FORWARD **▶▶** or BACKWARD **◀◀** keys while the deck is in the stop mode, the winding will continue until you press another key of the playback controls **17**.

REVERSING THE PLAYING DIRECTION

- The SIDE A/B key is used to reverse the direction in which the tape is travelling.

This selected side is indicated on the display as **◀ B** or **A ▶**

When you press this key during playback, the playing direction will be reversed and playback will be continued at the other side of the tape.

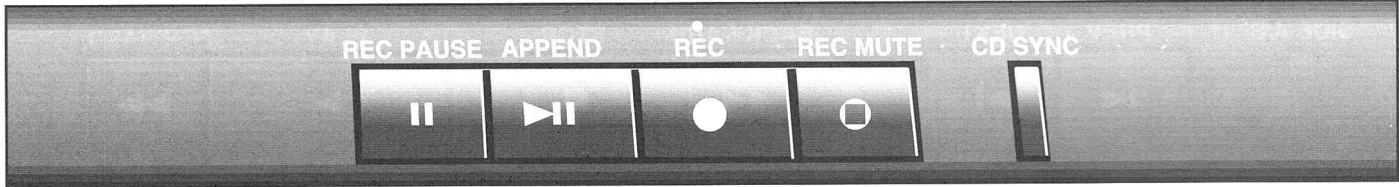


REPEAT

- You can use the REPEAT key **6** to repeat a particular track or the total number of tracks on the tape.
 - Press this key once to repeat the current track. The indication **REPEAT TRACK** will appear on the display. Repeating the current track is not possible when you are using conventional analog cassettes.
 - Press this key once again if you wish to repeat all tracks on the tape. The display will show **CONT REPEAT**.
 - Press this key another time to switch repeat off again.
- NOTE:** When analog cassettes are used, only the function **CONT REPEAT** can be activated. **REPEAT TRACK** does not work

DOLBY NOISE REDUCTION

The Dolby Noise Reduction function will only be active when you are using conventional analog cassettes. Use the Dolby selector knob **3** to switch the Dolby NR system on and off and to select Dolby B and Dolby C.



RECORDING

The two major controls that are used to make a recording are the **APPEND ►||** key and the **REC ●** key.

- Insert as explained before a cassette on which you want to make a recording.
- Close the tray.
- Select the correct input source (as described under 'SELECTING THE INPUT')
- Press the APPEND ►|| key.

The deck will search for the start of the tape or for the end of the last recording and during this period the indication *APPEND >>* or *<<* will appear on the display.

When a position has been found for a possible recording the deck will play the last few seconds of the previous (last) recording during which *APPEND PLAY* appears.

Then the recorder will enter the RECORD PAUSE (*RECF*) mode.

- In case you want to record from the analog input, adjust the recording level (as described under 'RECORDING LEVEL')
- You can now start recording by pressing the REC ● key.
- Press STOP ■ to stop recording.

The actual recording is stopped immediately. The deck will continue to write for a short period. The display shows **MARKER WRITE** and **STOP** is flashing. During this period a marker is written on the tape to mark the end of the last recording.

This procedure will ensure the correct recording of time and track numbers on the tape.
Examples: see page 14.

SELECTING THE INPUT

Before starting a recording you should select the correct input source with the INPUT SELECT knob **11**.

You can select 4 positions:

- **OPT** – selecting a source which is connected via the DIGITAL OPTICAL IN jack to your DCC 900
The display shows ◁ OPTICAL ▷ (*note 1*)
- **DIG** – selecting a source which is connected via the DIGITAL COAXIAL IN jack to your DCC 900
The display shows ◁ DIGITAL ▷ (*note 1*)
- **ANA** – selecting a source which is connected via the ANALOG LINE IN jacks to your DCC 900
The display shows ◁ ANALOG ▷
- **AUTO** – in case you have incorporated your DCC 900 in a HiFi system of the Philips 900 series, the input source is always automatically selected when the INPUT SELECT knob is set to this position.

Notes:

- 1 When the indication is blinking it indicates that no digital signal is received; recording is not possible.
- 2 During a recording it is not possible to change the selected input.

