



# SelectaVision® VideoDisc System Basic Service Data

## Model SJT 400

**RCA Corporation**  
**Consumer Electronics**

Technical Publications  
P.O. Box 1976 Indianapolis Indiana 46206



SJT 400

### RCA Inc.

Technical Publications  
5575 Royalmount Avenue Town of Mount-Royal Quebec, Canada H4P 1J8

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Add prefix 62 to all stock numbers.

**TO AVOID ERROR** file all supplements and addendums as soon as received. Consult these before ordering parts.

### Service Data Contents

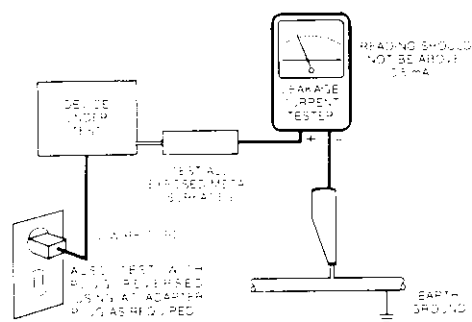
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**CAUTION: DO NOT USE MONAURAL ALIGNMENT (TEST) DISC STK. NO. 149235 WITH MODELS COVERED BY THIS SERVICE DATA.**

### SAFETY NOTICE

Components having special safety characteristics are identified by shading on schematics and by \* stars on the parts list in this Service Data and its supplements and bulletins. Before servicing this instrument, it is important that the service technician read and follow the "Safety Precautions" and "Product Safety Notices" in this Service Data.

1. **Before returning the VideoDisc Player to the customer**, always make a safety check of the entire instrument, including, but not limited to, the following items.
  - a. Be sure that no built-in protective devices are defective and/or have been defeated during servicing (1) Protective shields are provided on this VideoDisc Player to protect both the technician and the customer. Correctly replace all missing protective shields, including any removed for servicing convenience. (2) When reassembling the VideoDisc Player, be sure to put back in place all protective devices, including, but not limited to, non-metallic control knobs, insulating fishpapers, adjustment and compartment covers/shields, and isolation resistor/capacitor networks. **Do not operate this instrument or permit it to be operated without all protective devices correctly installed and functioning. Servicers who defeat safety features or fail to perform safety checks may be liable for any resulting damage.**
  - b. Be sure that there are no cabinet openings through which an adult or child might be able to insert their fingers and contact a hazardous voltage. Such openings include, but are not limited to, (1) excessively wide cabinet ventilation slots, and (2) improperly fitted and/or incorrectly secured cabinet covers.
  - c. **Leakage Cold Check** — With the VideoDisc Player AC plug removed from any AC source, connect an electrical jumper across the two AC plug prongs. Place the VideoDisc Player AC switch in the on position. Connect one lead of an ohmmeter to the AC plug prongs tied together and touch the other ohmmeter lead in turn to each push button/customer control, exposed metal screws, metalized overlays and to each cable connector. If the measured resistance is less than 1.0 megohm or greater than 5.2 megohm (except for the center conductor of the F connector that feeds the TV receiver which will measure *open* when the function switch is in the play position) an abnormality exists that must be corrected before the VideoDisc Player is returned to the customer. Repeat this test with the VideoDisc Player AC switch in the *off* position. All the preceding tests should be made with a *Disc* in the player and repeated *without a Disc* in the player.



AC Leakage Test

- d. **Leakage Current Hot Checks**

On completely assembled instrument, with a *Disc* in the Player and all tests repeated without a *Disc* in the Player, plug the AC line cord directly into a 120V AC outlet. (Do not use an isolation transformer during this test.) Use a leakage current tester or a metering system that complies with American National Standards Institute (ANSI) *C101.1 Leakage Current for Appliances* and Underwriters Laboratories (UL) *1410, (50.7)*. Measure for current, with the

player in the *play* position and repeat with the player in the *Load—Unload* and *off* positions from a known earth ground (metal waterpipe, conduit, etc.) to all exposed metal or conductive parts of the instrument (antenna connections, handle bracket, metal cabinet, screwheads, metallic overlays, push-buttons, control shafts, etc.), especially any exposed metal parts that offer an electrical return path to the Player deck. Any current measured must not exceed 0.5 milliamp. Reverse the instrument power cord plug in the outlet and repeat test.

**ANY MEASUREMENTS NOT WITHIN THE LIMITS SPECIFIED HEREIN INDICATE A POTENTIAL SHOCK HAZARD THAT MUST BE ELIMINATED BEFORE RETURNING THE INSTRUMENT TO THE CUSTOMER OR BEFORE CONNECTING TO AN ANTENNA OR ACCESSORIES.**

- e. **Interconnected Equipment AC Leakage Test**

Avoid shock hazards. The television instrument, accessory, or cable(s) to which this VideoDisc Player is connected should have the applicable sections of the leakage resistance cold check and the leakage current hot check performed. Do not connect this VideoDisc Player to a TV antenna, cable or accessory that exhibits excessive leakage currents.

2. Read and comply with all caution and safety-related notes on or inside the VideoDisc Player cabinet, and on the Player deck.
3. **Design Alteration Warning** — Do *not* alter or add to the mechanical or electrical design of this VideoDisc Player. Design alterations and additions, including, but not limited to, circuit modifications and the addition of items such as auxiliary audio and/or video output connections, cables and accessories etc. might alter the safety characteristics of this VideoDisc Player and create a hazard to the user. Any design alterations or additions may void the manufacturer's warranty and may make you, the servicer responsible for personal injury or property damage resulting therefrom.
4. Observe original lead dress. Take extra care to assure correct lead dress in the following areas: a. near sharp edges, b. near thermally hot parts — be sure that leads and components do not touch thermally hot parts in the AC and DC supplies. Always inspect in all areas for pinched, out-of-place, or frayed wiring. Do not change spacing between components, and between components and the printed-circuit board. Check AC power cord for damage.
5. Components, parts, and/or wiring that appear to have overheated or are otherwise damaged should be replaced with components, parts, or wiring that meet original specifications. Additionally, determine the cause of overheating and/or damage and, if necessary, take corrective action to remove any potential safety hazard.
6. **PRODUCT SAFETY NOTICE** — Many electrical and mechanical parts have special safety-related characteristics some of which are often not evident from visual inspection, nor can the protection they give necessarily be obtained by replacing them with components rated for higher voltage, wattage, etc. Parts that have special safety characteristics are identified in RCA service data by *shading* on schematics and by a (\*) in the parts list. Use of a substitute replacement that does not have the same safety characteristics as the recommended replacement part in RCA service data parts list might create shock, fire, and/or other hazards. Product Safety is under review continuously and new instructions are issued whenever appropriate. For the latest information, always consult the appropriate current RCA service literature. A subscription to, or additional copies of, RCA service literature may be obtained at a nominal charge from your RCA Consumer Electronics Distributor or from RCA Technical Publications, P.O. Box 1976, Indianapolis, IN 46206, or Canadian residents may order from RCA Inc., Technical Publications, 5575 Royalmount Ave., Town of Mount-Royal, Quebec H4P 1J8 Canada.

**CAUTION:** Before servicing instruments covered by this service data and its supplements and addendums, read and follow the **SAFETY PRECAUTIONS** on page 2 of this publication. **NOTE:** If unforeseen circumstances create conflict between the following servicing precautions and any of the safety precautions on page 2 of this publication, always follow the safety precautions. *Remember Safety First.*

### General Servicing Precautions

1. Always unplug the instrument AC power cord from the AC power source before
  - a. Removing or reinstalling any component, circuit board, module, or any other instrument assembly.
  - b. Disconnecting or reconnecting any instrument electrical plug or other electrical connection.
  - c. Connecting a test substitute in parallel with an electrolytic capacitor in the instrument.

**Caution:** A wrong part substitute or incorrect polarity installation of electrolytic capacitors may result in an explosion hazard.
2. Do *not* spray chemical on or near this instrument or any of its assemblies.
3. Unless specified otherwise in this service data, clean electrical contacts by applying the following mixture to the contacts with a pipe cleaner, cotton-tipped stick or comparable nonabrasive applicator. 10% (by volume) Acetone and 90% (by volume) isopropyl alcohol (90% - 99% strength).

**Caution:** *This is a flammable mixture.*

Unless specified otherwise in this service data, lubrication of contacts is not required.

4. Do *not* defeat any plug/socket B+ voltage interlocks with which instruments covered by this service data might be equipped
5. Do *not* apply AC power to this instrument and/or any of its electrical assemblies unless *all* solid-state device heat sinks are correctly installed
6. Always connect the test instrument ground lead to the appropriate instrument chassis ground *before* connecting the test instrument positive lead. Always remove the test instrument ground lead *last*.

### Electrostatically Sensitive (ES) Devices

Some semiconductor (solid state) devices can be damaged easily by static electricity. Such components commonly are called *Electrostatically Sensitive (ES) Devices*. Examples of typical ES devices are integrated circuits and some field-effect transistors and semiconductor "chip" components. The following techniques should be used to help reduce the incidence of component damage caused by static electricity.

1. Immediately before handling any semiconductor component or semiconductor-equipped assembly, drain off any electrostatic charge on your body by touching a known earth ground. Alternatively, obtain and wear a commercially available discharging wrist strap device, which should be removed for potential shock reasons prior to applying power to the unit under test.
2. After removing an electrical assembly equipped with ES devices, place the assembly on a conductive surface such as aluminum foil, to prevent electrostatic charge buildup or exposure of the assembly.
3. Use only a *grounded-tip* soldering iron to solder or unsolder ES devices.

4. Use only an *anti-static* type solder removal device. Some solder removal devices not classified as "anti-static" can generate electrical charges sufficient to damage ES devices.
5. Do *not* use freon-propelled chemicals. These can generate electrical charges sufficient to damage ES devices.
6. Do *not* remove a replacement ES device from its protective package until immediately before you are ready to install it. (Most replacement ES devices are packaged with leads electrically shorted together by conductive foam, aluminum foil or comparable conductive material.)
7. Immediately before removing the protective material from the leads of a replacement ES device, touch the protective material to the instrument ground or circuit assembly into which the device will be installed. **CAUTION:** Be sure no power is applied to the instrument or circuit, and observe all other safety precautions.
8. Minimize bodily motions when handling unpackaged replacement ES devices. (Otherwise harmless motion such as the brushing together of your clothes fabric or the lifting of your foot from a carpeted floor can generate static electricity sufficient to damage an ES device.)

### General Soldering Guidelines

1. Use a grounded-tip, low-wattage soldering iron and appropriate tip size and shape that will maintain tip temperature within the range 500° F to 600° F.
2. Use an appropriate gauge of RMA resin-core solder composed of 60 parts tin/40 parts lead.
3. Keep the soldering iron tip clean and well tinned.
4. Thoroughly clean the surfaces to be soldered. Use a small wire-bristle (0.5 inch, or 1.25 cm) brush with a metal handle. Do not use freon-propelled spray-on cleaners.
5. Use the following unsoldering technique.
  - a. Allow the soldering iron tip to reach normal temperature (500° F to 600° F).
  - b. Heat the component lead until the solder melts.
  - c. Quickly draw away the melted solder with an anti-static, suction-type solder removal device or with solder braid.

**CAUTION:** Work quickly to avoid overheating the circuit board printed foil.
6. Use the following soldering technique:
  - a. Allow the soldering iron tip to reach normal temperature (500° F to 600° F).
  - b. First, hold the soldering iron tip and solder strand against the component lead until the solder melts.
  - c. Quickly move the soldering iron tip to the junction of the component lead and the printed circuit foil, and hold it there only until the solder flows onto and around both the component lead and the foil.

**CAUTION:** Work quickly to avoid overheating the circuit board printed foil.

  - d. Closely inspect the solder area and remove any excess or splashed solder with a small wire-bristle brush.

### IC Removal/Replacement

Use the following technique for IC removal and replacement.

#### Removal

1. Desolder and draw away the melted solder with an anti-static suction-type solder removal device (or with solder braid) before removing the IC.

*Replacement*

1. Carefully insert the replacement IC in the circuit board.
2. Carefully bend each IC lead against the circuit foil pad and solder it.
3. Clean the soldered areas with a small wire-bristle brush. (It is not necessary to reapply acrylic coating to the areas.)

**"Small-Signal" Discrete Transistor Removal/Replacement**

1. Remove the defective transistor by clipping its leads as close as possible to the component body.
2. Bend into a "U" shape the end of each of three leads remaining on the circuit board.
3. Bend into a "U" shape the replacement transistor leads.
4. Connect the replacement transistor leads to the corresponding leads extending from the circuit board and crimp the "U" with long nose pliers to insure metal to metal contact, then solder each connection.

**Power Output Transistor Devices Removal/Replacement**

1. Heat and remove all solder from around the transistor leads.
2. Remove the heatsink mounting screw (if so equipped).
3. Carefully remove the transistor from the circuit board.
4. Insert new transistor in circuit board.
5. Solder each transistor lead, and clip off excess lead.
6. Replace heatsink.

**Diode Removal/Replacement**

1. Remove defective diode by clipping its leads as close as possible to diode body.
2. Bend the two remaining leads perpendicularly to the circuit board.
3. Observing diode polarity, wrap each lead of the new diode around the corresponding lead on the circuit board.
4. Securely crimp each connection and solder it.
5. Inspect (on the circuit board copper side) the solder joints of the two "original" leads. If they are not shiny, reheat them and, if necessary, apply additional solder.

**Fuse and Conventional Resistor Removal/Replacement**

1. Clip each fuse or resistor lead at top of circuit board hollow stake.
2. Securely crimp leads of replacement component around notch at stake top.
3. Solder the connections.

**CAUTION:** Maintain original spacing between the replaced component and adjacent components and the circuit board, to prevent excessive component temperatures.

**Circuit Board Foil Repair**

Excessive heat applied to the copper foil of any printed circuit board will weaken the adhesive that bonds the foil to the circuit board, causing the foil to separate from, or "lift-off", the board. The following guidelines and procedures should be followed whenever this condition is encountered.

*In Critical Copper Pattern Areas*

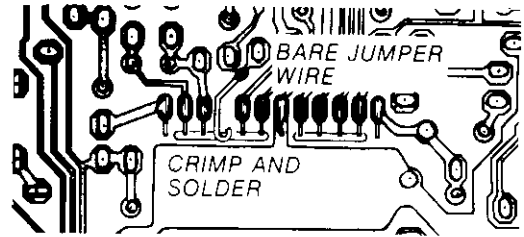
High component/copper pattern density and/or special voltage/current characteristics make the spacing and integrity of copper pattern in some circuit board areas more critical than in others. The circuit foil in these areas is designated as *Critical Copper Pattern* and is identified and illustrated in this service data in the section titled *Safety Related Copper Pattern* (see table of contents for page number). Because Critical Copper Pattern requires special soldering techniques to ensure the maintenance of reliability and safety standards, contact your local RCA Consumer

Electronics Distributor Service Manager before attempting repair of Critical Copper Pattern.

*At IC Connections*

To repair defective copper pattern at IC connections, use the following procedure to install a jumper wire on the copper pattern side of the circuit board. (Use this technique only on IC connections.)

1. Carefully remove the damaged copper pattern with a sharp knife. (Remove only as much copper as absolutely necessary.)
2. Carefully scratch away the solder resist and acrylic coating (if used) from the end of the remaining copper pattern.



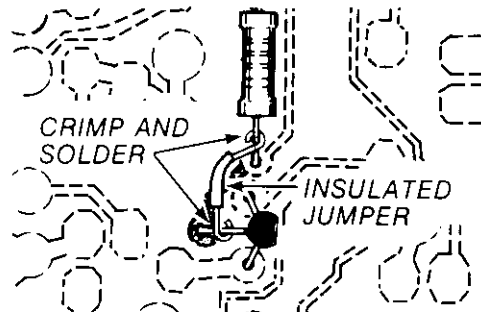
*Install Jumper Wire and Solder*

3. Bend a small "U" in one end of a small-gauge jumper wire and carefully crimp it around the IC pin. Solder the IC connection.
4. Route the jumper wire along the path of the cut-away copper pattern and let it overlap the previously scraped end of the good copper pattern. Solder the overlapped area, and clip off any excess jumper wire.

*At Other Connections*

Use the following techniques to repair defective copper pattern at connections other than IC Pins. This technique involves the installation of a jumper wire on the component side of the circuit board.


1. Remove the defective copper pattern with a sharp knife. Remove at least 1/4 inch of copper, to ensure that a hazardous condition will not exist if the jumper wire opens.
2. Trace along the copper pattern from both sides of the pattern break and locate the nearest component that is directly connected to the affected copper pattern.
3. Connect insulated 20-gauge jumper wire from the lead of the nearest component on one side of the pattern break to the lead of the nearest component on the other side. Carefully crimp and solder the connections.



*Insulated Jumper Wire*

**CAUTION:** Be sure the insulated jumper wire is dressed so that it does not touch components or sharp edges. F013.4.2

**Power Input:** — 120 VOLTS, 50/60 Hz.  
**Power Consumption:** — 31 WATTS  
**Antenna Impedence:** — 75 ohm in/out  
**RF Output Level:** — 3 mV Maximum  
 1 mV Minimum  
 Switchable to  
 Channel 3 or 4  
**Circuit Boards:** — PW 200 — RESONATOR  
 PW 400 — Arm Preamp  
 PW 600 — AC input  
 PW 900 — Remote IR Preamp  
 PW 1700 — Display  
 PW 5600 — Function Switch  
 Assembly  
 PW 6100 — RKM/Features/OSD  
 PW Hook up-Arm Interconnect

PW Master — Master Circuit Board  
**Weight:** — Approx. 21 lbs.  
**Dimensions:** — WIDTH — 17" (431.8 mm)  
 DEPTH — 16-1/2" (418.9 mm)  
 HEIGHT: — 5" (126.7 mm)  
**Turntable Speed:** — 449.55 RPM Direct Drive  
 Quartz-Locked  
**Play Time:** — 2 hours (1 hour per disc side)  
**Video Signal System:** — EIA Standard NTSC Color  
 Signal  
**Video Output:** — 1V p-p into 75-ohm termination 2V p-p  
 unterminated  
**Audio Output:** — 2 channel 200 mV ± 20 mV RMS, into  
 10K ohm or greater impedance  
**Disc Play System:** —  Capacitance  
 Electronic Disc

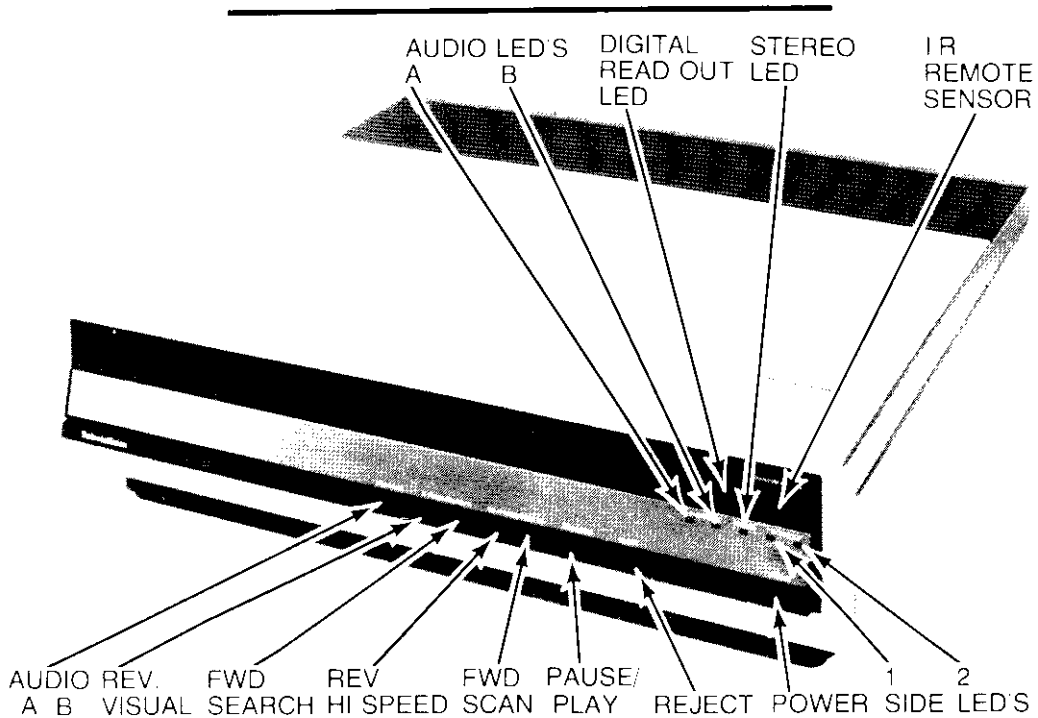


Fig. 1—Operating Controls

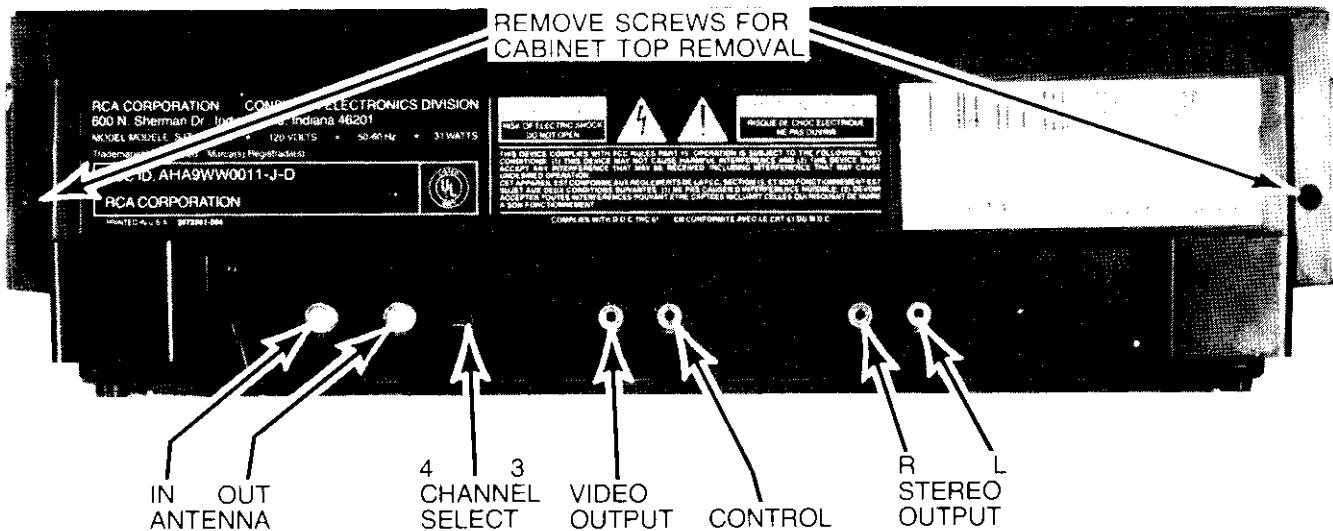


Fig. 2—Rear Panel Connections

**NOTE:** In addition to the LED Digital Readout indicator on the player, described in the following text, the SJT 400 RANDOM ACCESS VideoDisc player also has ON SCREEN DISPLAY capability which prompts the user in the operation of the instrument. See customer instruction book for more detail.

#### Power On/Off — Load — Play — Unload

Power is applied to the player by depressing the player on/off button. The player automatically places itself in the "Load" position (caddy entry door open). The digital readout indicator lights and displays a flashing "L".

To load player, insert loaded caddy into player gently until the player loading mechanism takes hold and pulls caddy into player (DO NOT force caddy into Player). When the caddy spine is latched the loading mechanism will reverse and return the empty sleeve (caddy) out beyond the caddy entry door opening. Remove the empty sleeve (caddy) from the player and the player will automatically place itself in the "Play" mode. During the automatic cycle the digital readout will display —●—. In approximately 10 seconds a picture will appear on the TV screen and the digital readout will begin to display elapsed playing time in minutes.

When "Play" is completed (approximately 60 minutes) the digital readout will display a flashing "E" momentarily then the "E" lights continuously. In approximately 8 to 10 seconds the player automatically places itself in the "Unload" mode. The digital readout will display a flashing "UL" and the caddy entry door will open. Insert empty sleeve (caddy), in same manner prescribed for load procedure, to retrieve the disc and spine from the player. Remove loaded caddy from player and the digital readout will then begin displaying a flashing "L".

#### Audio A/B Button

This function is active only when playing a special DUAL sound track or BILINGUAL disc. Press to select either the primary sound track "A" or the secondary sound track "B". Depending upon which sound track is active, the corresponding LED display lamp will light. (A/B).

**Note:** The player automatically selects the proper audio playback mode whether you are playing a special dual sound track, Bilingual, Stereo or monaural VideoDisc

#### Visual Search

Pressing either *Visual Search* Button, Fwd ► or Rev. ◀, (with disc in player) permits faster than normal (16 times normal speed) movement of the pick-up arm assembly. The stylus remains in contact with the disc permitting *Visual Search* (scan) viewing of the program material (audio is muted during this mode of operation).

#### Hi-Speed Scan

Pressing either *Hi-Speed Scan* Button, Fwd ►► or Rev. ◀◀ (with disc in player) permits rapid (120 times normal speed) movement of the pick-up arm Assembly. The stylus remains in contact with the disc permitting hi-speed scan (search) viewing of the program material (Audio is muted during this mode of operation).

#### Pause/Play

Pressing the "*Pause*" Button (with disc in player) places the stylus lifter circuit into operation raising the stylus off the disc. Video is blanked, audio is muted, and there is no movement of the pick-up arm assembly in this mode of operation. The digital readout will display a flashing "P". Pressing the "*Pause*" button a second time returns the player to normal operation. The in arm stylus cleaner (sweeper) is activated in the "Pause" mode.

#### Stereo Sound

By connecting an external stereo amplifier (optional equipment) to the stereo output jacks on the back of the player you can enjoy stereo sound when playing a stereo disc.

#### Video Out Jack

The video output jack (located on the back of the player) makes it possible to connect video from the player directly to a TV set or monitor equipped with a video input jack.

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## CIRCUIT PROTECTION

#### Fuse (or Device)

F601

#### Circuit Protected

AC input

#### Physical Location

PW 600

**Note:** Technicians servicing this product will find helpful the following related **RCA** Technical Training Publications.

**VideoDisc Manual SJT200/300-1**  
**VideoDisc Manual SJT400 TR**

These publications may be ordered, for a nominal charge, from: RCA Technical Publications 1-450, P.O. Box 1976, Indianapolis, IN 46206.

The New RCA SelectaVision Random Access VideoDisc Player is simple to operate, and easy to install. External connections to and from the player are minimal, involving only intercept and reconnection of the television VHF antenna input lead (cable). Necessary connecting lead (cable) and matching transformers are included to handle all but unusual installations.

1. A 5 foot, 75 ohm coaxial cable connects from the antenna out connector on the player, to the VHF antenna input on the television receiver. Use cable direct if the television has 75 ohm VHF antenna input connector; use via a 75 to 300 ohm matching transformer/adaptor if the television VHF antenna input is 300 ohm.
2. A 300 to 75 ohm matching transformer/adaptor mates a 300 ohm twin lead antenna system (outside or rabbit ears) to the player 75 ohm antenna input system. (Captive, screw type lugs are integral to the 300 to 75 ohm antenna matching transformer/adaptor; strip and insert the 300 ohm twin lead wires then tighten the screws.) Keep in mind — for different or "odd" antenna systems — the antenna input and output of the Video Disc Player is 75 ohm unbalanced.

Antenna connection instructions should be carefully followed. The player produces an R-F signal which is transmitted on VHF Channel 3 or 4 (switch selectable) frequency. If the player antenna output is connected to an antenna, directly or in parallel from the television antenna input connections, the player may broadcast a signal. Broadcasting an unauthorized signal could violate certain regulations of the Federal Communications Commission regarding the operation of R-F devices. Recheck the installation to avoid any broadcasting possibilities; make sure the 75 ohm shielded cable is used to connect the R-F output of the player to the television receiver, and that no other connections are paralleled from these terminals.

The physical location of the antenna "in" and "out" connectors are depicted in the rear apron photo of the Video Disc Player (Fig. 2). "F" type connectors accept the VHF antenna input and output cables.

Interface of the antenna system, Video Disc Player, and monitor television receiver is controlled by an electronic antenna switch in the player. When the Player ON/OFF Switch is in the "OFF" position, the antenna is connected directly (via the player electronic antenna switch) to the television receiver and the television will operate normally. When the player ON/OFF switch is in the "ON" position, the antenna is disconnected and the player R-F output is connected directly to the television VHF antenna input connector. Under this condition the television receiver will receive a signal only on Channels 3 or 4 (switch selectable on the rear of Video Disc Player Fig. 2). Specifi-

cally the Video Disc Player antenna switch system serves to either connect the antenna system direct to the television VHF antenna input or disconnect the antenna system and connect the Video Disc Player R-F output direct to the television VHF antenna connector.

Stereo output jacks are available for connecting (cable included) stereo sound output to an external Stereo Amplifier (optional equipment). Also available is a Video Output Jack for connecting (cable not included) a video signal directly to a television receiver or video monitor equipped with video input capabilities.

The new design of the RCA VideoDisc player uses the single-main circuit board concept. The main circuit board contains nearly all of the electronic circuits. Circuits not contained on the main circuit board are AC input, resonator, pick-up arm preamp, and in the case of the remote controlled Random Access VideoDisc player, the remote preamp and remote control/Features/on screen display circuits.

Servicability of the new VideoDisc player is enhanced by the logical physical arrangement of circuits on the main circuit board. The board is segmented by **circuit area**. AND FURTHER ENHANCED BY PROMINENT ROAD MAPPING ON THE CIRCUIT BOARD. In addition, a component numbering system is used which relates to general circuit areas and will aid in readily locating individual components.

The SJT 400 VideoDisc player has the capability of random access to any area of the disc. Included with the unit is an infrared hand unit which allows the user to control all functions of the player except Power On/Off and caddy insertion/removal. Front panel buttons are provided to control simple functions of the player along with a two digit LED digital display device.

To assist the user during the *Remote Random Access* and *Program* operation, the player displays an on-screen message which indicates the operating state of the VideoDisc player, prompts the user with the appropriate action to be taken, and assists in programming the Random access features.

There are two IR remote units capable of controlling the random access VideoDisc player. The CRK-36 (furnished with the player) is dedicated solely to the control of the SJT 400 player. The CRK-32 (referred to as the Digital Command Center) can control not only the SJT 400 VideoDisc player but certain other RCA home entertainment products having IR controlled capabilities.

For complete CRK 36 IR Remote Random Access and Program operation instructions refer to SJT 400 Owner's Manual Part No. 2817354.

For complete CRK 32 IR Remote "Digital Command Center" operation instructions refer to RCA Technical publications File 1983 DCC-1.

Circuits not located on the Main Circuit Board and their numerical designation.

**Component Numbering Versus Circuits.**

- 0 - 99 — Mechanism/Player mounted components
- 100 series — PW Hookup on Arm assembly
- 200 series — Resonator on Arm assembly
- 400 series — Arm Preamp on Arm assembly
- 600 series — AC input
- 900 series — IR preamp
- 1700 series — Display board assembly
- 5600 series — Function Switch assembly
- 6100 series — RKM/Features/OSD

Circuits located on the Main Circuit Board and their numerical designation.

**Component Numbering Versus Circuits**

- 2000 series — Power Supply

- 2500 series — Pulse Interference Corrector (PIC)
- 2700 series — Video Output
- 3100 series — Non-Linear Aperture Correction (NLAC), Sound Beat Correction
- 3200 series — Video Demodulation
- 3300 series — Comb Filter/Defect Corrector
- 3400 series — Video Converter and Time Base Correction
- 3500 series — RF Modulator
- 4100 series — Audio Modulator
- 4200 series — Audio Track/Hold Mute (CMOS switch)
- 4300 series — Audio Matrix and Buffer
- 4400 series — Audio Decoder Rectifier
- 4500 series — Audio Decoder Control
- 4600 series — Audio Output
- 5100 series — Player Control
- 5300 series — Kicker Pulse
- 5900 series — Mechanism Control

**INSTRUMENT SHIPPING**

The customer instruction book advises the customer to retain the shipping tabs, original carton and packing material for use should they need to repack the player for moving or shipping.

To reinstall the shipping tabs for moving or shipping:

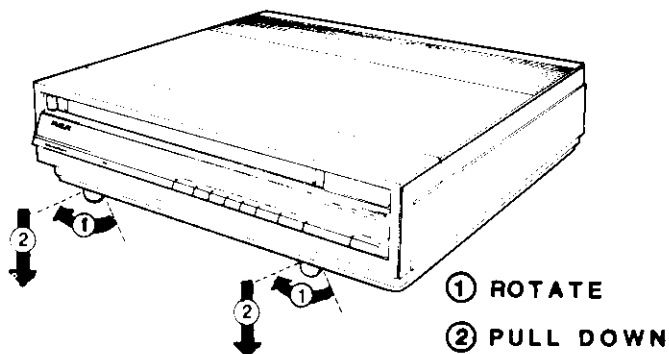
1. Be certain player is in "OFF" mode (caddy entry door closed).
2. Disconnect player from AC power and remove antenna Connections.
3. Replace shipping tabs (see illustrations).
4. Repack player in original carton for shipping using original packing material.
5. Be certain to include player accessories (antenna hook-up cable and adaptors, stereo hook-up cables and Remote transmitter) if instrument is being returned for service.

**NOTE:** Two different size shipping tabs are used. The large diameter pin shipping tab goes on the right side and the small diameter pin shipping tab goes on the left side.

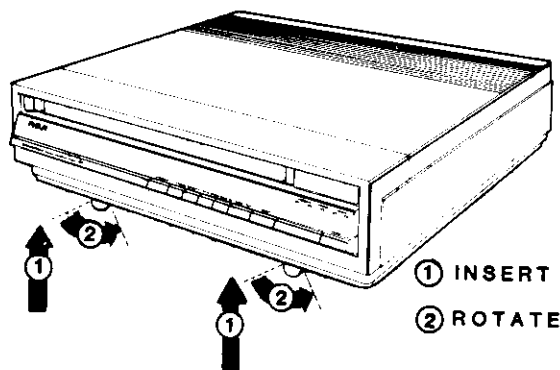
**Preparing The Player For Out-of-Carton Transport**

When transporting the player out of original packing material, the following guidelines are recommended.

1. Be certain player is in "OFF" mode (caddy entry door closed).
2. Disconnect player from AC power source and remove antenna connections.
3. Replace shipping tabs (see illustrations).
4. Player can now be transported safely.



