

OPERATING INSTRUCTIONS

REVOX B225 · COMPACT DISC PLAYER

(S H O R T F O R M)



STUDER REVOX
AMERICA INC.

INTRODUCTION

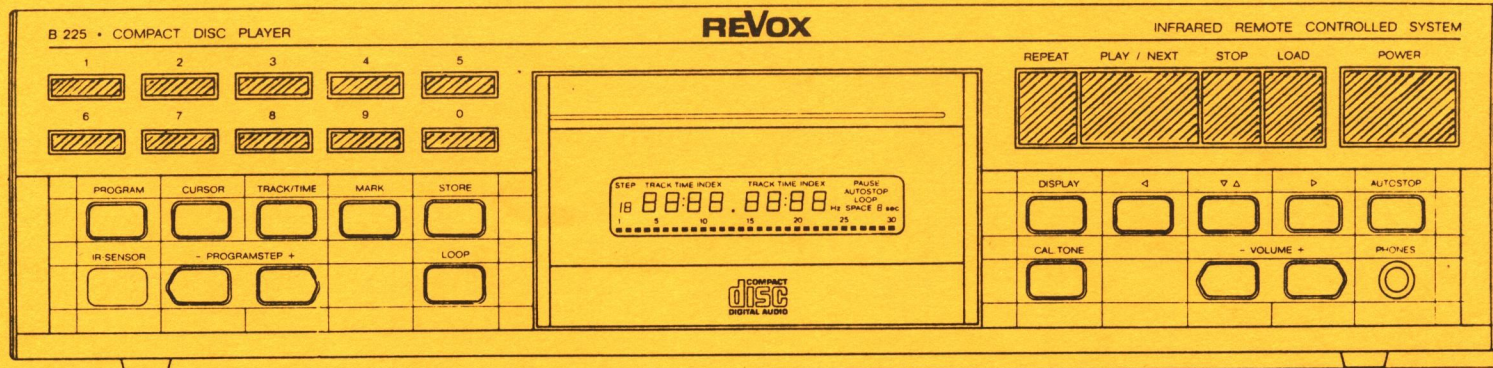
The following Short Form Manual for the ReVox B225 CD Player is not meant to replace the complete operating manual. It is provided to give a brief description of the most important settings required before using the CD Player.

Each page represents a specific operation accompanied with step by step routine.

This manual is divided in 2 parts:

PART I: DIRECT ACCESS FUNCTIONS

PART II: PROGRAMMING THE CD PLAYER



PART I

1) DIRECT ACCESS FUNCTIONS

POWER: Pressing this key switches the CD-Player ON and OFF.

The remote control section remains powered: Pressing "Play" and "Stop" will also switch the Player on.

Pressing LOAD will open or close the drawer.

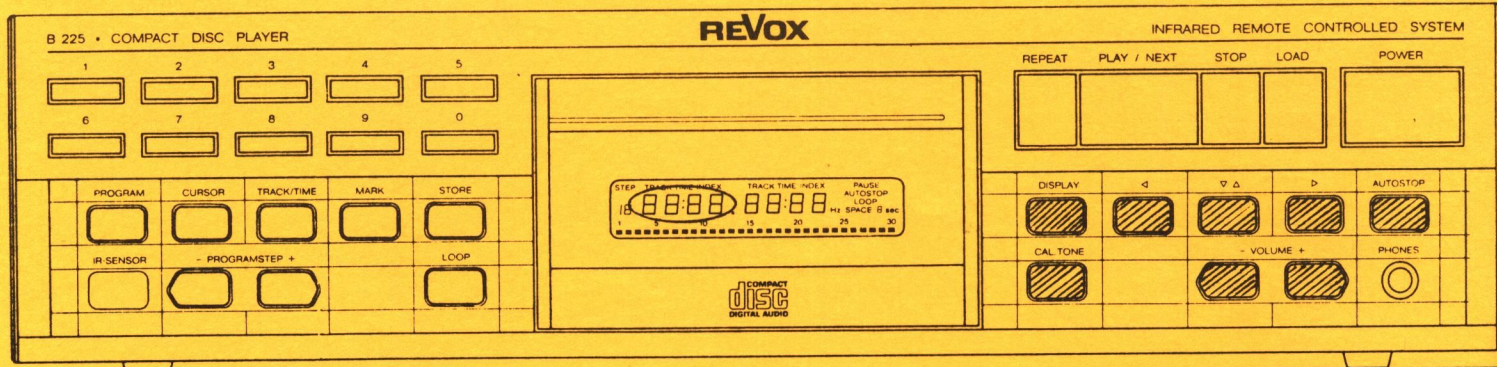
Pressing STOP will interrupt the play function and reset the laser pickup to the starting position.