ADVISE:

It is recommended always to use the digital input when it is available. You then do not have to adjust the recording level and recording of correct track numbers (see Auto Start Marker writing, page 16) will take place automatically.

RECORDING LEVEL

Adjusting the recording level is only needed when you are recording from a source which is connected via the ANALOG LINE IN jacks to your DCC 900.

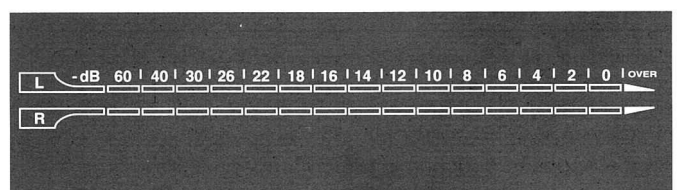
The recording level is monitored when the deck is in the RECORD PAUSE (*RECF*) mode.

Start playback of the unit you wish to record from.

Adjust the recording level with the REC LEVEL control **12** so that the recording level indicators in the display light up during passages with an average volume safely below 0 dB. A level of -12 dB (indicated red on the display) is recommended.

The dynamic range of your DCC recorder is so high that the dynamic range of any analog source can be covered, even at this setting.

If the level exceeds the 0 dB level, an overload (**OVER ►**) will be indicated and the recorded signal can be distorted.



INTERRUPTING A RECORDING

– RECORD PAUSE

- You can interrupt the recording temporarily by pressing the REC PAUSE **II** key during recording. The deck will stop recording. **RECF** will appear on the display to indicate that the RECORD PAUSE mode is entered.
- Press the REC **●** key to continue recording. The display shows **START MARKER WRITE** and the recording starts again (**REC**) with a new tracknumber indication on the display.

– RECORD MUTE

- A 3-second silent recording can be obtained when you press the REC MUTE **□** key during recording or in RECORD PAUSE mode. **MUTE** appears on the display during these 3 seconds after which the deck switches to the RECORD PAUSE (**RECF**) mode.
- Press the REC **●** key to continue recording. The display shows **START MARKER WRITE** and the recording starts again (**REC**) with a new tracknumber indication on the display. This function is very useful to separate music tracks by a 3-second pause. You can also use this function to overwrite old recordings.

MUTE RECORDING (during playback)

During playback, the REC MUTE **□** key can also be pressed. The DCC player stores the area which must be muted. While pressing this key the audio signal will not be muted to allow you to exactly check the area that needs to be muted. The indication **MUTE** appears on the display

The area that will be muted will last as long as you hold the REC MUTE **□** key pressed (to a maximum of 10 seconds). While pressing the recorder will only store the positions of the muting; no marker is written yet.

The area will actually be muted when you press the REC **●** key less than 5 seconds after releasing the REC MUTE **□** key.

– MUTING A SMALL AREA

- Mark the area you wish to mute by pressing the REC MUTE **□** key (to a maximum of 10 seconds)
- Press the REC **●** key less than 5 seconds after releasing the REC MUTE **□** key. A mute marker will be written.

– SKIPPING A LARGE AREA

- Mark the area you wish to skip by pressing the REC MUTE **□** key for more than 10 seconds.
- Press the REC **●** key less than 5 seconds after releasing the REC MUTE **□** key. A skip marker and a start marker will be written. When the skip marker is detected during playback, the deck will wind to the startmarker after which playback will be continued.

CD SYNCHRO DUBBING

With this function you can synchronise the start of a recording with the start of a CD or CD program as follows:

- Set the deck in the RECORD PAUSE mode by pressing APPEND or by pressing REC PAUSE.
- Press the CD SYNC. key. The deck verifies the communication with the CD-player through the ESI interface.
 - The CD-player will start playback. If the analog input is selected you can check and adjust the recording level with the REC LEVEL key.
 - If the communication between the deck and the CD-player is not correct the display will show 'STOP'. Check if the CD-player is switched on, if the ESI bus is connected correctly and if the IR sensor is switched off.
- Press the REC **●** key to start the synchronized recording.
 - The CD-player returns to the beginning of the disc. Playback of the disc starts again and the DCC deck will start recording simultaneously.