*Shipping Tabs—Removal*



*Shipping Tabs—Installation*



<b>AM</b> — Audio Modulation	<b>OSD</b> — On Screen Display
<b>AMA</b> — Audio Mute Primary Channel A	<b>P</b> — Play
<b>AMB</b> — Audio Mute Secondary Channel B	<b>PAU</b> — Pause
<b>ANX</b> — Antenna Transfer	<b>PLL</b> — Phase Lock Loop
<b>AO</b> — Arm Output	<b>RAF</b> — Random Access Forward
<b>AS</b> — Arm Stretcher	<b>RAR</b> — Random Access Reverse
<b>CAB</b> — Channel A/B	<b>RES</b> — Reset
<b>CO</b> — Clock Output (or Chroma Output)	<b>RKM</b> — Remote Keyboard Microcomputer
<b>CR</b> — Caddy Reverse	<b>RS</b> — Radius Sense
<b>CS</b> — Caddy Sense	<b>RSF</b> — Rapid Search Forward
<b>CV</b> — Control Voltage	<b>RSR</b> — Rapid Search Reverse
<b>CY</b> — Cored Luminance	<b>SB</b> — Sound Beat
<b>DD</b> — Decoder Defeat	<b>SC</b> — Stylus Clean
<b>DG</b> — Defect Gate	<b>SI</b> — Side Indicator
<b>DS</b> — Display	<b>SL</b> — Stylus Lifter
<b>FM</b> — Function Motor (or Frequency Modulation)	<b>SQ</b> — Squelch
<b>GND</b> — Ground	<b>SR</b> — Sound Reference
<b>HE</b> — Hall Effect	<b>SS</b> — Spine Sense
<b>HNC</b> — Home Normally Closed	<b>SWP</b> — Sweeper (in Arm Stylus Cleaner)
<b>HNO</b> — Home Normally Open	<b>TT</b> — Turntable
<b>Hz</b> — Hertz	<b>UNL</b> — Unload
<b>IC</b> — Integrated Circuit	<b>V</b> — Voltage
<b>KPO</b> — Kicker Pulse Output	<b>VB</b> — Video Blanking
<b>LA</b> — Landing	<b>VDO</b> — Vertical Detail Output
<b>LED</b> — Light Emitting Diode	<b>VR</b> — Voltage Regulator
<b>LO</b> — Load	<b>VSF</b> — Visual Search Forward
<b>LSE</b> — Least Significant Digit Voltage	<b>VSR</b> — Visual Search Reverse
<b>MA</b> — Modulator Audio	<b>Y</b> — Luminance or B/W Video
<b>MSE</b> — Most Significant Digit Voltage	<b>Z</b> — Impedance
<b>NS</b> — Negative Supply	

### SAFETY RELATED COPPER PATTERN

Modern circuit design/manufacturing techniques dictate a rather high component density on the printed circuit board utilized in this instrument. It naturally follows that the area available for "printing" copper patterns is also restricted. To maintain high reliability and safety standards, the printed circuit boards are manufactured under carefully controlled conditions and to extremely close tolerances. Some areas of the board are more critical than others due to spacing, pattern size, voltage/current requirements, etc. RCA has concluded, as a result of extensive studies that less-than-optimum repair of copper pat-

terns in these specific areas can degrade the reliability/safety of the instrument. The critical copper patterns are shown as "dark black" in the illustration (Fig. 3). In the event printed circuit damage is evident in these designated areas (copper pattern broken, lifted, etc.) special soldering techniques are necessary to maintain reliability and safety standards. Contact your local RCA Consumer Electronics Distributor Service Manager before attempting copper pattern repair in the designated areas on the board layout.

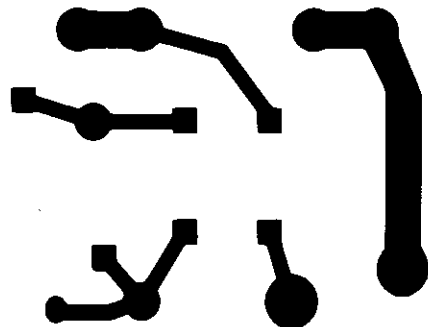


Fig. 3—PW 600 Critical Copper Pattern

- Analog** — Of or pertaining to the general class of devices or circuits in which the output varies as a continuous function of the input.
- Angstrom** — One tenth of a millimicron. Angstrom unit is a term utilized to express the length of very short waves.
- Beats** — A term used to describe the unwanted signals produced when two original signals are mixed together.
- Buried Subcarrier** — See Subcarrier, except frequency is down converted. Example: In CED system color burst is 1.53 MHz.
- Burst** — A short time occurrence (8 to 10 Hz) of the color subcarrier signal appearing right after Horizontal sync, but centered on the blanking portion of the video waveform.
- Caddy** — Name given to device in which the Video Disc is enclosed (see sleeve).
- Chroma** — The color portion of a video signal.
- D Flip-Flop** — A dual solid state processing circuit, the output of which is determined by the input.
- DAXI** — Digital Auxiliary Information recorded on the disc and utilized by the player control microcomputer to control operation of the disc player.
- Delta Frequency ( $\Delta f$ )** — A term to indicate that a signal or frequency has some variation or change.
- Dropout** — A momentary absence of carrier signal off the disc, whether due to uneven stamping or a particle of dust on the disc or stylus.
- Deviation** — A term used to describe how far the FM carrier frequency swings when it is modulated.
- Digital** — Of or pertaining to the class of devices or circuits in which the output varies in discrete steps (i.e., pulses or "ON-OFF" operation).
- Emphasis** — The process of boosting the level of the high frequency portions of the video signal.
- FM Signal** — Abbreviation for Frequency Modulated Signal.
- Field** — One half of a television picture. A field consists of 262.5 horizontal scanning lines across a picture tube. Two fields (line 1 thru 262.5 and line 262.5 thru 525 interlaced) are necessary to complete a fully scanned television picture (frame). The two sweeps of the TV picture tube, or two fields make up one complete TV picture or "frame". Frame repetition is 30 Hz, therefore field repetition is 60 Hz.
- Frame** — One complete television picture (see "Field").
- Gate** — A circuit which will deliver an output only when a specific combination of its inputs are present for use in analog or digital applications.
- Integrated Circuit (IC)** — An electronic device in which both active and passive elements are contained in a single package.
- Interlacing** — The property of the scan lines of two television fields to lie in-between each other.
- Interleaving** — A term used to indicate that the harmonics of the chrominance signal lie in-between the harmonics of the luminance portion of the video signal as it is viewed on a spectrum analyzer. This means that the color information of a video signal does not interfere with, although it is broadcast at the same time as, the luminance information.
- Jitter** — The name of an effect on the playback picture (sometimes referred to as "Wiggles" or "Flutter"). The picture appears to have a rapid shaking motion.
- Luminance** — This is the portion of the video signal which contains B/W information and sync (see "Y" signal).
- Micro Computer** — ( $\mu C$ ) A compact and inexpensive computer relatively limited in capability and capacity, consisting of a microprocessor and other components of a computer, commonly used to store and process digital information.
- Micron** — One millionth part of a meter.
- Microprocessor** — ( $\mu P$ )— A miniaturized integrated circuit device which performs all of the functions of a central processing unit.
- NLAC** — Non Linear Aperture Correction — System which compensates for non-linear response of the stylus to the disc information.
- NTSC** — (National Television Systems Committee)— These four letters identify the United States Color Television Standard.
- PIC** — Pulse Interference Corrector—Circuit which detects and compensates for interference generated in the 900 MHz frequency range.
- Resonator** — A circuit that responds in accordance to oscillations produced in another circuit.
- Sample and Hold (S/H)** — A process by which the value of a particular signal is measured at a specific moment in time — then this signal is stored for later use.
- Servo** — Short for Servomechanism. An electromechanical device whose mechanical operation (for instance, motor speed) is constantly being measured and regulated so that it closely matches or follows an external reference.
- Sleeve** — Another name applied to the caddy in which the VideoDisc is enclosed. (See Caddy).
- Spine** — Device utilized in conjunction with the Video-Disc and caddy to support the disc when it is transferred from the caddy to the player.
- Stylus** — Diamond tipped device utilized to transfer video and audio information from disc to pickup arm assembly electronics.
- Subcarrier** — A carrier signal inserted within the pass-band of a broadcast signal to provide a channel for the transmission of additional information.  
Example: In color TV, the 3.58 MHz color burst.
- VCO** — (Voltage Controlled Oscillator) An oscillator whose frequency of oscillation is governed by an external voltage and/or timing capacitor in IC applications.
- VCXO** — (Voltage Controlled Crystal Oscillator) Similar to VCO except that a quartz crystal is used as a reference.
- XTAL** — Abbreviation for Crystal.

Segment	Time Display (Minutes)	Video Display	On Screen Display	Audio**	Daxi Band	Audio Code	Service Application
A	72	Grey Field		S1: Unmodulated S2: Unmodulated	0	None	Stylus Landing Check
B	0 1	Grey Field w/ Time Count	0:00 1:12 2:12-3:12	S1: Unmodulated S2: Unmodulated	1		Stylus Landing Adjustment
C	2	Uniform Motion on Grey Field		1020Hz 100%	2	None	Audio Level Adjust Mono Player Visual Search FWD REV Check
D	6	Color Bars		S1: Unmodulated	3	None	Chroma and Video Adjustments General Picture Quality Check Stereo Indicator Check
E	10	100 IRE, White Field	100 IRE	S1: 480Hz 50% S2: 1020Hz 50%	4	Independent Not Encoded	Video Level Adjust Independent Audio Channel Test
F	13	Grey Field	Left Audio	S1: 1020Hz 50% S2: 1020Hz 50% In Phase	5	Stereo Encoded	Check and Adjust Stereo Separation Left Channel
G	15	Grey Field	Right Audio	S1: 1020Hz 50% S2: 1020Hz 50% Out of Phase	6	Stereo Encoded	Check and Adjust Stereo Separation Right Channel
H	19	120 IRE, 30% Window		S1: Unmodulated	7	None	Modulation Depth Adjust
I	23	5 Step Linearity w/ Defect		S1: Unmodulated	8	Mono Encoded	Defect Substitution Level Adjust
J	27	Unmodulated (5MHz Carrier)		S1: Unmodulated	None		5.11MHz VCO Frequency Adjust
K	31	Demonstration		S1: Demonstration S2: 1020Hz 100%	10	Independent Not Encoded	General Picture and Sound Check
L	35	Grey Field	No Audio Carriers		11	None	Sound Beat Check
M	39	Grey Field	Audio 1	S1: 1020Hz 100% S2: Unmodulated	12	Independent Not Encoded	Sound Beat Check
N	43	Grey Field	Audio 2	S1: Unmodulated S2: 1020Hz 100%	13	Not Encoded Independent-2	Sound Beat Check
O	47	Grey Field	Audio Decoder Reference	S1: 1020Hz 50% S2: Unmodulated	14	Stereo Encoded	Decoder Testing and Audio Output Measurement
P	49	Grey Field	Audio, -30db	S1: 1020 Hz 15.8% S2: Unmodulated	15	Stereo Encoded	Decoder Testing and Adjust
Q	51	Grey Field	Audio, -20db	S1: 1020Hz 5% S2: Unmodulated	16	Stereo Encoded	Decoder Testing
R	53	Grey Field	Audio, -10db	S1: 1020Hz 15.8% S2: Unmodulated	17	Stereo Encoded	Decoder Testing
S	56	Uniform Motion on Grey Field		S1: Unmodulated S2: Unmodulated	18	Stereo Encoded	Visual Search Check Background Noise Level Check
T	60	Vertical Lines w/ Time Count	0:00	S1: Unmodulated S2: Unmodulated	19	Independent	Armstretcher Check and/or Adjustment
U	62 E	Grey Field w/ Time Count	2:00 E	S1: Unmodulated S2: Unmodulated	63	None None	Daxi Signal Check For End of Recording
V	63	Grey Field w/ Time Count	3:00-5:00	S1: Unmodulated S2: Unmodulated	20	Independent Not Encoded	Arm Travel Limit Check

Note: Time count in Bands T, U and V is continuous (i.e.), clock does not reset at the beginning of bands U and V. To access Band V, Rapid Access FWD must be used. Segment V ending time will depend on arm stop.

\* See Service Data for use of pre-program segments of Bands A and B.

\*\* Unless otherwise noted, Modulation/Deviation shown is for S1 only, and S2 is not present. (S1 = 716kHz carrier; S2 = 905kHz carrier).

\*\*\* Time Display will not increment when Daxi Band is not present (Segment J) and "In Arm Sweeper" will operate continuously.

**Load Sequence**

Pressing the on/off button (turning player on) applies power to the Function Motor. The function motor (running in the forward mode), drives the pulley and 1st reduction gear and the pinion and 2nd reduction gear which in turn drives the upper and lower power assist gears and caddy rollers. The upper power assist gear drives the power assist hub and rod assembly transferring power to the pawl drive gear that in turn drives the function gear. The function gear, as it rotates to the load position opens the caddy (sleeve) entry port door through mechanical linkage, operates the disc transfer rod and activates the mechanism load switch (S9). The digital display will display a flashing "L" indicating the player is in the "Load" mode (See Fig. 4).

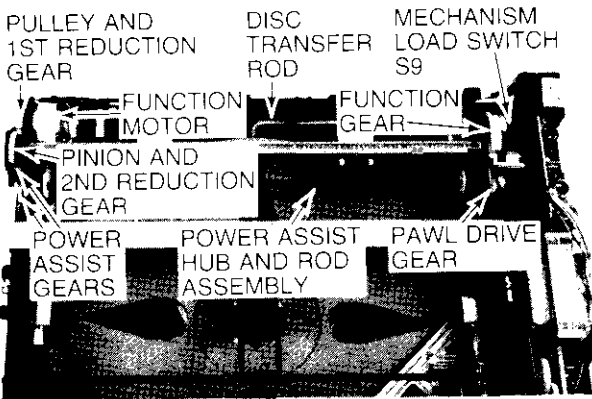


Fig. 4—Mechanism Identification

Insertion of the loaded Caddy (sleeve) into the player first encounters the Pawl Actuating Crank lever which, through mechanical linkage, places the function gear actuating pawl in a non-actuating position. Encountered next the spine holddown pads, caddy lockout assemblies, and front receiver pads are raised and lowered respectively to allow caddy (sleeve) entry. The spindle receiver is then raised, the side receiver pads lowered and the caddy (sleeve) sense switch S4 activated (closed) by the caddy (sleeve).

When the caddy sense switch, S4, is activated (closed), power is applied to the function motor. The caddy (sleeve) rollers begin to rotate, they grasp the caddy (sleeve) pulling it into the player. The caddy (sleeve) then activates (closes) the caddy reverse switch, S8. As caddy (sleeve) insertion nears completion the rear receiver pads are lowered, the caddy (sleeve) lock defeat tabs enter the end of the caddy (sleeve) on either side unlocking the spine tabs which hold the spine and Video Disc captive in the caddy (sleeve). At the same time the spine latch tabs, are pushed up and over the end of the spine and drop into their latching position holding the spine and Video Disc captive in the player. The spine sense switch, S5, is also activated (closed) at this time and the side indicator switch, S6, is either activated (closed) or left "off" (open) depending upon which side of the disc is being played. The function motor stops for approximately one (1) second before it begins running in the reverse mode (See Figs. 5 & 6).

With the function motor running in the forward mode the caddy (sleeve) rollers will be driven in the reverse mode. This causes the caddy (sleeve), now empty, to be ejected automatically to a point just beyond the caddy (sleeve) entry door where it must then be manually removed.

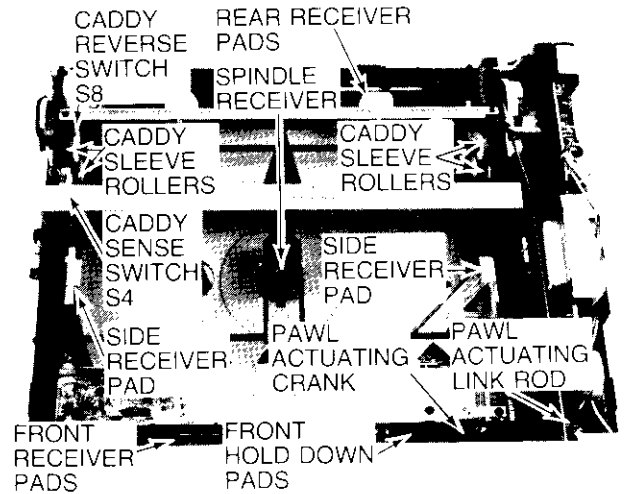


Fig. 5—Mechanism Identification

As the caddy (sleeve), now empty, begins its ejection travel from the player—the caddy (sleeve) lock defeat tabs (spring loaded) pop up above the spine to the position necessary for performing their function during the "unload" process. The rear receiver pads rotate up to their normal position to support the disc and spine. The caddy (sleeve) reverse switch, S8, is deactivated (opens), however the function motor continues to run. When the caddy (sleeve) is released by the caddy rollers it must then be manually removed from the player—the caddy sense switch, S4, is deactivated (opens), the side receiver pads (spring loaded) raise up to support the spine, the front receiver pads (spring loaded) raise and the spine holddown pads (also spring loaded) lower to support the disc and spine. The last item to be released is the Pawl Actuating Crank, which is used to prevent the function gear actuating pawl from being tripped during the time a caddy (sleeve) is in the player (See Figs. 5 & 6).

**Note:** The function motor, now controlled by the mechanism  $\mu$ C, is still running in the forward mode.

Immediately upon release of the pawl activating crank the function gear actuating pawl is released, through mechanical linkage, and allowed to revert to its normal position. On the very next rotation of the pawl drive gear it strikes the function gear pawl placing the function gear

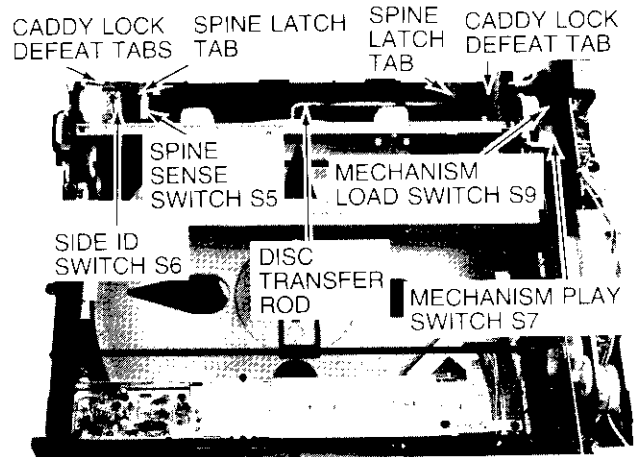


Fig. 6—Mechanism Identification

Continued next page

teeth in contact with the pawl drive gear teeth, thus driving the function gear through its rotation. As the function gear is driven through its rotation several mechanical functions occur (via cams which are an integral part of the function gear) that operate mechanical linkage. The rear receiver pads are moved back slightly and the front receiver pads are moved forward slightly to allow the disc to be lowered onto the turntable. The caddy (sleeve) entry door is closed, the disc is lowered onto the turntable by the Disc Transfer Rod and the mechanism play switch, S7, is activated (closed). With the activation (closing) of the mechanism play switch the turntable powers up and the arm assembly is moved into position over the disc, the stylus drops making contact with the disc producing picture and sound on the monitor television.

**Note:** A time lapse of approximately 10 seconds is required from turntable power up until picture and sound appear on the monitor TV.

### Stylus Clean

The stylus is cleaned during the time the arm assembly is moved forward from its "home" position to its "play" position over the disc. The stylus cleaner pad is spring loaded and moves forward on an angle controlled by the arm assembly. About half-way through the forward movement of the stylus cleaner pad assembly the arm assembly hesitates (stops momentarily), the stylus is dropped and then the arm assembly and stylus cleaner pad continue their forward movement dragging the stylus across the cleaner pad in a parallel path cleaning the stylus. Almost immediately the stylus lifter circuit is activated lifting the stylus off the cleaner pad. When the stylus cleaner pad reaches the end of its travel the arm assembly continues its forward movement and positions itself over the disc at a predetermined starting point controlled electronically by activation of Landing Switch S10, contacts 1 & 2. The stylus is then dropped onto the disc to begin its function during the "Play" process (See Fig. 7).

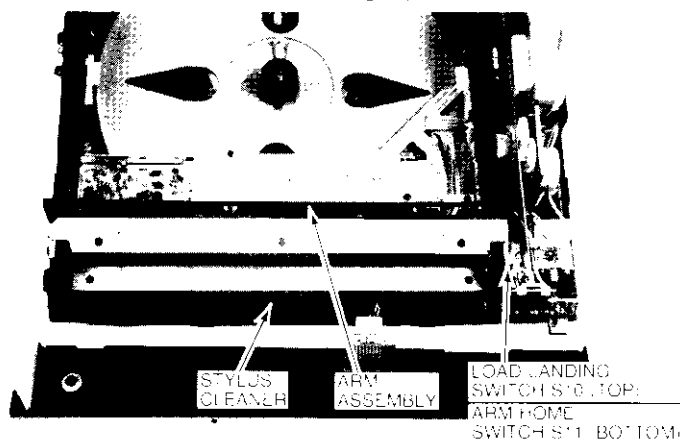


Fig. 7—Stylus Clean

### Unload

At "end-of-play" the digital display will display a flashing "E" for a period of approximately four (4) seconds, then display a non-flashing "E" during the time the arm assembly is being returned to its "Home" position. When the arm assembly reaches its home (outermost) position, Landing Switch, S10, is deactivated (open) and Arm Home switch, S11, is activated (terms 1 & 3 closed). The stylus cleaner pad is also forced to its outermost position by the arm assembly and the turntable electronically seeks its locked position.

When the arm assembly reaches its Home position Arm Home switch, S11 opens permitting the function motor to be activated in the reverse mode. With the function motor running in the reverse mode the function gear is rotated through its cycle opening the caddy (sleeve) entry door, through mechanical linkage, and the VideoDisc is raised to the "unload" position by the Disc Transfer Rod.

**NOTE:** There is a 5 minute time-out period in the "unload" mode. If the disc and spine is not removed during this period the disc is returned to the turntable and the player places itself in the "Pause" mode.

Insert empty caddy (sleeve) through the caddy (sleeve) entry port door in the same manner used when the player was loaded. The same series of events will occur as occurred during the "Load" sequence with the following exceptions. The caddy (sleeve) makes contact with the caddy lock defeat tabs (these are the tabs used to release the spine and VideoDisc from the caddy during the "load" process and sprang up when the caddy was removed) forcing them up over the caddy (sleeve) which in turn forces the spine latch tabs to release the spine. The spine and VideoDisc are forced into the empty caddy (sleeve) by the spine push back springs locking it securely. The caddy (sleeve), with the spine and disc locked securely inside, can now be safely ejected by the caddy rollers. When the caddy (sleeve) is removed past the caddy sense switch S4, the switch is deactivated removing power from the function motor. The player automatically reverts to the "Load" mode. At this time the loaded caddy may be turned over and re-loaded in the player to play the other side of the Video Disc. **DO NOT** leave the player in the "Load" mode for any extended period of time. Dust or other contaminates could enter the mechanism through the open caddy entry port door and cause damage to the unit (See Fig. 8).

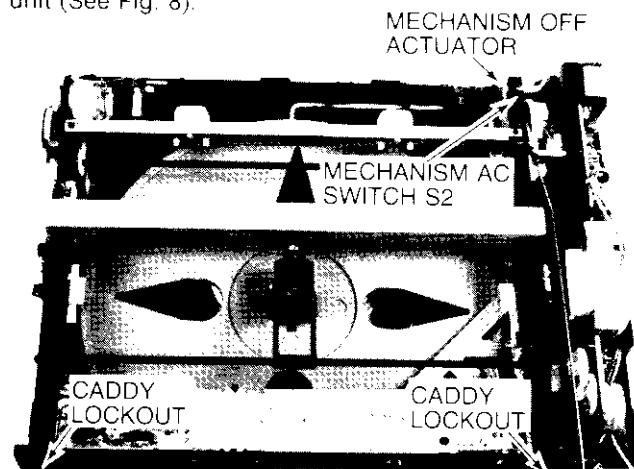


Fig. 8—Unload and Off

### Off Position (Disc and spine removed)

Pushing the "OFF" button (to turn player off) makes the player think it has been loaded with a disc. The function motor runs in the forward mode operating the function gear which begins rotating as if to drop a disc on the turntable. However with no spine in the player the mechanism "OFF" actuator comes into play. At about half-rotation of the function gear, a cam (an integral part of the function gear) forces the mechanism "OFF" actuator up against mechanism AC switch, S2, turning it off (open) removing AC power from the player. The same cam also operates

mechanical linkage which closes the caddy entry port door and holds the Lockouts and Pawl Actuating Crank rigid preventing insertion of a loaded caddy into the player in the "OFF" position (See Fig. 8).

Fig. 46 is a Functional Block Diagram of RCA VideoDisc Player model SJT400. The Front panel control buttons and digital display allow the user direct control of the primary functions of the player. In its primary functions, model SJT400 operates the same as the SJT 200/300 VideoDisc Players.

Most of the electronic circuits in model SJT400 can be separated into two (2) basic categories; PLAYER CONTROL and SIGNAL PROCESSING. One large Master Circuit Board contains the majority of electronic circuits for player control and signal processing while the PW 6100 circuit board assembly contains the RKM/Features/OSD electronic circuits (Fig. 31—is a Functional Block Diagram of the PW 6100 Features Circuit Board).

Three (3) microcomputer ( $\mu$ C) integrated circuit devices are the heart of the player control function. The remote control  $\mu$ C (RKM) which is located on the Features circuit board, accepts and decodes all input commands from the IR Remote transmitter (CRK36 or CRK32) and the user primary control buttons (located on the player itself).

After the input commands have been decoded and the corresponding output data extracted from the Features control software, the output commands are then transferred via unibus lines to the Features  $\mu$ C. The Features  $\mu$ C further processes the information and produces output data for On Screen Display, Side 1-Side 2 identification, antenna transfer and player control. The Feature  $\mu$ C and the player  $\mu$ C (located on the Main Circuit Board) then work together to control operation of the player. The Player Control  $\mu$ C also decodes the **Digital Auxiliary Information** (DAXI) on the VideoDisc which is used by the Features  $\mu$ C and Player Control  $\mu$ C to control various functions of the player electronics and mechanism.

The signal processing circuits are equipped with several integrated circuits and discrete devices, the majority of which are mounted on the master circuit board assembly with the remainder being on the pick-up arm assembly. The signal processing circuits detect the video and audio information on the VideoDisc, demodulates it and processes it through a comb-filter circuit, and then modulates it onto either a channel 3 or channel 4 television RF carrier. This modulated television RF carrier signal is then connected through coaxial cable to any NTSC television receiver.

### Functional Operation

Operation of the VideoDisc player is totally controlled by the combined efforts of the RKM, Features and Player Control microcomputer devices. When the user selects a mode of operation—be it by way of the IR remote system or the "On Player" primary function buttons—input commands related to that mode are fed to the RKM  $\mu$ C. The RKM  $\mu$ C decodes these input commands and develops Digital Data which is transferred to the Features  $\mu$ C. The Features  $\mu$ C decodes the digital data it receives from the RKM  $\mu$ C and develops additional digital data. This data is then used to develop the on screen Display, Side 1/Side 2 indication, antenna transfer and to establish communications between the Features  $\mu$ C and Player Control  $\mu$ C (located on the master circuit board). The Player Control microcomputer decodes these input commands and, in turn, uses the decoded information to "direct" other player control electronics to establish the electrical conditions required to perform the selected mode of operation. The

state of all signal processing circuits is controlled by the Not Squelch (**SQ**) output of the player control microcomputer. When the Not Squelch line goes to a logic "Lo" state, all of the signal-processing electronic circuits are disabled (squelched).

The player control microcomputer has direct control over the pickup arm assembly and the mechanism control microprocessor. This involves:—operation of the Function motor (to "Load" and "Unload" the player); — the turntable motor; — the arm drive (stepper) motor operation, moving the arm forward (Toward center of disc) during normal play — the stylus lifter operation, raising and lowering the stylus as the various functions are initiated; — and the stylus kicker circuits, enabling the system to provide the VISUAL SEARCH feature. The player control microcomputer also controls the direction of the arm drive (stepper) motor. In the HI SPEED SCAN REVERSE, and VISUAL SEARCH REVERSE operating modes, the microcomputer instructs the arm drive (stepper) motor to operate in the reverse mode. The player control microcomputer also generates the elapsed play time display. The time display information is developed from the Digital Auxiliary Information (DAXI) signal. This signal is pre-recorded on the VideoDisc on line 17 of each vertical field. The DAXI signal includes a field identification number that is decoded by the player control microcomputer. This decoded information is used by the microcomputer to develop the elapsed time display.

The signal processing electronics on the pickup arm assembly detect information recorded on the VideoDisc. The arm also contains components for providing the features of VISUAL SEARCH FORWARD and REVERSE as well as locked groove protection. They are: the "stylus kicker" coils which will cause the stylus to skip two grooves of the Video Disc; the "armstretcher" transducer which corrects for the timebase variations in the recovered chrominance and luminance signals. The arm assembly of VideoDisc player Model SJT 400 also contains an **in arm** stylus sweeper which is activated when the player goes into carrier distress (loses DAXI) and does so for a period of 3 seconds more. It is also activated each time the player is placed in the "Pause" mode.

The primary function of the pickup arm signal processing electronics is to detect the information recorded on the Video Disc. This is accomplished by modulating a 910 MHz VHF resonator circuit with the capacitance changes on the VideoDisc surface. The variations in capacitance on the VideoDisc surface causes the 910 MHz resonator center frequency to be modulated. This, in turn, amplitude modulates a fixed 915 MHz oscillator signal. The signal is then peak detected, with the resultant signal representing the capacitance variations on the VideoDisc. The signal is then preamplified and AFT controlled before being applied to the remaining signal processing electronics. The Arm Output (AO) signal contains the video and audio FM-modulated carrier information and all of the information (DAXI) necessary for player control.

The AO signal is applied to the Main Circuit Board assembly where it is distributed to the player control electronics, the video signal processing electronics, and the audio processing electronics.

In the signal processing electronics of the stereo VideoDisc player the AO signal is applied to three (3) FM demodulator ICs. One (1) for video processing and two (2) for audio processing.

In the case of a Monaural VideoDisc a single audio track is imprinted on the disc at 716 kHz. In the case of a stereo or bilingual VideoDisc two (2) audio tracks are imprinted on the disc. One at 716 kHz, the other at 905 kHz.

Before the AO signal is applied to the Video Demodulator IC, it is passed through a Non Liner Aperture Correction (NLAC) circuit. The NLAC circuit removes the 716 kHz audio modulation from the video information. It does this by phase inverting the audio modulation, and then adding it back to the original signal. This cancels out the 716 kHz audio modulation in the carrier information. The video FM carrier, with the 716 kHz audio modulation removed is then applied to the Video demodulator IC and a Pulse Interference Corrector (PIC) circuit.

The purpose of the Pulse Interference corrector (PIC) circuit is to prevent radar and other strong RF pulses in the 900 MHz range from interfering with the operation of the VideoDisc Player. The PIC circuit detects the presence of such pulses and instructs the defect corrector in the Comb Filter and Defect Corrector integrated circuit to substitute the previous line of video information.

The Video Demodulator IC, which demodulates the video carrier, also contains a defect detector circuit used to activate the defect corrector in the comb filter IC. Thus allowing a portion of the previous horizontal line to be inserted when a defect caused by loss of carrier occurs. The output of the video demodulator, being composite video with "buried" subcarrier chroma, is then applied to a comb-filter circuit. The comb-filter dynamically separates chrominance and luminance information from the composite video information. The output of the comb filter is "combed" chrominance and "combed" luminance. The combed chrominance output signal contains low frequency luminance information and the DAXI signal which is transmitted with each vertical field. After bandpassing the 1 to 2 MHz chroma signal, the two remaining signals (low frequency luminance and DAXI) are separated by low pass filters. The low frequency luminance information is recombined with the "combed" luminance information to provide the luminance output. Vertical Detail Output (VDO) containing the DAXI signal is supplied via the DAXI buffer IC to the player control microcomputer.

The luminance and chrominance information is coupled from the comb-filter circuit to the video converter circuit. The video converter up-converts the 1.53 MHz chrominance information to 3.58 MHz. The 3.58 MHz chroma and the luminance information are then combined. The resultant composite video signal is then supplied to the RF modulator where the demodulated audio signal is added and a RF signal on channel 3 or channel 4 is developed for output to a standard NTSC television receiver.

Also developed in the video converter stage is the drive signal for the "Armstretcher" time base corrector circuit. The correction signal is developed by comparing the up converted 3.58 MHz. chroma information with a crystal controlled 3.58 MHz reference oscillator. Any phase or frequency difference between the two signals develops an error signal which is applied to the arm-stretcher circuit. The armstretcher circuit operates a solenoid (located on the pick up arm assembly) moving the stylus (laterally with respect to the disc) to maintain a constant disc to stylus velocity. The armstretcher circuit output is also coupled to the converter oscillator (5.11 MHz VCXO) in order to maintain phase lock between the up converted 3.58 MHz color signal and the crystal controlled 3.58 MHz reference oscillator.

A Video Noise Coring circuit is used in conjunction with the video converter circuit to eliminate high frequency signals below 5 IRE peak-to-peak from the composite video output signal. The "combed" luminance signal is capacitively coupled to a noise coring amplifier stage where it is inverted. The inverted signal is then direct coupled to

a non-inverting noise coring buffer stage. The non-inverted signal is coupled back to the input circuit of the noise coring amplifier stage through a coring circuit consisting of a coupling capacitor and two (2) coring diodes. This represents a negative feedback of all signals above 5 IRE peak-to-peak which is 180 degrees out-of-phase with the incoming signal. Therefore all signals above 5 IRE will be cancelled at the input of the noise coring amplifier stage. Hence, the signal at the output of the noise coring buffer stage will contain only signals below 5 IRE peak-to-peak. This signal is then added, 180 degrees out-of-phase, to the composite video signal from the video converter IC. The result being elimination of high frequency signals below 5 IRE peak-to-peak from the composite video output signal, thus reducing high frequency noise in the video information.

### Audio Signal Processing

As previously stated, in the case of a monaural VideoDisc a single audio track is imprinted on the disc at 716 kHz. The AO signal is applied to a Band pass filter which passes only the 716 kHz audio FM information. This information then is applied to the 716kHz Audio FM Demodulator IC. After demodulation the signal is coupled to a Sample and Hold CMOS switching IC. The audio signal then is capacitively coupled to the RF Modulator circuit.

In the case of a Stereo or Bilingual VideoDisc two (2) separate audio tracks are imprinted on the disc—one at 716 kHz the other at 905 kHz. The AO signal is applied to two (2) Band Pass Filters one of which passes only the 716 kHz audio signal and the other passes only the 905 kHz audio signal. The audio signals are then applied to two (2) audio demodulator IC's. The 716 kHz signal is processed by the (L+R) audio demodulator IC and the 905 kHz is processed by the (L-R) audio demodulator IC.

The signals are then routed through a TRACK/HOLD and MUTE CMOS Switching IC. The (L+R) signal is applied to a non-inverting OP Amp and then to the base of the Right and Left channel audio buffer stages. The (L-R) is applied to a non-inverting OP Amp and then to the base of the Left channel audio buffer stage. It is also applied to an inverting OP Amp, which provides the necessary inversion of the (L-R) signal, the output of which is applied to the base of the right channel audio buffer stage.

Separation takes place in the base circuit of the left and right channel audio buffer stages. With both (L-R) and (L+R) signals present at the base of the left channel audio buffer the right channel information is cancelled leaving only the left channel information at its output. Likewise with both  $[(L-R)]$  and (L+R) signals present at the base of the right channel audio buffer the left channel information is cancelled leaving only the right channel information at its output.

The output of the left and right audio buffers (now separated audio) is applied to three (3) circuits. First is the transconductance audio output amplifier IC; second the right and left audio signals are applied to the noise reduction decoder circuit which generates a gain control signal and couples it back to the transconductance audio output amplifier; third, the right and left audio signals are summed together and coupled via the CMOS switching IC to the RF modulator circuit. After final amplification by the audio output IC the audio signals are then de-emphasized and applied to their respective audio output jacks.

The ON or OFF state of the Track/Hold and Mute electronic CMOS switching IC is electronically determined by the DAXI code imprinted on the VideoDisc being played.

*Continued next page*

In the case of a monaural disc, the portions of the CMOS switch IC Controlled by pins 5, 6 & 13 (pins 5, 6 & 13 go to high state) will be activated allowing the 716 kHz (or right channel audio) to be passed for processing. In the case of a stereo disc, the portions of the CMOS switch IC controlled by pins 5, 6 & 12 (pins 5, 6 & 12 go to high state) will be activated allowing both the 716 kHz (right channel audio) and 905 kHz (left channel audio) to be passed for processing. In the case of a bilingual Video Disc, the state of the CMOS switches depends on which audio channel you choose to operate. If you choose to operate primary channel "A", CMOS switching IC pins 5, 6 and 13 will be "high" allowing only channel "A" (716kHz) information to be passed for processing. If you choose secondary channel "B", CMOS switching IC pins 12 and 13 will be "high" allowing only channel "B" (905 kHz) information to be passed for processing.

