GRUNDIG

DCC 305

INDEX

Dear customer!

Congratulations on purchasing this DCC 305.

In 1963, the music cassette was launched, which quickly conquered the world. In 1991, 2.6 thousand millions of cassettes and 180 millions of cassette recorders were sold worldwide.

In the eighties, a new Audio system was invented - the CD. The CD (Compact Disc) revealed to you the new dimension of digital sounds and added to the pleasures of Audio.
Digital recordings on CD permit a high contrast in loud as well as in quiet passages with perfect channel separation. It is less sensitive to dirt and destruction, as the CD player is equipped with an error correction.

DCC (Digital Compact Cassette) fills the large gap between the music cassette and the compact disc. DCC is capable of being recorded on and played back just like the music cassette. The quality and the capacity is that of a CD. An additional advantage is that you can also play the conventional analogue music cassette.

Please read the operating instructions carefully, to be able to enjoy the troublefree operation of the DCC 305 for a long time.

Important notes for users in the U.K.:

Mains plug
This apparatus is fitted with an approved moulded 13 Amp plug.
To change a fuse in this type of plug proceed as follows:
1 Remove fuse cover and fuse.
2 Fix new fuse which should be a BS1362 5 AMP, A.S.T.A. or BSI approved type.
3 Refit the fuse cover.

If the fitted plug is not suitable for your socket outlets, it should be cut off and an appropriate plug fitted in its place.

If the mains plug contains a fuse, this should have a value of 5 A. If a plug without a fuse is used, the fuse at the distribution board should not be greater than 5 A.

Note:
The severed plug must be disposed to avoid a possible shock hazard should it be inserted into a 13 A socket elsewhere.

How to connect a plug
The wires in the mains lead are coloured in accordance with the following code: blue = neutral (N), brown = live (L).
As these colours may not correspond with the colour markings identifying the terminals in your plug, proceed as follows:
1 Connect the blue wire to the terminal marked N or coloured blue or black.
2 Connect the brown wire to the terminal marked L or coloured brown or red.
3 Do not connect either wire to the earth terminal in the plug, marked E or ⏚ or coloured green or green-and-yellow.

Before replacing the plug cover, make certain that the cord grip is clamped over the sheath of the lead - not simply over the two wires.

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This product complies with the radio interference requirements of the European Community.

Copyright:

Recording or copying is only authorised if there is no violation of copyright or other rights of third parties.

Only for U.K.:
Recording an playback of material may require consent. See Copyright Act 1956 and The Performer's Protection Acts 1958 to 1972.

English
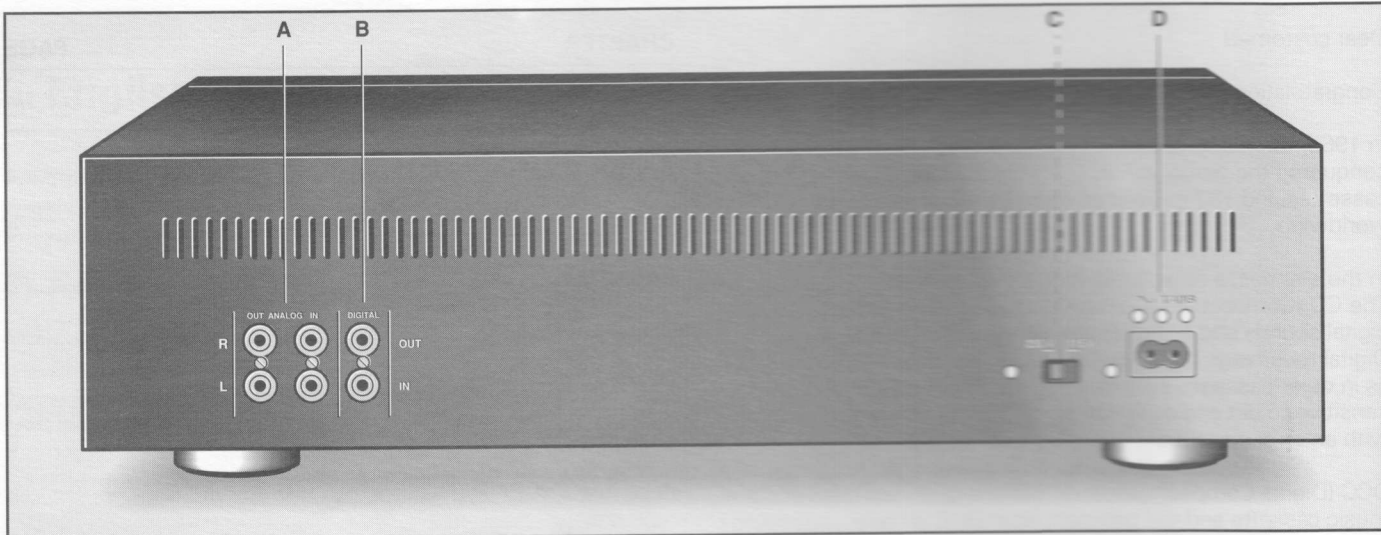
REAR PANEL:

A ANALOG IN

Input sockets (left/right) for an analog audio signal .