Pressing PLAY/NEXT after load will put the disc in motion, read the table of contents and start to play track one. Pressing PLAY/NEXT again will immediately access the next track.

Pressing PLAY/NEXT after pressing the digit keys (1 to 0) will directly address and play track number selected. (Access time is less than 3 sec.)

Pressing REPEAT will repeat the track currently played. If the CD Player is in Stop Mode, the first track of the disc will be played.

Note: See also Part II for some of these functions involved in programming.



2) SPECIAL CONTROLS

- a) DISPLAY: When disc play begins, the display shows the elapsed time within a track. Pressing the display button will show the total play time from the start of the disc.

Field B Selection number (TRACK)

Portion of a selection (INDEX)

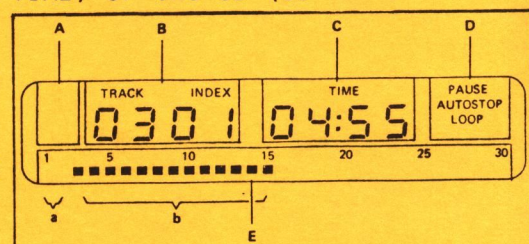
Field C Position of the laser pickup either relative to the beginning of a selection (TRACK TIME) or the CD (CD TIME)




Field D Pause

Pause at the end of a selection
Loop mode

Field E (a) 2 selections already played
(b) remaining selection

(a)+(b)=total selections on CD in the player



- b) During the playback of a selection, passages can be skipped or repeated by pressing these keys . Tapping 3 times briefly advances or retards approximately 1 second; pressing continuously activates fast forward or fast reverse.
- c)  "PAUSE": The playing sequence can be interrupted and restarted any time with this key.
- d) AUTOSTOP: Interrupts the playing sequence at the end of the current track or program step. The laser pickup is automatically positioned at the beginning of the next selection. Pressing PAUSE  will immediately the next track.
- e) CAL.TONE: This digitally generated 1000 HZ tone represents the maximum signal amplitude of a compact disc (16 bits). This is particularly convenient for setting a safe recording level.
- f) VOLUME +/-: Increases and decreases the level^{start} of the headphones as well as the variable outputs.

Note: See also PART II for more functions involved in programming.

PART II

1) PROGRAMMING THE CD PLAYER

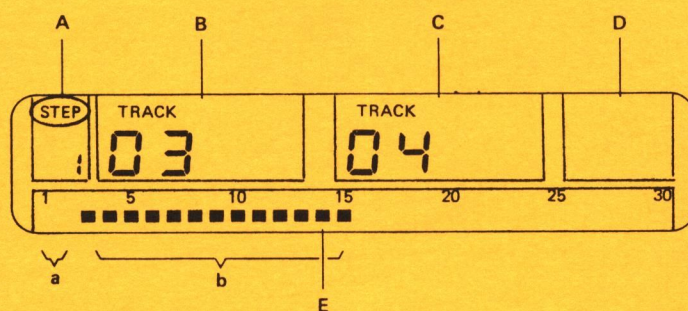
INDEX

- a) Track/Time related information
- b) Entering the program mode
- c) Playing tracks in a different order
- d) Playing excerpts
- e) Starting with A TRACK # and ending with A TIME (mixed boundaries)
- f) Special program steps: Loop, pause, alarm and power off.
- g) "PAGING" through the program
- h) Modifying a program
- i) "Scratching" a program

Note: A program with up to 19 steps can be created step by step.

a) DISPLAY: TRACK/TIME RELATED INFORMATION

1) TRACK related information



Field A

-If the word STEP is neither visible nor flashing on the display, the unit operates in normal play CD mode.