Muting is accomplished by placing pins 5 and 12, of the CMOS switching IC, in a "low" state thereby opening their respective switch sections.

### Decoder Operation

The original Stereo audio signal stamped onto the VideoDisc is compacted from a dynamic range of (+12db to -40db) to (+6db to -20db) for recording on the disc itself. To reproduce the original stereo audio signal a decoder system has been incorporated in the "Stereo" VideoDisc Player audio signal processing circuitry. The audio signal from each channel is coupled via a 100 Hz high pass filter into a pair of Op Amps. One is an inverting amp the other noninverting. All four of these Op Amps, tied together at their outputs, perform like a full wave rectifier. Another Op Amp, whose output is controlled by a fixed bias, sets the output of the rectifier stages. This permits a maximum signal expansion of (-20db) changed to (-40db) point level. The output of the rectifier Op Amps is then coupled to a decoder Op Amp (works like a filter) whose output is applied to another decoder Op Amp (a DC amp) creating a variable DC voltage at its output. This variable DC voltage is then processed by a time constant network which performs the actual decoding function.

The output of the time constant network is then applied to an additional Op Amp. The output of this Op Amp (also a variable DC voltage) is used to control the current flow through a Current source transistor. The output of the current source transistor then is used to control the gain of the transconductance amplifier stages for both the Left and Right Channel audio output.

**Note:** The decoder circuit is operational only when playing a Stereo encoded (compacted) VideoDisc. When a monaural or bilingual VideoDisc is being played a fixed bias is applied to the Op Amp immediately preceding the decoder time constant network. This in turn places a constant bias on the Transconductance amplifier stages in the Audio Output Integrated Circuit.

### On Screen Display

The SJT400 provides on screen display information prompting the user during operation of the instrument. Player video information, after processing by the video converter IC on the master circuit board, is applied to a video mixer stage on the PW 6100 circuit board. Horizontal sync pulses (also processed by the video converter IC), Vertical sync pulses (processed by the DAXI buffer IC) and Video blanking pulses (processed by the Player Control  $\mu$ C) are also applied to the On Screen Display microprocessor. A composite Video signal is output by the video mixer stage which is then applied, via video amp and buffer stages, to the RF modulator.

### Video Output

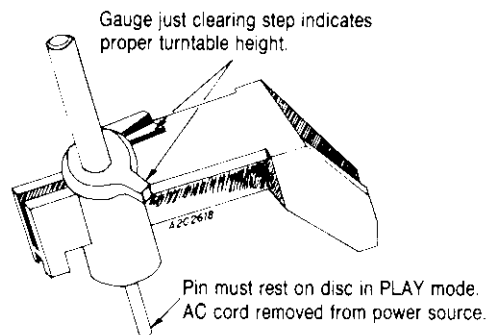
Video Output is provided on the SJT400 Random Access VideoDisc player. The composite video signal is tapped off, just prior to being applied to the RF Modulator stage, and applied to a Video buffer stage. The output of the Video Buffer stage is connected to a video output jack on the rear of the player. This provides a 1V p-p video output signal when terminated with a 75 ohm load.

## TURNTABLE HEIGHT ADJUST

To check turntable height—With disc in player in "Play" mode remove AC cord from power source. Remove stylus cartridge and store in safe place. Insert turntable height gauge (see replacement parts list for Stock No.). Hold height gauge in Arm Assembly firmly. Be sure height gauge plunger is free to indicate properly (see illustration).

1. If gauge plunger remains on lowest step—raise turntable height by adjusting height adjust screw (Item 99, Fig. 47) clockwise.
2. If gauge plunger moves to highest step—lower turntable height by adjusting height adjust screw counterclockwise.
3. Proper turntable height—when gauge plunger passes over lowest step on gauge and does **not** pass over highest step.

**CAUTION:** Use old disc or reserve one side of test disc for this adjustment. DO NOT use a good disc for this procedure.



### Turntable Height Gauge

**Note:** Turntable height adjust screw is an Allen head screw accessible from the bottom with a ( $1/8$ "") Allen wrench. Some instruments may use a locking screw (same size). First try turning screw clockwise, if screw will not turn with slight pressure the instrument uses a locking screw which must be removed to accomplish turntable height adjust. Replace locking screw when adjustment is complete.



**Cabinet Top Removal**

1. Place instrument in "off" mode—remove power plug from 120V AC power source.
2. Remove two (2) pozi-drive (+ head) screws Fig. 2.
3. Grasp cabinet top at bottom edge on either side (towards the rear). Pull up and to the rear freeing cabinet top front lip from under the front panel and remove cabinet top.
4. To reassemble—reverse procedure.

**Front Panel Removal**

1. With cabinet top removed and player in "LOAD" mode—remove AC cord from power source. Use needle nose pliers and carefully remove door push rod spring from front receiver pad (left and right sides) Fig. 9.
2. Grasp front panel along top rear edge—lift rear edge slightly and pull front panel away from player.
3. Remove flex cable plastic cover, disconnect flex cable connector and remove front panel.
4. To reassemble—reverse procedure.

**Note:** When removing front panel it is necessary that the arm assembly be placed in its forward most position. See stylus cartridge removal for procedure. Be certain, during reassembly that the Flex cable and plastic cover are properly seated.

**Bottom Cover Removal**

1. If cabinet top has been removed remove receiver spindle assembly (Fig. 14), also remove stylus car-

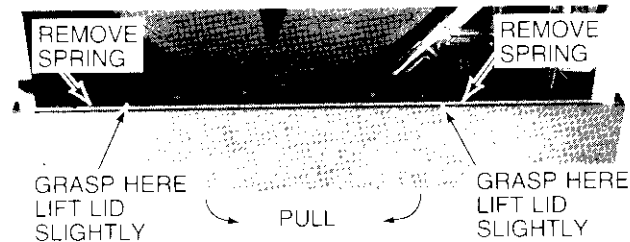


Fig. 9—Door Push Rod Spring

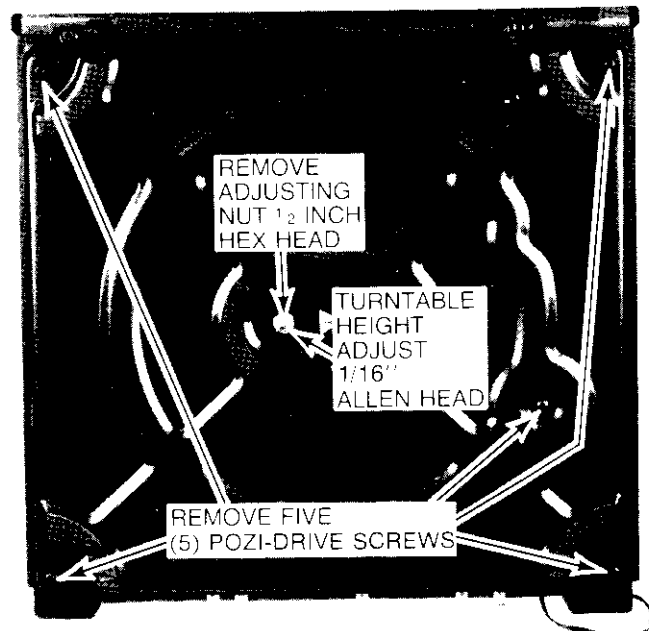


Fig. 10—Bottom Cover

tridge and store in safe place. Place instrument, bottom up, on workbench with soft surface.

2. Remove adjusting nut (1/2 inch Hex Head) and reinforcing plate (1 1/4" washer) from center of bottom cover.
3. Remove five (5) pozi-drive (+ head) screws Fig. 10.
4. To replace—reverse procedure.

**Note:** When replacing Bottom Cover—just start adjusting nut and screws. Properly seat Bottom Cover then: (a.) tighten screws (b.) tighten adjusting nut.

**Master Circuit Board and PW 6100 Removal/Service Position**

1. Remove cabinet top and receiver spindle assembly, and stylus cartridge place instrument bottom up on workbench with soft surface. Remove bottom cover.
2. Remove thirteen (13) pozi-drive (+ head) screws Fig. 11.
3. Remove main circuit board and PW 6100 by lifting front edge up to approximately a 10° to 15° angle, so as to clear all obstacles, then move board forward towards front of instrument until antenna connectors clear rear edge of base plate.
4. After circuit boards are clear of baseplate rotate boards horizontally 90° and lay beside instrument.
5. Turn bottom plate over and fasten in position on baseplate with center adjusting nut and reinforcing plate (1 1/4" washer).

**Note:** Bottom plate must be installed in prescribed manner to operate instrument in service position.

6. Place instrument and circuit board in upright position (Fig. 12), reinstall receiver spindle assembly and if front panel was removed reconnect front panel flex cable to flex cable connector. Instrument is now in operational service position.
7. To reassemble—reverse procedure.

**Caution:** Replace circuit board mounting screws only in holes from which they were removed (Fig. 11).

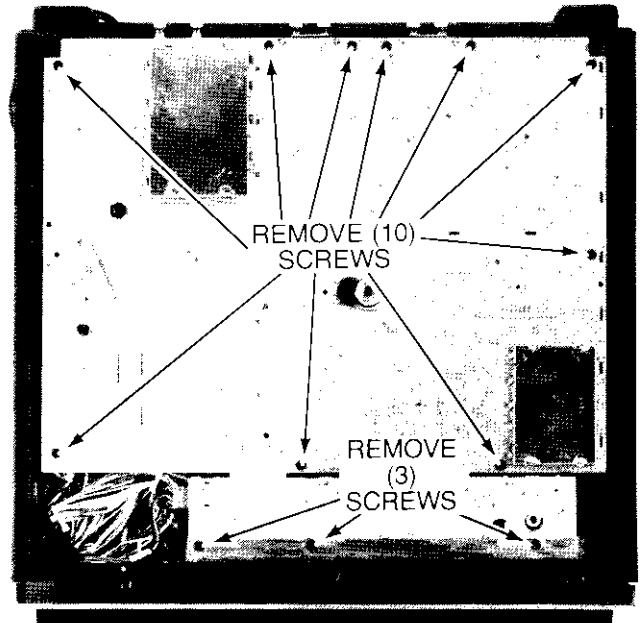


Fig. 11—Master Circuit Board

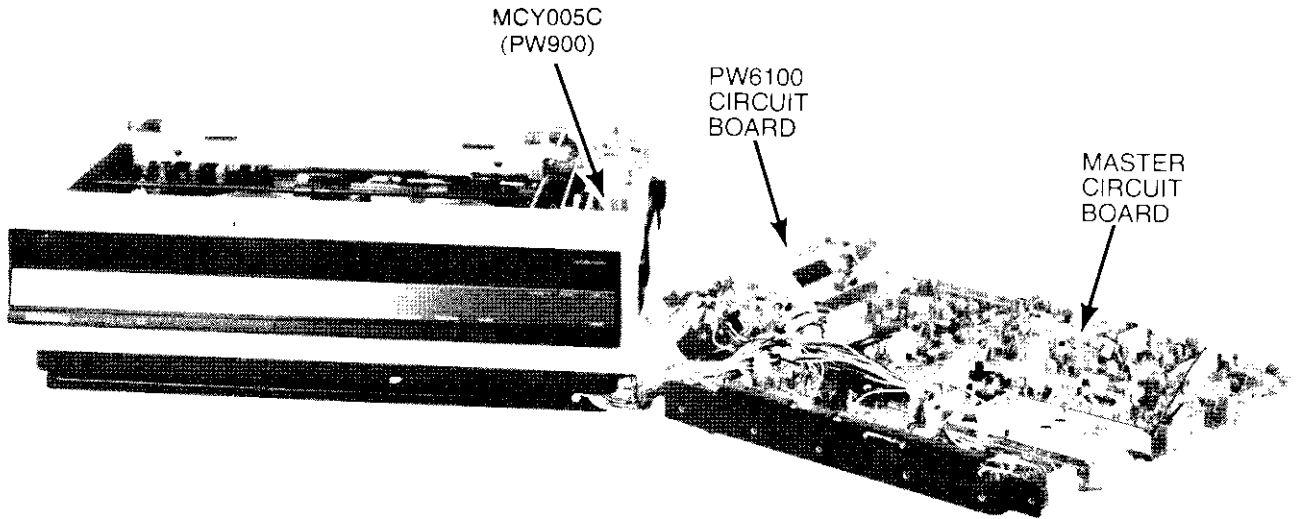


Fig. 12—Service Position

**Arm Drive Assembly Disassembly**

1. With cabinet top and front panel removed—remove one (1) pozi-drive (+ head) screw Fig. 13.
2. Unsolder and remove Brn. and Wht/Brn wires from radius sense control.
3. Remove stepper motor from arm drive assembly by removing two (2) small pozi-drive (+ head) screws and lay stepper motor to the side out of the way.
4. Move arm drive assembly toward center of player and lift up to remove from player.
5. To replace any gear—first remove wire nut from 3rd reduction gear mounting stud and remove 3rd reduction gear. The 2nd and 1st reduction gears are now accessible.
6. To reassemble—reverse procedure. Be certain ESD ground spring is dressed to the outside of stepper motor mounting screw.

**Note:** After replacing arm drive assembly—apply power to player. "Load" player with a Video Disc and *rapid access* arm assembly to its *innermost* position. Reject player and unload Video Disc. If a clicking noise is heard during this procedure—disregard—the radius sense control gear is resetting itself. Be certain during this procedure that the arm assembly does indeed reach its innermost and arm home positions.

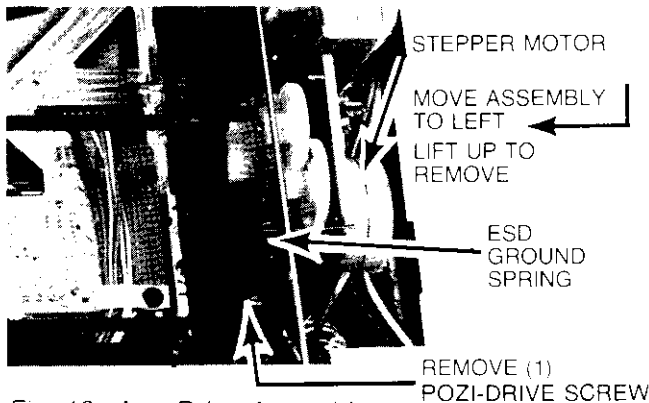


Fig. 13—Arm Drive Assembly

**Stylus Cartridge Removal**

1. With cabinet top removed—remove AC plug from power source.
2. Using thumb—rotate 2nd reduction gear (Fig. 14) in counter clockwise direction moving the arm assembly to a point where the stylus cartridge access cover (lid) is accessible.
3. Using a small blade screwdriver—unlatch stylus cartridge access cover (lid) latch spring and open access cover (lid).
4. Using thumb and forefinger—grasp stylus cartridge and push it slightly to the right against the arm-stretcher coil assembly. With a rocking motion lift left end of cartridge slightly, then lift cartridge straight up and out of arm assembly.
5. To replace—reverse procedure.

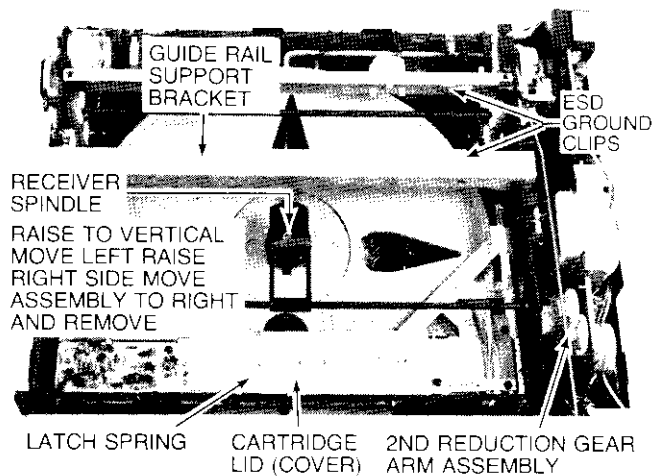


Fig. 14—Stylus Cartridge and Receiver Spindle

**Receiver Spindle Assembly Removal**

1. With cabinet top removed—rotate receiver spindle assembly to a vertical position (Fig. 14).

*Continued next page*

2. Move receiver spindle assembly to the left until the right side just clears the right rail assembly.
3. Lift up on right side of receiver spindle assembly until it clears the right rail assembly.
4. Move receiver spindle assembly to the right until it clears the left rail assembly and remove the receiver spindle assembly from the player.
5. To replace—reverse procedure.

#### Stepper Motor Removal

1. With instrument in service position—remove stepper motor plug, P2, from main circuit board.
2. Cut four (4) wire ties and pull stepper motor cable and plug assembly up through baseplate.
3. Remove two (2) small pozi-drive (+ head) screws used to mount stepper motor and remove stepper motor (Fig. 13).
4. To replace—reverse procedure. Replace wire ties and observe original lead dress.

#### Function Motor Removal

1. With cabinet top removed—disconnect Blu and Wht/Blu wires from function motor (observe polarity).
2. Remove two (2) pozi-drive (+ head) screws and remove gear cover Fig. 16.
3. Remove square drive belt Fig. 16.
4. Remove two (2) small pozi-drive (+ head) screws and remove function motor.
5. To replace—reverse procedure.

**Note:** When replacing Function Motor observe polarity of wiring. Solid blue wire connects to stake beside small plastic stud.

#### Guide Rail Assembly Removal

1. Place player in "Load" mode and remove AC plug from AC power source. With cabinet top and front panel removed—remove guide rail assembly front support bracket ESD ground spring Fig. 15, and ground clips from guide rail bracket and pivot support brackets (Fig. 14).
2. Remove one (1) small pozi-drive (+ head) screw from S2 AC switch shield and remove shield (items 45 & 44, Fig. 47).
3. Remove AC switch, S2, from right rail assembly.
4. Remove AC fuse shield from PW 600 circuit board and mounting bracket assembly.

**Note:** Removal of PW600 circuit board is not necessary for guide rail assembly removal. However it is recommended for ease and convenience.

5. Unsolder and remove AC input cord from PW600 and remove PW 600 circuit board from bracket assembly. One plastic clip located at the front top edge of mounting bracket holds the circuit board captive. Carefully lift up on this plastic clip and separate circuit board and mounting bracket, then lift straight up on circuit board until it is free of the baseplate. Lay circuit board to right side.
6. Remove PW 600 plastic mounting plate. Use  $\frac{1}{4}$ " blade screwdriver through access holes along bottom edge of plate to spring plastic clips holding plate captive to baseplate and lift mounting plate straight up and free of baseplate. Remove switches S7 and S9 from plate assembly.

**CAUTION:** Switches S7 and S9 are mounted on the plate assembly by molded plastic clips and studs, use special care when removing and replacing switches to avoid breaking them.

7. Grasp mechanism AC switch (S2) off actuator (item 47, Fig. 47) between thumb and forefinger and pull actuator back and free of right rail assembly and function gear (some pressure will be required to perform this step).
8. Using thumb rotate mechanism 2nd reduction and pinion gear in a clockwise direction until the function gear on right rail assembly is engaged. Continue rotating gears until the disc transfer rod coupler (item 38, Fig. 47), mounted on function gear, reaches its top most position. This is the mechanism (player) "off" position.
9. Remove disc transfer rod from coupler and remove coupler from function gear.
10. Remove switches S4 and S8 from left rail assembly and place them out of the way.

**CAUTION:** Switches S4 and S8 are mounted on the left rail assembly by molded plastic clips and studs, use special care when removing and replacing switches to avoid breaking them.

11. Unsolder function motor leads—observe polarity for replacing.
12. Remove three (3) pozi-drive (+ head) screws (Fig. 15).
13. Lift guide rail assembly to about a 45° angle. Move guide rail assembly toward rear of player unseating one side at a time, and lift straight up to remove from mounting brackets molded into player baseplate. (see Note) Guide rail assembly is now free to be removed from player.

**Note:** For ease in removal use slight pressure to unseat each side individually, Guide Rail assembly snaps into base plate mountings.

14. To reassemble—reverse procedure.

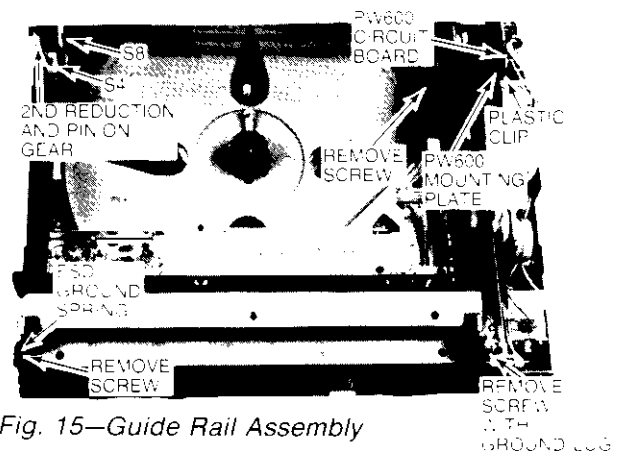


Fig. 15—Guide Rail Assembly

#### Guide Rail Assembly Disassembly

1. With guide rail assembly removed from player—remove retaining rings from function gear and receiver actuator (Fig. 17).
2. Release front receiver activating rod (Fig. 17) held captive by plastic tab on right rail assembly.
3. Pull both the function gear and receiver actuator away from rail assembly slightly. Push function gear

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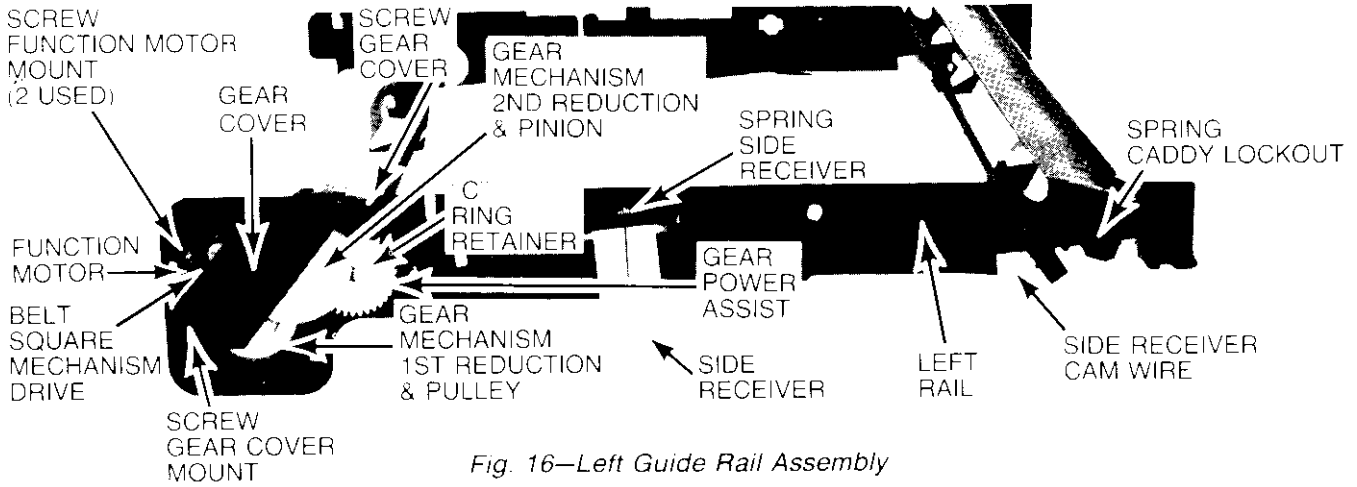


Fig. 16—Left Guide Rail Assembly

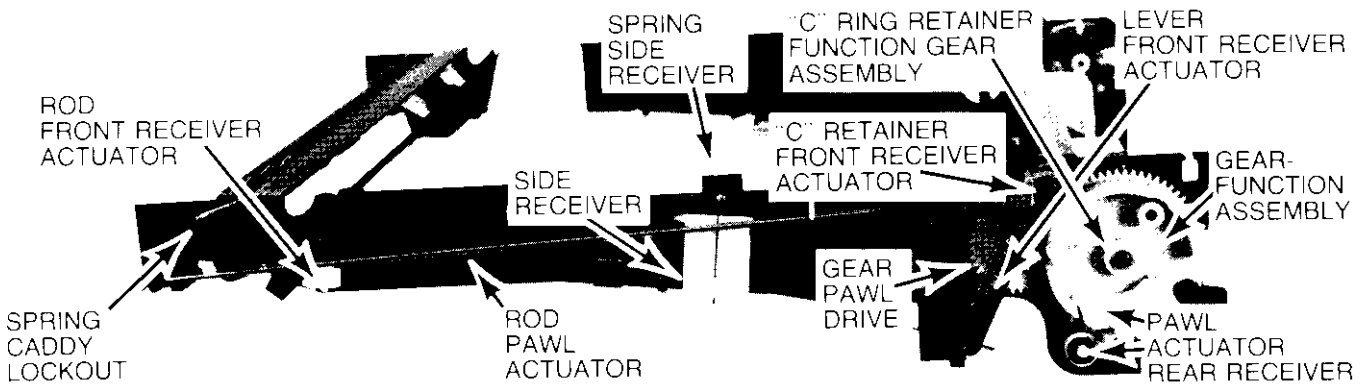


Fig. 17—Right Guide Rail Assembly

pawl out of the way and position function gear to clear receiver actuator. Remove function gear and then the receiver actuator.

**Note:** Brackets simply snap into place during replacement.

4. Remove side receivers (one each side)—release spring and rotate receiver to 45° angle. Slide receiver toward front of rail assembly and remove from rear mounting bracket by angling rear of receiver away from rail, slide receiver toward rear of rail assembly to complete removal.
5. Remove receiver actuator rod (Fig. 17) from right rail assembly and side receiver wire cam (Fig. 16) from left rail.
6. Remove retaining ring holding pawl drive gear (Fig. 17) captive—remove pawl drive gear.
7. Remove retaining ring holding the power assist gear (Fig. 17) captive. Remove power assist gear.
8. Remove caddy lockout springs (Figs. 16 & 17) right and left sides. Remove caddy lockouts (Figs. 16 & 17).
9. To separate the Left and Right rail assemblies the cabinet support bracket (Fig. 18) and the pivot support bracket (Fig. 18) must be removed.
10. Use small blade screwdriver (approximately 1/8")—slip between plastic overlap of rail assembly and top of cabinet support bracket and pry up to remove bracket. Repeat same procedure at rear of pivot support bracket.

11. Remove spacer (Item 52, Fig. 47) from right rail assembly (holds spine hold down assembly in place on right rail assembly). Remove spine hold down assembly (Item 53, Fig. 47).
12. Remove power assist hub assembly (Item 32, Fig. 47) and front receiver pad assembly (Item 51, Fig. 47).
13. To reassemble—reverse procedure.

**CAUTION:** Some pressure must be exerted during this procedure, however care must be taken to avoid breaking plastic rail.

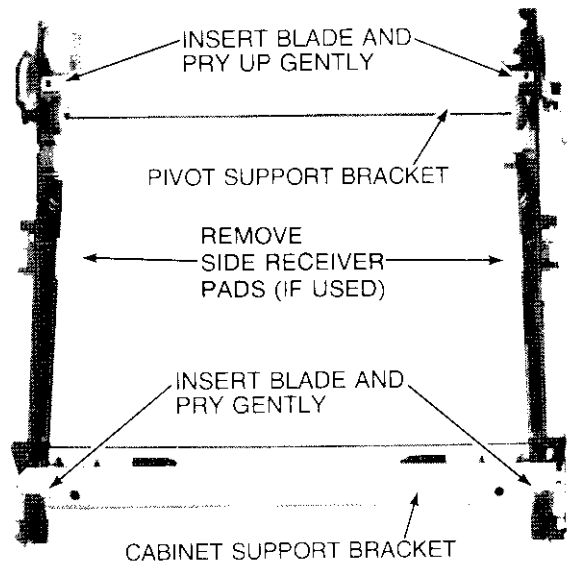


Fig. 18—Guide Rail Assembly

### Rear Receiver Pad Assembly Removal

1. With guide rail assembly and turntable removed—release tension on rear receiver pad assembly torsion spring (Fig. 19) and remove wires to switch S8 from wire guide stud. Move switch and wire out of the way.
2. Lift rear receiver pad assembly (Fig. 19) straight up and remove from baseplate.
3. To replace—reverse procedure.

**Note:** Before replacing rear receiver pad assembly in position apply one (1) full turn of tension to torsion spring.

### Caddy Defeat and Spine Latch Assembly Removal

1. With guide rail assembly removed—release caddy defeat springs (Fig. 19) from baseplate studs.
2. Remove spacer clip (Fig. 19) from caddy defeat and spine latch assembly.
3. Slide caddy defeat and spine latch assembly (Fig. 19) to right—raise left side of assembly to clear mounting stud and slide assembly to left to remove.
4. To replace—reverse procedure.

### Disc Transfer Rod Removal

1. With Guide Rail, Rear Receiver Pad and Caddy Defeat/Spine Latch assemblies removed—release Transfer Rod spring (Fig. 19) from baseplate stud.
2. Rotate Transfer Rod (Fig. 19) upward to clear center portion of baseplate.
3. Move Transfer Rod to the left to clear far right mounting stud. Rotate rod toward rear of player to clear next mounting stud and continue moving rod to the left.
4. After the first large mounting stud has been cleared by transfer rod, guide left portion of rod up and toward rear of player. Drop right portion of rod into trough molded into baseplate.
5. Using an upward arcing motion continue moving rod until it can easily be lifted up and out of the center baseplate mounting studs.

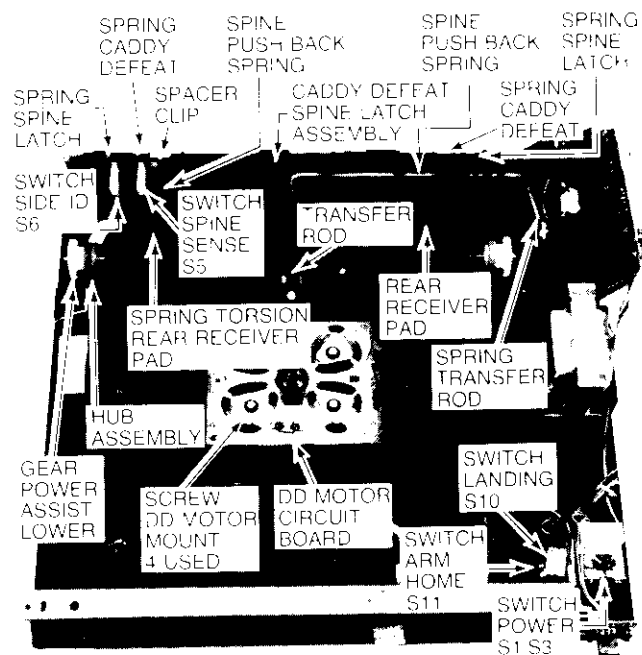


Fig. 19—Miscellaneous Disassembly

6. To replace—reverse procedure.

**Note:** No force is required to remove or replace the disc Transfer Rod.

### Turntable Removal

1. With cabinet top, receiver spindle assembly and guide rail bracket removed—use thumb to rotate mechanism drive 2nd reduction gear (Fig. 16) in clockwise direction to place mechanism in "PLAY" mode while holding AC switch (S2) actuator (Item 47, Fig. 47) back out of the way. Immediately stop rotating mechanism 2nd reduction gear when Disc Transfer Rod Coupler (Item 38, Fig. 47) activates "PLAY" Switch S7 (forwardmost switch mounted on plastic AC IN board mounting bracket beside mechanism function gear).
2. Rotate turntable to center solid portion of turntable over transfer rod (two holes in turn-table at 45° angle with respect to rear edge of player).
3. Lift up on turntable and angle front edge of turntable to clear front receiver pad and remove turntable from player on an angle.
4. To replace—reverse procedure.

**Note:** When replacing turntable—be certain to check magnet and turntable well for debris.

**CAUTION:** There is a thrust plate (Item 102, Fig. 47) used in the turntable bearing. Be sure that it is in place before replacing turntable. Do not turn player upside down during servicing without turntable in place, it could result in possible loss of the thrust plate.

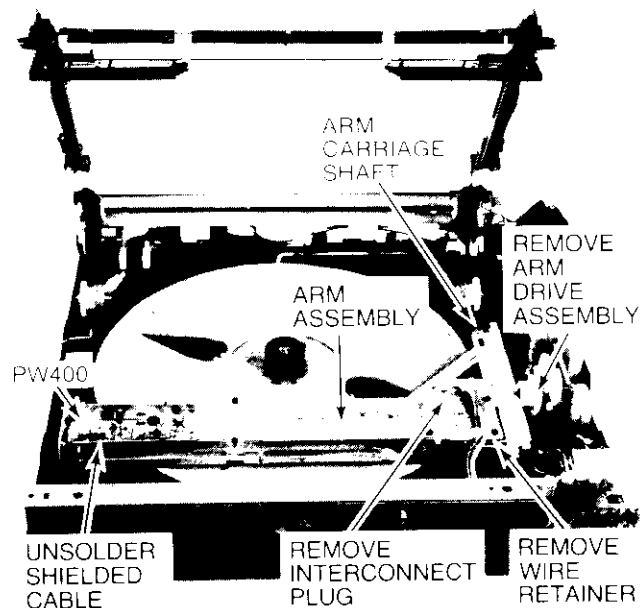


Fig. 20—Turntable and Arm Assembly

### Arm Assembly Removal

1. With cabinet top, cabinet front and receiver spindle removed—remove cabinet support bracket ESD ground spring from left front corner.
2. Remove ground clips from guide rail bracket and pivot support bracket. Remove stylus cartridge from arm assembly and store in safe place.
3. Remove Arm Drive Assembly from baseplate and move to the side out of the way.
4. Remove three (3) pozi-drive (+ head) screws holding

Continued on next page

guide rail assembly and lift assembly to 45° angle. (Fig. 20).

5. Unsolder shielded AO cable from PW 400, arm preamp circuit board. Remove cable strap and P 101 from arm interconnect circuit board.
6. Lift Arm Carriage Shaft (Fig. 20) from its rear baseplate mounting and pull it loose from its front baseplate mounting.
7. Remove Arm assembly from player.
8. To replace—reverse procedure.

**PW 200 Resonator Removal**

1. Remove stylus cartridge and store in safe place.
2. Remove two (2) pozi-drive (+ head) screws holding resonator captive and remove stylus cover latch spring (Fig. 21).
3. Unsolder three (3) wires connected to feed-thru studs on resonator.
4. Lift resonator up to remove from Arm Assembly.
5. To replace—reverse procedure.

**Lifter Actuator Assembly Removal**

1. Remove cartridge cover and stylus cartridge. Place stylus cartridge in safe place.
2. Remove two (2) lifter pivot retaining clips—one (1) each side of arm assembly (Fig. 21).
3. Remove Lifter Actuator assembly.

4. To replace—reverse procedure.

**Note:** See *Stylus Lifter Alignment* page 69.

**Armstretcher Coil Removal**

1. Remove arm assembly from player and place on solid flat surface.
2. With Lifter Actuator removed — unsolder leads from Armstretcher Coil (observe polarity).
3. Break push on retainers and remove Armstretcher coil.
4. To replace, reverse procedure (new push on retainers required).

**Note:** See Arm Assembly schematic for Armstretcher Coil basing.

**Kicker Coil Replacement**

1. Remove arm assembly from player and place on solid flat surface.
2. With Lifter Actuator removed — unsolder leads from Kicker Coil (observe polarity).
3. Break push on retainers and remove kicker coil assembly.
4. To replace, reverse procedure (new push on retainers required).