ANALOG OUT

Output sockets (left/right) of an analog audio signal.

B DIGITAL IN

Input socket for a digital audio signal.

DIGITAL OUT

Output socket of a digital audio signal.

C VOLTAGE SELECTOR Select the mains voltage corresponding to the local mains voltage (230, 115 V).

D MAINS

Be sure to connect the unit to the correct mains voltage via the supplied mains cable (see chapter 'TECHNICAL DATA').

INSTALLATION:

• Do not place the 'DCC 305' in humid, too warm or hot areas (e.g. on top of the amplifier), near magnetic fields or in dusty rooms, as this will reduce the life of the unit.

• When positioning the unit, put the 'DCC 305' on the bottom of the stack or, when positioning the units side by side - the 'DCC 305' on the right side.

• Keep a free space of a few centimeters around the unit and do not cover any vents.

• After you have positioned the unit correctly, it has to adapt to the new ambient temperature. Leave the 'DCC 305' for about 30 minutes, to allow possible condensation water to evaporate.
Failure to follow these instructions may cause damage to the electronics!

The type plate is located on the rear of the unit.

• Connect the units as follows:

ANALOG IN - Insert the red plug to the R socket and the other plug to the L socket of your 'DCC 305'. Insert the two other plugs to the corresponding output sockets of your amplifier. You can also use the TAPE or AUX outputs of your amplifier.

ANALOG OUT - Insert the red plug to the R socket and the other plug to the L socket of your 'DCC 305'. Insert the two other plugs to the corresponding input sockets of your amplifier. You can also use the TAPE, CD, AUX or TUNER inputs of your amplifier.

DIGITAL IN - Insert one plug of the cinch lead to the input socket of your 'DCC 305' and the other plug to the corresponding digital output socket of e.g. CD and DAT.

DIGITAL OUT - Insert one plug of the cinch lead to the output socket of your 'DCC 305' and the other plug to the corresponding digital input socket of e.g. amplifier, CD and DAT.

• Select the local mains voltage at the rear of the 'DCC 305'.

• Connect the smaller plug of the supplied mains cable to the MAINS socket of the 'DCC 305' and the mains plug to the wall outlet.

• You can now start the operation. Enjoy yourself!

A FEW RECOMMENDATIONS:

• If the unit is not used for some time, it is recommended to switch off the unit and pull out the mains plug. By doing this, you will protect it from lightning damage.

• When you pull the mains plug out, do not take it by the cable, but by the connector shell.

• When you have pulled the mains plug out, do not touch the two contact pins, as the 'DCC 305' needs a few seconds to discharge.

> **WARNING**
> Do not connect the set to the mains until all other connections have been made and the mains voltage has been checked.

English
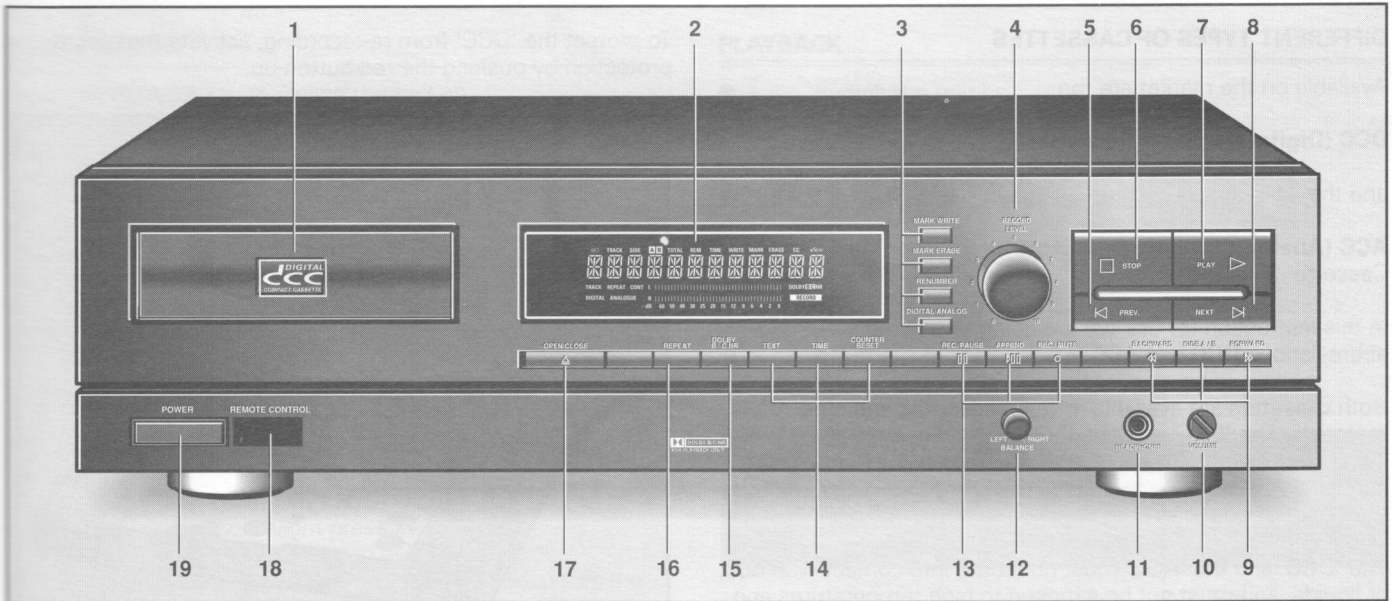
FRONT PANEL:

1 Cassette holder

2 Display

3 MARK WRITE — To write various markers.

MARK ERASE — To erase various markers.