Warning:

- The AUTOSPACE function on the CD-player (CD 930, 940, 950) must be set to 0 seconds.
- EDIT-mode on the CD-player (CD 930, 940, 950) must be switched off. The DCC deck takes care of correct writing of a reverse marker automatically (see page 17).
- When the DCC reaches the end of side A during the CD synchro recording, the CD player will switch to the pause mode. The DCC player will rewind to the end of the last recorded complete track and write a reverse marker (see also page 15). Then, it will restart the CD player at the beginning of the interrupted track and continue the recording on side B.
- During CD synchro recording all keys are inactivated with the exception of the stop key.

RECORDING ON A BLANK DCC

- Insert a cassette and close the tray.
First the display will show *READING* and afterwards *0000 STOP*
- Press APPEND ►►
The deck searches for the start of side A and writes a buffer area (LEAD-IN).
This buffer area is to guarantee optimum tape-recording conditions.
APPEND >> or *<<* appears and then *LEAD IN, MARKER WRITE* and *TAPE BEGIN*.
After doing so, the RECORD PAUSE (*RECF*) mode is entered.
The deck is now ready to record track 1.
- (• Select the correct input source and adjust the recording level when needed).
- Press REC ● to start the actual recording.
REC and **START MARKER WRITE** appears on the display
- Press STOP ■ when you want to stop recording.
The recording will be stopped and the deck marks the end of the last recording. The display shows **MARKER WRITE** and *STOP*.

RECORDING ON A PARTIALLY RECORDED DCC

- Press APPEND ►►
The deck will search for the end of the last recording.
APPEND >> or *<<* appears.
When this has been found the last 10 seconds of this music track will be played back (*APPEND PLAY*), after which the RECORD PAUSE (*RECF*) mode is entered.
- (• Select the correct input source and adjust the recording level when needed).
- Press REC ● to start the actual recording.
REC and **START MARKER WRITE** appears on the display
- Press STOP ■ when you want to stop recording.
The recording will be stopped and the deck marks the end of the last recording. The display shows **MARKER WRITE** and *STOP*.

COMPLETELY OVERWRITING A RECORDED DCC

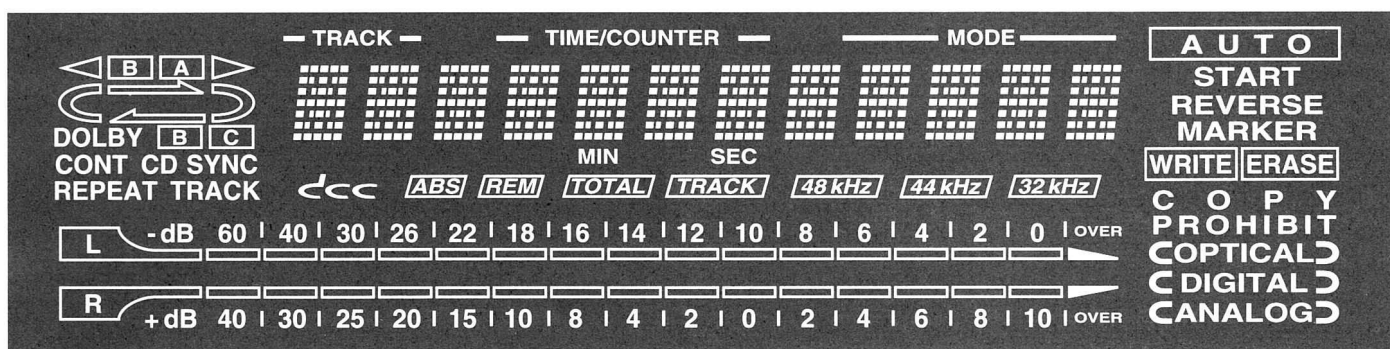
- Select side A with the SIDE A/B key
- Press BACKWARD ◀◀.
The deck will rewind to the beginning of side A and will stop automatically at the beginning of the tape.
- Press APPEND ►►
When the tape already contains a LEAD IN area the deck will play back the first 10 seconds of track nr. 1, after which it will go back to the beginning of this track and enter the RECORD PAUSE mode. (*10:00 RECF*).
- Press REC PAUSE ■ when the tape does not yet contain a LEAD IN area. The deck will now write a LEAD IN area at the beginning of side A and will enter the RECORD PAUSE mode (*10:00 RECF*).
- (• Select the correct input source and adjust the recording level when needed).
- Press REC ● to start the actual recording.
REC and **START MARKER WRITE** appears on the display
- Press STOP ■ when you want to stop recording.
The recording will be stopped and the deck marks the end of the last recording. The display shows **MARKER WRITE** and *STOP*.