**Note:** See Arm assembly schematic for Kicker Coil basing.

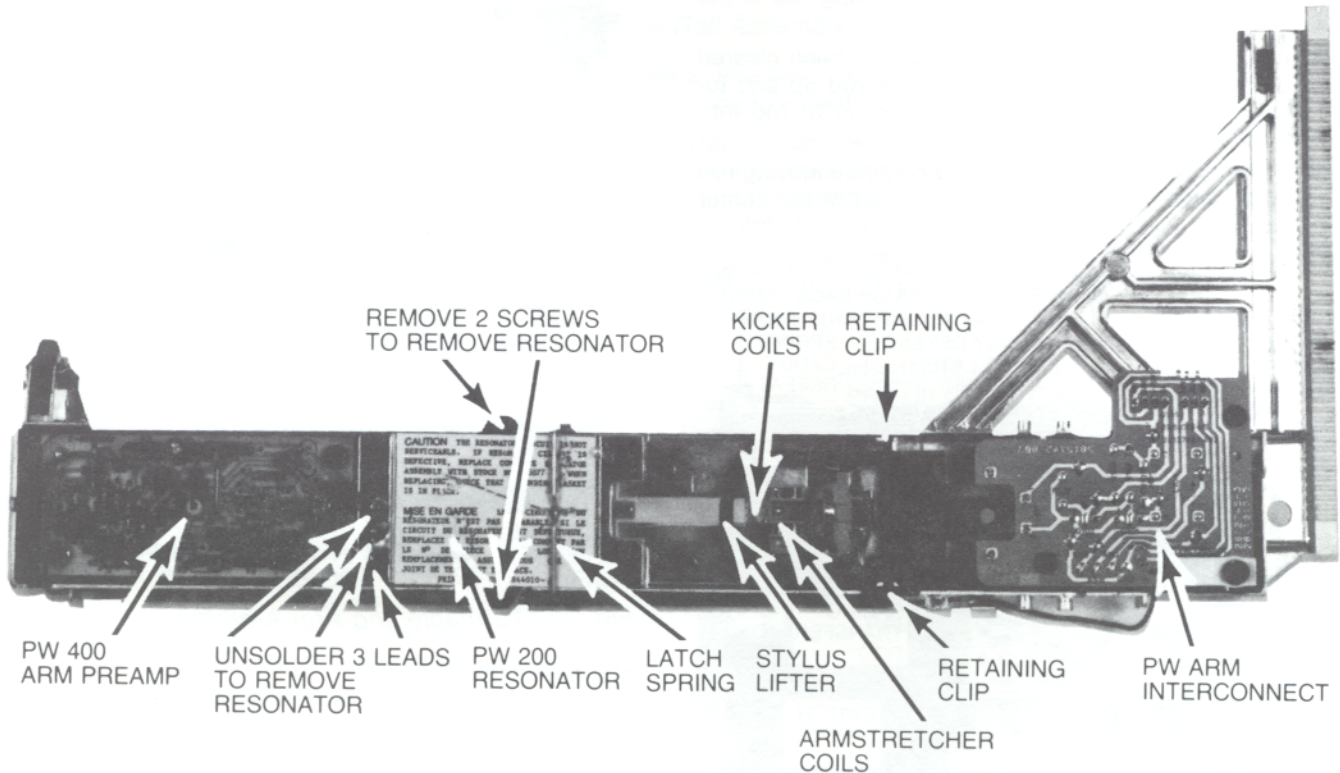


Fig. 21—Arm Assembly

**Test Equipment Required:**

Digital Voltmeter

Oscilloscope

Frequency Counter

VideoDisc

Color TV Receiver

Marker Generator

Alignment Tools

**Specifications**Range: .1V DC to 30V DC  
Accuracy:  $\pm 1\%$ Triggered  
Response: DC – 20 MHz.  
Sensitivity: 5mV/cm  
Maximum Sweep Rate .1 $\mu$ S/cmRange: 50 Hz to 100 MHz.  
Sensitivity: 25mV to 5V

Stereo Alignment Disc: See Replacement Parts List for Stock No.

Standard NTSC

Range: Crystal Calibrated from 19 to 262 MHz.

2.5mm non-metallic female  
Hex Head adjustment tool  
(see replacement parts list for Stock No.)  
.056" square end tool GC9440 or equivalent  
.100" hex end tool GC8606 or equivalent  
insulated blade tool GC8722 or equivalent**ELECTRICAL ADJUSTMENTS****Note:** Use only the Stereo Alignment (TEST) Disc (see replacement parts list for stock no.) to perform the following adjustments.**5V Reference Adjust (R2020)**

1. Apply power to player and place in "Load" mode.
2. Connect DC Voltmeter to TP 2003 (Fig. 26).
3. Adjust R2020 for 5.0V DC  $\pm$  .05V DC (Fig. 28).

**3.58 MHz Reference Oscillator Adjust (C5902)**

1. Connect frequency counter via X10 probe (see note) to TP 3406 (Fig. 26).
2. With player in "Load" mode adjust C5902 for 3.579545  $\pm$  10 Hz (Fig. 27).

**Note:** Typical capacity of X10 probe and counter is approximately 20-25pf. A X1 probe (typical capacity of approximately 100pf) may be used with a 33pf capacitor placed in series with probe.**NLAC (DC Balance) Adjust (R3131)**

1. Place player in "Pause" mode.
2. Connect DC Voltmeter to TP 3101 (Fig. 26).
3. Adjust R3131 to produce a 10.5  $\pm$  0.5 V.D.C. reading (Fig. 28).

**Video Demodulator VCO Adjust (C3215)**

1. Apply power to player.
2. Disconnect interconnect plug P4 (A0).
3. Short the two pins of J4 together.
4. Connect frequency counter via X10 probe (see note) to TP 3102 (Fig. 26).
5. Adjust C3215 for 5.25 MHz  $\pm$  50 KHz (Fig. 28).
6. Remove short from the two pins of J4 and reconnect P4.

**Note:** Typical capacity of X10 probe and counter is approximately 20-25pf. A X1 probe (typical capacity of 100 pf) may be used with a 33pf capacitor placed in series with probe. This will place a load on the VCO of approximately 25pf.**Video Level Adjust (R3202)**

1. Place player in "Play" mode.
2. Use stereo alignment disc 100 IRE white field signal (Segment E).
3. Connect oscilloscope to TP 3410 (Fig. 26).
4. Adjust R3202 (video level adjust) to produce 2.8Vp-p response at TP 3410 (Fig. 28).

**Luminance Channel Null Adjust (R3328)**

1. Place player in "Play" mode.
2. Use stereo alignment disc color bar signal (Segment D).
3. Connect oscilloscope to TP 3302 (Fig. 26).
4. Adjust R3328 for minimum (null) chroma information. See Figs. 22 & 28.



INCORRECT

CORRECT

Fig. 22—Luminance Null

**Chroma Channel Null Adjust (R3329)**

1. Place player in "Play" mode.
2. Use stereo alignment disc color bar signal (Segment D).
3. Connect oscilloscope to TP 3303 (Fig. 26).
4. Adjust R3329 for minimum p-p signal see Figs. 23 & 28.

**Note:** Repeat Video Level Adjustment after completion of Luminance Channel Null and Chroma Channel Null adjustments.

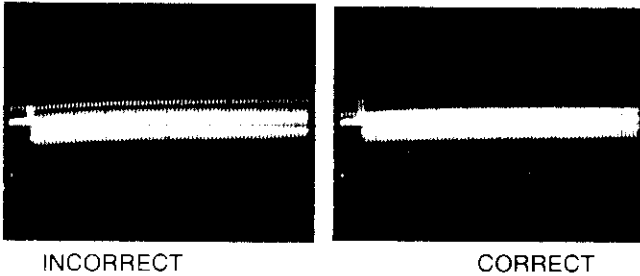


Fig. 23—Chroma Null

**Vertical Detail Level Adjust (R3317)**

1. Place player in "Play" mode.
2. Use stereo alignment disc color bar signal (Segment D).
3. Connect oscilloscope to TP 3404 (Fig. 26).
4. Adjust R3317 so that the pulse level matches before and after transition from vertical equalizing pulses to vertical sync pulses see Figs. 24 & 28.

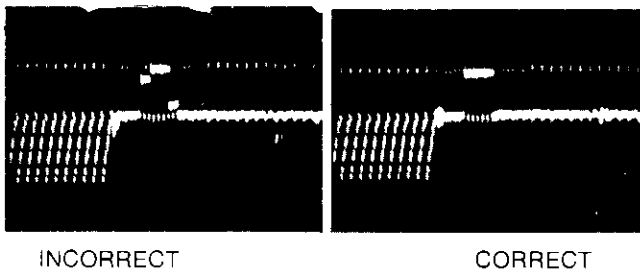


Fig. 24—Vertical Detail Level

**Chroma Level Adjust (R3312)**

1. Place player in "Play" mode.
2. Use stereo alignment disc color bar signal (Segment D).
3. Connect oscilloscope to TP 3410 (Fig. 26).
4. Adjust R3312 so that the p-p level of color reference burst is 1V p-p see Figs. 25 & 28.

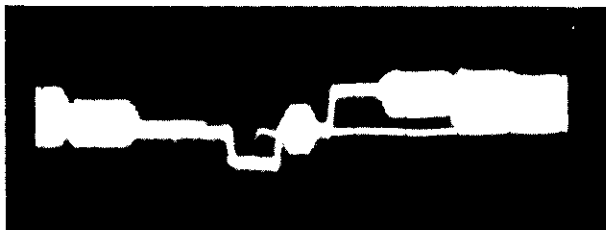


Fig. 25—Chroma Level

**Defect Substitution Level (Delayed Video) Adjust (R3304)**

1. Place player in "Play" mode.
2. Use stereo alignment disc 5 step linearity with defect (Segment I).
3. Connect disc player to TV set. Locate defect (Line No. 130) by rotating R3304 to one end of rotation (Fig. 28).
4. Adjust R3304 for proper substitution to make defect disappear (adjust for best picture).

**VCXO Adjust**

1. Place player in "Pause" mode.
2. Apply +5V to U3402 Pin 1.
3. Connect DVM from TP 3402 to ground (Fig. 26).
4. Connect 4.7 MΩ resistor from TP 3412 (U3401 Pin 6) to +15V DC source and record voltage V1 measured on DVM at TP 3402 (Fig. 26).
5. Remove 4.7 MΩ resistor end from +15V source and connect it to ground.
6. Record voltage measured on DVM as V2. Remove grounded end of 4.7 MΩ resistor, leave one end connected to TP 3412 (Fig. 26).
7. Using the formula  $\Delta F = 3/2 (V1 - V2 - .177)$  kHz, calculate  $\Delta F$ . (The result should be between 1.90 and 2.52 kHz.)

**Example:**  $\Delta F = 3/2 (8.66V - 7.09V - .177)$  kHz

$$\Delta F = 3/2 (1.393)$$
 kHz

$$\Delta F = 1.5 \times 1.393$$
 kHz

$$\Delta F = 2.09$$
 kHz

**Note:** The voltages shown in solving the formula to determine  $\Delta F$  are example voltages — actual measured voltages (V1 & V2) will have to be substituted.

8. Calculate high frequency limit  $fH = 1535.625 + \Delta F$  kHz

**Example:**  $fH = 1535.625$  kHz + 2.09 kHz

9. Calculate low frequency limit.  $fL = 1535.625 - \Delta F$  kHz

**Example:**  $fL = 1535.625$  kHz - 2.09 kHz

10. Connect frequency counter via X10 probe to TP 3407.

**Note:** Typical capacity of X10 probe is approximately 20-25 pf. A X1 probe (typical capacity of approximately 100 pf) may be used with a 33 pf capacitor if placed in series with probe.

11. Remove +5V from U3402 Pin 1.
12. Adjust L3403 for  $1.534091 \pm 100$  Hz (Fig. 28).

**CAUTION:** 4.7 MΩ resistor must be open at one end to make this adjustment.

13. Connect 4.7 MΩ resistor from TP 3412 to +15V source. With player in "Play" mode, release pause mode. Frequency indicated on frequency meter should be  $\pm 100$  Hz of previously calculated  $fH$  (EXAMPLE:  $1537.715$  kHz  $\pm 100$  Hz). If not, adjust R3412 to achieve the previously calculated  $fH$ .

14. Remove 4.7 MΩ resistor from +15V source and place player in "Pause" mode. Check that frequency on fre-



quency meter is  $1.534091 \pm 100$  Hz. If not, adjust L3403.

15. Connect 4.7 M $\Omega$  resistor from TP 3412 to ground. With player in "Play" mode, release "Pause" mode. Frequency indicated on frequency counter should be  $\pm 100$  Hz of previously calculated fL (Example: 1533.445 kHz  $\pm 100$  Hz). If not, adjust L3402 to remove approximately 1/2 of the frequency error and adjust R3412 to remove the remainder.
16. Repeat Steps 13-16 until limits of each are met.
17. Remove 4.7 M $\Omega$  resistor from TP 3412.

#### Phase Detector Gain Adjust (R3419)

1. Use stereo alignment disc—any signal, place player in "Play" mode.
2. Connect oscilloscope to TP 3408 (Fig. 26).
3. Short TP 3401 to TP 3403 with a clip lead. Short TP 3402 to TP 3403 with a clip lead.
4. Adjust R3419 for 3V p-p waveform at TP 3408 (Fig. 28).
5. Remove shorting clip leads from TP 3401 and TP 3402 to TP 3403.

#### Audio Demodulator VCO Adjust (716 kHz) (R4111)

1. Place player in "Load" mode.
2. Disconnect interconnect plug P4 (AO).
3. Short the two pins of J4 together.
4. Connect frequency counter via X10 probe (see note) to TP 4008 (Fig. 26).
5. Adjust R4111 for 716 kHz  $\pm 2$  kHz (Fig. 28).
6. Remove frequency counter and remove short from the two pins of J4. Reconnect P4.

**Note:** Typical capacity of X10 probe and counter is approximately 20-25 pf. A X1 probe (typical capacity of approximately 100 pf) may be used with a 33 pf capacitor placed in series with probe. This will place a load on the VCO of approximately 25 pf.

#### Audio Demodulator VCO Adjust (905 kHz) (R4112)

1. Place player in "Load" mode.
2. Disconnect interconnect plug P4 (AO).
3. Short the two pins of J4 together.
4. Connect frequency counter via X10 probe (see note) to TP 4009 (Fig. 26).
5. Adjust R4112 for 905 kHz  $\pm 2$  kHz (Fig. 28).
6. Remove frequency counter and remove short from the two pins of J4. Reconnect P4.

**Note:** Typical capacity of X10 probe and counter is approximately 20-25 pf. A X1 probe (typical capacity of approximately 100 pf) may be used with a 33 pf capacitor placed in series with probe. This will place a load on the VCO of approximately 25 pf.

#### (L + R) Level Adjust (R4127)

1. Place player in "Play" mode.
2. Connect oscilloscope to J4602 (R OUT) Fig. 26.
3. Ground TP 5102.

4. Use stereo alignment disc Segment G (S1: 1020 Hz 50% S2: 1020 Hz 50% out of phase)
5. Adjust R4127 (Fig. 28) to produce 560  $\pm$  20 mV p-p; audio signal at J4602 (R OUT).
6. Remove ground from TP 5102.

#### (L-R) Level Adjust (R4128)

1. Place player in "Play" mode.
2. Connect oscilloscope to J4602 (R OUT) (Fig. 26).
3. Use stereo alignment disc Segment G. (S1: 1020 Hz 50% S2: 1020 Hz 50% out of phase).
4. Adjust R4128 (Fig. 28) to produce a minimum (null) V p-p at J4602 (R OUT).

#### TV Audio Level Adjust (R4303)

1. Place player in "Play" mode.
2. Use stereo alignment disc Segment C (S1: 1020 Hz 100%).
3. Connect oscilloscope to TP 3504 (Fig. 26).
4. Adjust R4303 (Fig. 28) to produce 1.2V p-p audio signal at TP 3504.

#### R. F. Output Channel Oscillator Adjust (L3501, L3502)

1. With player in "Load" mode, place Channel Switch, S3501, in Channel 3 position. Connect player to TV or 75 ohm load.
2. Connect marker generator (RF input) to TP 3501 and adjust for 61.25 MHz output, Fig. 26.
3. Adjust L3501 for zero beat (Fig. 28).
4. Place Channel Switch, S3501, in Channel 4 position.
5. Connect marker generator (RF input) to TP 3503 and adjust for 67.25 MHz output.
6. Adjust L3502 for zero beat (Fig. 28).

**Note:** Do not adjust RF Bandpass Coils L3506 and L3507.

#### 4.5 MHz Oscillator Adjust (L3509)

1. Connect player to TV, player in "Load" mode.
2. Monitor a suitable point in TV IF to pick up 4.5 MHz sound carrier with a frequency counter.
3. Adjust L3509 (Fig. 28) for 4.5 MHz  $\pm 1$  kHz.

#### Video Modulation Depth Adjust (R3402)

1. Connect player to TV, player in "Play" mode.
2. Use stereo alignment disc 120 IRE white field signal (Segment H).
3. Adjust R3402 (Fig. 28) clockwise till a buzz is heard in TV audio, then turn counterclockwise to just eliminate the buzz.

#### Audio Modulation Depth Adjust (R4303)

1. Place player in "Play" mode.
2. Use stereo alignment disc, uniform motion on grey field, S1: 1020 Hz 100% (Segment C).
3. Connect oscilloscope to TP 3504 Fig. 26.
4. Adjust R4303 (Fig. 28) for 1.2 V p-p at TP 3504.

**NOTE:** The feature board adjustments are factory preset and should require no further adjustments. However, if adjustment is deemed necessary the following procedure is recommended.

**Features Board Adjustment 1MHz, 6MHz and Sync Tip**

1. Remove J6104 interconnect plug and cable from master circuit board.
2. Place instrument in "Pause" mode.
3. Varyify -4.5VDC at pin 10 of U 6103, OSD  $\mu$ P.
4. Adjust L6101 (1MHz adjust) for 2.2VDC  $\pm$ 0.5VDC at TP 6106.
5. Adjust L6102 (6MHz adjust) for 8.0VDC  $\pm$ 0.2VDC at TP 6107.
6. Connect dual trace oscilloscope to J6104-1 and J6104-5.
7. Apply +5.0VDC  $\pm$ .05VDC to J6104-1.
8. Adjust R6169 (Sync Tip Adjust) until sync tip levels at J6104-1 and J6104-5 are the same level ( $\pm$ 0.05VDC).
9. Remove oscilloscope and reconnect J6104 to Master Circuit Board. The word "PAUSE" will appear on screen.

**I C VOLTAGE CHARTS**

**U5101 Player Control  $\mu$ C**

Pin No.	Load	Play	Pause	Unload
1	GND	GND	GND	GND
2	+2.39V	+2.39V	+2.39V	+2.39V
3	+4.86V	+4.86V	+4.86V	+4.86V
4	+4.88V	+4.56V	0V	0V
5	N.C.	N.C.	N.C.	N.C.
6	N.C.	N.C.	N.C.	N.C.
7	+4.81V	+4.81V	+4.81V	+4.81V
8	+4.88V	+4.88V	+4.88V	+4.88V
9	+0.06V	+4.93V	+0.06V	+0.06V
10	+0.06V	+4.93V	+0.06V	+0.06V
11	+4.66V	+4.66V	+4.66V	+4.66V
12	+0.72V	+0.09V	+0.72V	+0.72V
13	See Note 1	See Note 1	See Note 1	See Note 1
14	See Note 1	See Note 1	See Note 1	See Note 1
15	See Note 1	See Note 1	See Note 1	See Note 1
16	See Note 1	See Note 1	See Note 1	See Note 1
17	See Note 1	See Note 1	See Note 1	See Note 1
18	See Note 1	See Note 1	See Note 1	See Note 1
19	See Note 1	See Note 1	See Note 1	See Note 1
20	See Note 4	See Note 4	See Note 4	See Note 4
21	Gnd	Gnd	Gnd	Gnd
22	See Note 4	See Note 4	See Note 4	See Note 4
23	See Note 4	See Note 4	See Note 4	See Note 4
24	See Note 4	See Note 4	See Note 4	See Note 4
25	+4.81V	+4.81V	+4.81V	+4.81V
26	See Note 2	See Note 2	See Note 2	See Note 2
27	See Note 2	See Note 2	See Note 2	See Note 2
28	0V	+4.89V	0V	0V
29	0V	+4.85V	+4.85V	+4.85V
30	See Note 4	See Note 4	See Note 4	See Note 4
31	+0.10V	+0.10V	+0.10V	+0.10V
32	+4.83V	+0.10V	+0.10V	+4.83V
33	0V	+4.84V	+4.84V	+4.84V
34	+0.70V	+0.70V	+0.70V	+0.70V
35	+3.55V	+3.55V	+3.55V	+3.55V
36	0V	+4.87V	+4.87V	+4.87V
37	+4.87V	See Note 3	+4.87V	+4.87V
38	+4.76V	See Note 3	+4.76V	+4.76V
39	+4.76V	See Note 3	+4.76V	+4.76V
40	+4.76V	See Note 3	+4.76V	+4.76V
41	+4.76V	See Note 3	+4.76V	+4.76V
42	+4.87V	+4.87V	+4.87V	+4.87V

N.C.—No Connection

Note 1. Voltage variable—depending upon which element of digital display is illuminated.

**U 5102 Daxi Buffer  $\mu$ P**

Pin No.	Load	Play	Pause	Unload
1	+2.69V	+2.69V	+2.69V	+2.69V
2	N.C.	N.C.	N.C.	N.C.
3	+2.59V	+2.59V	+2.59V	+2.59V
4	+4.81V	+0.35V	+4.81V	+4.81V
5	See Note 4	See Note 4	See Note 4	See Note 4
6	+2.39V	+2.39V	+2.39V	+2.39V
7	Gnd	Gnd	Gnd	Gnd
8	0V	+0.10V	0V	0V
9	N.C.	N.C.	N.C.	N.C.
10	See Note 4	See Note 4	See Note 4	See Note 4
11	See Note 4	See Note 4	See Note 4	See Note 4
12	N.C.	N.C.	N.C.	N.C.
13	0V	+0.10V	0V	0V
14	+4.95V	+4.95V	+4.95V	+4.95V

**U5901 Mechanism Control  $\mu$ C**

Pin No.	Load	Play	Pause	Unload
1	+2.15V	+2.15V	+2.15V	+2.15V
2	+2.58V	+2.58V	+2.58V	+2.58V
3	+4.87V	+4.87V	+4.87V	+4.87V
4	+4.90V	See Note 4	See Note 4	See Note 4
5	+4.90V	See Note 5	See Note 5	See Note 5
6	+0.70V	+0.70V	+0.70V	+0.70V
7	+0.70V	+0.70V	+0.70V	+0.70V
8	+4.84V	+4.68V	+4.68V	+4.84V
9	+4.84V	+4.68V	+4.68V	+4.84V
10	+4.84V	+4.68V	+4.68V	+4.84V
11	+4.84V	+4.68V	+4.68V	+4.84V
12	0V	+4.84V	+4.84V	+4.84V
13	N.C.	N.C.	N.C.	N.C.
14	Gnd	Gnd	Gnd	Gnd
15	N.C.	N.C.	N.C.	N.C.
16	N.C.	N.C.	N.C.	N.C.
17	+4.84V	+0.10V	+0.10V	+4.84V
18	+0.10V	+0.10V	+0.10V	+0.10V

N.C.—No Connection

Note 2. Voltage variable stepper motor control pulses.

Note 3. Voltage controlled by front panel function switches (5600 series). Normally high—momentary low when corresponding function switch is depressed.

**U5901 Mechanism Control  $\mu$ C (continued)**

Pin No.	Load	Play	Pause	Unload
19	+4.84V	+4.84V	+4.84V	+4.84V
20	+4.84V	+4.84V	+4.84V	+4.84V
21	+0.10V	+2.50V	+2.50V	+0.10V
22	+0.10V	+2.50V	+2.50V	+0.10V
23	0V	+4.85V	+4.85V	+4.85V
24	+4.78V	+4.87V	+4.78V	+4.78V
25	+4.78V	0V	0V	0V
26	+4.89V	+4.89V	+4.89V	+4.89V
27	See Note 5	See Note 5	See Note 5	See Note 5
28	+4.89V	+4.89V	+4.89V	+4.89V

**U5902 T.T. Motor Control I.C.**

Pin No.	Load	Play	Pause	Unload
1	+0.26V	+0.34V	+0.34V	+0.26V
2	+0.58V	+0.58V	+0.58V	+0.58V
3	+0.58V	+0.58V	+0.58V	+0.58V
4	+4.89V	+4.89V	+4.89V	+4.89V
5	+0.58V	+0.58V	+0.58V	+0.58V
6	+0.58V	+0.58V	+0.58V	+0.58V
7	+0.24V	+0.32V	+0.32V	+0.24V
8	+0.24V	+0.32V	+0.32V	+0.24V
9	+0.58V	+0.58V	+0.58V	+0.58V
10	+0.58V	+0.58V	+0.58V	+0.58V
11	Gnd	Gnd	Gnd	Gnd
12	+0.58V	+0.58V	+0.58V	+0.58V
13	+0.58V	+0.58V	+0.58V	+0.58V
14	+0.26V	+0.34V	+0.34V	+0.26V

**U2001 Power Supply IC**

Pin No.	Load	Play	Pause	Unload
1	+5.15V	—	—	—
2	+0.89V	—	—	—
3	+0.89V	—	—	—
4	+22.4V	—	—	—
5	+4.90V	—	—	—
6	+4.90V	—	—	—
7	+12.8V	—	—	—
8	+3.18V	—	—	—
9	+4.90V	—	—	—
10	+4.90V	—	—	—
11	Gnd	—	—	—
12	+4.90V	—	—	—
13	+4.90V	—	—	—
14	+11.5V	—	—	—

**U2501 Pulse Interference Corrector (PIC) IC**

Pin No.	Load	Play	Pause	Unload
1	+5.40V	+6.87V	+6.87V	+5.40V
2	+3.64V	+3.64V	+3.64V	+3.64V
3	N.C.	N.C.	N.C.	N.C.

**U2501 Pulse Interference Corrector (PIC) IC (continued)**

Pin No.	Load	Play	Pause	Unload
4	+1.47V	+1.47V	+1.47V	+1.47V
5	+1.47V	+1.47V	+1.47V	+1.47V
6	+1.47V	+1.47V	+1.47V	+1.47V
7	Gnd	Gnd	Gnd	Gnd
8	Gnd	Gnd	Gnd	Gnd
9	N.C.	N.C.	N.C.	N.C.
10	N.C.	N.C.	N.C.	N.C.
11	N.C.	N.C.	N.C.	N.C.
12	+3.64V	+3.64V	+3.64V	+3.64V
13	+11.6V	+11.6V	+11.6V	+11.6V
14	+6.15V	+7.57V	+7.57V	+6.15V

**U3101 Sync Detector IC (NLAC)**

Pin No.	Load	Play	Pause	Unload
1	+4.69V	+4.77V	+4.69V	+4.69V
2	+3.53V	+3.47V	+3.47V	+3.47V
3	Gnd	Gnd	Gnd	Gnd
4	+1.42V	+1.42V	+1.42V	+1.42V
5	+1.42V	+1.42V	+1.42V	+1.42V
6	+1.42V	+1.42V	+1.42V	+1.42V
7	Gnd	Gnd	Gnd	Gnd
8	Gnd	Gnd	Gnd	Gnd
9	N.C.	N.C.	N.C.	N.C.
10	N.C.	N.C.	N.C.	N.C.
11	N.C.	N.C.	N.C.	N.C.
12	+3.53V	+3.47V	+3.47V	+3.47V
13	+10.3V	+10.3V	+10.3V	+10.3V
14	+5.36V	+5.36V	+5.36V	+5.36V

**U3201 Video FM Demod IC**

Pin No.	Load	Play	Pause	Unload
1	+3.10V	+3.10V	+3.10V	+3.10V
2	+3.10V	+3.10V	+3.10V	+3.10V
3	+3.10V	+3.10V	+3.10V	+3.10V
4	Gnd	Gnd	Gnd	Gnd
5	+6.90V	+6.98V	+6.98V	+6.90V
6	+6.90V	+6.84V	+6.84V	+6.90V
7	+6.24V	+6.32V	+6.32V	+6.24V
8	+0.45V	+4.19V	+1.16V	+0.45V
9	+5.60V	+5.87V	+5.60V	+5.60V
10	+2.10V	0V	0V	+2.10V
11	+5.90V	+6.20V	+5.90V	+5.90V
12	0V	+4.17V	+1.15V	0V
13	+5.75V	+5.82V	+5.82V	+5.75V
14	+11.5V	+11.5V	+11.5V	+11.5V
15	+5.24V	+5.30V	+5.30V	+5.24V
16	+5.24V	+5.30V	+5.30V	+5.24V

Note 5. Voltage dependent on side of disc being played. Side 1 play—voltage high; side 2 play—voltage low

**U3301 ComB Filter/Defect Corrector IC**

Pin No.	Load	Play	Pause	Unload
1	+5.05V	+5.05V	+5.05V	+5.05V
2	+5.74V	+5.83V	+5.83V	+5.74V
3	-4.52V	-4.52V	-4.52V	-4.52V
4	+3.89V	+3.89V	+3.89V	+3.89V
5	-4.52V	-4.52V	-4.52V	-4.52V
6	-4.52V	-4.52V	-4.52V	-4.52V
7	-4.52V	-4.52V	-4.52V	-4.52V
8	Gnd	Gnd	Gnd	Gnd
9	+8.86V	+8.86V	+8.86V	+8.86V
10	+3.86V	+3.86V	+3.86V	+3.86V
11	+3.73V	+3.73V	+3.73V	+3.73V
12	+2.57V	+2.57V	+2.57V	+2.57V
13	+2.42V	+2.42V	+2.42V	+2.42V
14	+5.32V	+5.32V	+5.32V	+5.32V
15	+5.18V	+5.18V	+5.18V	+5.18V
16	+14.6V	+14.6V	+14.6V	+14.6V
17	N.C.	N.C.	N.C.	N.C.
18	+5.10V	+5.10V	+5.10V	+5.10V
19	+4.76V	+4.76V	+4.76V	+4.76V
20	+8.50V	+8.50V	+8.50V	+8.50V
21	+7.24V	+7.24V	+7.24V	+7.24V
22	+5.25V	+5.25V	+5.25V	+5.25V

**U3401 Armstretcher IC**

Pin No.	Load	Play	Pause	Unload
1	+7.97V	+7.97V	+7.24V	+7.97V
2	+7.23V	+7.23V	+7.23V	+7.23V
3	+5.74V	+5.74V	+5.74V	+5.74V
4	+14.6V	+14.6V	+14.6V	+14.6V
5	+7.17V	+7.17V	+7.17V	+7.17V
6	+7.15V	+7.15V	+7.15V	+7.15V
7	+7.65V	+7.65V	+7.65V	+7.65V
8	+6.69V	+6.69V	+6.69V	+6.69V
9	+7.19V	+7.19V	+7.16V	+7.19V
10	+7.16V	+7.16V	+7.16V	+7.16V
11	Gnd	Gnd	Gnd	Gnd
12	+4.89V	+4.89V	+4.89V	+4.89V
13	+4.89V	+4.89V	+4.89V	+4.89V
14	+5.63V	+5.66V	+5.66V	+5.63V

**U3402 Video Converter IC**

Pin No.	Load	Play	Pause	Unload
1	0V	+4.17V	+1.15V	0V
2	+5.19V	+4.26V	+5.19V	+5.19V
3	+7.17V	+7.17V	+7.17V	+7.17V
4	+3.61V	+3.16V	+3.16V	+3.16V
5	+7.16V	+7.16V	+7.16V	+7.16V
6	+4.44V	+4.44V	+4.44V	+4.44V
7	+2.22V	+2.22V	+2.22V	+2.22V
8	Gnd	Gnd	Gnd	Gnd
9	+3.61V	+3.61V	+3.61V	+3.61V
10	+8.05V	+8.05V	+8.05V	+8.05V
11	+10.5V	+10.5V	+10.5V	+10.5V
12	+7.16V	+7.16V	+7.16V	+7.16V
13	+7.16V	+7.16V	+7.16V	+7.16V
14	+9.42V	+9.42V	+9.42V	+9.42V
15	+9.42V	+9.42V	+9.42V	+9.42V

**U3402 Video Converter IC (continued)**

Pin No.	Load	Play	Pause	Unload
16	+3.24V	+3.24V	+3.24V	+3.24V
17	+3.24V	+3.24V	+3.24V	+3.24V
18	+7.83V	+7.72V	+7.03V	+7.83V
19	+11.7V	+11.7V	+11.7V	+11.7V
20	+1.86V	+1.86V	+1.86V	+1.86V
21	+6.76V	+5.26V	+6.76V	+6.76V
22	+0.66V	+6.80V	+0.66V	+0.66V
23	+1.07V	+0.26V	+1.07V	+1.07V
24	+7.18V	+7.18V	+7.18V	+7.18V

**U3501 RF Modulator IC**

Pin No.	Load	Play	Pause	Unload
1	+7.18V	+7.18V	+7.18V	+7.18V
2	+7.18V	+7.18V	+7.18V	+7.18V
3	+7.18V	+7.18V	+7.18V	+7.18V
4	+7.18V	+7.18V	+7.18V	+7.18V
5	Gnd	Gnd	Gnd	Gnd
6	See Note 6	See Note 6	See Note 6	See Note 6
7	See Note 6	See Note 6	See Note 6	See Note 6
8	See Note 7	See Note 7	See Note 7	See Note 7
9	See Note 7	See Note 7	See Note 7	See Note 7
10	+14.5V	+14.5V	+14.5V	+14.5V
11	+14.7V	+14.7V	+14.7V	+14.7V
12	+9.99V	+9.99V	+9.99V	+9.99V
13	+7.21V	+7.21V	+7.21V	+7.21V
14	+14.7V	+14.7V	+14.7V	+14.7V
15	+14.7V	+14.7V	+14.7V	+14.7V
16	+14.7V	+14.7V	+14.7V	+14.7V
17	+14.2V	+14.2V	+14.2V	+14.2V
18	+7.18V	+7.18V	+7.18V	+7.18V

**U4101 (L + R) Audio FM Demod IC (716kHz)**

Pin No.	Load	Play	Pause	Unload
1	+3.15V	+3.15V	+3.15V	+3.15V
2	+3.15V	+3.15V	+3.15V	+3.15V
3	+3.15V	+3.15V	+3.15V	+3.15V
4	Gnd	Gnd	Gnd	Gnd
5	+6.94V	+6.94V	+6.94V	+6.94V
6	+7.06V	+7.06V	+7.06V	+7.06V
7	+6.30V	+6.30V	+6.30V	+6.30V
8	+4.21V	+4.21V	+4.21V	+4.21V
9	+5.88V	+5.88V	+5.88V	+5.88V
10	Gnd	Gnd	Gnd	Gnd
11	+5.91V	+5.91V	+5.91V	+5.91V
12	+0.85V	+0.85V	+0.85V	+0.85V
13	+2.06V	+5.84V	+5.84V	+2.06V
14	+11.6V	+11.6V	+11.6V	+11.6V
15	+5.30V	+5.30V	+5.30V	+5.30V
16	+5.30V	+5.30V	+5.30V	+5.30V

Note 6. +13.1V channel 3 operation; +1.47V channel 4 operation.

Note 7. +1.47V channel 3 operation; +13.1V channel 4 operation.