RENUMBER — To correct the sequence of tracknumbers.

DIGITAL/ANALOG — To select the type of the recording input.

4 RECORD LEVEL — To adjust the record level.

5 PREV. — To rewind the tape to the beginning of the current music track.

6 STOP — To stop the tape.

7 PLAY — To play back the tape.

8 NEXT — To wind the tape to the next music track.

9 BACKWARD — To wind the tape backward.

SIDE A/B — To select side A or side B of the tape.

FORWARD — To wind the tape forward.

10 VOLUME — To adjust the volume when using headphones.

11 HEADPHONES — Socket for headphone connection.

12 BALANCE — To adjust the balance during recording.

13 REC./PAUSE — To interrupt the recording temporarily and to enter the RECORD PAUSE mode.

APPEND — To search a free position for recording.
The unit searches a free position on the cassette, provided you have always been using the function APPEND for recording.
When this free position is found, you can start recording.

REC./MUTE — – To record from your chosen audio source.
– To record 'digital silence'.

14 TEXT — To call text information.

TIME — To call the time information.

COUNTER RESET — To reset the tape counter to '0000'.

15 DOLBY B/C NR — To select the DOLBY NR functions.

16 REPEAT — To repeat the current track and to repeat the entire cassette.

17 OPEN/CLOSE — To open and close the cassette compartment.

18 REMOTE CONTROL — infra red remote control eye

19 POWER — To switch the unit on or off.

5

DIFFERENT TYPES OF CASSETTES

Available on the market are the

DCC (Digital Compact Cassette),

and the

ACC (Analog Compact Cassette), also called 'Music Cassette'.

In this instruction for use we are going to use the abbreviations **DCC** and **ACC**.

Both cassettes are available in various lengths and tape materials. The 'DCC' and the 'ACC' can be used in the 'DCC 305'. The 'DCC' has a cover designed for quick and easy handling. Always keep the 'DCC' and the 'ACC' in the cover after use to avoid damages.

The 'DCC' and the 'ACC' must not come into contact with dust or liquids, and must not be exposed to high temperatures and to magnetic fields (heaters, TV sets, transformers...). Do not push the tape protection of the 'DCC' aside, and avoid touching the tape of the 'ACC'.

DCC:

When inserting the 'DCC' please observe the following points:

- Insert the 'DCC' lengthwise into the open tray.
- The inscription must be face up.
- The protective slider must be on the right side.

| DCC prerecorded | ... can be bought prerecorded in the shops and can only be played back. The prerecorded 'DCC' can display information like text, track numbers, playing times and tape counter. |
| DCC user-recorded | ... the recording will be made by you. The user-recorded 'DCC' can display information like track numbers, playing times and tape counter. |

To protect the 'DCC' from re-recording, activate the record protection by pushing the red button up.
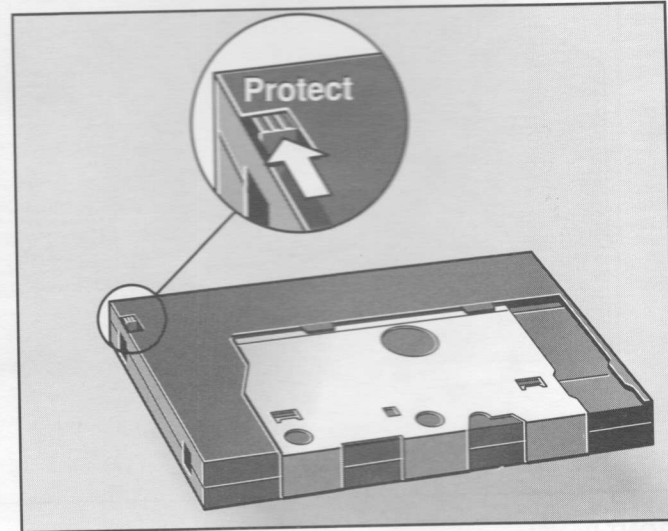
ACC:

When inserting the 'ACC' please observe the following points:

- Insert the 'ACC' lengthwise into the open tray.
- The inscription must be readable from the right side.

ACC ... has been recorded with an 'analog cassette recorder' and can only be played back on the 'DCC 305'. The 'ACC' can only display the tape counter.

