You can record from the analog, digital, or optical inputs, onto any
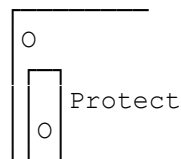standard DCC that is not prerecorded or record-protected.

NOTES: When you record DCCs, Dolby NR has no function.

        You can record only recordable DCCs. If you try to record a
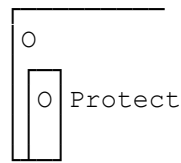   standard audio cassette, ANALOG briefly appears.

SETTING THE RECORD-PREVENTION SWITCH

DCCs have a record-prevention switch that prevents you from accidentally
recording over the tape. Use a pointed object, such as a straightened
paper clip, to set the switch as follows:

To allow recording:
```
                            ┌────────┐
                            │
                          O │
                            │  ┌─┐
                            │  │ │ Protect
                            │  └─┘
                            │  O
                            └────────
```

To prevent recording:
```
                            ┌────────┐
                            │
                          O │
                            │
                            │  ┌─┐
                            │  │O│ Protect
                            │  └─┘
                            └────────
```

NOTE: If you set the record-prevention switch to prevent recording, the
       deck cannot write ID markers, renumber tracks, or perform any other
       function that requires writing to the tape.

MAKING A BASIC USER-RECORDED DCC

The following procedure lets you make a basic user-recorded DCC. this is
much like recording a standard audio cassette.

NOTE: The deck does not record the track numbers or total elapsed time on
       a basic user-recorded DCC. Also, if you try to use the renumbering
       function, an error message might result. To use these functions,
       see "Making an Advanced User-Recorded DCC."

Follow these steps to make a basic user-recorded DCC.

1. Set the DCC's record-prevention switch to allow recording.

2. Press OPEN/CLOSE and load the DCC. Then press OPEN/CLOSE.

3. Set INPUT SELECT to the position that matches the type of input you
    want to record (ANALOG, DIGITAL, or OPTICAL).

NOTE: Be sure you connect only one digital input to the deck.

4. Press RECORD.

The deck enters the record-pause mode. the record and pause indicators
(RECORD and ||) appear. This safety features prevents recording if you do
not intentionally press RECORD.

NOTES: If PREVENT appears, the record-prevention switch is set to prevent
        recording. Remove the DCC and set the switch to the other
        position. Then reload the DCC.

        If SCMS (serial copy management system) appears, the digital
        source material is copy protected. Set INPUT SELECT to ANALOG and
        record from the analog inputs.

        If D INPUT appears, either the digital or optical source you
        selected is off, not connected, or improperly connected. Turn on
        or correctly connect the selected source. Some digital sources
        (CD players or DATE machines) must be in the pause or play mode to
        send digital signals to the DCC deck.

5. If you will record digital or optical input, go to Step 8. Otherwise,
    start the sound source.

6. While the sound source plays, set REC BALANCE (on the front panel) to
    its center position. Or, if necessary, adjust REC BALANCE until the
    signal-level indicator shows the levels for the left and right
    channels to be about the same.

7. If possible, find the loudest passage in the source material and
    adjust RECORD LEVEL (on the front panel) until both channels of the
    signal level indicator occasionally touch 0dB without reaching OVER.

NOTES: If the recording level is too high, distortion results.

        The digits to the right of the signal-level indicator show the
        highest signal level (in decibels) since you last pressed RECORD.
        To reset this display, press RECORD again.

        If the signal level exceeds 0 dB, the digits change to — —
                                                                — —
                                                              Max Level

        To reset the display again, press RECORD.

8. Get the sound source ready to play the material you want to record.
    Then press PLAY or PAUSE on the DCC deck, and start the sound source.

    The pause indicator disappears and recording begins. The signal level
    meter shows the source's signal level.

NOTE: To display the recording time, press COUNTER/DISPLAY RESET before
       or after you press PLAY or PAUSE to being recording. This display
       helps you know how much time you have left on the tape. You can
       press COUNTER/DISPLAY RESET any time during recording to reset the
       time to zero.

9. To pause recording, press PAUSE. To resume recording, press PAUSE or
    PLAY.

MAKING AN ADVANCED USER-RECORDED DCC

The following procedure lets you make an advanced user-recorded DCC. This advanced recording method lets you display the total elapsed time on the tape and the current track number. You can also add your own ID markers and renumber the tracks. See "Adding ID Markers" and "Renumbering Tracks."

Follow these steps to make an advanced user-recorded DCC.

1. Set the DCC's record-prevention switch to allow recording.

2. Press OPEN/CLOSE and load the DCC. Then press OPEN/CLOSE to close the compartment.

3. Set INPUT SELECT to the position that matches the type of input you want to record (ANALOG, DIGITAL, or OPTICAL).

NOTE: Be sure you connect only one digital input to the deck.

4. If you loaded a new DCC or a user-recorded DCC you want to record over, press << to rewind the tape to the beginning of Side A.

5. Press RECORD.

    The deck enters the record-pause mode (the record and pause indicators appear). This safety feature prevents recording if you do not intentionally press RECORD.

NOTES: If PREVENT appears, the record-prevention switch is set to prevent recording. Remove the DCC and set the switch to the other position. Then reload the DCC.