-If the word STEP flashes, the unit is switched to program entry mode, the number below refers to the program step being accessed.

-If the CD player is running and the word STEP is visible in the display, this means that a program is being executed, i.e. the CD player is operating in play program mode. The number below the word STEP refers to the program step currently being executed.

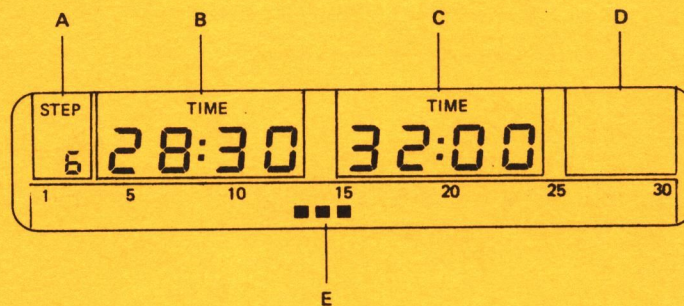
Field B

-This field indicates the selection (TRACK) accessed in this program step (in our example TRACK 03). If no entry was made in field C, the entire selection will be played after which the next program step is initiated. Field B always refers to the start position of a program step, even if no entry was made in field C.

Field C

-An entry (optional) in this field indicates the end position of the program step. In the foregoing example this means: step 01, play selections 3 through 4, then execute next program step.

2) TIME display in place of TRACK



Field A

-Same function as described above.

Field B

-The starting point of the program step was entered in minutes and seconds. This time refers to **CD TIME**. (For TRACK TIME entries the corresponding TRACK information would be missing.) In our example the program step starts in the position 28 minutes and 30 seconds.

Field C

-The program step terminates after the last second on the display (in our example after 32 minutes).

Note: Of course, selection numbers and times may be used in combination, e.g. time for the starting position and selection number for the ending position, or vice versa.

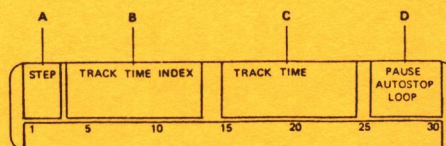


b) ENTERING THE PROGRAM MODE

A program may be entered while a disc is playing or while player is in stop mode.

Switch CD player on.

Press "PROGRAM"



The word "STEP" now flashes in the display. The CD player is ready to receive your program entries.

c) PLAYING TRACKS IN A DIFFERENT ORDER

The play sequence of the tracks can be modified as desired. Example:

You wish to select tracks "4" and "9" in 2 separate program steps; and tracks "3" through "12" in one step. After the procedures of paragraph "b", the field "B" now shows "00". You can now enter the first selection:

PRESS 4, the track indication changes to "04". SAVE the entry by pressing STORE. The step indication changes to 2, track is back to "00". Now enter the second step: Press "9" followed by STORE; step 2 is saved.

The step indication changes to "3", and track indication to "00". Next entry: Press 3, press CURSOR (a second track indication now appears in field C), press "1" and "2", and the second track indication shows as "12". Press STORE and the program is saved. Following the above procedure, a program with up to 19 steps can be created step by step. This method is ideal for copying individual CD selections to tape.

Press PLAY/NEXT and the program is executed; selections will be played exactly as programmed.



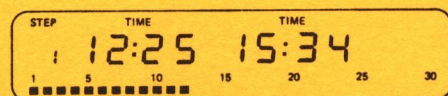
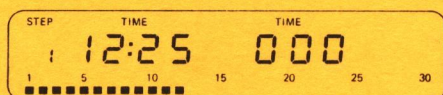
d) PLAYING MUSIC EXCERPTS

Music excerpts can also be entered in a program. The starting and ending points must be known and they can be entered in two ways:

- 1) Reading and entering the elapsed time (min. and sec.) at both end of the excerpts.
- 2) Entering the locations, "on the fly" with the marker button, while the disc is playing. Example: The excerpt begins at 12 minutes and 25 seconds and ends at 15 min. and 34 sec.