POWER ON/OFF

Press the **POWER** key to switch the unit on.
After being switched on, the unit checks if a tape has been inserted.
If the unit does not find a cassette, the display panel shows:

```
NO CASSETTE
```

OPEN/CLOSE

Press the **OPEN/CLOSE** key to open the tray and insert a cassette.
Close the tray by pressing **OPEN/CLOSE** again. You can also close the tray by a short slight pressure to its front.

After the tray has been closed, the unit reads and stores the text and time information of the inserted cassette. During this period the display panel shows:

```
SIDE A        dcc
READING
```

```
TRACK SIDE A   TIME    dcc
3       357  STOP
DIGITAL
```
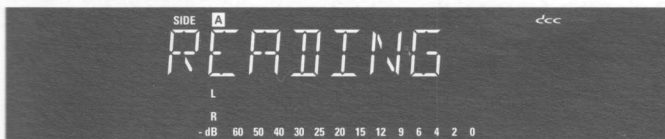
If the unit finds an 'ACC', the display panel shows for instance:

```
SIDE A        cc
0000  STOP
```

The unit can be switched to 'STANDBY' by pressing the STANDBY key (only on the remote control).

Pressing one of the basic functions on the unit or on the remote control cancels the 'STANDBY' and reactivates the unit, e.g.:

**PLAY,
STOP,
NEXT,
PREVIOUS,
FORWARD,
BACKWARD**.

When you switch the unit off, the tape information of the cassette (various texts and times) is erased from the unit's memory. When you switch it on again, the tape information is re-read.

Notes:
The instruction to open can be given from any function with the exception of 'RECORD' and 'RENUMBER'.
While the tray is opened or closed, the display panel shows 'OPEN' or 'CLOSE'.

If a rewound DCC is inserted, the unit automatically searches the beginning of the first music track.

PLAYBACK

- Switch the unit on.
- Open the cassette compartment.
- Correctly insert the cassette.
- Close the cassette compartment.
- The unit automatically identifies the new cassette.
- Press the **PLAY** key to start playback.
  The display panel shows for instance:

```
TRACK SIDE A TOTAL  TIME   dcc
2       753  PLAY
DIGITAL
```

- To stop playback, press the **STOP** key.
- Open the cassette compartment.
- Take the cassette out.
- Close the cassette compartment.
- Switch the unit off.

> **You can find detailed information in the chapter 'PLAYBACK advanced'.**

English

TRACK SEARCH RUN

With the keys **PREV.** and **NEXT** you can wind forward or
backward to the required music track.
If one of the two keys is pressed several times, the forward or
backward step increases by one music track for each
depression of the key.

If you choose this function in 'STOP' while the text indication
is being selected, the required track is displayed. Press the
PLAY key to select the displayed track and start playback.

If you choose this function in 'PLAY', the required track is
selected and played.

- If you press the **PREV.** or the **NEXT** key with a 'prerecorded
  DCC', the new music track will show on the display panel.
  If the time indication has been selected, the display panel
  shows for instance:

```
TRACK  SIDE  A  TOTAL    TIME                   dcc
   1       532  to  2
         L ||||  ||||  ||||
DIGITAL  R
       -dB  60 50 40 30 25 20 15 12 9 6 4 2 0
```

If the text indication has been selected, the display panel
shows for instance:

```
          TRACK 2
```

- If you choose this function with an ACC, there must be a
  silent passage of 4 seconds between the tracks, otherwise
  this function will not work correctly.

If the unit knows the number of music tracks (DCC), the newly
selected track cannot be higher than the highest possible on
the cassette. If the current track number is not known, a
flashing indication on the display indicates the backwards or
forwards step, e.g.:

```
TRACK  SIDE  A  TOTAL    TIME                   dcc
  --      2532  tot2
         L ||||  ||||  ||||
DIGITAL  R
       -dB  60 50 40 30 25 20 15 12 9 6 4 2 0
```

During the PREVIOUS and NEXT function, the unit automati-
cally responds to different markers on the tape and and to the
beginning and the end of the cassette (for better under-
standing see chapter 'MARKERS').

WINDING / FINDING A MUSIC PART

With the **BACKWARD** and **FORWARD** keys, you can wind the
cassette to the beginning or the end of the side with max.
speed (in 'STOP').

In 'PLAY' you can find a particular part of a music track.

Note: Regardless on which side of the cassette you are on,
the tape always plays forward when the **FORWARD** key is
pressed.

- If the **BACKWARD** or the **FORWARD** key is called from
  'STOP' or from search functions such as 'PREVIOUS' or
  'NEXT', the tape is wound backward or forward.

- If the **STOP** key is pressed or if the cassette is wound to
  the end of a side, the unit is switched to 'STOP'.

- If the **BACKWARD** or **FORWARD** key is pressed in 'PLAY',
  the tape is wound in the corresponding direction as long as
  you keep the key pressed. When you release it, 'PLAY' is
  resumed.

During this function, the unit automatically responds to
different markers on the tape and to the beginning and the end
of the cassette (for better understanding see chapter
'MARKERS').