**U4102 (L - R) Audio FM Demod IC (905kHz)**

Pin No.	Load	Play	Pause	Unload
1	+3.13V	+3.13V	+3.13V	+3.13V
2	+3.13V	+3.13V	+3.13V	+3.13V
3	+3.13V	+3.13V	+3.13V	+3.13V
4	Gnd	Gnd	Gnd	Gnd
5	+6.94V	+6.94V	+6.94V	+6.94V
6	+6.98V	+6.98V	+6.98V	+6.98V
7	+6.28V	+6.28V	+6.28	+6.28V
8	+4.20V	+4.20V	+4.20V	+4.20V
9	+5.86V	+5.86V	+5.86V	+5.86V
10	Gnd	Gnd	Gnd	Gnd
11	+5.88V	+5.88V	+5.88V	+5.88V
12	+0.85V	+0.85V	+0.85V	+0.75V
13	+2.46V	+5.81V	+5.81V	+2.46V
14	+11.6V	+11.6V	+11.6V	+11.6V
15	+5.27V	+5.27V	+5.27V	+5.27V
16	+5.27V	+5.27V	+5.27V	+5.27V

**U4400 Decoder Rectifier IC**

Pin No.	Load	Play	Pause	Unload
1	+0.98V	+2.32V	+0.98V	+0.98V
2	+1.30V	+1.37V	+1.30V	+1.30V
3	+1.31V	+1.36V	+1.30V	+1.30V
4	+14.7V	+14.7V	+14.7V	+14.7V
5	+1.31V	+1.37V	+1.31V	+1.31V
6	+1.31V	+1.36V	+1.31V	+1.31V
7	+0.98V	+2.28V	+0.98V	+0.98V
8	+1.00V	+0.95V	+1.00V	+1.00V
9	+1.31V	+1.37V	+1.31V	+1.31V
10	+1.31V	+1.36V	+1.31V	+1.31V
11	Gnd	Gnd	Gnd	Gnd
12	+1.31V	+1.36V	+1.31V	+1.31V
13	+1.31V	+1.36V	+1.31V	+1.31V
14	+1.00V	+0.97V	+1.00V	+1.00V

**U4200 Track/Hold and Mute (C Mos Switch) IC**

Pin No.	Load	Play	Pause	Unload
1	+2.36V	+2.36V	+2.36V	+2.36V
2	+0.95V	+3.88V	+1.43V	+0.95V
3	+6.94V	+6.94V	+6.94V	+6.94V
4	+6.95V	+6.95V	+6.95V	+6.95V
5	+0.59V	+5.61V (1)	+0.59V	+0.59V
6	+0.45V	+5.29V (2)	+0.45V	+0.45V
7	Gnd	Gnd	Gnd	Gnd
8	+7.89V	+7.89V	+7.89V	+7.89V
9	+7.89V	+7.89V	+7.89V	+7.89V
10	+6.92V	+6.92V	+6.92V	+6.92V
11	+6.92V	+6.92V	+6.92V	+6.92V
12	+0.45V	+5.25V (3)	+0.45V	+0.45V
13	0V	0V (4)	0V	0V
14	+9.17V	+8.56V	+9.17V	+9.17V

**U4500 Decoder Control IC**

Pin No.	Load	Play	Pause	Unload
1	+1.93V	See Note 8	+1.74V	+1.93V
2	+1.43V	See Note 8	+1.43V	+1.43V
3	+1.43V	See Note 8	+1.43V	+1.43V
4	+14.7V	+14.7V	+14.7V	+14.7V
5	+1.43V	See Note 8	+1.43V	+1.43V
6	+1.43V	See Note 8	+1.43V	+1.43V
7	+1.99V	See Note 8	+1.99V	+1.99V
8	0V	See Note 8	+2.36V	0V
9	+1.30V	See Note 8	+1.91V	+1.30V
10	+0.62V	See Note 8	+1.89V	+0.62V
11	Gnd	Gnd	Gnd	Gnd
12	+0.95V	+2.32V	+1.43V	+0.95V
13	+1.16V	+2.30V	+1.43V	+1.16V
14	+0.62V	+6.19V	+1.90V	+0.62V

**U4300 Audio Matrix Buffer IC**

Pin No.	Load	Play	Pause	Unload
1	+7.91V	+7.91V	+7.91V	+7.91V
2	+7.91V	+7.91V	+7.91V	+7.91V
3	+6.93V	+6.93V	+6.93V	+6.93V
4	+14.7V	+14.7V	+14.7V	+14.7V
5	+7.89V	+7.89V	+7.89V	+7.89V
6	+7.89V	+7.89V	+7.89V	+7.89V
7	+7.87V	+7.87V	+7.87V	+7.87V
8	+9.55V	+9.55V	+9.55V	+9.55V
9	+7.89V	+7.89V	+7.89V	+7.89V
10	+7.89V	+7.89V	+7.89V	+7.89V
11	Gnd	Gnd	Gnd	Gnd
12	+6.94V	+6.94V	+6.94V	+6.94V
13	+7.92V	+7.92V	+7.92V	+7.92V
14	+7.92V	+7.92V	+7.92V	+7.92V

**U4600 Audio Output IC**

Pin No.	Load	Play	Pause	Unload
1	+0.09V	+1.22V	+1.10V	+0.09V
2	+8.68V	+8.68V	+8.68V	+8.68V
3	+8.07V	+8.07V	+8.07V	+8.07V
4	+8.07V	+8.07V	+8.07V	+8.07V
5	+7.85V	+7.69V	+7.85V	+7.85V
6	Gnd	Gnd	Gnd	Gnd
7	+7.83V	+7.67V	+7.83V	+7.83V
8	+6.64V	+6.49V	+6.64V	+6.64V
9	+6.64V	+6.67V	+6.64V	+6.64V
10	+7.83V	+7.83V	+7.83V	+7.83V
11	+14.6V	+14.6V	+14.6V	+14.6V
12	+7.85V	+7.88V	+7.85V	+7.85V
13	+8.07V	+8.07V	+8.07V	+8.07V
14	+8.07V	+8.07V	+8.07V	+8.07V
15	+8.68V	+8.68V	+8.68V	+8.68V
16	+0.09V	+1.22V	+1.10V	+0.09V

Note 8. Voltage varies when playing stereo VideoDisc due to processing action of time constant network.

1983 SJT 400 TRANSISTOR VOLTAGE CHART

Q401	E	+3.07V	Q2502	E	+0.34V	Q3201	E	+5.62V	Q3407	E	+7.15V
	B	+3.80V		B	+0.90V		B	+6.29V		B	Varies
	C	+7.84V		C	+14.6V		C	+8.52V		C	+14.7V
Q402	E	+7.08V	Q2503	E	Gnd	Q3202	E	+5.51V	Q3408	E	+7.14V
	B	+7.84V		B	+0V		B	+6.17V		B	Varies
	C	+14.4V		C	+5.84V		C	+11.5V		C	Gnd
Q403	E	+1.08V	Q2504	G	+3.42V	Q3301	E	+4.40V	Q3409	E	Gnd
	B	+2.38V		S	+6.42V		B	+5.03V		B	+0.11V
	C	+7.42V		D	+6.64V		C	+14.6V		C	+4.09V
Q404	E	+1.81V	Q2505	E	+11.6V	Q3303	E	+4.50V	Q3412	E	+3.90V
	B	+2.41V		B	+11.1V		B	+5.16V		B	+4.60V
	C	+14.7V		C	+8.73V		C	+14.6V		C	+5.85V
Q405	A	+7.43V	Q2506	E	+5.94V	Q3304	E	+3.88V	Q3413	E	+5.20V
	G	+12.1V		B	+5.52V		B	+4.49V		B	+5.85V
	K	Gnd		C	+0.18V		C	+14.6V		C	+11.5V
Q2001	E	+22.6V	Q2507	E	Gnd	Q3305	E	+5.65V	Q3501	E	+14.7V
	B	+21.9V		B	+0.18V		B	+5.06V		B	+13.9V
	C	+14.7V		C	+0V		C	Gnd		C	+14.6V
NOT USED SJT 100											
Q2002	E	+23.0V	Q2701	E	+6.46V	Q3306	E	+4.46V	Q4102	E	Gnd
	B	+22.7V		B	+7.13V		B	+5.11V		B	+0.65V
	C	+21.9V		C	+14.7V		C	+11.9V		C	+0.02V
Q2003	E	+2.72V	Q3101	E	+8.83V	Q3401	E	+8.31V	Q4301	E	+7.15V
	B	+3.34V		B	+9.47V		B	+8.98V		B	+7.79V
	C	+21.9V		C	+14.5V		C	+14.6V		C	+14.6V
Q2004	E	+12.1V	Q3102	E	+9.49V	Q3402	E	+3.62V	Q4302	E	+7.15V
	B	+12.7V		B	+8.83V		B	+4.26V		B	+7.79V
	C	+14.1V		C	+4.81V		C	+8.97V		C	+14.6V
Q2005	E	+5.04V	Q3103	E	+4.16V	Q3403	E	+5.61V	Q4501	E	+1.93V
	B	+5.65V		B	+4.82V		B	+6.26V		B	+1.33V
	C	+11.2V		C	+10.3V		C	+9.08V		C	+1.26V
Q2006	E	+4.90V	Q3104	E	+9.60V	Q3404	E	+8.39V	Q5101	E	+3.01V
	B	+5.04V		B	+10.3V		B	+9.04V		B	+4.70V
	C	+5.65V		C	+14.5V		C	+13.9V		C	+2.07V
Q2007	E	+11.9V	Q3105	E	+0.9V	Q3405	E	+7.20V	Q5102	E	+3.01V
	B	+12.1V		B	+1.52V		B	Varies		B	+2.55V
	C	+12.7V		C	+7.72V		C	+14.7V		C	+2.70V
Q2501	E	+6.63V	Q3107	E	+4.72V	Q3406	E	+7.20V	Q5103	E	Gnd
	B	+7.28V		B	+5.28V		B	Varies		B	+0.68V
	C	+12.9V		C	+7.80V		C	Gnd		C	+0.02V

Q5104	E	Gnd
	B	Steps Hi-Lo
	C	Steps Hi-Lo
Q5105	E	Steps Hi-Lo
	B	Steps Hi-Lo
	C	Steps Hi-Lo
Q5106	E	+22.9V
	B	+22.8V
	C	Steps Hi-Lo
Q5107	E	Gnd
	B	Steps Hi-Lo
	C	Steps Hi-Lo
Q5108	E	+3.27V
	B	+3.91V
	C	+3.84V
Q5109	E	+13.1V
	B	+12.3V
	C	+13.0V
Q5110	E	+3.89V
	B	+4.50V
	C	+8.71V
Q5111	E	Steps Hi-Lo
	B	Steps Hi-Lo
	C	+22.0v
Q5112	E	+22.0V
	B	Steps Hi-Lo
	C	Steps Hi-Lo
Q5113	E	+4.90V
	B	+4.55V
	C	+3.01V
Q5114	E	+4.90V
	B	+4.58V
	C	+3.90V

Q5115	E	Gnd
	B	+0.74V
	C	+0.02V
Q5116	E	Gnd
	B	+0.02V
	C	+4.87V
Q5301	E	Gnd
	B	+0.70V
	C	+0.02V
Q5302	E	Gnd
	B	+0.66V
	C	+0.06V
Q5303	E	+4.74V
	B	+5.12V
	C	+22.5V
Q5304	E	+4.75V
	B	+5.12V
	C	Gnd
Q5305	E	+4.28V
	B	+4.75V
	C	+22.5V
Q5306	E	+4.28V
	B	+4.75V
	C	Gnd
		NORM REV/ RUN
Q5901	E	Gnd
	B	+0.70V
	C	+0.02V
		NORM REV/ RUN
Q5902	E	+0.02V
	B	+0.02V
	C	+22.6V

		NORM	FWD/ RUN
Q5903	E	Gnd	Gnd
	B	+0.69V	+0.74V
	C	+0.02V	+0.11V
		NORM	FWD/ RUN
Q5904	E	+0.02V	+0.91V
	B	+0.02V	+0.11V
	C	+23.3V	+19.2V
		NORM	FWD/ RUN
Q5905	E	+0.02V	+0.91V
	B	+0.02V	+0.91V
	C	+23.3V	+19.2V
		NORM	REV/ RUN
Q5906	E	+0.02V	+0.87V
	B	+0.02V	+0.87V
	C	+22.8V	+18.8V
		NORM	MOMENT SWITCH
Q5907	E	+4.85V	+0.99V
	B	+4.85V	+0.99V
	C	Gnd	Gnd
		STOP	RUN
Q5921	E	+23.4V	+22.6V
	B	+23.4V	+22.6V
	C	0V	+1.58V
		STOP	RUN
Q5922	E	+0.05V	+0.10V
	B	+0.25V	+0.33V
	C	+23.4V	+21.3V
		STOP	RUN
Q5923	E	0V	+0.02V
	B	+0.05V	+0.10V
	C	+0.24V	+6.50V

		STOP	RUN
Q5931	E	+23.5V	+22.6V
	B	+23.5V	+22.6V
	C	0V	+1.58V
		STOP	RUN
Q5932	E	+0.05V	+0.10V
	B	+0.25V	+0.33V
	C	+23.4V	+21.3V
		STOP	RUN
Q5933	E	0V	+0.02V
	B	+0.05V	+0.10V
	C	+0.24V	+6.35V
		STOP	RUN
Q5941	E	+23.4V	+22.6V
	B	+23.4V	+22.6V
	C	0V	+1.58V
		STOP	RUN
Q5942	E	+0.05V	+0.10V
	B	+0.25V	+0.33V
	C	+23.4V	+22.3V
		STOP	RUN
Q5943	E	0V	+0.02V
	B	+0.05V	+0.10V
	C	+0.24V	+6.30V
		STOP	RUN
Q5951	E	+23.4V	+22.6V
	B	+23.4V	+22.6V
	C	0V	+1.58V
		STOP	RUN
Q5952	E	+0.05V	+0.10V
	B	+0.25V	+0.33V
	C	+23.4V	+22.3V
		STOP	RUN
Q5953	E	0V	+0.02V
	B	+0.05V	+0.10V
	C	+0.24V	+6.30V

NOTE: Voltages measured with DVM—Player in "PLAY" mode unless otherwise indicated.

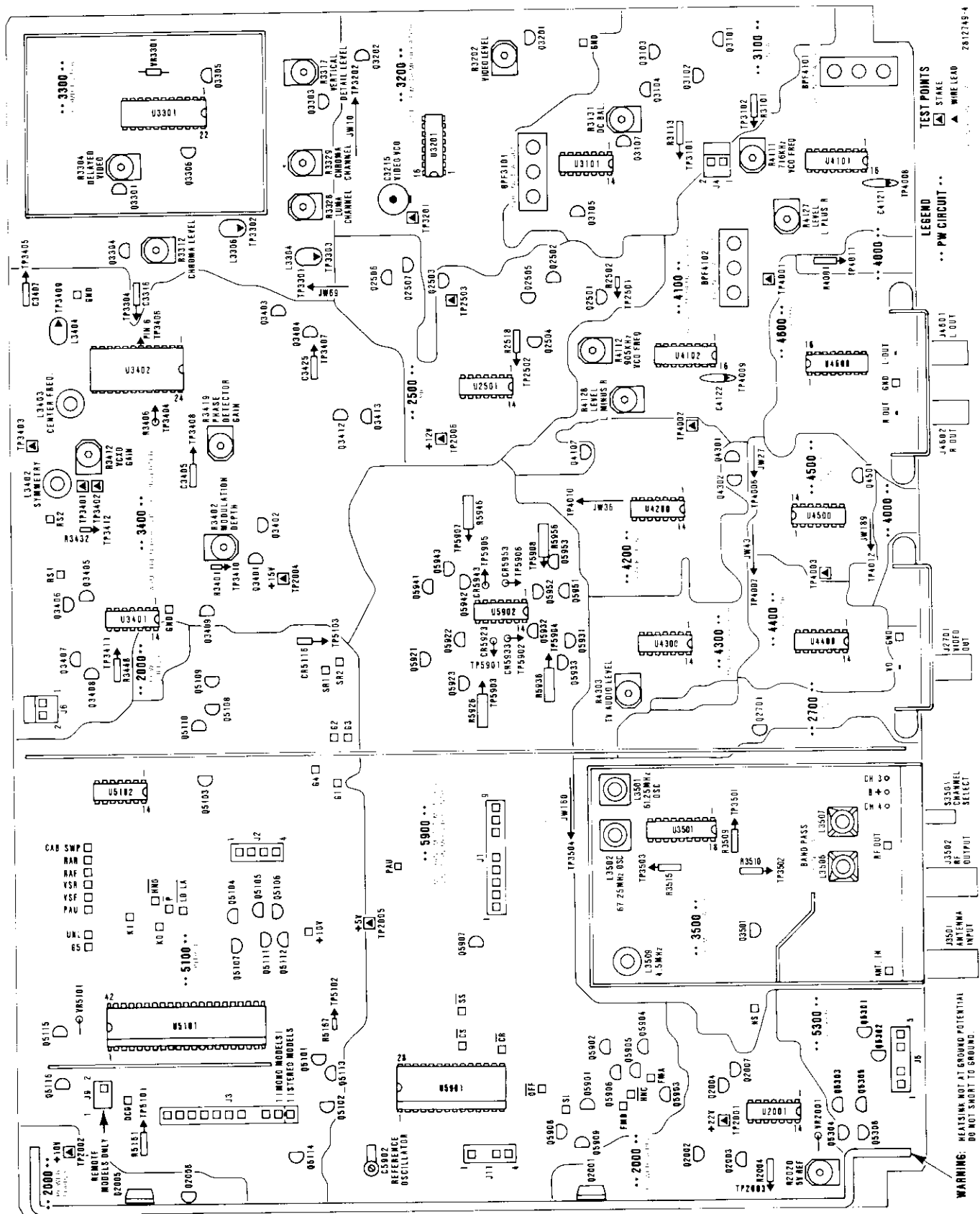


Fig. 26—Test Point and Active Device Location



## TEST POINTS

TP2001 +22VDC  
 TP2002 +10VDC  
 TP2003 +5.0V Ref  
 TP2004 +15VDC (In 3400 Area)  
 TP2005 +5VDC  
 TP2006 +12VDC (In 2500 Area)  
 TP2501 FM In  
 TP2502 Detector Out  
 TP2503 Defect Input  
 TP3101 Anlac Setup  
 TP3102 Arm Input  
 TP3201 5.3MHz VCO  
 TP3202 Video Input to U3301  
 TP3301 Vertical Detail Out  
 TP3302 Luminance Out  
 TP3303 Vertical Detail  
 TP3304 1.53MHz Chroma  
 TP3401 VCXO Setup  
 TP3402 VCXO Input  
 TP3403 +7VDC Ref  
 TP3404 Luminance Input  
 TP3405 1.53MHz Clock  
 TP3406 3.58MHz Oscillator  
 TP3407 1.53MHz Clock Buffered  
 TP3408 Phase Detector Output  
 TP3409 5.11MHz Oscillator  
 TP3410 Video Input to Modulator  
 TP3411 Armstretcher Setup  
 TP3501 Channel 3 Output  
 TP3502 Channel 4 Output  
 TP3503 4.5MHz Input  
 TP3504 Audio Input  
 TP4001 Left Plus Right Output  
 TP4002 Left Minus Right Output  
 TP4003 Rectified Output  
 TP4006 Left Matrix Output  
 TP4007 Right Matrix Output  
 TP4008 716KHz VCO  
 TP4009 905KHz VCO  
 TP4010 Decoder Disable  
 TP4011 +7.5VDC Ref  
 TP4012 +1.4VDC Ref  
 TP5101 Audio Channel A Mute  
 TP5102 Audio Channel B Mute  
 TP5103 Squelch  
 TP5901 Turntable Motor Drive  
 Voltage B  
 TP5902 Turntable Motor Drive  
 Voltage A  
 TP5903 Turntable Motor Drive  
 Current B  
 TP5904 Turntable Motor Drive  
 Current A  
 TP5905 Turntable Motor Drive  
 Voltage D  
 TP5906 Turntable Motor Drive  
 Voltage C  
 TP5907 Turntable Motor Drive  
 Current D  
 TP5908 Turntable Motor Drive  
 Current C

## ACTIVE DEVICES

Q2001 Regulator  
 Q2002 Current Limiter  
 Q2003 Driver  
 Q2004 Regulator  
 Q2005 Regulator  
 Q2006 Current Limiter  
 Q2007 Current Limiter  
 Q2501 RF Amplifier  
 Q2502 Output Detector/Switch  
 Q2503 Output Detector/Switch  
 Q2504 Gain Control  
 Q2505 AGC Amplifier  
 Q2506 Sync Stripper  
 Q2507 Clamp  
 Q2701 Video Driver  
 Q3101 N-Lac Buffer  
 Q3102 N-Lac Amplifier  
 Q3103 N-Lac Amplifier  
 Q3104 N-Lac Output Driver  
 Q3105 716KHz Amplifier  
 Q3107 Control Amplifier  
 Q3201 Phase Corrector  
 Q3202 Video Buffer  
 Q3301 Delayed Video Drive  
 Q3303 Vertical Detail Buffer  
 Q3304 Chroma Driver  
 Q3305 Chroma Buffer  
 Q3306 Luma Buffer  
 Q3401 Video Buffer  
 Q3402 Video Amplifier  
 Q3403 Clock Phase Shifter  
 Q3404 Clock Buffer  
 Q3405 Transducer Driver  
 Q3406 Transducer Driver  
 Q3407 Transducer Driver  
 Q3408 Transducer Driver  
 Q3409 Video Blanker  
 Q3412 Noise Coring Amplifier  
 Q3413 Noise Coring Buffer  
 Q3501 Bias Switch  
 Q4102 Decoder Defeat  
 Q4301 Left Channel Buffer  
 Q4302 Right Channel Buffer  
 Q4501 Current Source  
 Q5101 Least Significant Digit Driver  
 Q5102 Most Significant Digit Driver  
 Q5103 Daxi Status Inverter  
 Q5104 Stepper Output B  
 Q5105 Stepper Drive A  
 Q5106 Stepper Output A  
 Q5107 Stepper Output D  
 Q5108 Lifter Drive  
 Q5109 Lifter Output  
 Q5110 Vertical Detail Driver  
 Q5111 Stepper Drive C  
 Q5112 Stepper Output C  
 Q5113 LED Display Select  
 Q5114 Discrete LED Select  
 Q5115 Low Voltage Detector  
 Q5116 Reset Switch  
 Q5301 Reverse Ramp Switch

## ACTIVE DEVICES (Continued)

Q5302 Forward Ramp Switch  
 Q5303 Kick Pulse Driver  
 Q5304 Kick Pulse Driver  
 Q5305 Kick Pulse Output  
 Q5306 Kick Pulse Output  
 Q5901 Reverse Function Switch  
 Q5902 Function Drive Reverse  
 Q5903 Forward Function Switch  
 Q5904 Function Drive Forward  
 Q5905 Function Motor Output  
 Forward  
 Q5906 Function Motor Output  
 Reverse  
 Q5907 Pause Line Buffer  
 Q5908 Rev. Driver Switch  
 Q5909 Fwd. Driver Switch  
 Q5921 Current Source Switch  
 Q5922 Drive Amplifier  
 Q5923 Turntable Motor Driver B  
 Q5931 Current Source Switch  
 Q5932 Drive Amplifier  
 Q5933 Turntable Motor Driver A  
 Q5941 Current Source Switch  
 Q5942 Drive Amplifier  
 Q5943 Turntable Motor Driver D  
 Q5951 Current Source Switch  
 Q5952 Drive Amplifier  
 Q5953 Turntable Motor Driver C  
 U2001 Quad Operational Amplifier  
 U2501 Sync Detector  
 U3101 Sync Detector  
 U3201 Video FM Demodulator  
 U3301 Comb Filter/Defect Corrector  
 U3401 Armstretcher Drive  
 U3402 Video Converter  
 U3501 RF Modulator  
 U4101 Audio Demodulator  
 U4102 Audio Demodulator  
 U4200 Track/Hold Mute  
 U4300 Audio Matrix & Buffer  
 U4400 Decoder Rectifier  
 U4500 Decoder Control  
 U4600 Decoder Amplifier  
 U5101 Player Control  
 Microcomputer  
 U5102 Daxi Buffer  
 U5901 Mechanism Microcomputer  
 U5902 Turntable Drive  
 VR2001 5.8V Zener  
 VR3301 9.1V Zener  
 VR5101 2.85V Zener

- TEST POINTS**  
 TP6101 +5V  
 TP6102 GND.  
 TP6103 +12V  
 TP6106 1MHz
- ACTIVE DEVICES**  
 VR6101 BROWNOUT RESET DIODE  
 VR6102 SURGE PROTECTOR  
 CR6117 RECTIFIER DIODE  
 CR6118 RECTIFIER DIODE  
 CR6119 RECTIFIER DIODE  
 CR6120 RECTIFIER DIODE  
 CR6125 1MHz FREQUENCY CONTROL  
 CR6138 6MHz FREQUENCY CONTROL  
 Q6101 ANTENNA BUFFER SWITCH  
 Q6102 CAV/COMPUTER RECEIVER  
 Q6103 LOW VOLTAGE DETECTOR  
 Q6104 RESET SWITCH  
 Q6105 CAV/COMPUTER BUFFER  
 Q6106 PHASE DETECTOR DOWN  
 Q6107 PHASE DETECTOR UP  
 Q6108 PLAYER VIDEO SWITCH  
 Q6109 CHARACTER VIDEO SWITCH  
 Q6110 CHARACTER VIDEO AMPLIFIER  
 Q6111 CAV/COMPUTER DRIVER  
 Q6114 INFRARED REMOTE BUFFER AMPLIFIER  
 Q6115 SYNC. TIP BIAS SWITCH  
 Q6116 BIAS TRACKING  
 Q6117 RKM BUFFER  
 U6101 FEATURES MICROCOMPUTER  
 U6102 REMOTE KEYBOARD MICROCOMPUTER  
 U6103 ON SCREEN DISPLAY  
 U6104 REGULATOR 15V  
 U6105 INVERTER/DOUBLE FLIP-FLOP

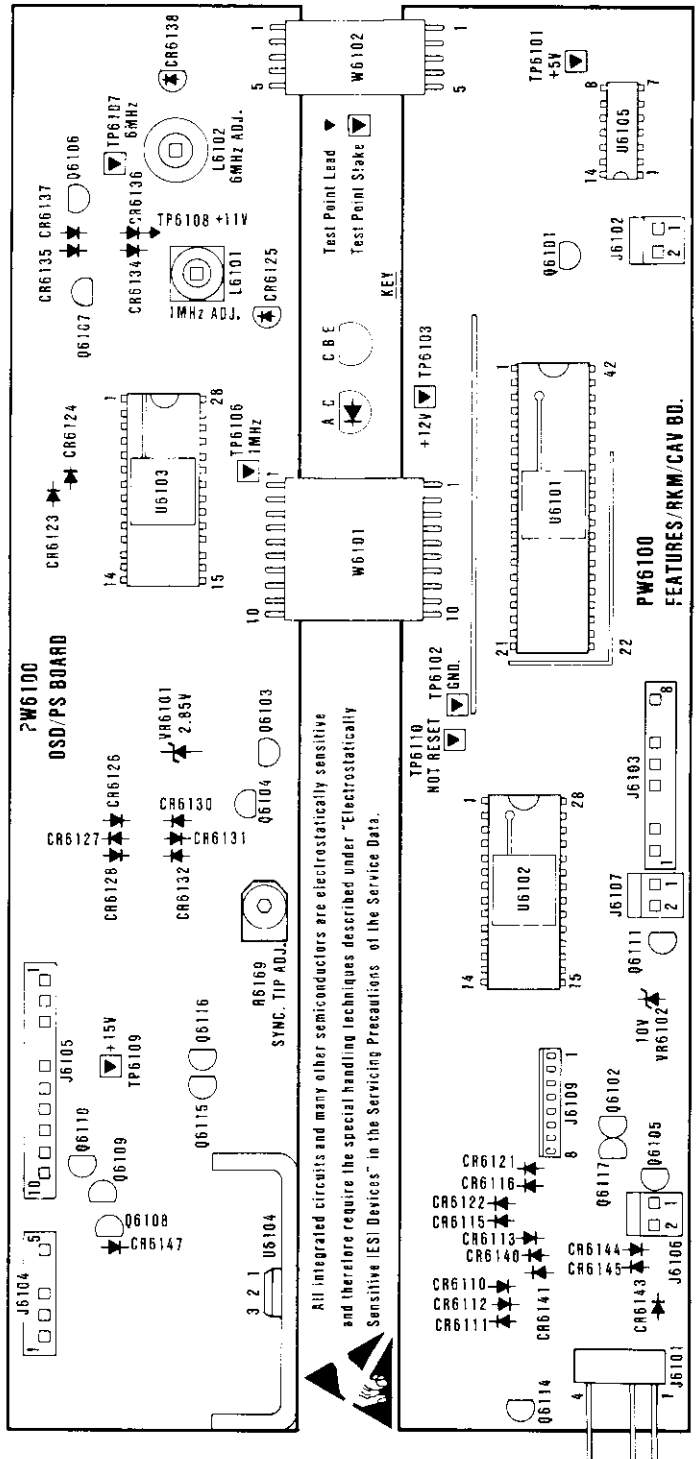
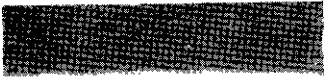
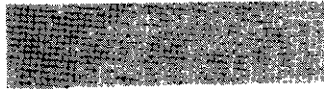


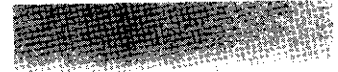
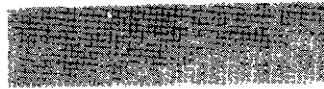
Fig. 27—PW6100 Test Point and Active Device Location



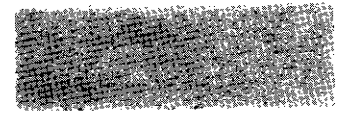
① 5mS/Div. .4V p-p



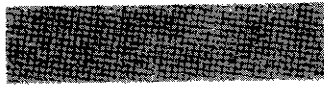
② 5mS/Div. .8V p-p



③ 5mS Div. 5V p-p



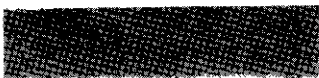
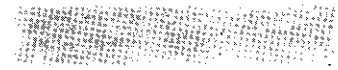
④ 5mS/Div. .3V p-p



⑤ 5mS/Div. .3V p-p



⑥ 5mS Div. .3V p-p



⑦ 5mS/Div. .3V p-p



⑧ 5mS/Div. .3V p-p



⑨ 5mS Div. .3V p-p



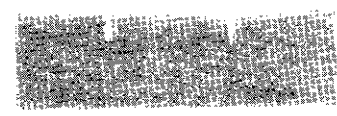
⑩ 5mS/Div. .6V p-p



⑪ 5mS/Div. .4V p-p



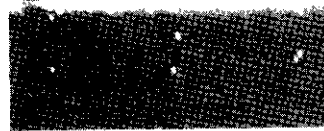
⑫ 5mS Div. 25V p-p



⑬ 5mS/Div. .4V p-p



⑭ 5mS/Div. 1.5V p-p

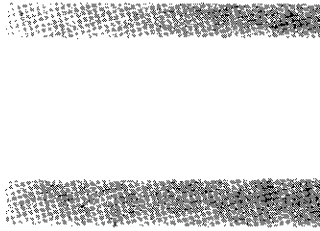


⑮ 5mS Div. .3V p-p

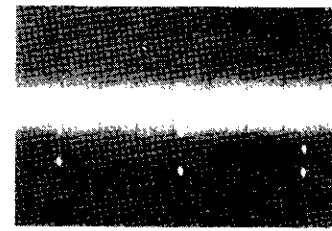




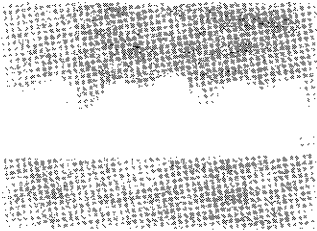
16 5mS Div. 35V p-p



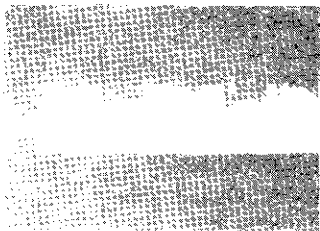
17 5mS Div. .8V p-p



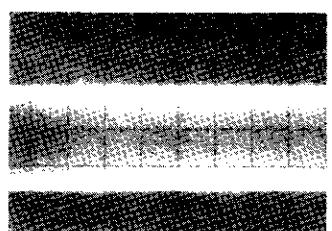
18 5mS Div. 2V p-p



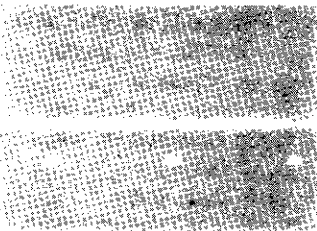
19 5mS Div. 2V p-p



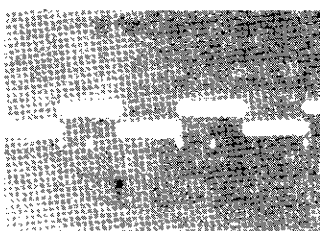
20 5mS Div. 2V p-p



21 5mS Div. 5.5V p-p



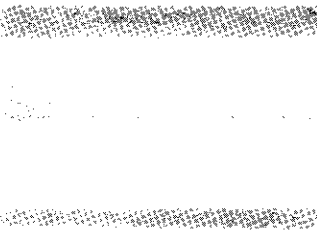
22 5mS Div. 5V p-p



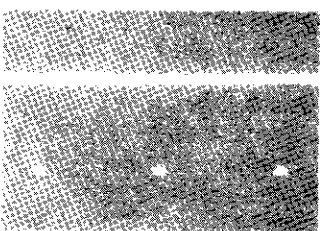
23 2mS Div. 75mV p-p



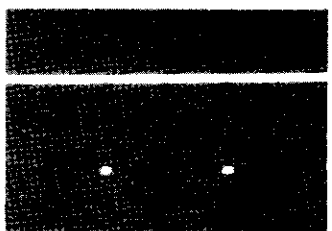
24 5mS Div. 3V p-p



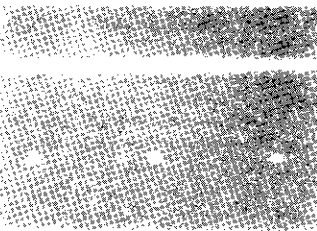
25 5mS Div. 4.2V p-p



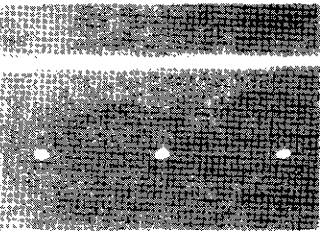
26 10mS Div. 5V p-p



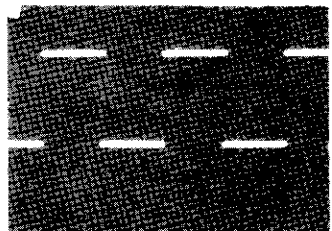
27 10mS Div. 5V p-p



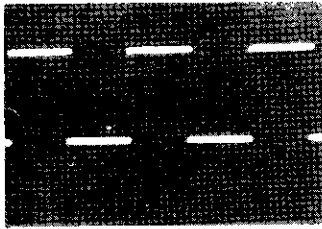
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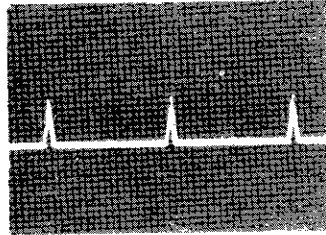
29 10mS Div. 5V p-p



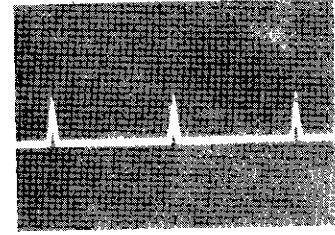
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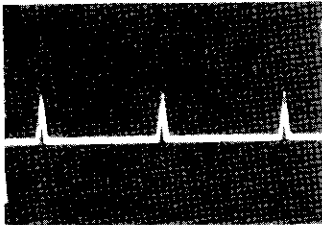
31 10mS/Div. 4V p-p