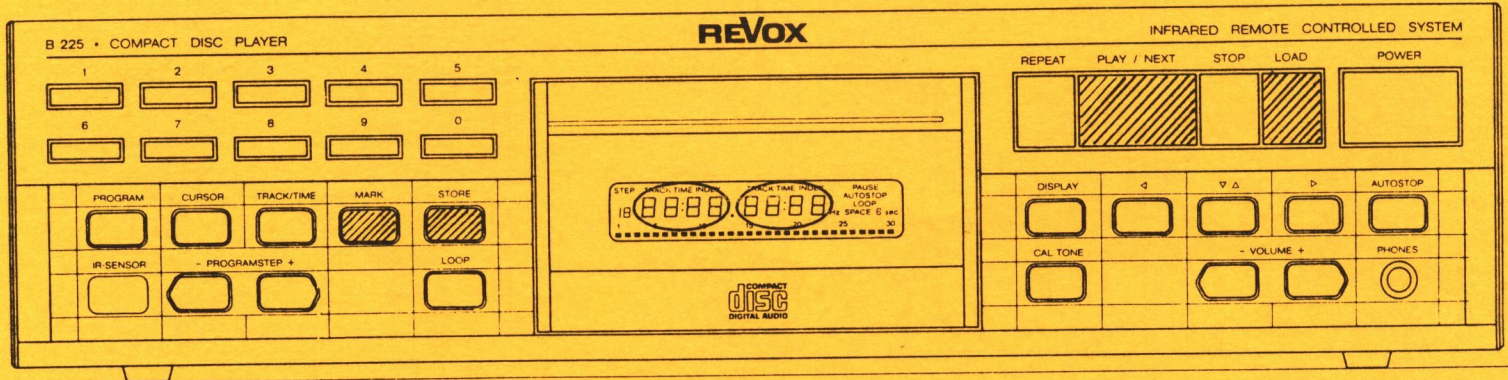
PROCEDURE:

- 1) Activate the program mode. Change over the display from track to time by pressing TRACK/TIME. ENTER the minutes: press 1 and 2. Press CURSOR and press digits 2 and 5 for the seconds. The starting time is now set. (Do not store yet!)



Press CURSOR a second time, and indication will appear in the display. (Press TRACK/TIME if track indication appears.) First enter the minutes (15), then press CURSOR again for the seconds and enter 3 and 4. Finally save by pressing STORE.

Note: As the program is playing, the display shows the TRACK/TIME rather than the elapsed time. Pressing the DISPLAY button will switch the display back to the elapsed time.

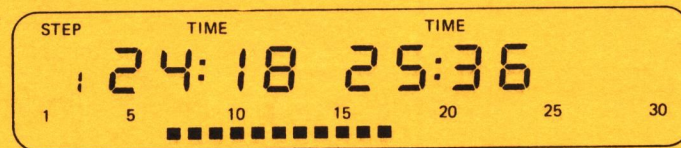


PLAYING MUSIC EXCERPTS (continued)

2) ENTERING LOCATIONS "ON THE FLY"