TO SELECT THE SIDE

You can select the side of the cassette by pressing the
SIDE A-B key.
This function can only be selected in 'STOP', 'PLAY',
'FORWARD' and 'BACKWARD'.

1. TO REPEAT THE CURRENT MUSIC TRACK

If the **PREV.** key is pressed during 'PLAYBACK', the unit immediately repeats the current music track.
The display shows for instance:

```
TRACK SIDE A    TOTAL    TIME                    dcc
  3        837    to   3
DIGITAL
```
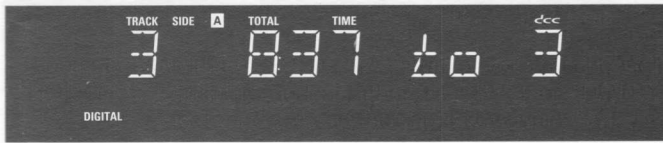
2. REPEAT IN 2 DIFFERENT MODES

The **REPEAT** key can only be pressed in 'PLAYBACK' and 'STOP' and switches between 2 different repeat modes. By pressing the same key once again, the next mode is called.

Example:

OFF -> TRACK REPEAT -> REPEAT CONT -> OFF

● Off (no indication)

● Press the **REPEAT** key (= TRACK REPEAT).
After the playback has finished the unit repeats the current music track until you stop this function (works only with 'DCC').
The display shows for instance:

```
TRACK SIDE A    TOTAL    TIME                    dcc
  3       1325    PLAY
TRACK REPEAT    L |||||||||||
DIGITAL         R |||||||||||
            -dB 60 50 40 30 25 20 15 12 9 6 4 2 0
```

● Press the **REPEAT** key again (= REPEAT CONT).
The unit repeats the entire cassette without interruption until you stop this function.
The display shows for instance:

```
TRACK SIDE A    TOTAL    TIME                    dcc
  3       1325    PLAY
REPEAT CONT    L |||||||||||
DIGITAL        R |||||||||||
            -dB 60 50 40 30 25 20 15 12 9 6 4 2 0
```

● Press the **REPEAT** key again (= STOP)
You can also stop the 'REPEAT' mode by pressing the STOP key.

3. DOLBY NOISE REDUCTION (NR)

> **Dolby only works with ACC for playback only**

With the **DOLBY B/C NR** key you can choose between 2 different modes. Either 'DOLBY B' or 'DOLBY C'. To call the next mode, press the same key again.

Example:

OFF -> DOLBY B -> DOLBY C -> OFF

'DOLBY NR' is a noise reduction system, which can suppress tape hiss. If the 'ACC' has been recorded with 'DOLBY B', it should also be played back with 'DOLBY B'.

> **Dolby noise reduction system manufactured under license from Dolby Laboratories Licensing Corporation. 'DOLBY NR' and the double D symbol ⊓⊔ are trademarks of Dolby Laboratories Licensing Corporation.**

4. MARKERS

During 'PLAYBACK' the unit automatically responds to various markers and to the beginning of the cassette (for better understanding see chapter 'MARKERS').

5. HEADPHONES

The 'DCC 305' has a head phone connection at the front, suitable for 6,3 mm 'JACK PLUG'.If your head phones are equipped with such a plug, you can connect it to the jack. Adjust the volume by means of the **VOLUME** adjusting knob.

There are two different ways to start the recording. The following is the easier method.

Remember: The prerecorded DCC and the ACC can not be used for recording!

● Switch the unit on.

● Open the cassette compartment.

● Correctly insert the cassette.

● Close the cassette compartment.

● The unit automatically identifies the inserted cassette.

● Select the recording source.

By pressing the **DIGITAL/ANALOG** key you can choose the type of the recording source, from which you want to record (digital or analogue signals).
The display shows for instance:
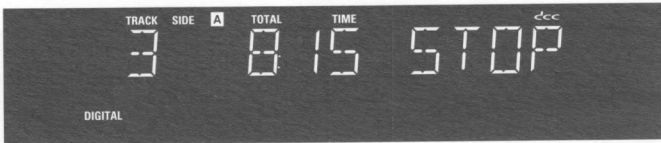
The change-over can be carried out in any function, except during a recording.

If the analog input is selected, it has to be manually adjusted by means of the **RECORD LEVEL** adjusting knob. Set the **RECORD LEVEL** knob so that the red part of the level control briefly lights up only during dynamic passages.
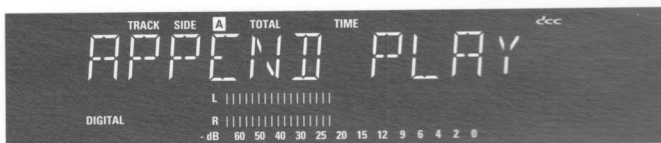
● Start recording.

The 'APPEND' function can only be called from 'STOP' or 'RECORD PAUSE' mode or after closing the cassette holder with OPEN/CLOSE.