        If SCMS appears, the digital source material is copy protected. Set INPUT SELECT to ANALOG and record from the analog inputs.

        If D INPUT appears, either the digital or optical source you selected is off, not connected, or improperly connected. Turn on or correctly connect the selected source. Some digital sources (CD players or DAT machines) must be in the pause or play mode to send digital signals to the DCC deck.

6. Press <<.

    The deck checks to see that the tape is at the beginning and records a lead-in marker. This formats the beginning of the tape and marks the beginning of the first track.

7. If you will record digital or optical input, go to Step 10. Otherwise, start the sound source.

8. While the source plays, set REC BALANCE to its center position. Or, if necessary, adjust REC BALANCE until the signal-level indicator shows the levels for the left and right channels to be about the same.

9. If possible, find the loudest passage in the source material and adjust RECORD LEVEL until both channels of the signal level indicator

occasionally touch 0 dB without reaching OVER.

NOTES: If the recording level is too high, distortion results.

The digits to the right of the signal-level indicator show the
highest signal level (in dB) since you last pressed RECORD. To
reset this display, press RECORD again.

If the signal level exceeds 0 dB, the digits change to — —
                                                        — —

                                                     Max Level

To reset the display again, press RECORD.

10. Press AUTO ID so AUTO appears on the display. See "Automatically
     Writing ID Markers."

NOTES: AUTO must appear for the DCC to be an advanced user-recorded DCC.

You can also manually add ID markers. See "Manually Writing ID
Markers."

11. Get the sound source ready to play the material you want to record.
     Then press PLAY or PAUSE, and start the sound source.

     The pause indicator disappears and recording begins. The signal
     level meter shows the source's signal level.

     To pause recording, press PAUSE. To resume recording, press PAUSE or
     PLAY. The deck automatically records and displays the elapsed time
     and track numbers.

12. When you finish recording on Side A, press STOP.

     The deck writes a reverse ID marker, reverses the tape direction,
     writes a start ID marker at this point on Side B, and enters the
     record-pause mode.

NOTE: If the tape reaches the end of Side A , the deck automatically
       stops and does the above.

13. To continue recording on Side B, press PAUSE or PLAY. Or, if you
     want to stop recording at this time, press STOP again.

     If you press STOP, the deck exits the recording mode. See "Adding to
     an Advanced User-Recorded DCC" for information about adding to a
     partially recorded DCC.

14. If you chose to continue recording on Side B, press STOP when you
     finish recording.

     The deck writes a home marker. When the deck detects this marker
     during playback or ASMS, the tape either stops or returns to the
     first track on Side A, depending on the REV MODE setting.

NOTES: If the tape reaches the end of Side B, it automatically stops and
        writes a home marker.

You cannot erase the home marker, but you can record over it.

The addition of the home marker completes the advanced user-recorded DCC.

Adding to an Advanced User-Recorded DCC

If you were unable to complete your recording in one session of if you want to add to an advanced user-recorded DCC, follow these steps.

1. Load the DCC and press << to rewind the tape to the beginning of Side A.

2. Press PLAY and let the first track play at least 10 seconds. Then press STOP.

After you stop the tape, select one of the following append options and follow the steps under the option.

To add to Side A:

1. If AUTO appears on the display, press AUTO so AUTO disappears.

2. Press RECORD to enter the record-pause mode.

3. Press >>.

    The deck searches forward to the reverse ID marker, replaces it with a start ID marker, and enters the record-pause mode. You can now continue recording on Side A.

4. Prepare the sound source, but do not start it.

5. Press PLAY, and press AUTO so AUTO appears.

To begin recording on Side B when Side A has been completed in a previous session:

1. If AUTO appears on the display, press AUTO so AUTO disappears.

2. Press RECORD to enter the record-pause mode.

3. Press >>.

    The deck searches forward to the reverse ID marker, replace it with a start ID marker, and enters the record-pause mode.

NOTE: You can later remove the extra start ID marker at the end of Side A. See "Erasing an ID Marker."

4. Get the sound source ready to play the material you want to record, but do not start the sound source.

5. Press PLAY, and press AUTO so AUTO appears. Then press STOP.

    The deck records for about 12 seconds, writes a reverse ID marker,

reverses the tape direction, writes a start ID marker on Side B, and
enters the record-pause mode.

6. Press PLAY or PAUSE. Then start the sound source. Recording begins
    on Side B.

To continue recording on Side B from the home marker:

1. Press >> to fast-forward the tape to the end of Side A.

2. Press PLAY to play a few seconds of the first track on Side B.

3. Press STOP. Then press RECORD. The deck enters the record-pause
    mode.

4. Press >>.

    The deck fast-forwards to the home marker, replaces it with a start ID
    marker, and enters the record-pause mode. You can now continue
    recording on Side B.

Recording Over a DCC

You can record over an advanced user-recorded DCC from the beginning or
end of a previously recorded track.

To record over an advanced user-recorded DCC from the beginning of a
previously recorded track, follow these steps.

1. Start playing the last track you want to keep. Then press STOP.

2. Press RECORD. The deck enters the record-pause mode.

3. Press >>|. The deck fast-forwards to the next start ID marker,
    replaces it with a new start ID marker, and re-enters to record-pause
    mode.

    The deck is now ready to record over the next track.

(ALL-10/6/94)