RECORDING ON A SPECIFIC LOCATION

- First, you must go to the location on the tape at which you want to make a recording by pressing keys like NEXT ►, PREV. ◀, FORWARD ►►, BACKWARD ◀◀.
- Press REC PAUSE ■
The deck will enter the RECORD PAUSE (*RECF*) mode at the current position.
- Press REC ● to start the actual recording.
REC and **START MARKER WRITE** appears on the display
- Press STOP ■ when you want to stop recording.
Note: Correct time will only be recorded when the tape is positioned at a location where the absolute time is already recorded on the tape.









NO RECORDINGS CAN BE MADE:

- On a prerecorded DCC
- On a conventional analog cassette
- On a DCC which is protected against recording.
This protection can be activated and deactivated with the red switch on the bottom of your cassette.
See also page 9 '**PROTECTING A CASSETTE AGAINST RECORDING**'
- From a source which is already a digital copy of an original music-program
The **COPY PROHIBIT** indication will light up on the display.
The DCC deck operates with a Serial Copy Management System, which includes that a fully digital copy can be made from Prerecorded digital material but only directly from the original material.
E.g. You can make a digital recording from a CD to your DCC 900 via the digital in- and output sockets. However, it is not possible to make a digital copy of this recorded DCC cassette to another DCC deck
When you want to copy this cassette from one DCC deck to another you can only do this via the analog in- and output sockets.
- No direct digital recording can be made when the digital source is not connected or switched on.
CHECK DIG IN will appear on the display and the input-selector indicators will be blinking. It is always possible to make a (digital) DCC recording via the analog input sockets; the high-quality A/D converter of your DCC 900 will convert this signal to a digital signal.



DISPLAY

Shows:

-  - indicates the tape travel direction
-  - indicates the reverse mode
- **DOLBY B C** - indicates the selected Dolby Noise Reduction system B or C
- **CD SYNC** - lights up during a synchronized recording
- **CONT REPEAT** - lights up to indicate that all tracks on the tape will be repeated
- **REPEAT TRACK** - lights up to indicate that the current track will be repeated
- **- TRACK -** - shows the playing track or the total number of tracks on the tape.
-- will be indicated if no track information is (yet) available
- **- TIME/COUNTER -** - shows the different time modes 00:00 or the counter mode 0000.
- **ABS** - lights up to indicate the absolute time on the tape
- **REM** - lights up to indicate the remaining time on the tape
- **TOTAL** - lights up when the total time on the tape is being displayed
- **TRACK** - lights up when track information is displayed
- **48 kHz, 44 kHz, 32 kHz** - indicates the sampling frequency
- **— MODE —** - indicates the mode of the deck, e.g. *PLAY, REC, RECP*
- **AUTO** - lights up when the automatic start marker generation is switched on.
- **MARKER WRITE** - lights up each time a marker is written on the tape.
- **START MARKER WRITE** - lights up when a start marker is written on the tape
- **MARKER ERASE** - lights up when a marker is being erased from the tape.
- **REVERSE MARKER WRITE** - lights up when a reverse marker is written on the tape.
- **COPY PROHIBIT** - indicates that it is not possible to make a digital copy of the tape that you have digitally recorded yourself
-  **OPTICAL**  - lights up when the optical input has been selected.
-  **DIGITAL**  - lights up when the digital input has been selected
-  **ANALOG**  - lights up when the analog input has been selected.
- The recording level is monitored when the deck is in the RECORD PAUSE mode. An overload (**OVER ►**) indication will be indicated when the level exceeds the 0dB level.

DISPLAYING TEXT INFORMATION

The TEXT key **9** is only functional when you are using a prerecorded DCC
It calls up information from the DCC to be shown on the display
Normally the album title of the tape is displayed.