● Press the **APPEND** key.
The deck searches for the start of the tape or for the end of the last recording. The Audio signal is muted.
The display shows:

When a suitable position has been found, the unit plays the last few seconds of the previous recording. This function permits you to control the position.
The display shows for instance:

After a few seconds of playback, the unit directly switches to 'RECORD PAUSE'.
The display shows for instance:

From this position, you can use the **REC./MUTE** key to start a recording.
The time and the track number will be correctly recorded by the unit.

If the 'DCC' is new or blank, the unit rewinds to the beginning of the cassette, to write a 'LEAD IN MARKER' (see chapter 'MARKERS') on the tape. The unit is then switched to 'RECORD PAUSE'.
The display panel shows:

● At the beginning of the recording, a 'START MARKER' is automatically written (see chapter 'MARKERS).

● Press the **REC./MUTE** key.
The display shows for instance:

● The time is constantly recorded and the track number automatically increased by one.

● To stop the recording for a short time, press the **REC./PAUSE** key.
By pressing the **REC./MUTE** key again, the recording is resumed.

● To stop the recording, press the **STOP** key.
The actual recording stops immediately. The deck continues to write a marker for a short period to mark the end of the last recording.

This procedure will ensure the correct recording of time and tracknumbers on the tape.

1. TO START A RECORDING FROM THE 'RECORD PAUSE' MODE

● Find first the position on the cassette from where you want to continue recording.

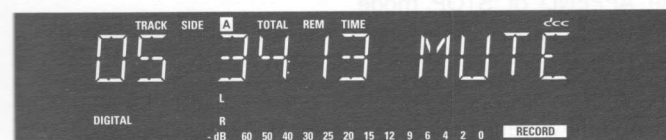● Press the **REC./PAUSE** key to enter the 'RECORD PAUSE' mode.

```
TRACK  SIDE A   TOTAL  REM  TIME              dcc
 5       3412   RECP
DIGITAL
       L
       R
       -dB  60 50 40 30 25 20 15 12 9 6 4 2 0   RECORD
```

● Press the **REC./MUTE** key.
The display shows for instance:

```
TRACK  SIDE A   TOTAL       TIME              dcc
 1       000   REC
DIGITAL
       L |||||||||||||
       R |||||||||||||
       -dB  60 50 40 30 25 20 15 12 9 6 4 2 0   RECORD
```

● A 'START MARKER' is automatically written at the beginning of the recording (see chapter 'MARKERS').

● If the previous track number is known, the new track number is correctly recorded.

● If the previous track number is not known, '– –' is shown. In this case, please refer to chapter 'RENUMBER'

2. RECORD MUTING (recording a digital silence)

● If you press the **REC./MUTE** key during 'RECORD' or in 'RECORD PAUSE' the recording is mutet for 3 seconds. Then the unit switches to 'RECORD PAUSE' mode. The tracknumbers do not increase during these 3 seconds but the time counting continues.
The display shows for instance:

```
TRACK  SIDE A   TOTAL  REM  TIME              dcc
 05      3413   MUTE
DIGITAL
       L
       R
       -dB  60 50 40 30 25 20 15 12 9 6 4 2 0   RECORD
```

3. MARKERS

During 'RECORD MUTE' the unit automatically responds to various markers and to the beginning and the end of the cassette (for better understanding see chapter 'MARKERS').

4. GENERAL

● If the recording starts at a blank spot (except the tape end), the unit takes the previous track number as unknown.
● To correct possible mistakes on the display, press RENUMBER key after the last recording (see chapter 'RENUMBER').
● For a precise record control, reset the tape counter to '0000' by pressing the **COUNTER RESET** key.
● During 'RECORD PAUSE', the unit constantly tests the input signals. The copy protection is only tested when 'DIGITAL' has been selected. If the chosen record source is copyrighted, recording cannot be started.
● If 'DIGITAL' has been selected, the unit checks if a digital source has been connected. If the digital source is missing (e.g. bad cable connection), recording can not be started.

TEXT

The text information can only be called with a 'prerecorded DCC'.

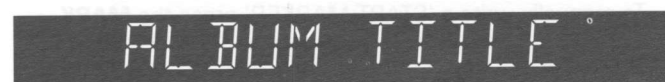● If you press the **TEXT** key, the display shows for instance:

```
TRACK TITLE
```
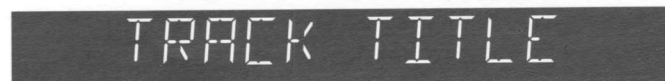
After a few seconds the display will show the title of the track.

● If you press the **TEXT** key again, the display shows for instance:

```
ARTIST
```
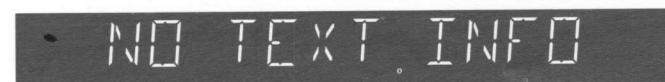
● If you press the **TEXT** key again, the display shows for instance:

```
ALBUM TITLE
```

● If you press the **TEXT** key again, the display shows for instance:

```
TOTAL TRACKS
```

● If there is no **TEXT** available the display shows:

```
NO TEXT INFO
```

TIME

The 'DCC 305' takes the time in 3 different ways. By pressing the **TIME** key, you can successively call the following time information.