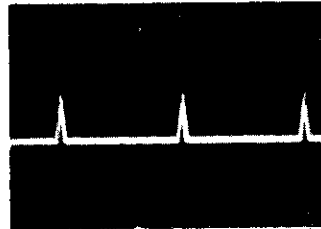
32 10mS/Div. .2V p-p



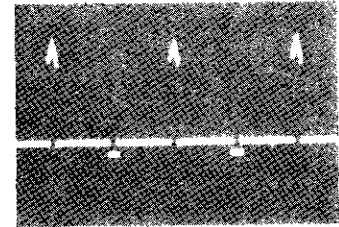
33 10mS/Div. .22V p-p



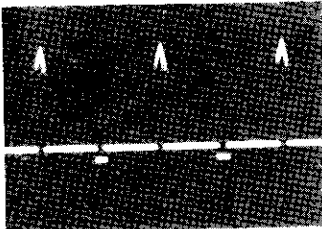
34 10mS/Div. .2V p-p



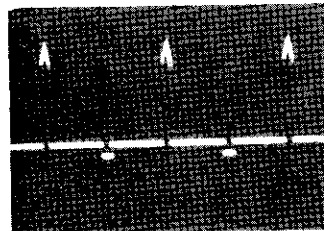
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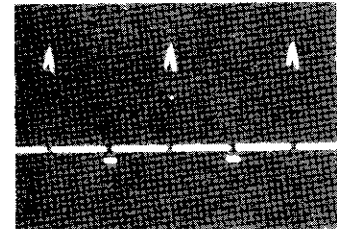
36 10mS/Div. 1.5V p-p



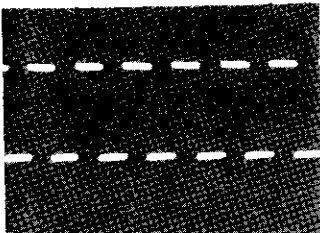
37 10mS/Div. 1.5V p-p



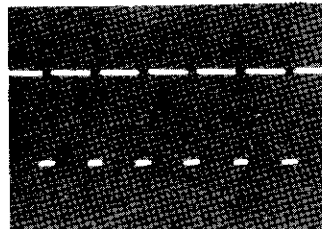
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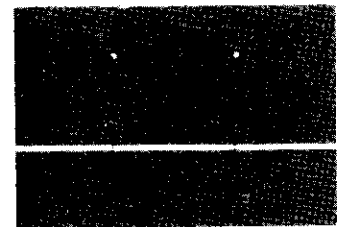
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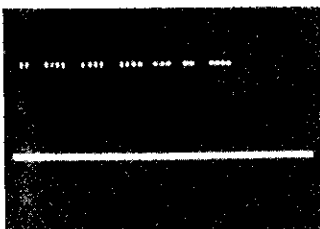
40 5mS/Div. 5V p-p



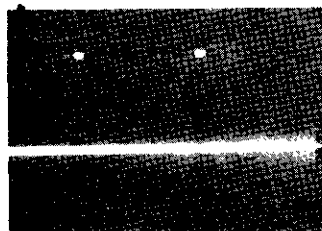
41 5mS/Div. 5V p-p



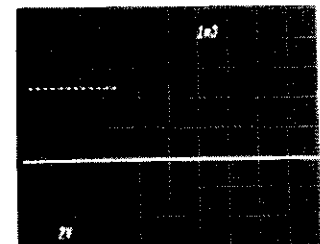
42 5mS/Div. 5V p-p



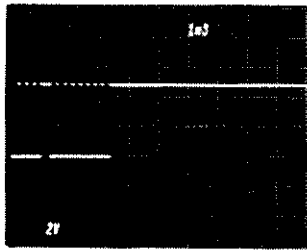
43 1mS/Div. 5V p-p



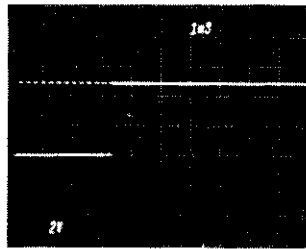
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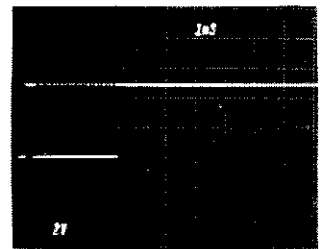
45 U6101 Pin 5



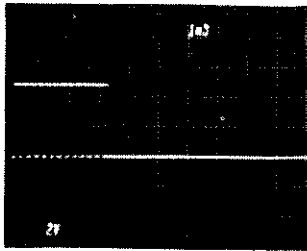
(46) U6101 Pin 6



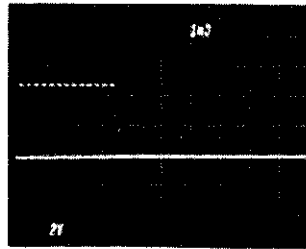
(47) U6101 Pin 7



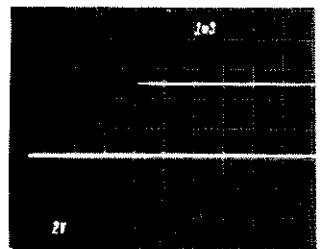
(48) U6101 Pin 8



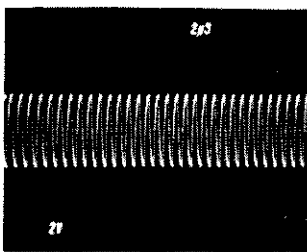
(49) U6101 Pin 9



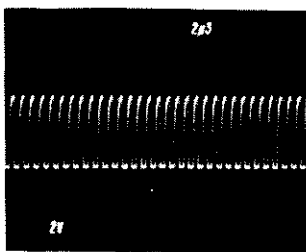
(50) U6101 Pin 10



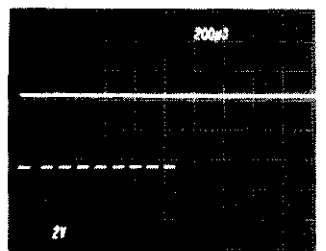
(51) U6101 Pin 11



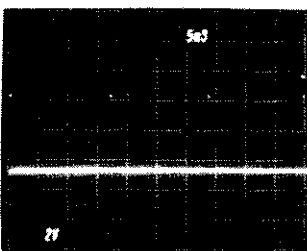
(52) U6101 Pin 16



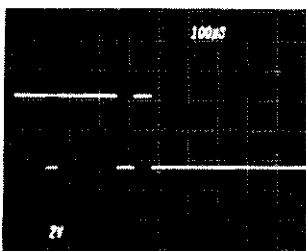
(53) U6101 Pin 17



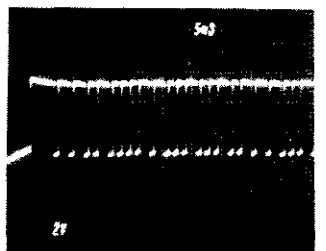
(54) U6101 Pin 22



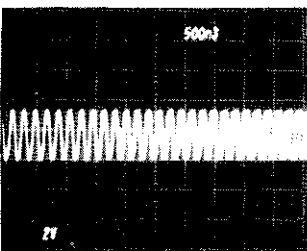
(55) U6101 Pin 23



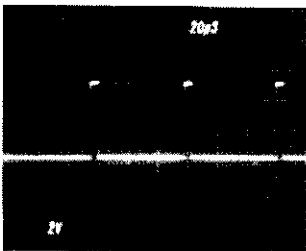
(56) U6101 Pin 24



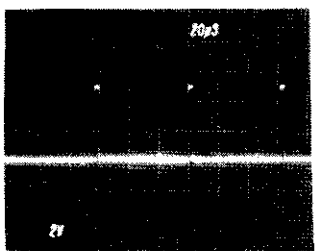
(57) U6102 Pin 12  
CRK36 Pause Button Depressed



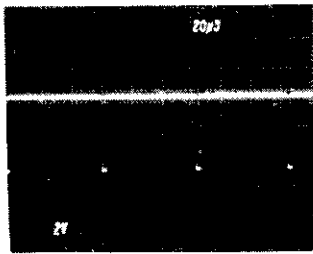
(58) U6103 Pin 1



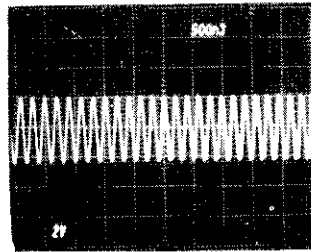
(59) U6103 Pin 2



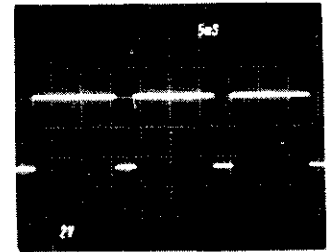
(60) U6103 Pin 3



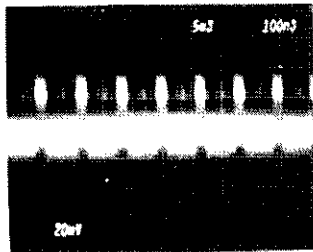
61 U6103 Pin 4



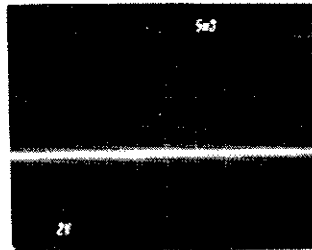
62 U6103 Pin 5



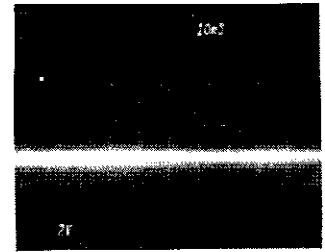
63 U6103 Pin 9



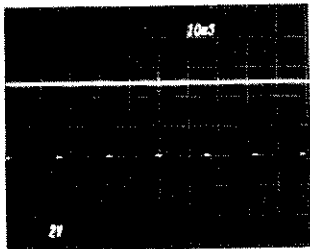
64 U6103 Pin 10



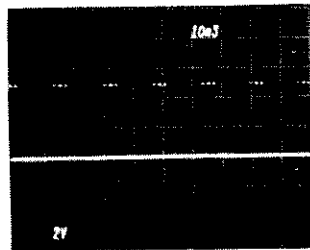
65 U6103 Pin 11



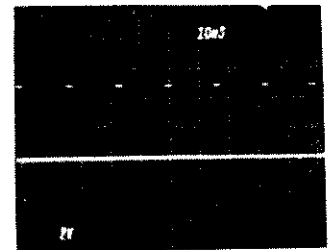
66 U6103 Pin 12



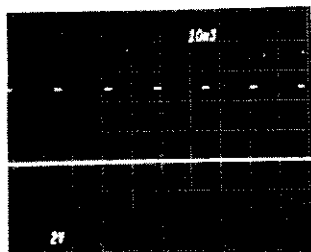
67 U6103 Pin 13



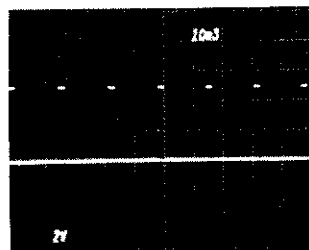
68 U6103 Pin 14



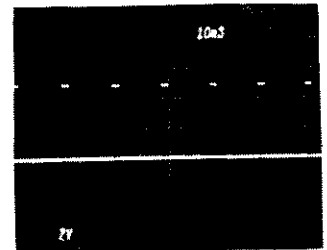
69 U6103 Pin 15



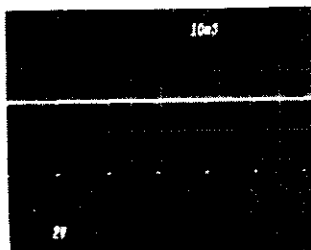
70 U6103 Pin 16



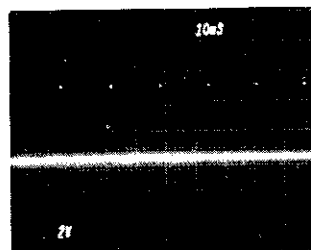
71 U6103 Pin 17



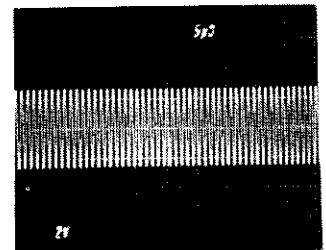
72 U6103 Pin 18



73 U6103 Pin 19



74 U6103 Pin 23



75 U6103 Pins 26 & 27

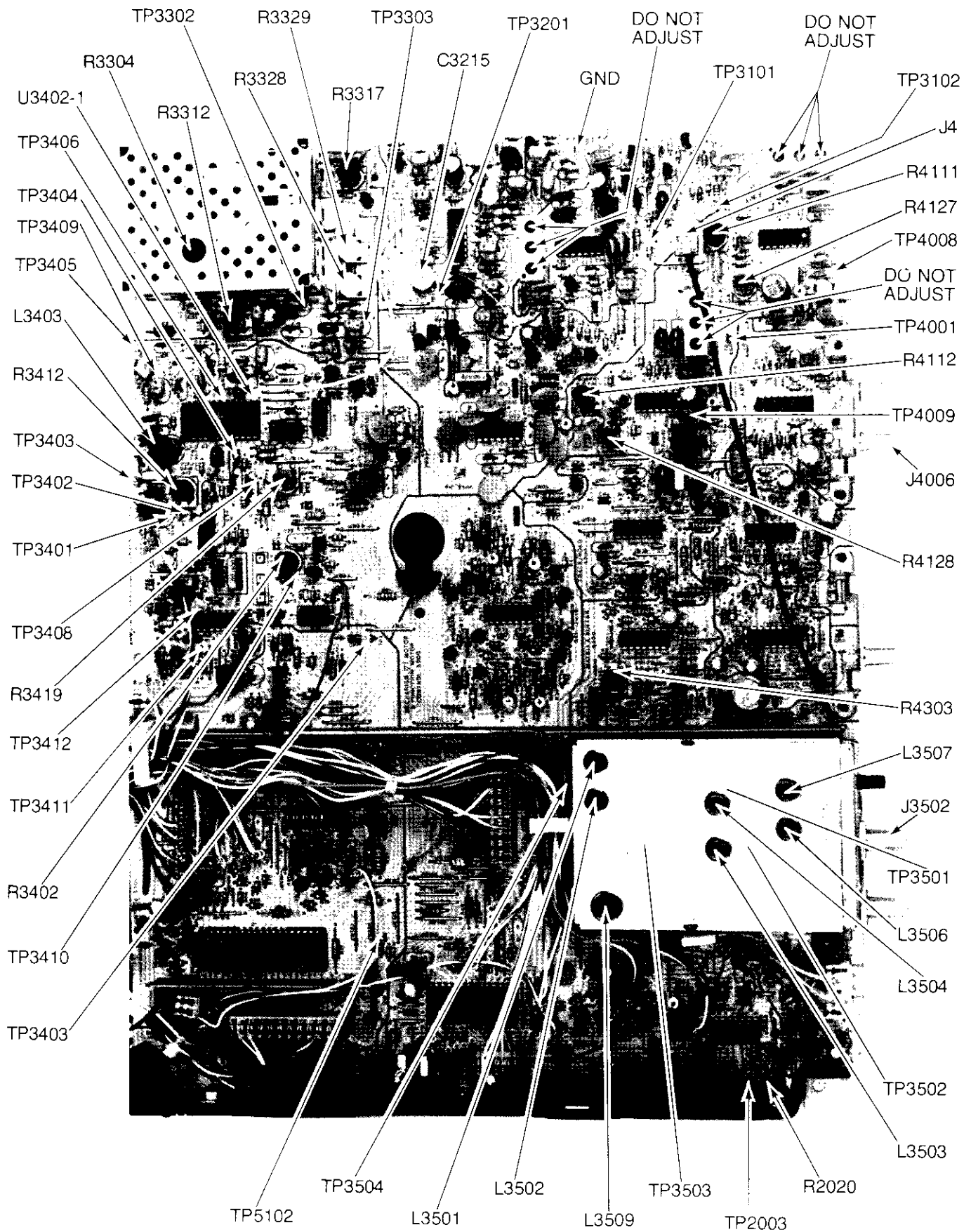


Fig. 28—Adjustment Points



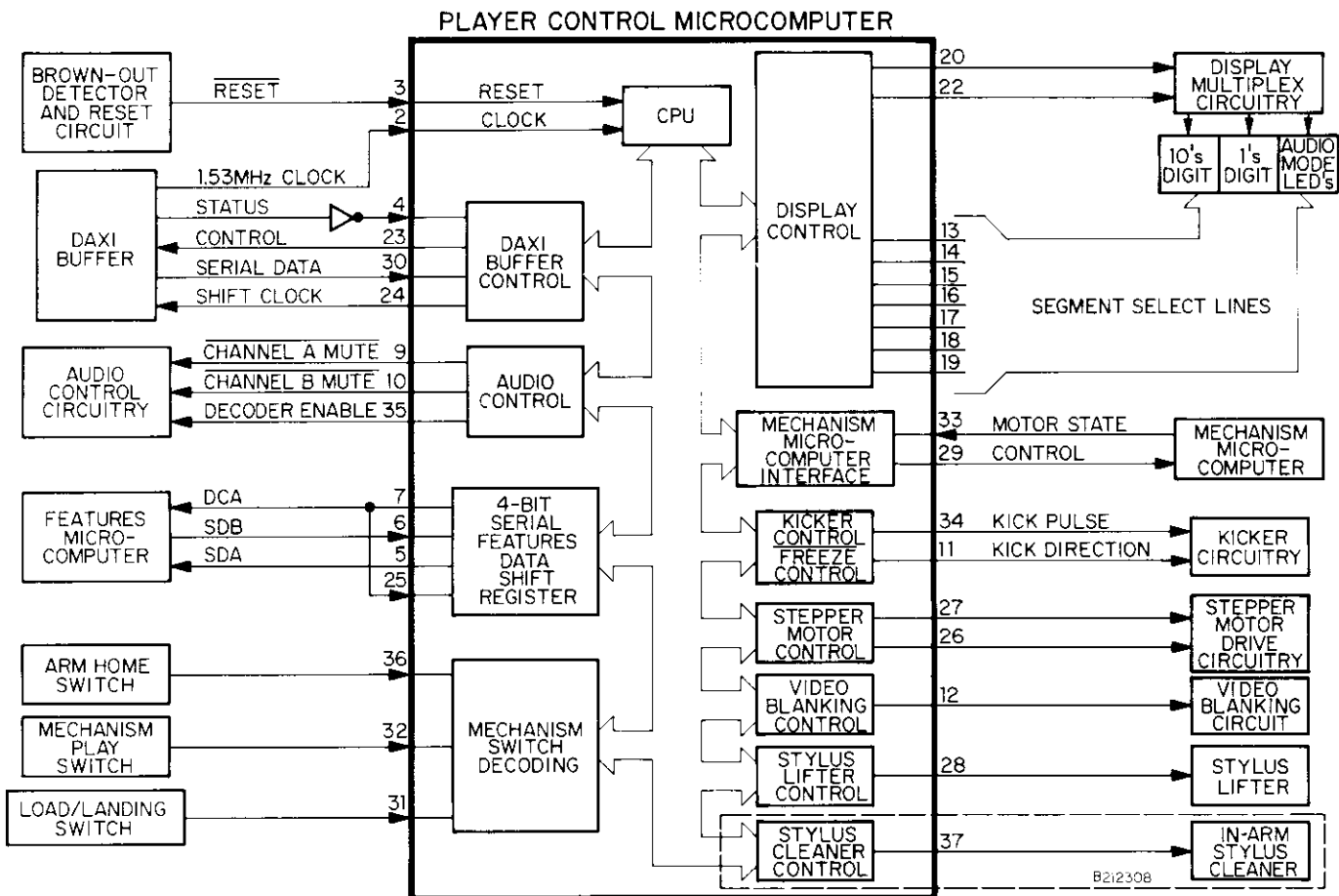


Fig. 29—U5105 Player Control  $\mu$ C

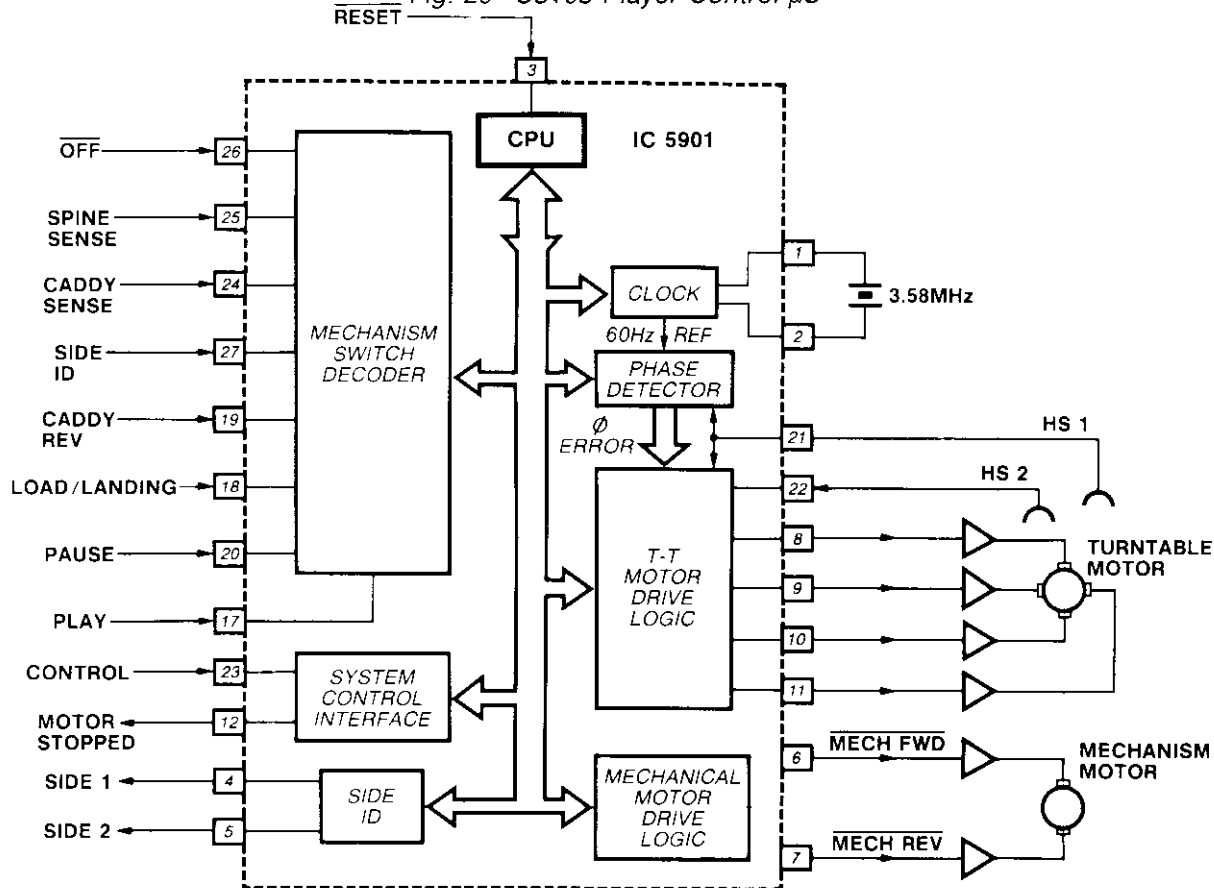


Fig. 30—U5901 Mechanism Control  $\mu$ C

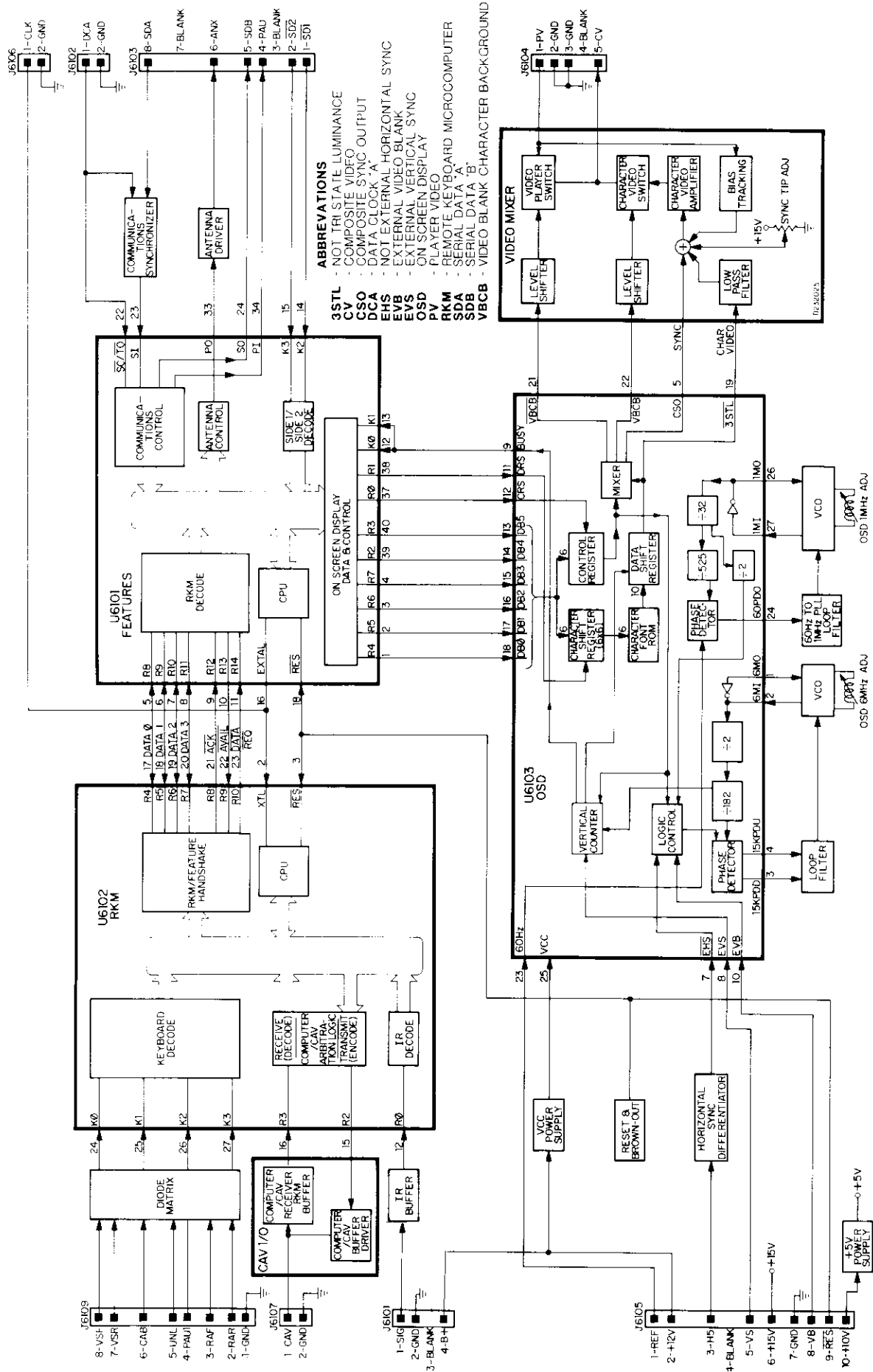


Fig. 31—PW6100 Functional Block Diagram

STAR or SHADING (\*)  
See PRODUCT SAFETY NOTICE  
on page 2 of Basic Service Data.

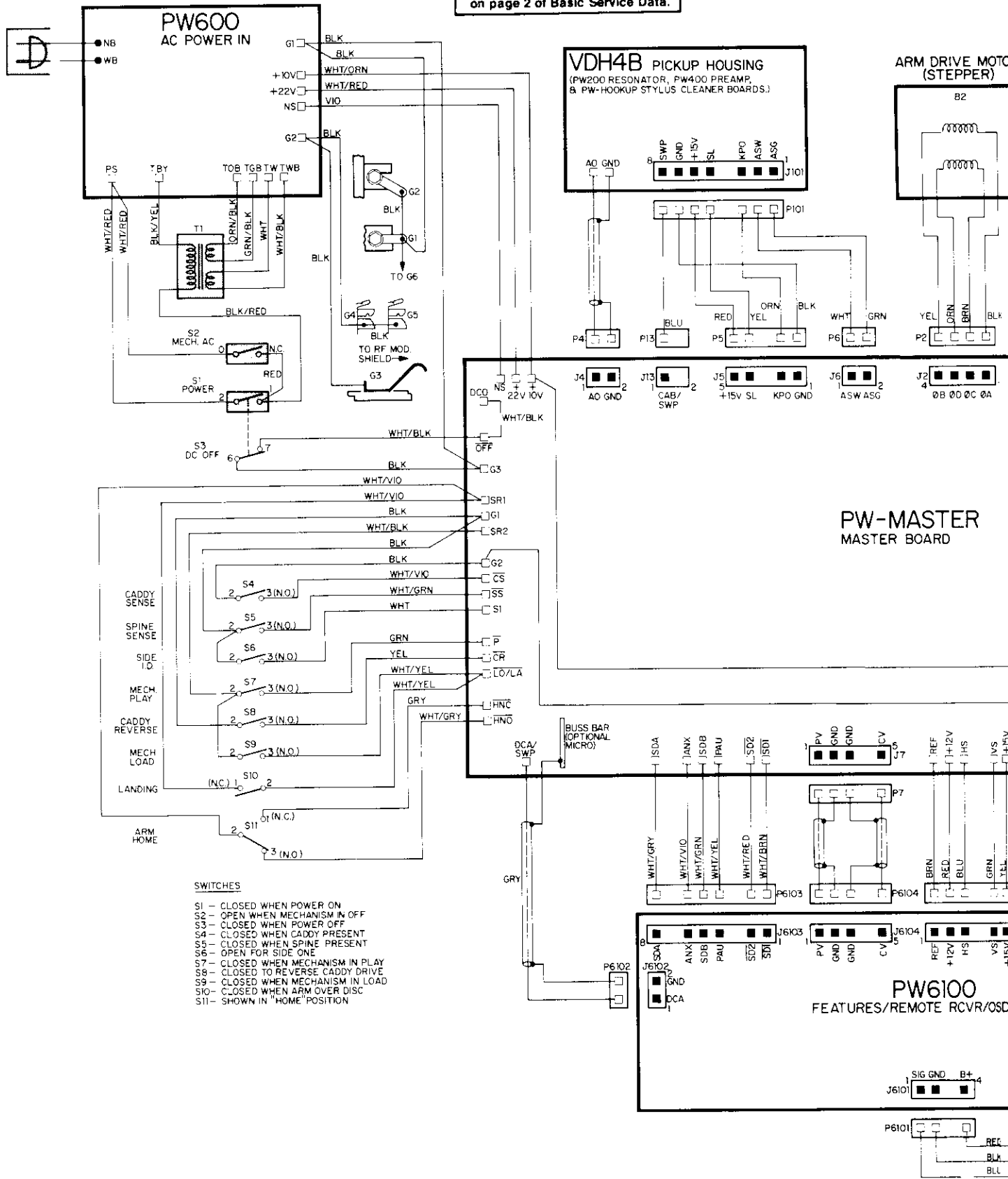
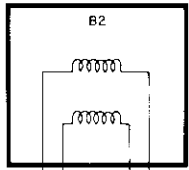
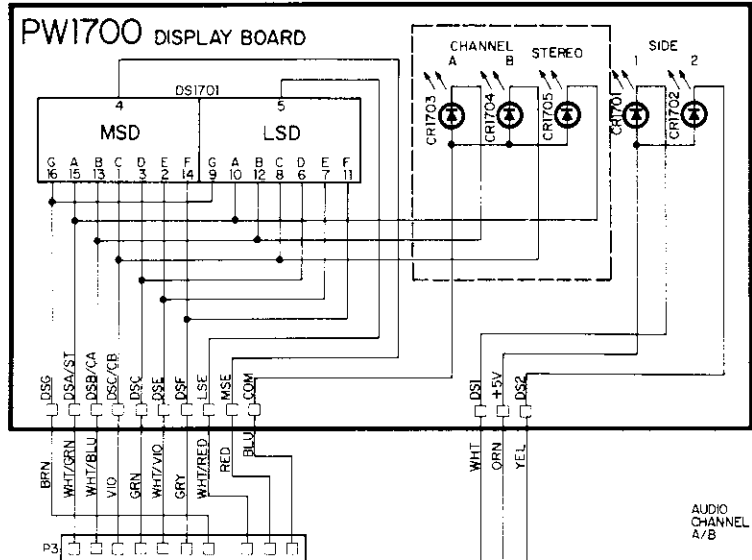
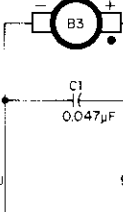


Fig. 32—Interconnect

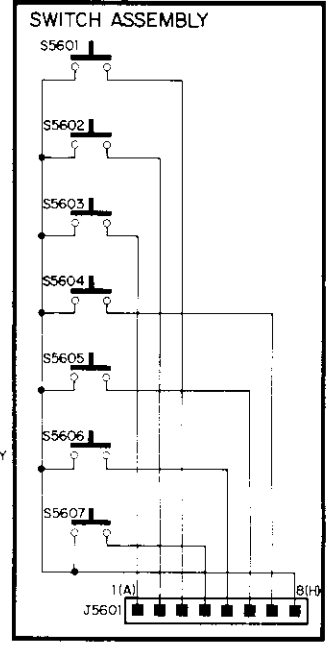
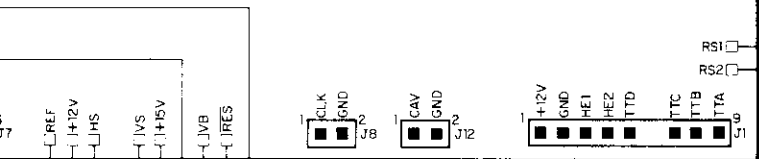
ARM DRIVE MOTOR (STEPPER)



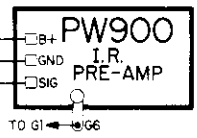
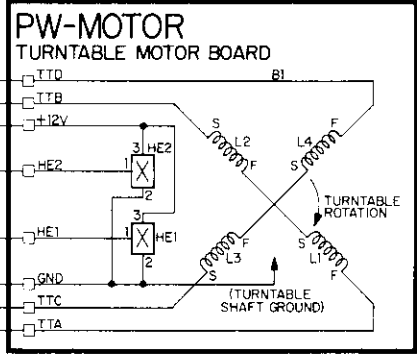
FUNCTION MOTOR