- When you press the TEXT key, the artist will be displayed.
- Press the TEXT key again to display the current track title.
- Press TEXT again to display the total number of tracks and total time on the tape.
- Press TEXT once more if you wish to return to the album title indication.

Notes:

- When the player has not yet retrieved the requested information from the tape, *READING* will appear on the display indicating that the player is in process of retrieving the information.
- When no text-information is available on a user-recorded DCC tape, the display will show *NO TEXT INFO.*

DISPLAYING OTHER TIME INFORMATION

Normally the displays shows the track number and the elapsed playing track time.

- When you press the TIME key **8** the display will show the absolute elapsed time on the tape.
- Press the TIME key again to display the remaining time on the tape.
The total remaining time will be displayed on a prerecorded DCC; the remaining time on the current side will be displayed when recording on side A (and side B when a next marker has been written).
- Press TIME again to display the counter setting.
- Press TIME once more if you wish to return to the elapsed playing time indication.

Note: It may happen that on some user-recorded tapes some information is not available (e.g. when a recording is inserted on a specific location, the absolute time is not recorded). Then, it will not be possible to select this information.

Calling up time information is not possible when conventional analog cassettes are used.

RESET

By pressing the COUNTER RESET key **5**, the tape counter will be set to 0000.
When the display is not in the counter mode at the moment this key is pressed, it will show the counter setting 0000 for a few seconds and then return to the original display mode.

Markers are special written signals on the DCC tape to mark a special area on the tape. The DCC player/recorder uses these marked areas to make operation easier.

The most important markers on a DCC tape are:

- **Track-start markers**
- **Reverse marker**
- **Next side marker**

You can write each of these markers yourself with the DCC 900.

START MARKER FUNCTIONS



Start markers mark the start of a new music track. This makes the search of the start of a track very easy.

AUTO: Automatic start marker writing during recording.

- When you are making a recording from a source which is connected via the digital COAXIAL or OPTICAL jacks to your DCC 900, the deck will always automatically write a start marker each time a new track is detected.
- When you are making a recording from a source which is connected via the analog input jacks to your DCC 900, the deck can also write start markers automatically. The indication **AUTO** is shown on the display. A start marker is written each time a silence (< -60dB) of more than three seconds is detected. The display will then show **START MARKER WRITE**.
 - Press the AUTO key if you wish to switch off the automatic start marker writing. The indication **AUTO** will disappear from the display.
 - Press the AUTO key once more to switch the automatic start marker writing on again.

NOTES:

- When the source you are recording from is supplying a considerate amount of noise during a silence it may happen that this silence will not be < -60dB and will not be detected by your DCC. In this case no marker is written.
- In some cases a very faint passage in a piece of music can be picked up by your DCC as a silent passage and a start marker will be written.

WRITE: Manually writing a start marker

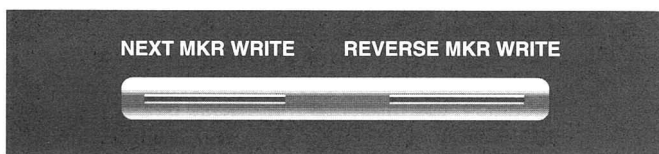
- When this key is pressed during recording or playback, the deck writes a marker to indicate the start of a new track. **START MARKER WRITE** will appear on the display.

NOTE: When using this function, you will change the original sequence of tracknumbers. In order to obtain a correct sequence of tracknumbers you are advised to perform a renumber action as explained below.

RENUMBER: Checking the complete tape on correctness of track numbers and writing a tracklist.

- This function can only be used on a user-recorded DCC.
- It is useful when the correct sequence of tracknumbers has been changed due to adding an extra startmarker or erasing a startmarker.
 - Press the RENUMBER key.
 - First the deck will rewind the tape to the beginning of side A
 - Then the complete tape will be checked on correctness of several markers. The deck performs this check by winding through the total tape during which the markers on the tape are detected. During this period **RENU** will be shown in the mode-area of the display.
 - If the tracknumbering was not correct the tracknumbers will be changed.