TIME	... shows you the period from the beginning of the track to the current position in minutes and seconds.
TOTAL TIME	... shows you the period from the beginning of the cassette to the current position in minutes and seconds.
TOTAL REM TIME	... shows you the period from the current position to the end of the cassette in seconds.
REM TIME	... shows you the period from the current position to the end of the side. This information can only be called during 'RECORD'.

RESET

Pressing the **COUNTER RESET** key resets the counter to '0000'.

Markers are special signals on the DCC tape, marking certain positions. Markers can be set automatically or manually. No makers can be set on an 'ACC'.

The most frequent markers are:

- START MARKER
- NEXT SIDE MARKER
- REVERSE MARKER

START MARKER

A 'START MARKER' marks the beginning of a music track. If this marker is written, you can easily find the beginning of the required music track.

- When you start recording, a 'START MARKER' is automatically set.
- A START MARKER is also written each time a silence of 4 seconds is detected during recording (to indicate the beginning of a new track).

- To manually write a 'START MARKER' press the **MARK WRITE** key during playback or recording. It will mark the beginning of a music track.

Caution: When you manually write a 'START MARKER', the track-numbering will no longer be correct. By pressing the **RENUMBER** key you can include the new marker into the tracknumbering.

NEXT MARKER

A 'NEXT MARKER' marks the end of the last music track on this side.

You notice that there is no more room on the current side for the next music track (e.g. no. 6) and you therefore want to continue the recording at the beginning of the second side.

- Interrupt the recording by pressing the **REC./PAUSE** key.

- Press the **MARK WRITE** key to write a 'NEXT MARKER'. The unit writes a 'NEXT MARKER', changes the side, **rewinds to the beginning of the tape** and writes a 'LEAD IN MARKER' (see illustration).

- Continue recording by pressing the **REC./MUTE** key. The continued recording will be included in the track-numbering as track no. 1.
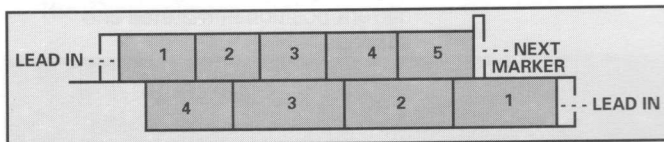
'LEAD IN' marks the beginning of the tape on side A and side B.

REVERSE MARKER

A 'REVERSE MARKER' marks the end of the last music track on this side.

You notice that there is no more room on the current side for the next music track (e.g. no.6) and you therefore want to change the side.

- Interrupt the recording by pressing the **REC./PAUSE** key.

- Press the **SIDE A-B** key. The unit writes a 'REVERSE MARKER' and **immediately changes the side**. The tape will not be wound to the beginning of side B (see illustration).

- Continue recording by pressing **REC./MUTE** key. The continued recording will be included in the track-numbering as track no. 6.
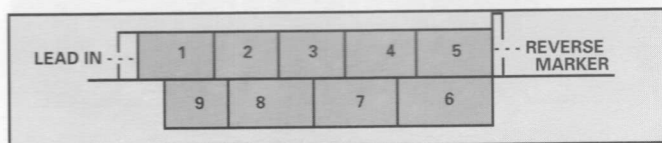

'LEAD IN' marks the beginning of the tape on side A.

MARKER ERASE

- Find the marker to be erased using the display.

- Press the **MARK ERASE** key just before the marker to be erased. The unit erases the selected marker. If the unit does not find a marker within 2.5 seconds, it switches to the previous position.

- Press the **RENUMBER** key to correct the tracknumbering.

RENUMBER

The RENUMBER function can only be used when the set is in the 'APPEND' or 'STOP' mode. Select the 'RENUMBER' function to update the sequence of tracks of the 'DCC'. **Caution:** This process may take a few minutes.

- Press the **RENUMBER** key (only 'DCC user-recorded'). The unit winds to the beginning of side A and then checks both sides for their tracknumbers. If a tracknumber is incorrect or if a marker is badly set, they are corrected. The unit winds to the beginning of the first music track on side A and switches to 'STOP'. The audio signal is muted. *This function should not be interrupted!*

While the cassette is being rewound to the beginning, the display panel shows:

If the unit began with the function 'RENUMBER', the display shows for instance:

English

MAINTENANCE

- Pull the mains plug out.

- Clean the 'DCC 305' with a damp cloth.

- Clean reflecting surfaces (e.g. the display panel or the head of the remote control) with a gentle window cleaner.

CLEANING CASSETTES

- In principle there is no need to clean the head of your DCC player if 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.

- 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 well enough.

> **Only use special 'DCC cleaning cassettes'**
> **for your 'DCC 305'!**
> **Do not use demagnetizing cassettes!**

PROBLEMS WITH THE WHOLE SYSTEM

If a fault occurs, read the points below before taking your 'DCC 305' for repair.

Electrostatic charge may cause unexpected symptoms, e.g. the unit does ot respond to any command.