MASTER BOARD



PW6100 REMOTE RCVR/OSD BOARD



Interconnect Wiring Diagram

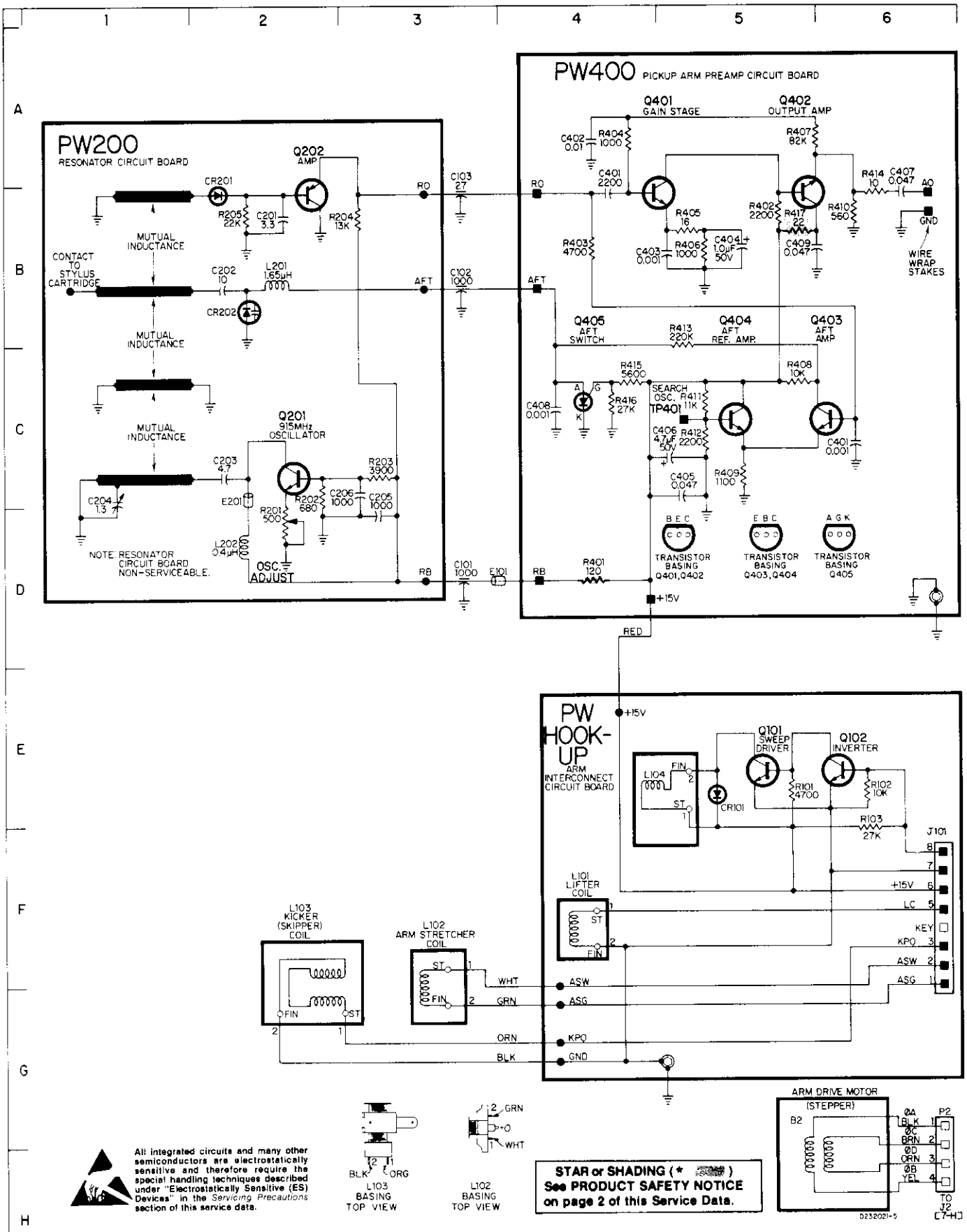
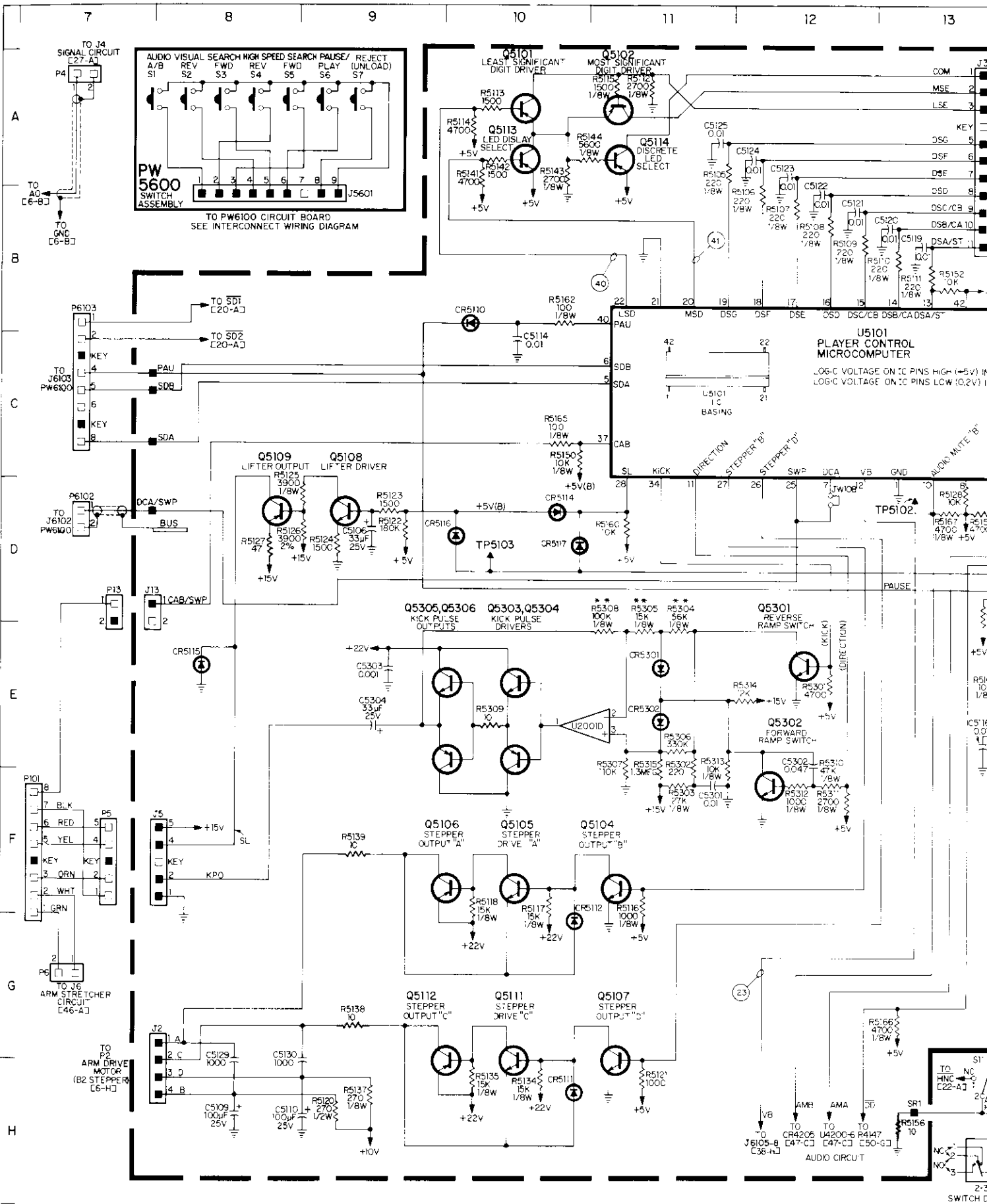
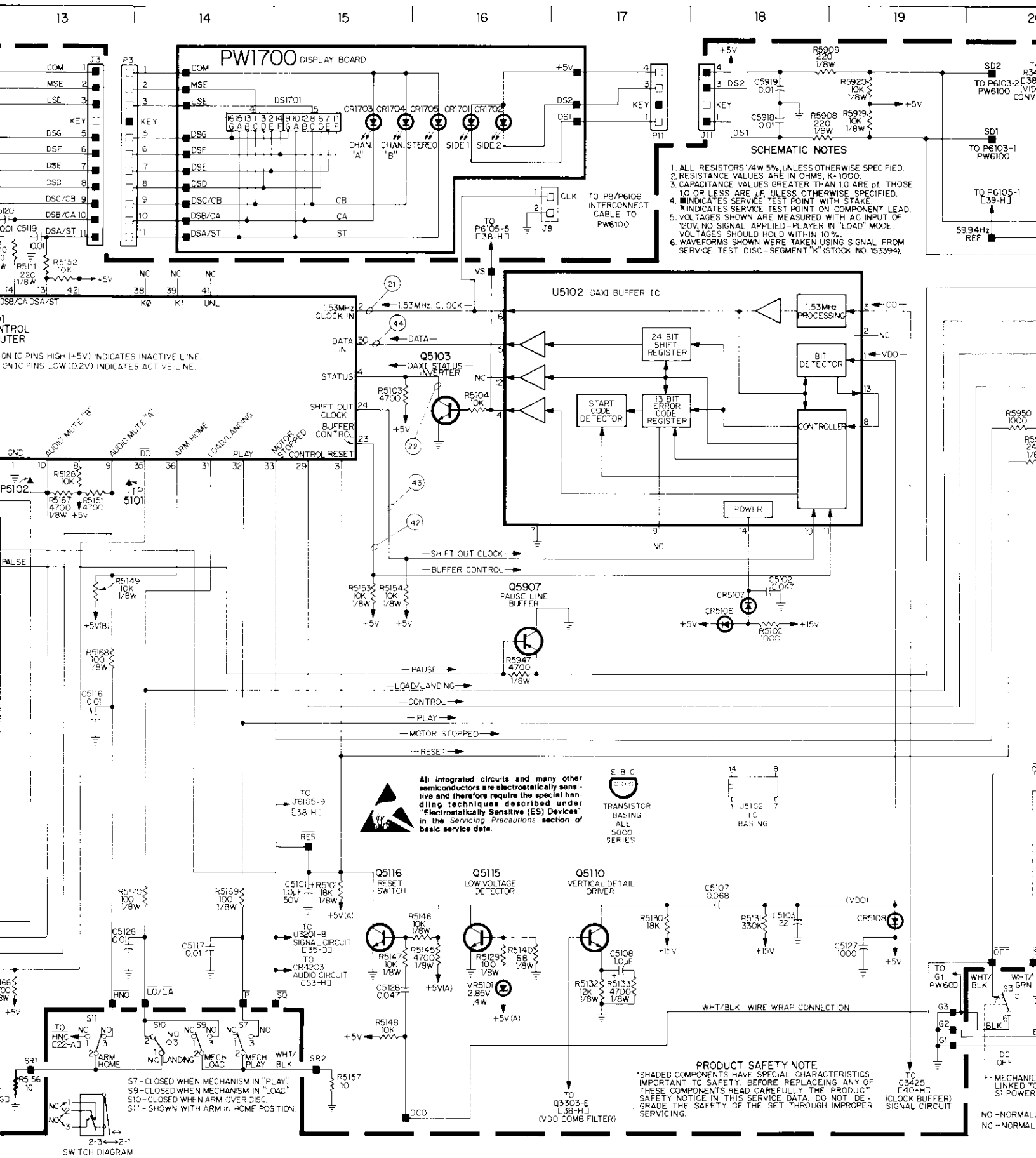


Fig. 33—Pickup Arm Electronics



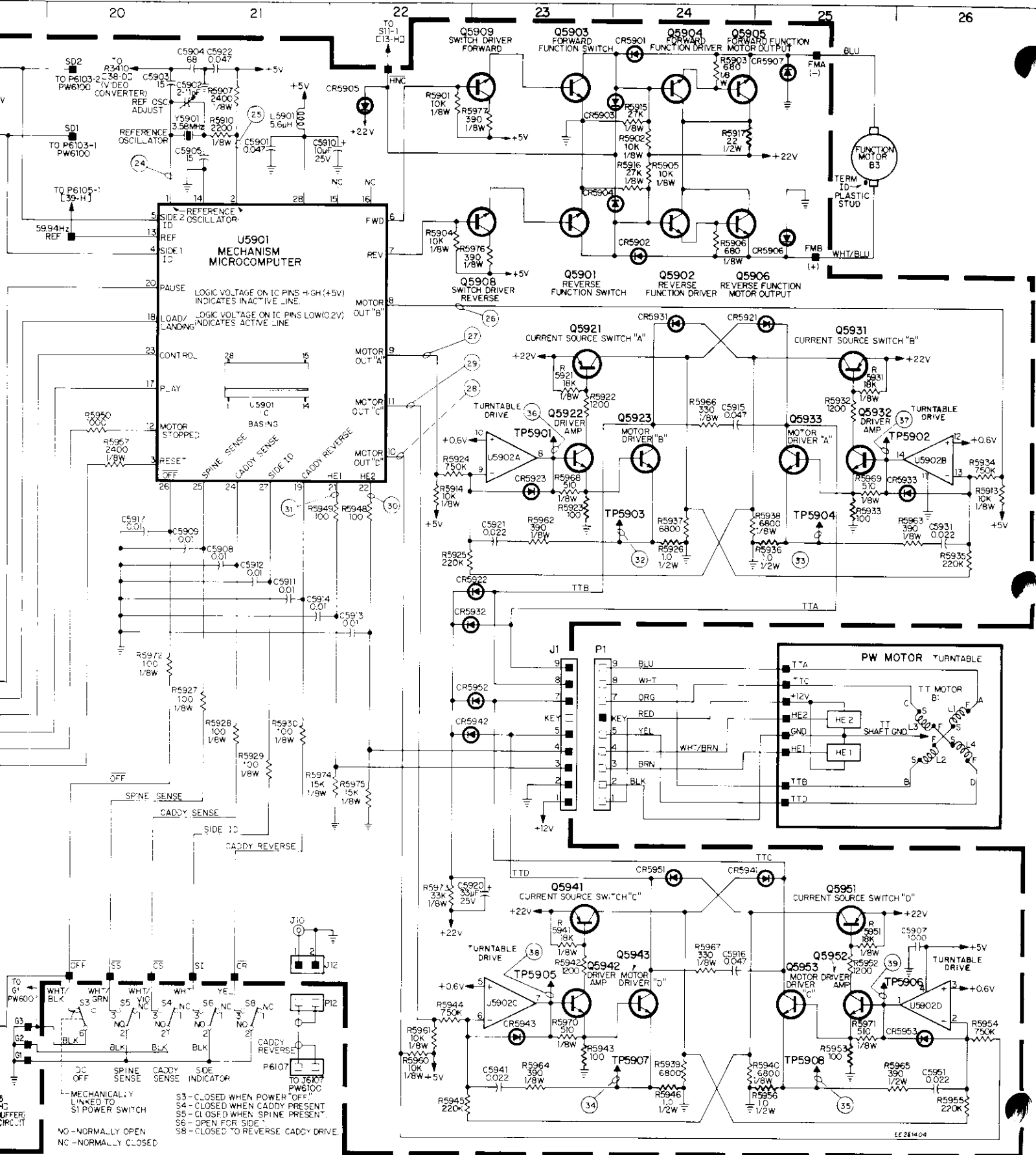
Player/Mechanism Control

Pla

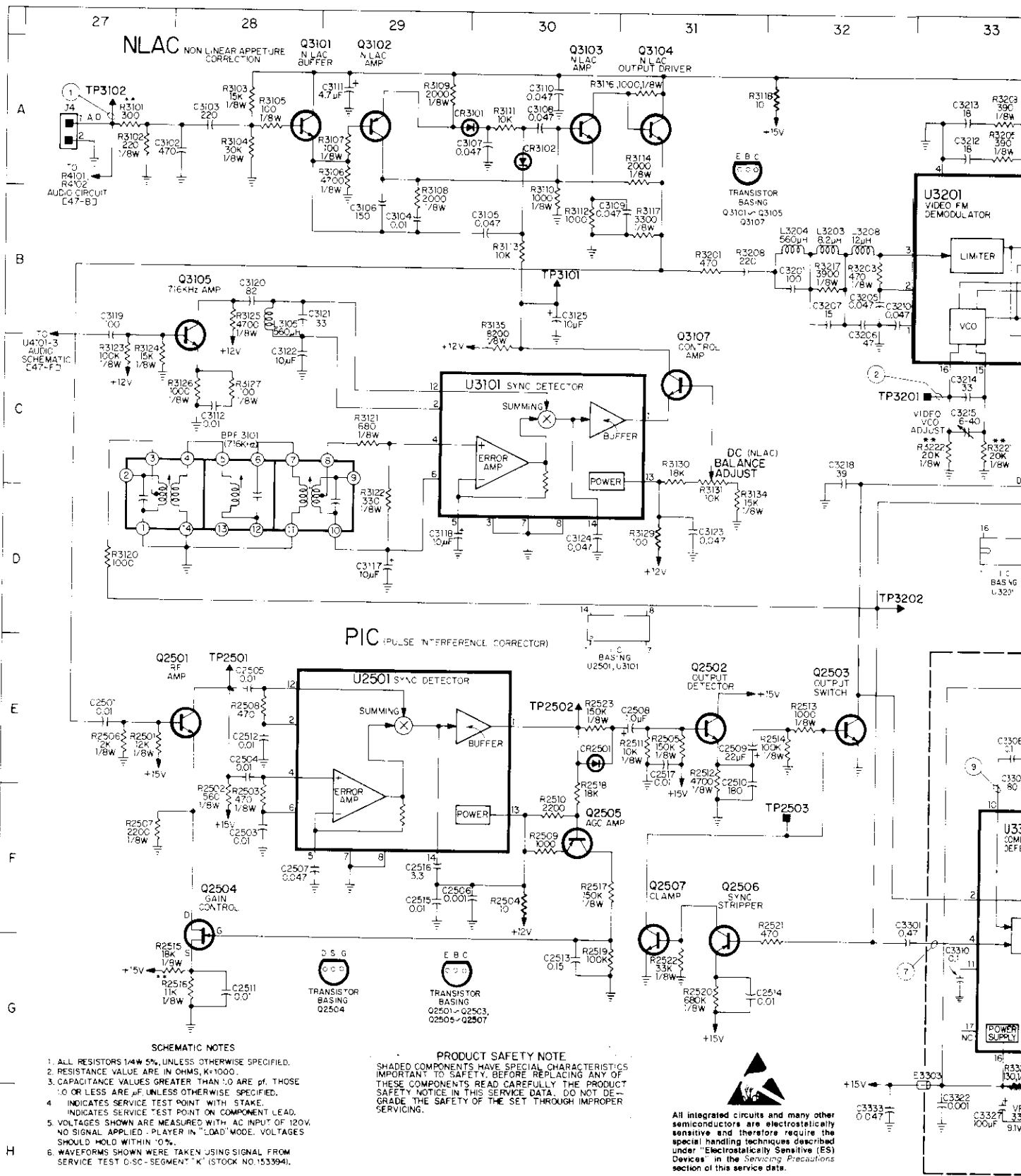


Player/Mechanism Control

Fig. 34—Player/Mechanism Control Electronics







- SCHEMATIC NOTES**
1. ALL RESISTORS 1/4W 5%, UNLESS OTHERWISE SPECIFIED. RESISTANCE VALUE ARE IN OHMS, K=1000.
  2. CAPACITANCE VALUES GREATER THAN .01 ARE pF. THOSE .01 OR LESS ARE uF UNLESS OTHERWISE SPECIFIED.
  3. INDICATES SERVICE TEST POINT WITH STAKE.
  4. INDICATES SERVICE TEST POINT ON COMPONENT LEAD.
  5. VOLTAGES SHOWN ARE MEASURED WITH AC INPUT OF 120V. NO SIGNAL APPLIED. PLAYER IN "LOAD" MODE. VOLTAGES SHOULD HOLD WITHIN ±0%.
  6. WAVEFORMS SHOWN WERE TAKEN USING SIGNAL FROM SERVICE TEST D.S.C.-SEGMENT "K" (STOCK NO.153394).

**PRODUCT SAFETY NOTE**  
 SOME COMPONENTS HAVE SPECIAL CHARACTERISTICS IMPORTANT TO SAFETY. BEFORE REPLACING ANY OF THESE COMPONENTS READ CAREFULLY THE PRODUCT SAFETY NOTICE IN THIS SERVICE DATA. DO NOT DEGRADE THE SAFETY OF THE SET THROUGH IMPROPER SERVICING.

All integrated circuits and many other semiconductors are electrostatically sensitive and therefore require the special handling techniques described under "Electrostatically Sensitive (ES) Devices" in the Servicing Precautions section of this service data.

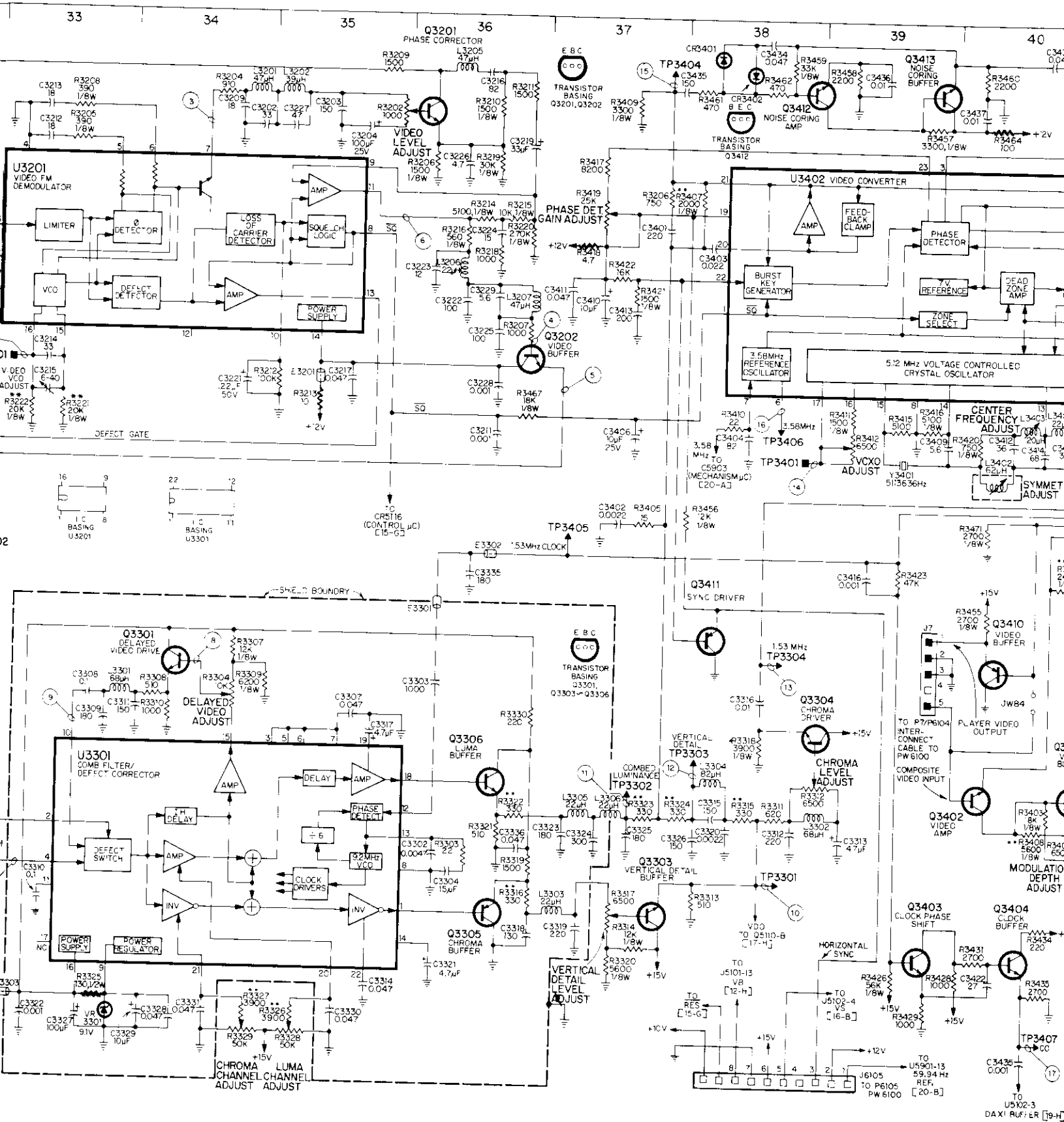
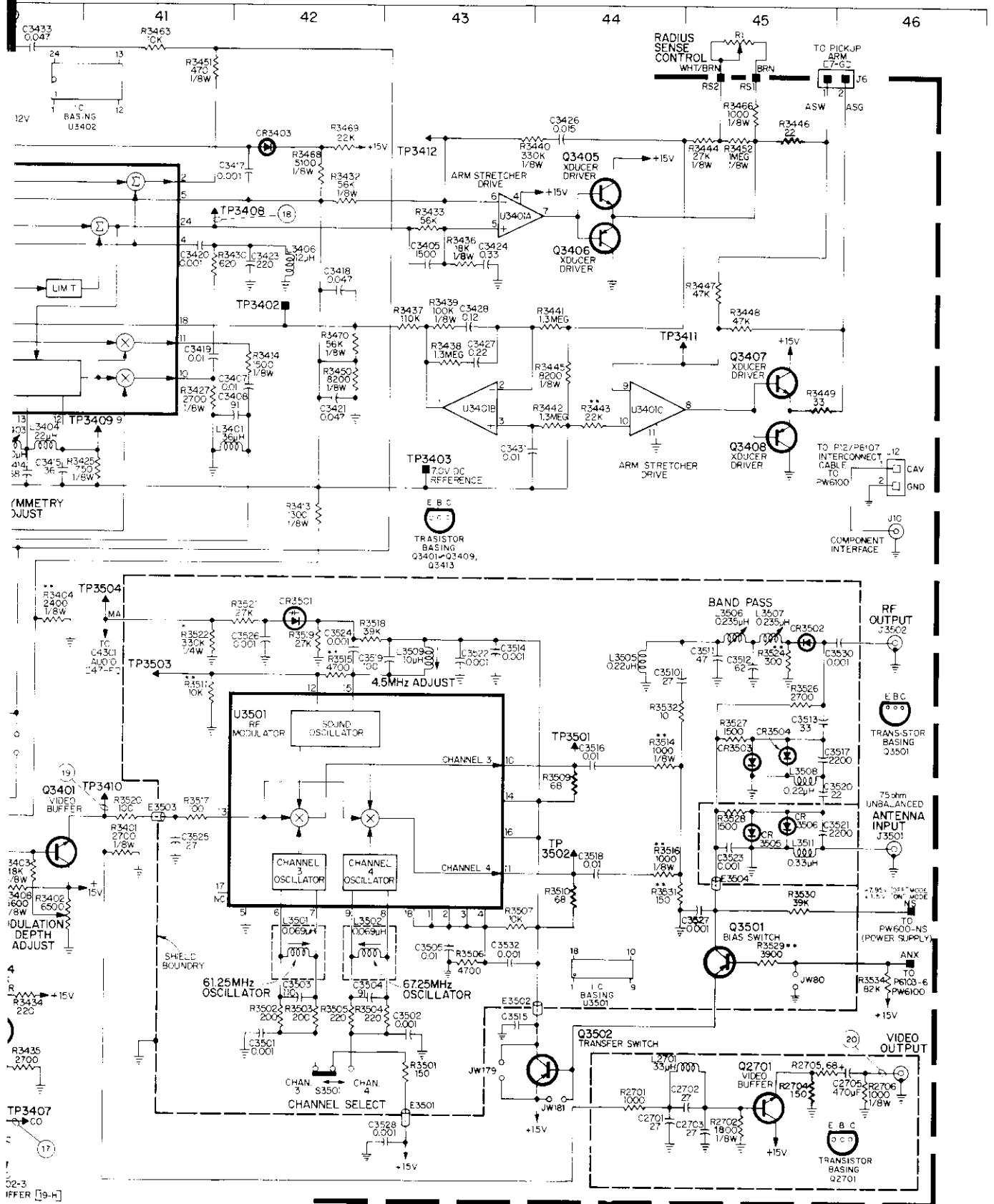


Fig. 35—Signal Processing Electronics



52-3  
DIFFER [19-H]

FF251596-9

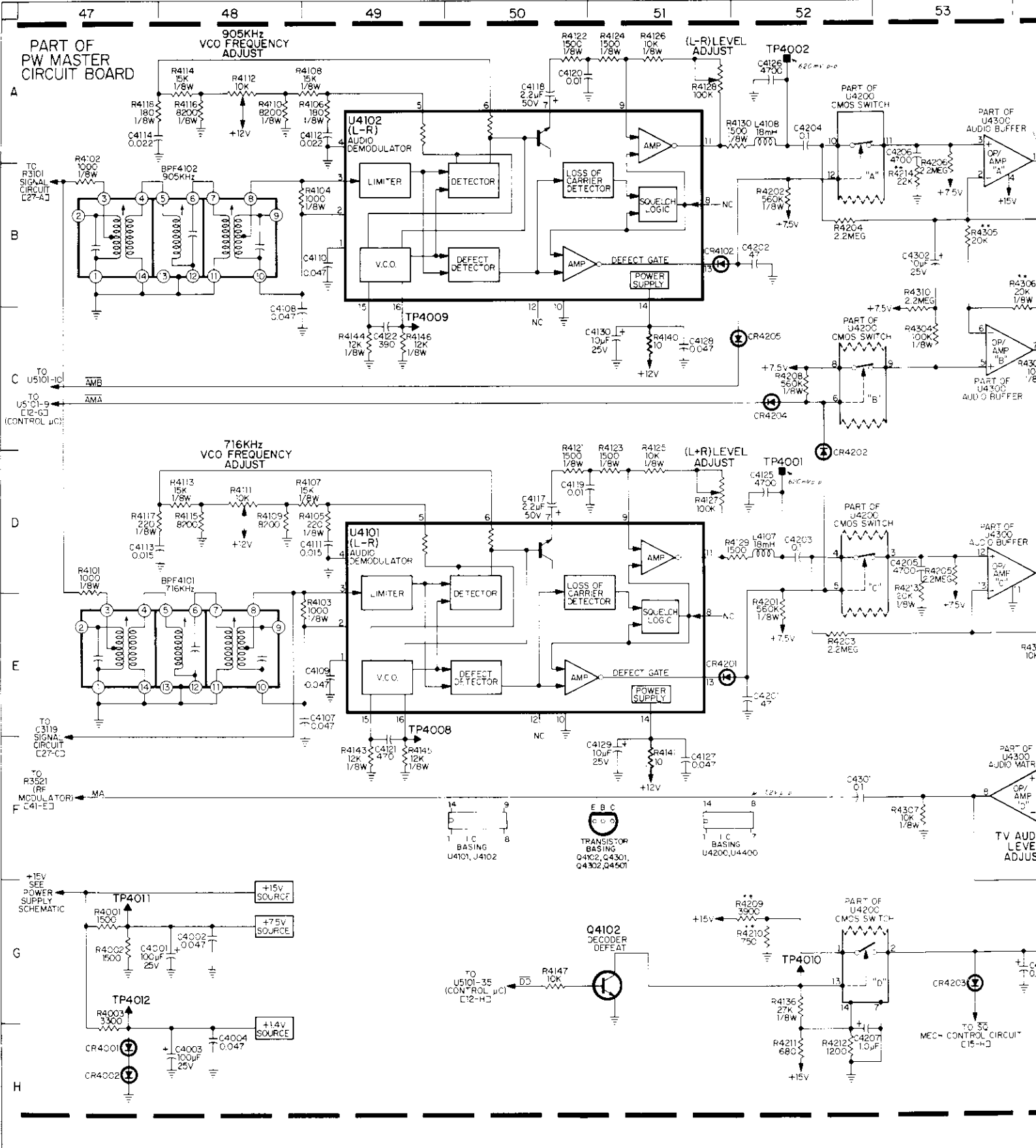
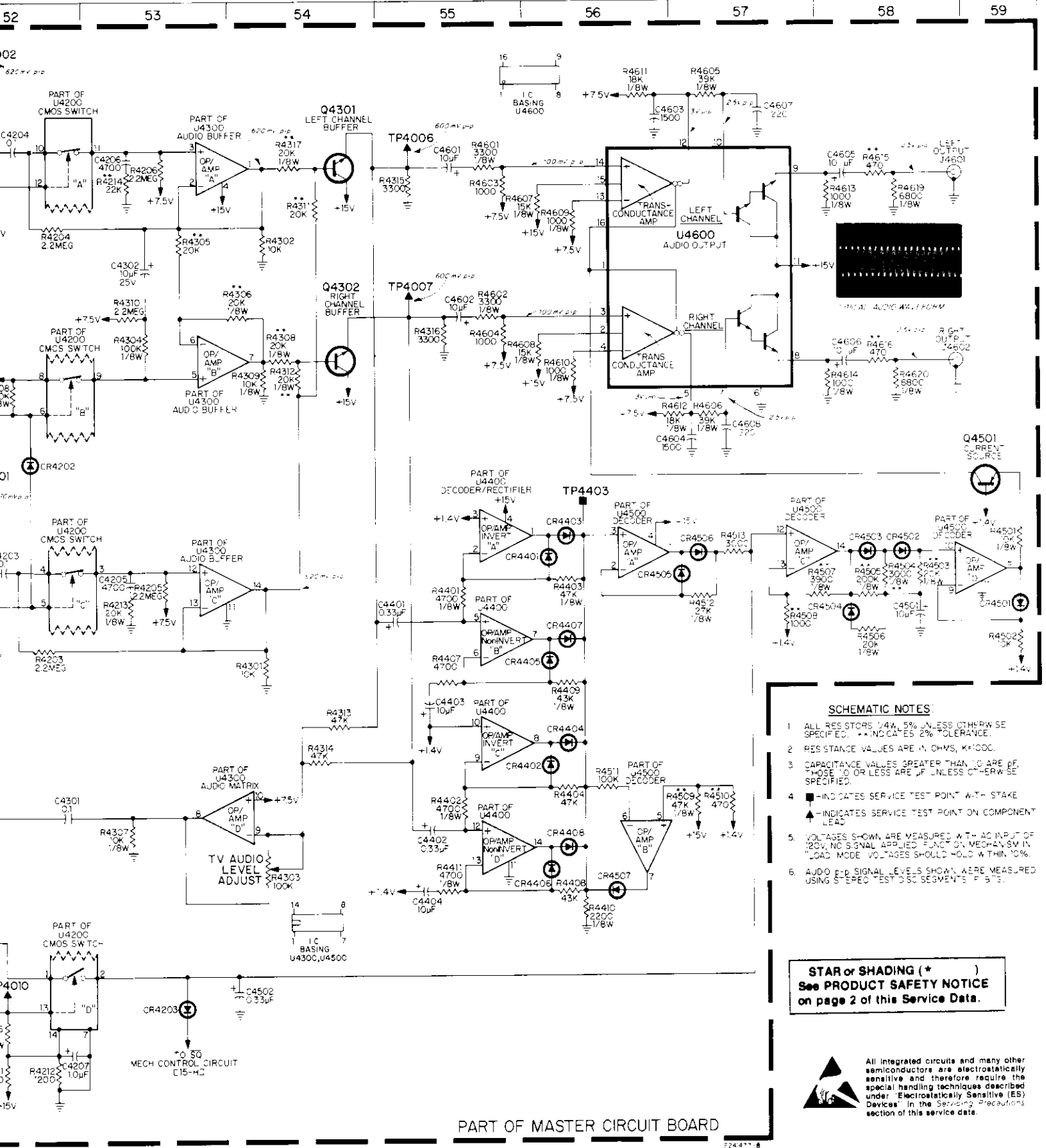


Fig. 36—Stereo Audio Electronics



**SCHEMATIC NOTES:**

1. ALL RESISTORS 1/4W, 5% UNLESS OTHERWISE SPECIFIED. CAPACITANCES 2% TOLERANCE.
2. RESISTANCE VALUES ARE IN OHMS, K=1000.
3. CAPACITANCE VALUES GREATER THAN 10 ARE IN μF, THOSE 10 OR LESS ARE IN P.F. UNLESS OTHERWISE SPECIFIED.
4. ■ INDICATES SERVICE TEST POINT WITH STAKE  
▲ INDICATES SERVICE TEST POINT ON COMPONENT LEAD
5. VOLTAGES SHOWN ARE MEASURED WITH AC INPUT OF 120V, NO SIGNAL APPLIED EXCEPT MECHAN SW IN "LOAD" MODE. VOLTAGES SHOULD HOLD WITHIN 10%.
6. AUDIO P-P SIGNAL LEVELS SHOWN WERE MEASURED USING STEREO TEST TONE SEGMENTS F 500 Hz.

**STAR or SHADING (\*)**  
See **PRODUCT SAFETY NOTICE**  
on page 2 of this Service Data.



All integrated circuits and many other semiconductors are electrostatically sensitive and therefore require the special handling techniques described under "Electrostatically Sensitive (ES) Devices" in the Servicing Precautions section of this service data.