AUTO REVERSE CONTROL




AUTOREVERSE MECHANISM

The NEXT MKR WRITE and REVERSE MKR WRITE keys are used when you want to record more tracks than the amount of tracks that fit on one side of your tape.

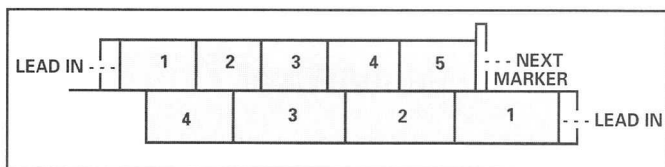
Example: during recording of 9 tracks, it appears that track number 6 does not fit on side A of the tape anymore. The remaining time on the sector is too short.

- You should now temporarily interrupt the recording at the end of track number 5 by pressing the REC PAUSE  key or REC MUTE key.
- The deck will enter the RECORD PAUSE (RECP) mode. Only in this mode the NEXT MKR WRITE key can be used. The REVERSE MKR WRITE key can also be used during recording (a renumber action will then be necessary).
- It is also possible that you let the recording continue until the end of side A is reached. Afterwards you can go back to the end of track number 5, press the REC PAUSE  key and then use the NEXT MKR WRITE or REVERSE MKR WRITE key.

NEXT MARKER

- By pressing this key the deck will first write a marker (NEXT MARKER WRITE lights up) and then wind to the start of side B. The indication **A TO B >>** will appear on the display. At the beginning of side B a new buffer area will be written after which the deck will enter the RECORD PAUSE mode again. The display shows **LEAD IN, TAPE BEGIN** and then **RECP**.
- Press the REC  key. The recording will be continued with the following track. (e.g. track number 6) This track will be recorded as track 1 of side B.


When the next marker is detected during playback, the deck will automatically wind to the beginning of side B (**A TO B >>** will appear on the display) after which playback will be continued with the first track on side B.



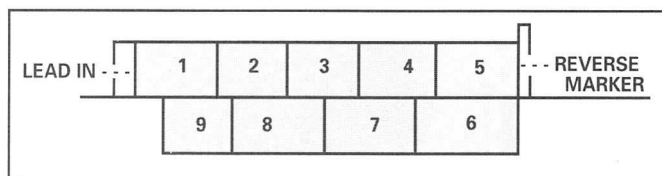
The NEXT MKR WRITE key can also be activated on side B.

REVERSE MARKER

When you do not want playback to be interrupted by the winding at the end of side A you can use a reverse marker during recording.

- By pressing this key the deck will first write a marker (REVERSE MARKER WRITE lights up) and will then immediately change the tape travel direction at the current position to side B. The deck will enter the RECORD PAUSE mode again.
- Press the REC  key. The recording will be continued with the following track. (e.g. track number 6) The track numbering will not start with no. 1 on side B but the numbering will be continued (e.g. track number 6)

When the reverse marker is detected during playback, the deck will immediately change to side B after which playback will be continued.



When the REVERSE MKR WRITE key is pressed during recording, the deck will immediately reverse and continue the recording on side B.


A correct reverse marker is not yet written at side A. During playback the deck will not reverse correctly. In order to write a correct reverse marker, the RENUMBER key must be pressed to verify the tape and write the correct markers.

The REVERSE MKR WRITE key can only be operated at side A.