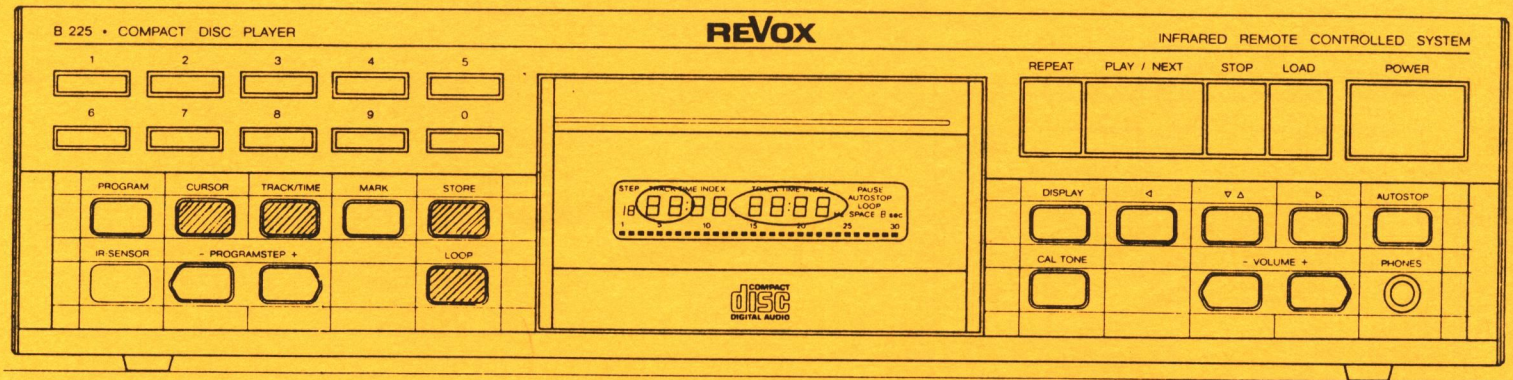
Load and start CD by pressing PLAY/NEXT. Press PROGRAM. The B225 is ready to receive entries.

When the desired passage is played press the MARK button; immediately the corresponding time mark will appear in the left hand section of the display. To close the excerpt press the MARK button a second time when the excerpt end is reached. The time will be indicated in the right hand section of the display.



Press STORE. The excerpt between the marks is now stored.

Note: As the program is playing, the display shows the TRACK/TIME rather than the elapsed time. Pressing the DISPLAY button will switch the display back to the elapsed time.



e) STARTING WITH "A TRACK NUMBER" AND ENDING WITH "A TIME"

Program step entries may contain mixed boundaries. The starting point may be a track number (enter track number) and the ending point a time. (Switch TRACK/TIME, and enter time using the digit keys and the cursor button.)

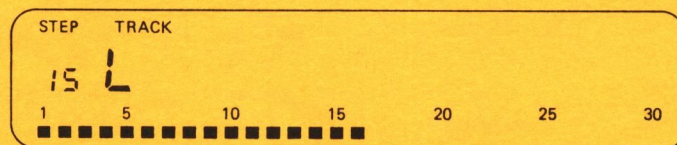
Note: As an exception, the track time rather than the disc elapsed time has to be entered when placed at the end of an excerpt started with a track number.

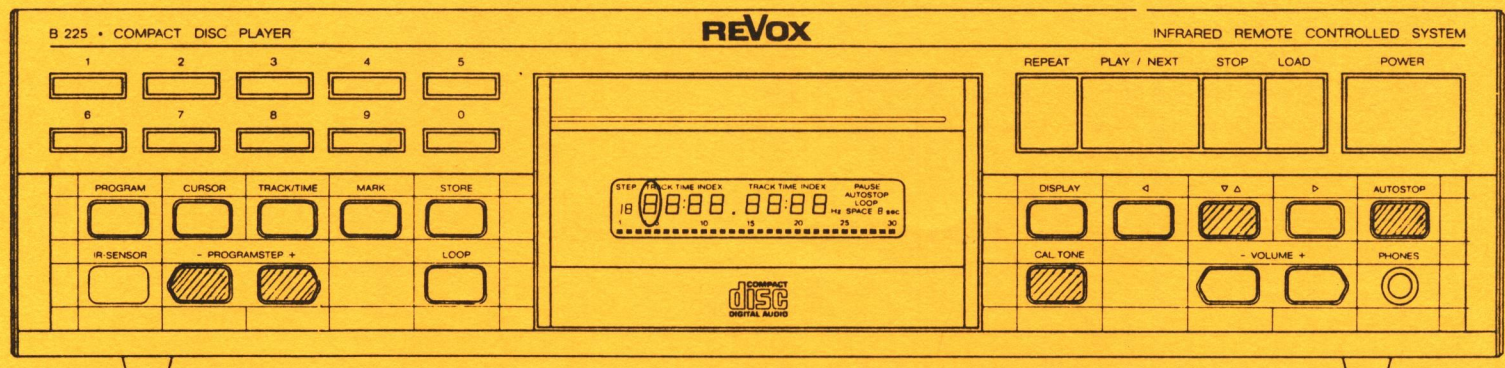
f) SPECIAL PROGRAMS

1) LOOP: A loop function may be programmed at the end of a sequence.