To reset the unit:

- Switch off the power by pressing the POWER key.

- Switch on the power on again after a few seconds.

> ***WARNING***
> **If these remedies fail to help, consult your dealer.**
> **Under no circumstances should you try to repair the**
> **unit yourself as that would invalidate the guarantee.**

2 X 1.5 V
R03 / UM4 / AAA

The keys on the remote control have the same functions as the corresponding ones on the 'DCC 305'.
Exception: SEARCH = FORWARD and BACKWARD

EXTRA KEYS

0-9 digit keys	To select direcetly tracknumbers (only functional when using a 'DCC').
STANDBY	To select the 'STANDBY' mode.

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.

English

INPUTS   **DIGITAL IN:**

AES/EBU format: according IEC958
sampling frequency: 32 / 44.1 / 48 kHz
unbalanced cinch: 75 Ohm

ANALOG IN:

cinch: unbalanced
input impedance: 50 kOhm
sampling frequency: 44.1 kHz
input sensitivity: 150 mVrms
max. input voltage: 2 Vrms +/- 2dB

OUTPUTS   **DIGITAL OUT:**

AES/EBU format: according IEC958
sampling frequency: 32 / 44.1 / 48 kHz
unbalanced cinch: 75 Ohm

ANALOG OUT: **DCC PLAYBACK**

output voltage: 2 Vrms +/- 2 dB
frequency response: 20 Hz...20 kHz +/- 0,5 dB
channel separation: 80 dB (1kHz)
THD+N: 87 dB (1 kHz)
SNR: 90 dB
wow and flutter: quartz crystal precision

ANALOG OUT: **ACC PLAYBACK**

output voltage: 0,8 Vrms +1,5 dB / -0,5 dB at 200 nWb/m
frequency response: 40 Hz ... 14kHz (5 dB)
channel separation: 26 dB (related tracks)
THD: 2 %
SNR: Dolby OFF 50 dB
                                   Dolby B 59 dB
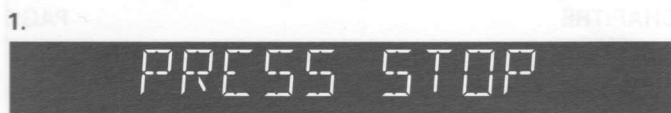   Dolby C 67 dB
wow and flutter: 0,15 %

HEADPHONE OUT: **DCC PLAYBACK**

output power: 50 mW / 600 Ohm
frequency response: 20 Hz...20 kHz +/- 1 dB
channel separation: 80 dB (1 kHz)
SNR: 90 dB

1.

```
PRESS STOP
```

Cause: You have pressed a key during a function which can not respond to this key.

Solution: Press the STOP key.

2.

```
TAPE BLOCKED
```

Cause: For some reason, the compartment cannot be openend or closed (e.g. cassette not correctly inserted, compartment touched an object when it was opened).

Solution:
• Be sure to correctly insert the cassette in the cassette compartment.
• Ensure that the compartment has sufficient clearance for opening and closing.

3.

```
NO CASSETTE
```

Cause: The compartment has been closed without containing a cassette.

Solution: Close the compartment after you have inserted a cassette.
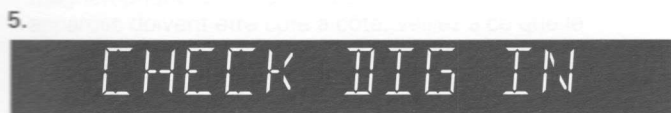
4.

```
NOT PRESENT
```

Cause: The selected track number does not exist.

Solution: Enter an existing track number.

Cause: The required music track does not exist, playback is continued.

Solution: Select another music track.

5.

```
CHECK DIG IN
```

Cause: The CD player does not send any signal in 'STOP' mode.

Solution: Set the CD player into 'PAUSE' mode.

Cause: The digital source has failed (i.e. loosened cable), the unit is switched to STOP.

Solution: Check the connections and try again.

Cause: 'Digital' has been selected at the unit. If the digital source is missing, recording can not be started.

Solution: Check the connections and try again.

6.

```
COPYPROHIBIT
```

Cause: You can not make a digital copy of a source which is already a digital copy of an original music-program.
The DCC 305 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 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.
The unit then switches to 'STOP'.

Solution: When you want to copy this cassette from one DCC deck to another you can only do this via the analogue in- and output sockets.
Select 'ANALOG' and start recording again.

7.

```
NO AUDIO
```

Cause: You have inserted a data cartridge. The unit is switched to 'STOP'.

Solution: Insert a music cassette in the compartment.

8.

```
NO TEXT INFO
```

Cause: There is no text information.

Solution: You have inserted a cassette in the compartment, which does not contain any text information.

9.

```
NO DCC
```

Cause: You have tried to start recording with an 'ACC'.

Solution: Insert a 'DCC' into the tray.

10.

```
TAPE PROTECT
```

Cause: You have tried to start recording with a recording protected cassette.

Solution: Push the red button on the user-recorded DCC down (towards protective touch slider).