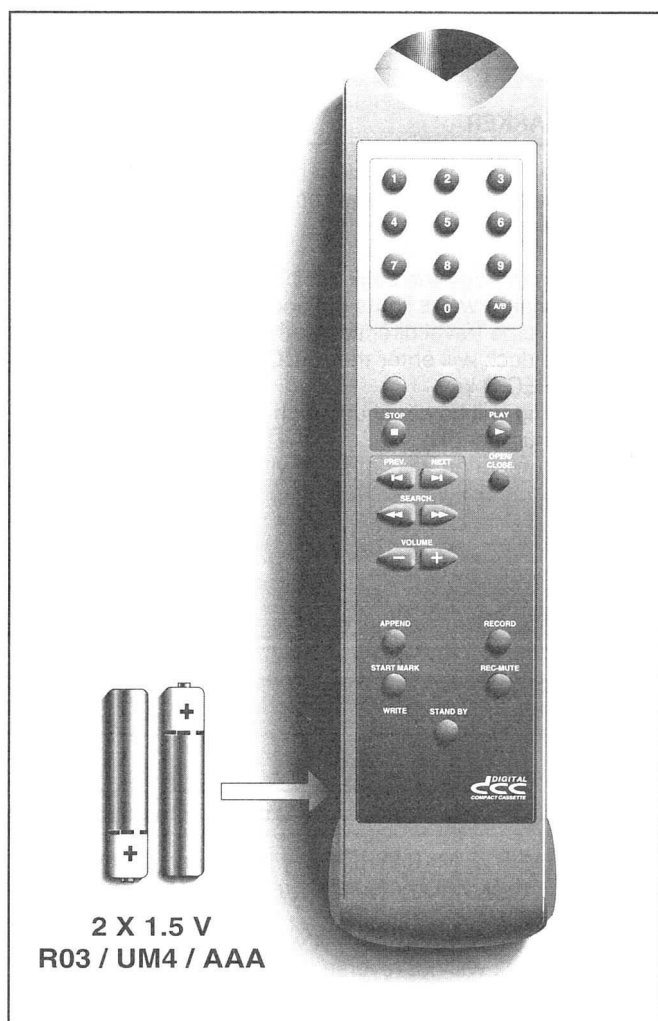
ERASING A MARKER



You can erase a marker when you press the MKR ERASE key shortly before the location of this marker.

- Go to the location of the marker that you want to erase.
- Press the MKR ERASE key shortly before the location of this marker.
- Your deck will now check if there is a marker at that position.
- After detection of this marker the display will show **MARKER ERASE** and the indicator of the REC  key will light up
- The marker has now been erased from the tape.

Note: After you have erased a marker the sequence of tracknumbers has been changed and a RENUMBER action will be necessary.



2 X 1.5 V
R03 / UM4 / AAA

REMOTE CONTROL

- The keys on the remote control have the same functions as the corresponding ones on the recorder
- SEARCH** ◀◀ and ▶▶ = BACKWARD ◀◀ and FORWARD ▶▶.
- Extra keys:
 - 0 - 9 digit keys** - for selecting track numbers; these keys are only functional when a DCC cassette (with tracknumber list) is used.
 - **VOLUME +** - Adjusting the sound level when the recorder is connected (via the VARIABLE OUT jacks) to an amplifier or HiFi system;
 - STANDBY** - for selecting standby mode.

IMPORTANT!

When the recorder is incorporated in a HiFi system with ESI BUS connection (e.g. Philips 900 series), the IR SENSOR ON/OFF switch (F) on the back of the recorder should always be in the **OFF** position. The recorder can then be operated via the remote control of the system.

When the recorder is not incorporated in a HiFi system with ESI BUS connection, this switch should be in the **ON** position. The recorder can then be operated with the remote control supplied.

Make sure that the recorder is **switched off** when the IR SENSOR switch is changed.

BATTERIES

- Open the battery compartment and insert two batteries as indicated, type R03, UM-4 or AAA-cells.
- Remove the batteries when they have run down or when they will not be used again for a long period.

ENHANCED SYSTEM INTELLIGENCE

If the recorder is connected via the ESI BUS jacks to the ESI BUS jacks of a HiFi system (e.g. the Philips 900 series), the recorder can be operated via the remote control of the system. In addition, the functions mentioned below are then accessible.

NOTE

When using any of the following functions the IR SENSOR ON/OFF switch on the back of the recorder should be in the **OFF** position.

When changing this switch, make sure that the recorder is switched off.

AUTOMATIC SOURCE SELECTION

If the AUTO SELECT function on your amplifier is activated, the recorder will automatically be selected as soon as you press the PLAY ▶ key.

AUTOMATIC STOP

If the AUTO SELECT function on the amplifier is activated, the recorder will automatically stop playing or recording as soon as another source in the system is selected.

e.g. When you select TUNER with the source select knob on your amplifier while listening to your DCC 900, the recorder will be stopped.