When activated, the entire program will be continuously repeated until it is interrupted with the STOP key.

EXAMPLE: A program with 14 steps is to be repeated: Enter Loop in step 15 and enter store. An "L" appears in place of the track number. Pressing PLAY/NEXT will start the programmed sequence and repeat it until the program is interrupted with STOP.






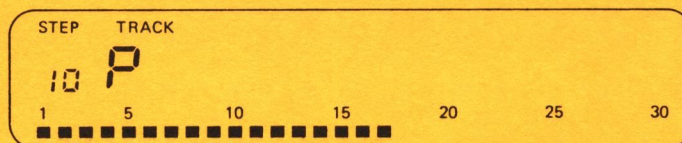
SPECIAL PROGRAMS (continued)

2) Programming a pause

A pause can be programmed at the end of a selection. In our example a pause is to be entered after step 9.

-Page forward in the program to step 10, then press the PAUSE key . A "P" appears in the display. Store the entry.

-The CD player switches to pause after the ninth program step. However, the beginning of the next step will not be accessed. To continue the program, press the PAUSE key on the CD player or on the remote control.



The program continues to run until the next stop is reached or, if none is programmed, until the end of the program.

Note: If a pause is desired after each step, the AUTOSTOP key can be pressed before the start of the program (or in PLAY PROGRAM MODE). This activates the PAUSE function after each step. The pause can be cancelled by pressing the pause key on the CD player or on the remote control.

Instead of PAUSE, an interrupt command can be programmed (STOP function) by following the above procedure. In this case, before the program is entered, the STOP key must be pressed rather than the PAUSE key. When the program is started and reaches the step with the STOP command, the program is interrupted and the CD player switches to STOP mode.

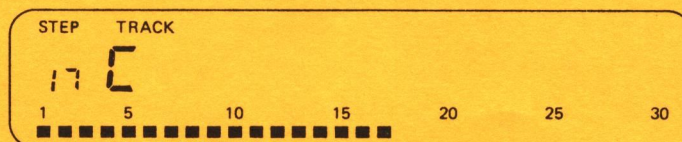
3) Programming the alarm function (CAL.TONE key)

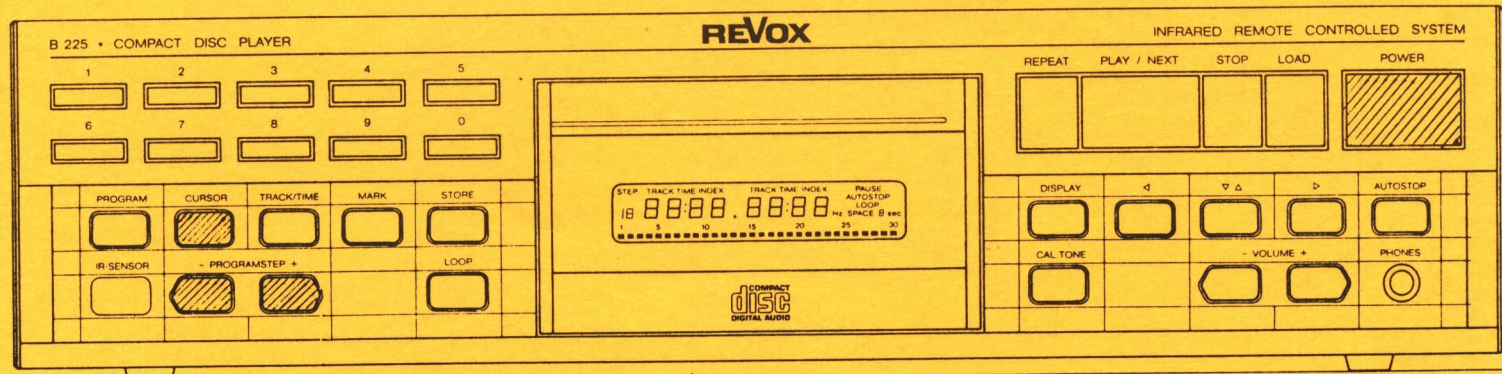
In certain applications it may be useful to signal the end of a program or of a sequence within the program with an "Alarm tone" by programming the following step:

-Program CAL.TONE instead of a selection number or a time. This is acknowledged on the display by a "C".

-Store the entry (the display advances to the next step).

This alarm tone remains active until it is muted by pressing CAL.TONE (C) (causing the program to advance automatically to the next step), or by interrupting the program with the STOP key.





SPECIAL PROGRAMS (continued)

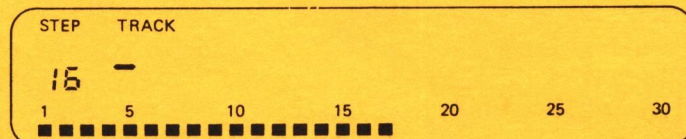
4) POWER OFF FUNCTION AT THE END OF THE PROGRAM

A command for switching off the CD player can be entered in a program step:

Activate program mode and page forward with key to the last program step +1, e.g. step 16 if the last program step was 15.

Press POWER Key, a "-" is displayed. This does not power off the CD player (unless the POWER key is pressed twice in program mode).

Press STORE key. Start the program with PLAY/NEXT. The CD player switches itself off in the last program step.



g) "PAGING" THROUGH THE PROGRAM

Each step of a complete or incomplete program can be individually read out on the display. The keys PROGRAM STEP + and - are used for this purpose. Each program step can thus be rechecked and modified if necessary.



h) MODIFYING A PROGRAM

An existing program can be modified in a simple manner. Each entry within the program steps can be altered individually.

Procedure:

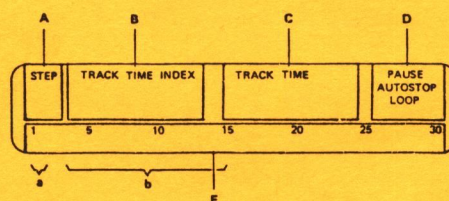
- With PROGRAM STEP + and -, page to the desired program step.

- Press the CURSOR key once before changing any value.

The track or time indication can be modified in field B.

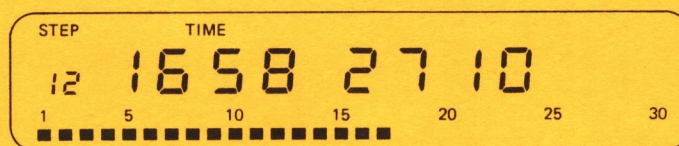
When the CURSOR key is pressed a second time, field C can be modified.

By pressing the CURSOR key again, the minutes in the second TIME field can be modified, etc.



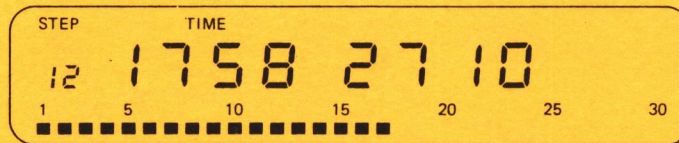
Step-by-step function of the CURSOR:

- Press PROGRAM key and page forward to the step to be corrected.
- The minutes in field B can be corrected by pressing the CURSOR key. This is acknowledged by blanking out the ":".

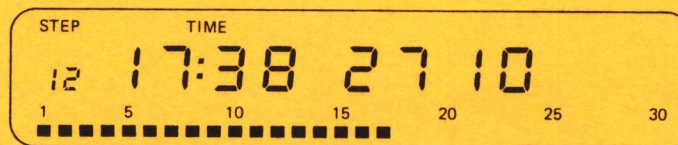


MODIFYING A PROGRAM (continued)

-The start position is to be set to 17 minutes and 38 seconds:
Enter 17.

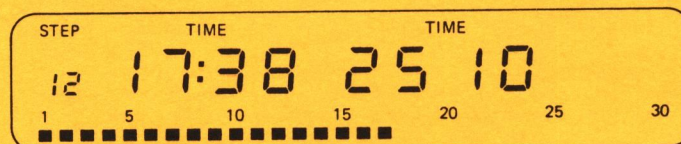


-Advance to the seconds by pressing the CURSOR key (the ":" reappears):
Enter 38.

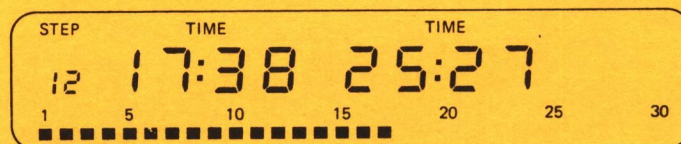


-The stop mark is to be changed to 25:27.

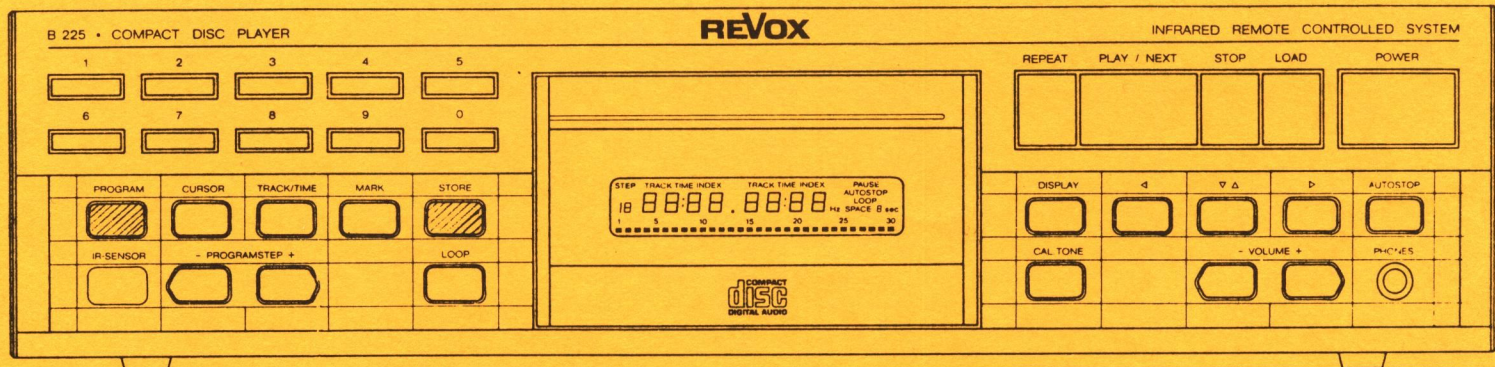
-By pressing the CURSOR key, advance to the minutes input field of the stop mark, the word TIME reappears in the second field: Enter 25.



-With the CURSOR key, advance to the seconds input field; the ":" in the seconds field reappears: Enter 27.



This modified program step can now be stored. In the foregoing example, all fields were modified. However, with it is possible to make selective changes in a program step with the aid of the cursor.



i) "SCRATCHING" A PROGRAM

(It is not necessary to scratch the old program before a new one is entered. The old one can be simply overwritten.)

The program can be scratched in two ways:

- 1) By simultaneously pressing the STORE and PROGRAM keys in which case the program mode must be active.
- 2) By a power failure longer than 50 milliseconds.

Note: Switching off the CD player with the POWER keys does not erase the memory content because the memory remains powered in the standby mode.



STUDER **REVOX**

STUDER REVOX AMERICA, INC.
1425 Elm Hill Pike • Nashville, TN 37210 • (615) 254-5651

850918/RD