STANDBY

- Switching your recorder to standby can also be done via the system remote control.
- First select DCC on the system remote control and then briefly press the standby key.
- The recorder will be switched to standby.
- If the standby key is kept pressed for more than approx. 1 second the whole system will be switched to standby. All light indicators will be switched off with the exception of the standby indicator on the amplifier.
- If AUTO SELECT (on the amplifier) is activated, the indicator of this key will also light up during standby.
- NOTE:** If the whole system is switched to standby when a recording is active, the recording will be cancelled.
- By selecting the DCC source on the amplifier or on the system remote control the recorder will be activated again.
- The recorder will also be activated again as soon as you press one of the PLAY ▶, STOP ■, NEXT ▶, PREVIOUS ◀, FORWARD ▶▶ or BACKWARD ◀◀ keys

TIMER

By connecting your DCC deck to a timer, you can start and stop playback or recording automatically.

- If the tuner in your HiFi system (of the Philips 900 series) is equipped with a timer (e.g. FT 930), make sure that the correct ESI BUS connections are made.
- Set the timer and switch on the DCC deck.
- Prepare the deck for playback or recording (see under chapter PLAYBACK or RECORDING).
- At the time set on the timer, the deck will start playback or recording.
- When you are using the timer, set the TIMER control to the OFF position.

SYSTEM REMOTE CONTROL

The following DCC functions can be operated via your Philips (900 series) system remote control (provided the correct ESI BUS connections are made):

- **0-9 digit keys** - for selecting track numbers;
- **PRESET/TRACK** - next or previous track;
- **PLAY** - for starting playback;
- **STOP** - for stopping recording/playback;
- **◀** - for rewinding the tape;
- **▶** - for winding the tape;
- **MODE** - for selecting the tape travel direction;
- **STANDBY** - for selecting standby mode

GENERAL REMARKS

- The DCC 900 might influence the quality of a broadcast signal when the radio antenna is located close to the DCC player.

MAINTENANCE

- 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 deck.
- Do not use cleaning agents containing alcohol, spirits, ammonia or abrasives.

WARNING

**ONLY USE SPECIAL DCC CLEANING CASSETTES
FOR YOUR DCC 900 !**

DO NOT USE DEMAGNITIZE CASSETTES !

TECHNICAL SPECIFICATIONS

FREQUENCY RESPONSE

DIGITAL DCC prerecorded:	20 Hz - 20 kHz ± 0.2 dB (fs = 44.1 kHz)
Sample frequencies:	32 kHz, 44.1 kHz, 48 kHz dig. in 44.1 kHz analog input
S/N ratio:	playback ≥ 92 dB overall ≥ 92 dB
Dynamic Range:	playback ≥ 95 dB overall ≥ 92 dB
THD:	playback ≤ 0.003% overall ≤ 0.005%
Channel separation:	playback ≥ 95 dB overall ≥ 85 dB
Wow and Flutter:	Quartz Crystal Precision

ANALOG CASSETTE: playback only

Frequency response:	30 – 16 kHz CrO ₂
S/N ratio:	≥ 50 dB CrO ₂
Dolby B/C:	Improvement B 10 dB Improvement C 20 dB
Wow and Flutter:	0.15 CCIR WTD signal also supplied to digital outputs

INPUTS

Analog line input:	unbalanced impedance > 20 kOhm
Digital Coaxial:	0.5 V / 75 Ohm
Digital Optical:	acc. to IEC 958 tos link

OUTPUTS

Analog fixed:	2 V
Analog variable:	motorised
Digital Coaxial:	0.5 V / 75 Ohm
Digital Optical:	acc. to IEC 958 tos link

HEADPHONE AMPLIFIER PERFORMANCE

Load Impedance Range:	8 – 600 Ohm
Frequency range:	20 – 20 kHz, ± 0.5 dB
Signal to Noise Ratio – Playback:	90 dB
THD (including noise):	80 dB

MISCELLANEOUS

Display:	16 segment level meter 2 scales
Remote Control:	ESI bus
Mechanism:	2 motor metal deck
Tape-speed level:	4.76 cm/sec
Trayloader system	

CABINET GENERAL

Dimensions (w x h x d):	17" x 5 ⁴ / ₈ " x 11 ⁶ / ₈ " (435 x 140 x 300 mm)
Weight:	19.845 lbs (9 kg)

DCC900