PART OF MASTER CIRCUIT BOARD

724477-8

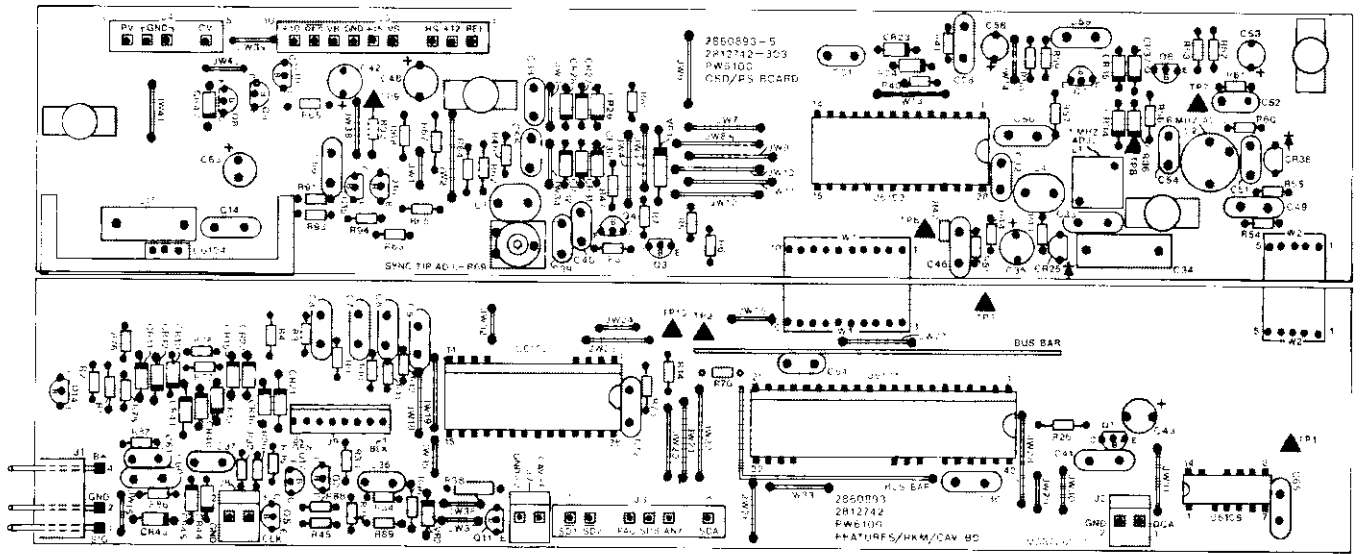


Fig. 37—PW6100 Circuit Board Assembly

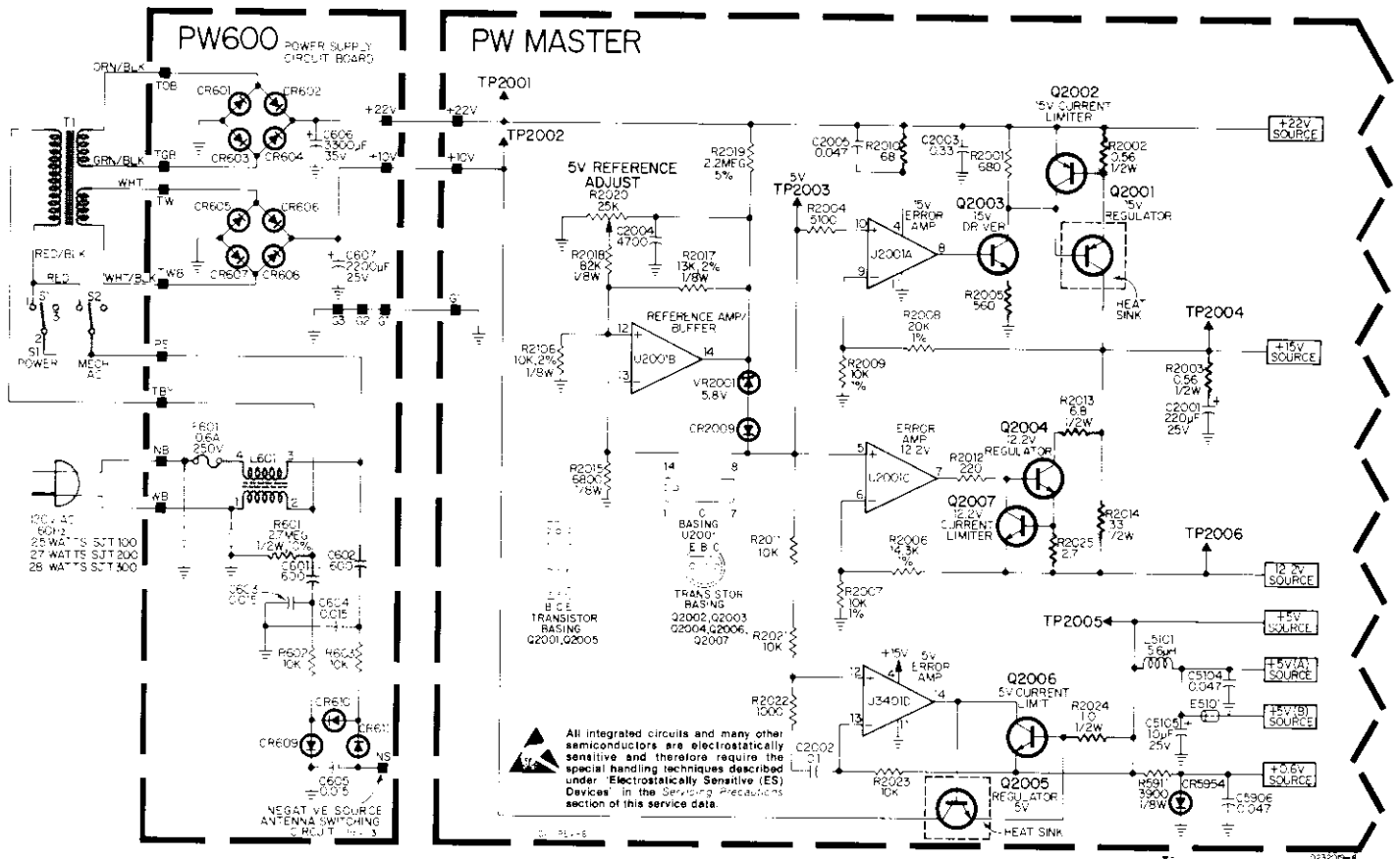


Fig. 38—Power Supply Electronics

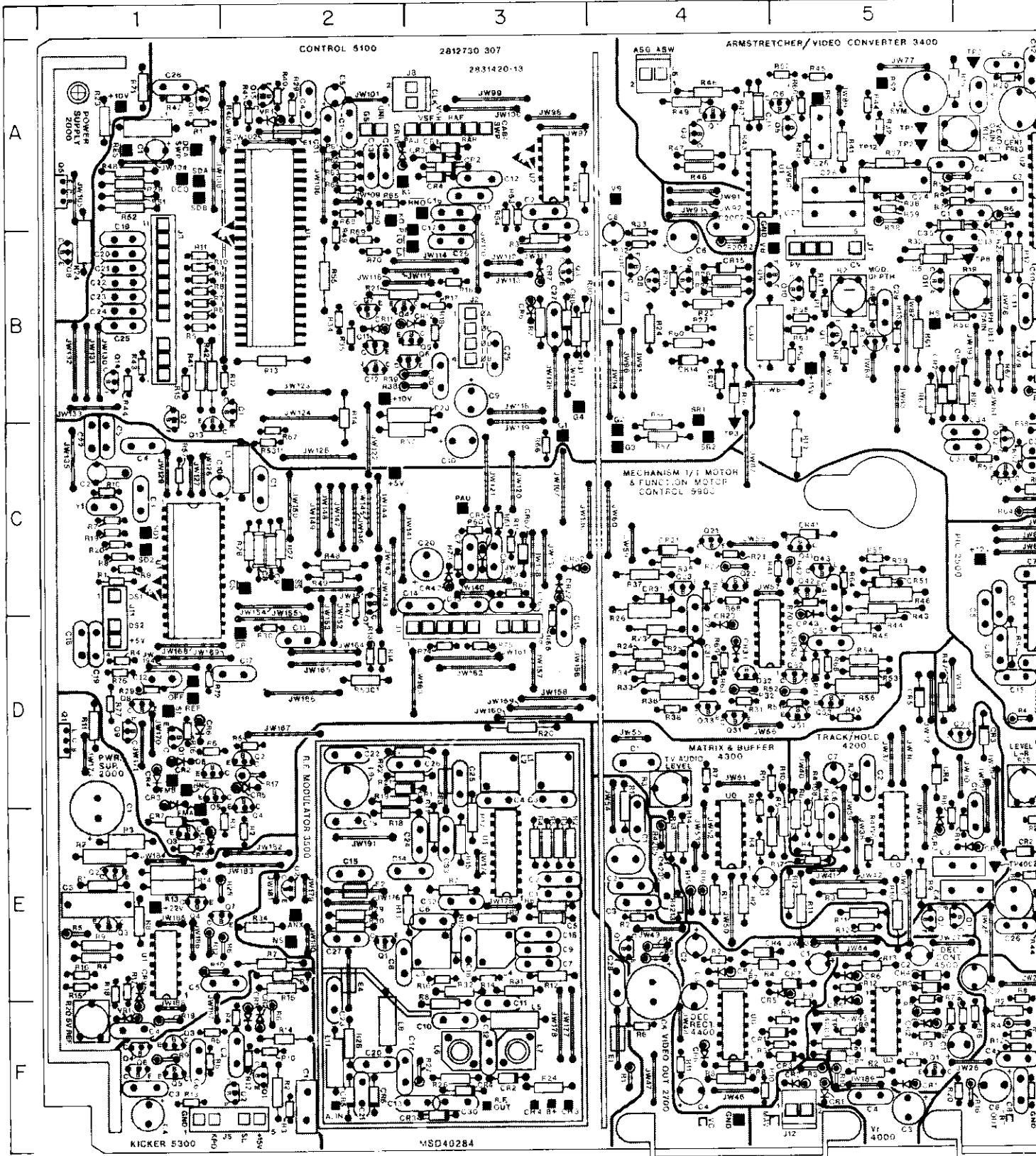


Fig. 39—PW Master Circuit Board Assembly







NOTE: SEE INTERCONNECT WIRING DIAGRAM FOR EXTERNAL CONNECTIONS

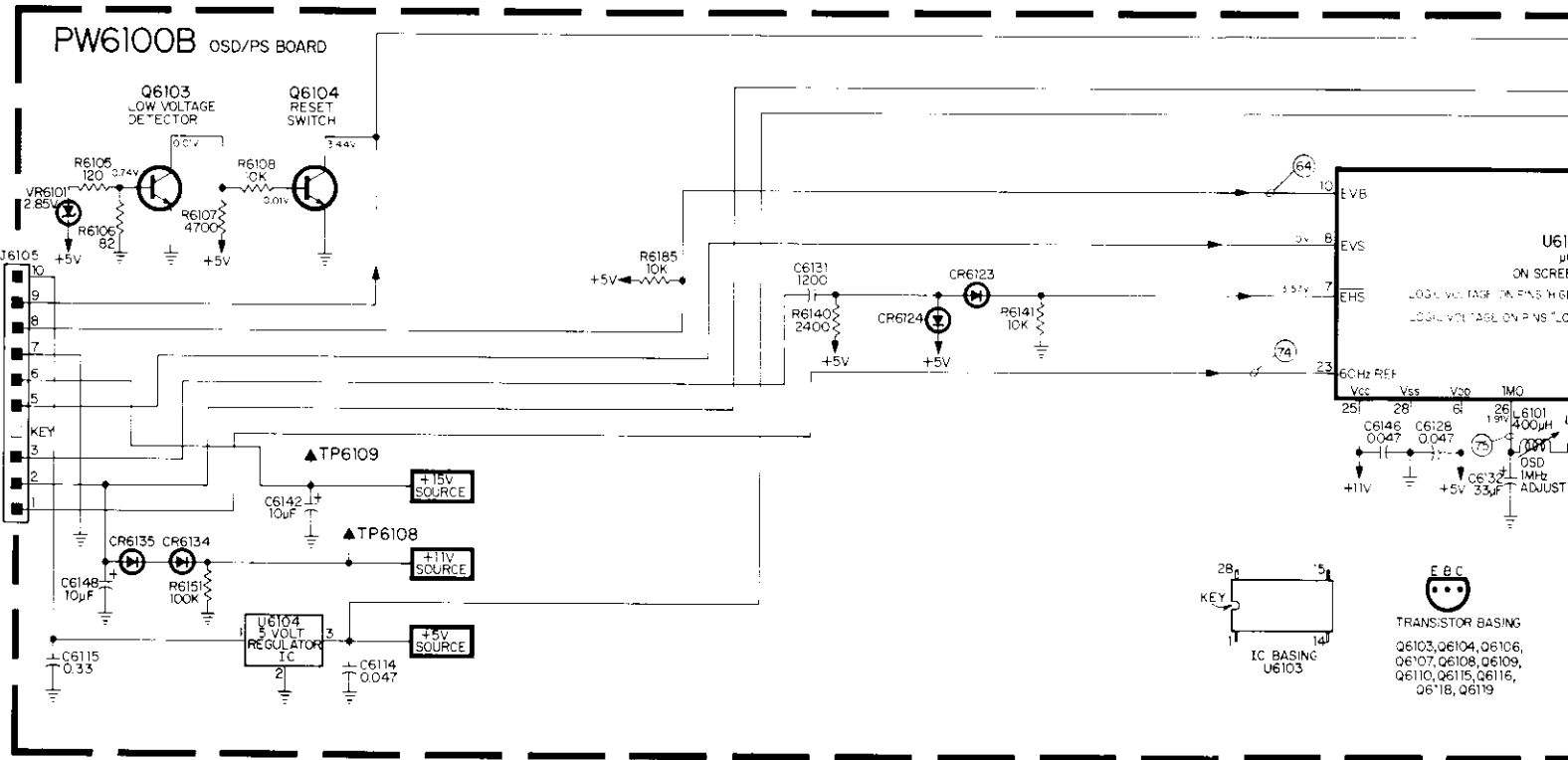
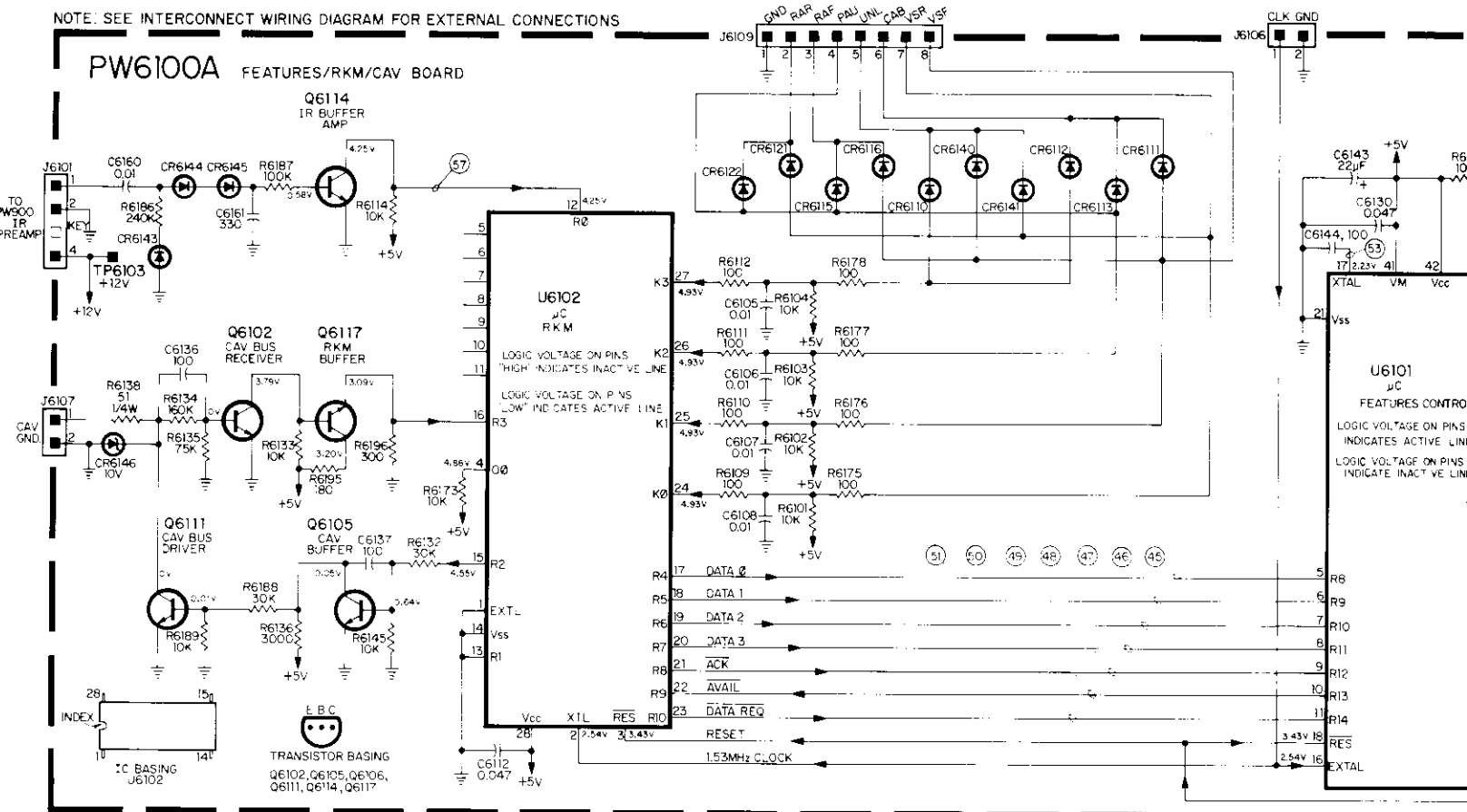


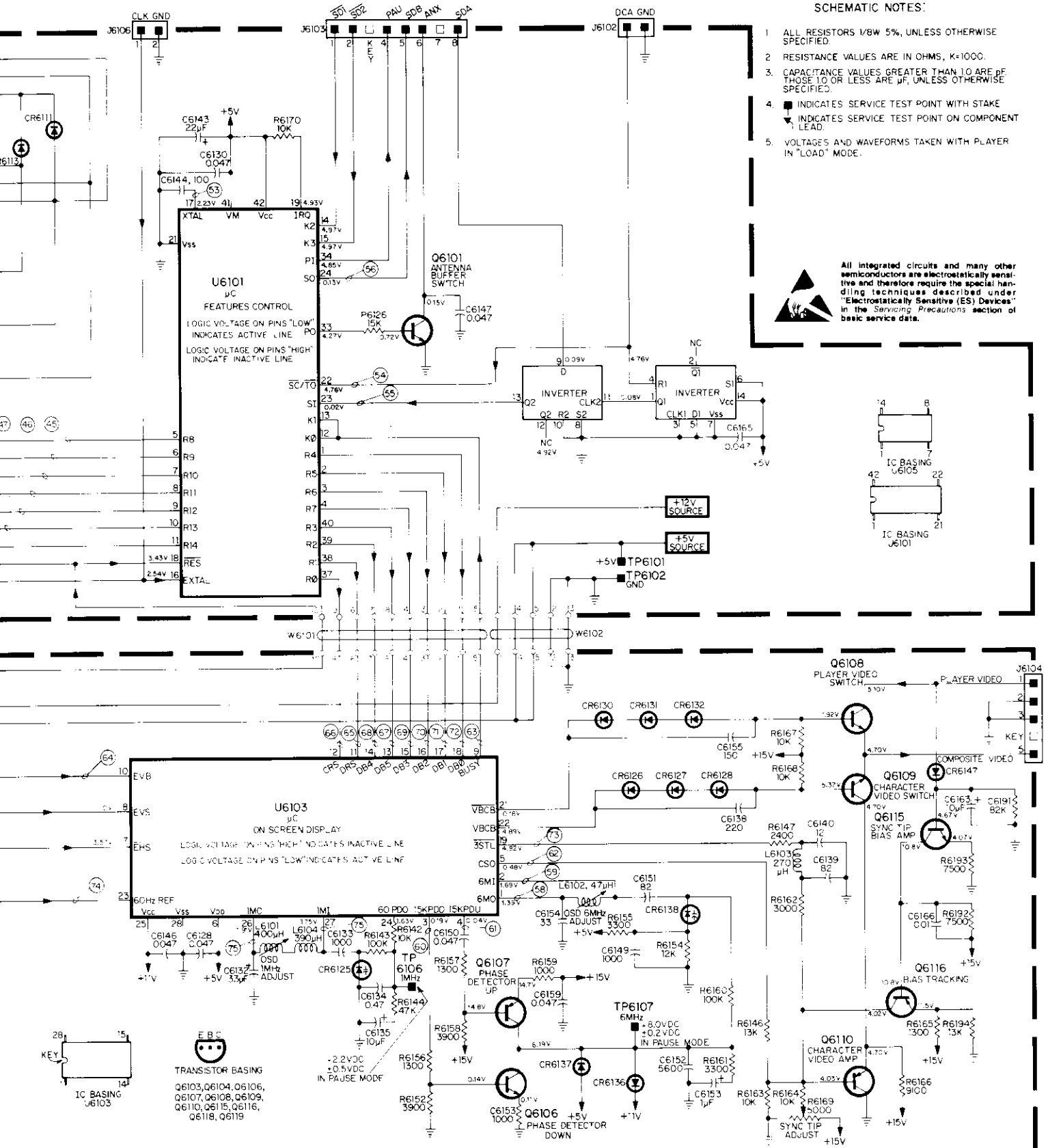
Fig. 40—PW6100 RKM/Features/OSD Schematic

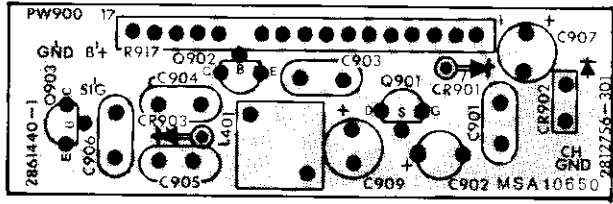
SCHEMATIC NOTES:

1. ALL RESISTORS 1/8W 5%, UNLESS OTHERWISE SPECIFIED.
2. RESISTANCE VALUES ARE IN OHMS, K=1000.
3. CAPACITANCE VALUES GREATER THAN 10 ARE IN μF, THOSE 10 OR LESS ARE μF, UNLESS OTHERWISE SPECIFIED.
4. ■ INDICATES SERVICE TEST POINT WITH STAKE  
▼ INDICATES SERVICE TEST POINT ON COMPONENT LEAD.
5. VOLTAGES AND WAVEFORMS TAKEN WITH PLAYER IN "LOAD" MODE.



All integrated circuits and many other semiconductors are electrostatically sensitive and therefore require the special handling techniques described under "Electrostatically Sensitive (ES) Devices" in the Servicing Precautions section of basic service data.





NOTE: Add 900 Series Prefix to Item Numbers

Fig. 41—PW 900 Circuit Board Assembly (SJT 300)

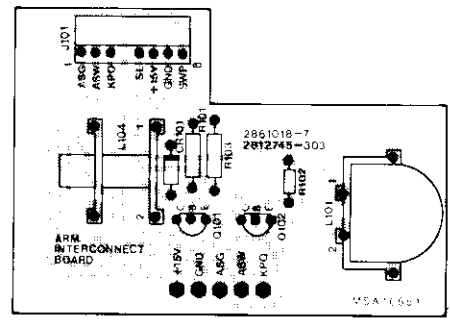
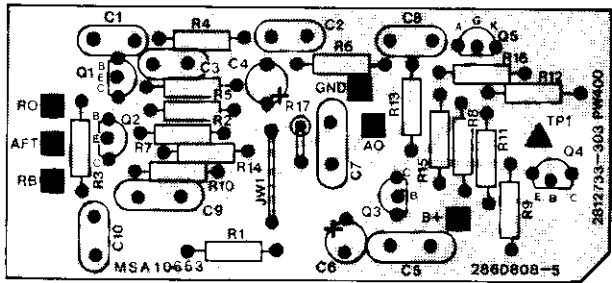
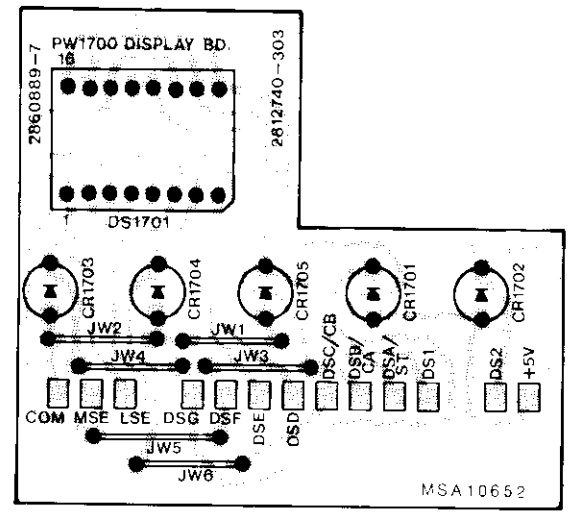


Fig. 42—PW Arm Interconnect Circuit Board Assembly



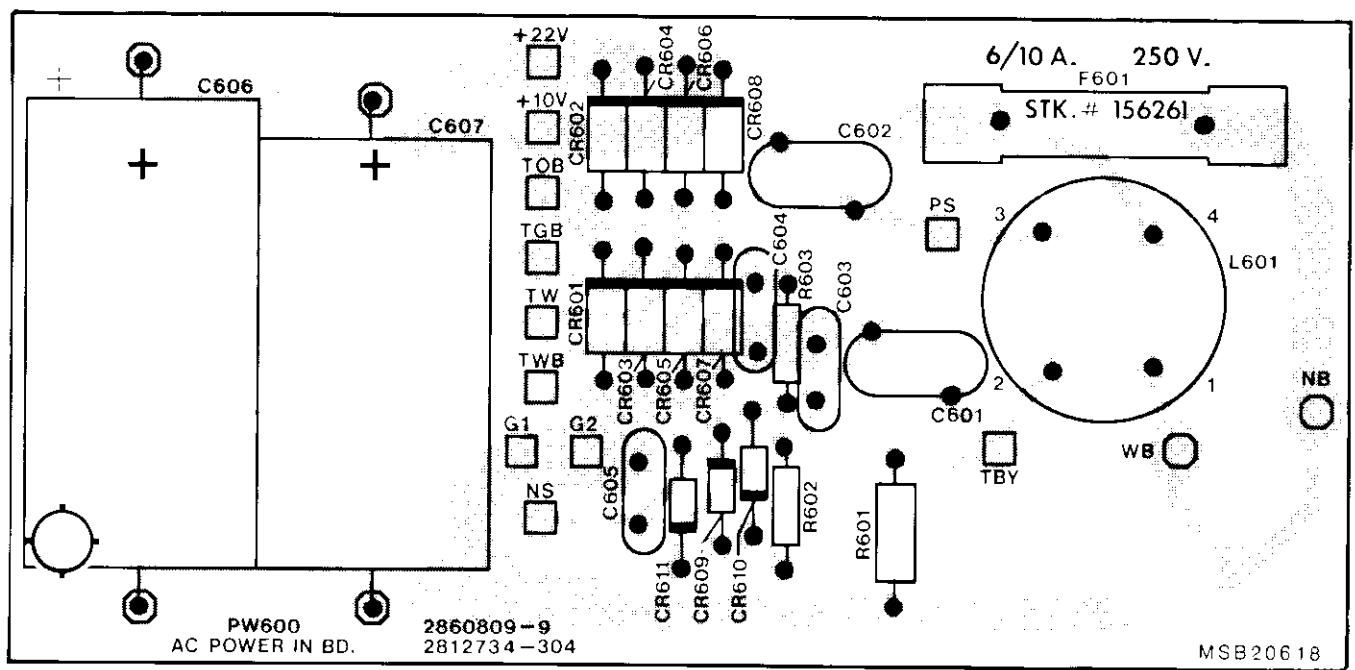
NOTE: Add 400 Series Prefix to Item Numbers

Fig. 43—PW 400 Circuit Board Assembly



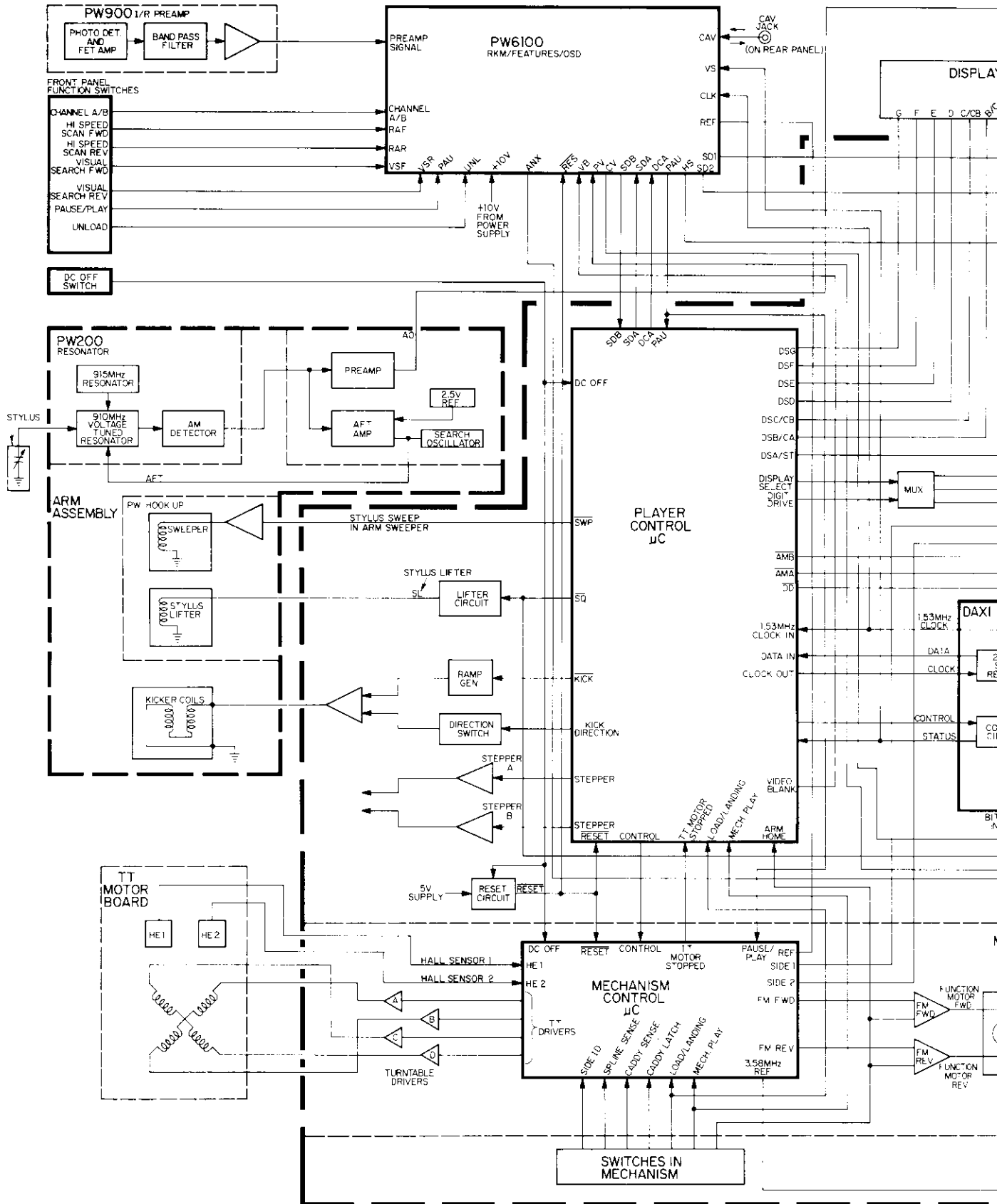
NOTE: Add 1700 Series Prefix to Item Numbers

Fig. 44—PW 1700 Circuit Board Assembly



NOTE: Add 600 Series Prefix to Item Numbers

Fig. 45—PW 600 Circuit Board Assembly



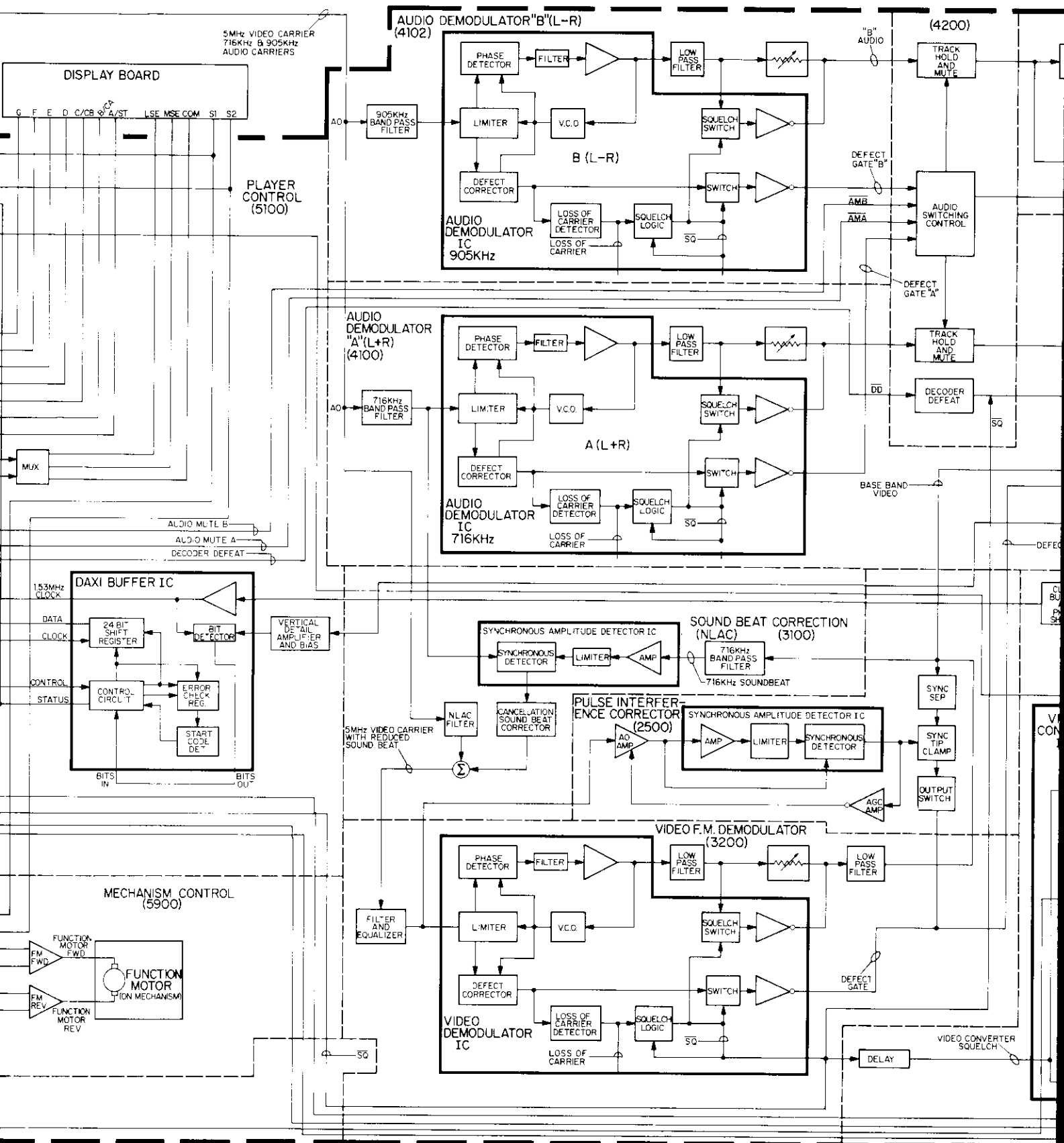
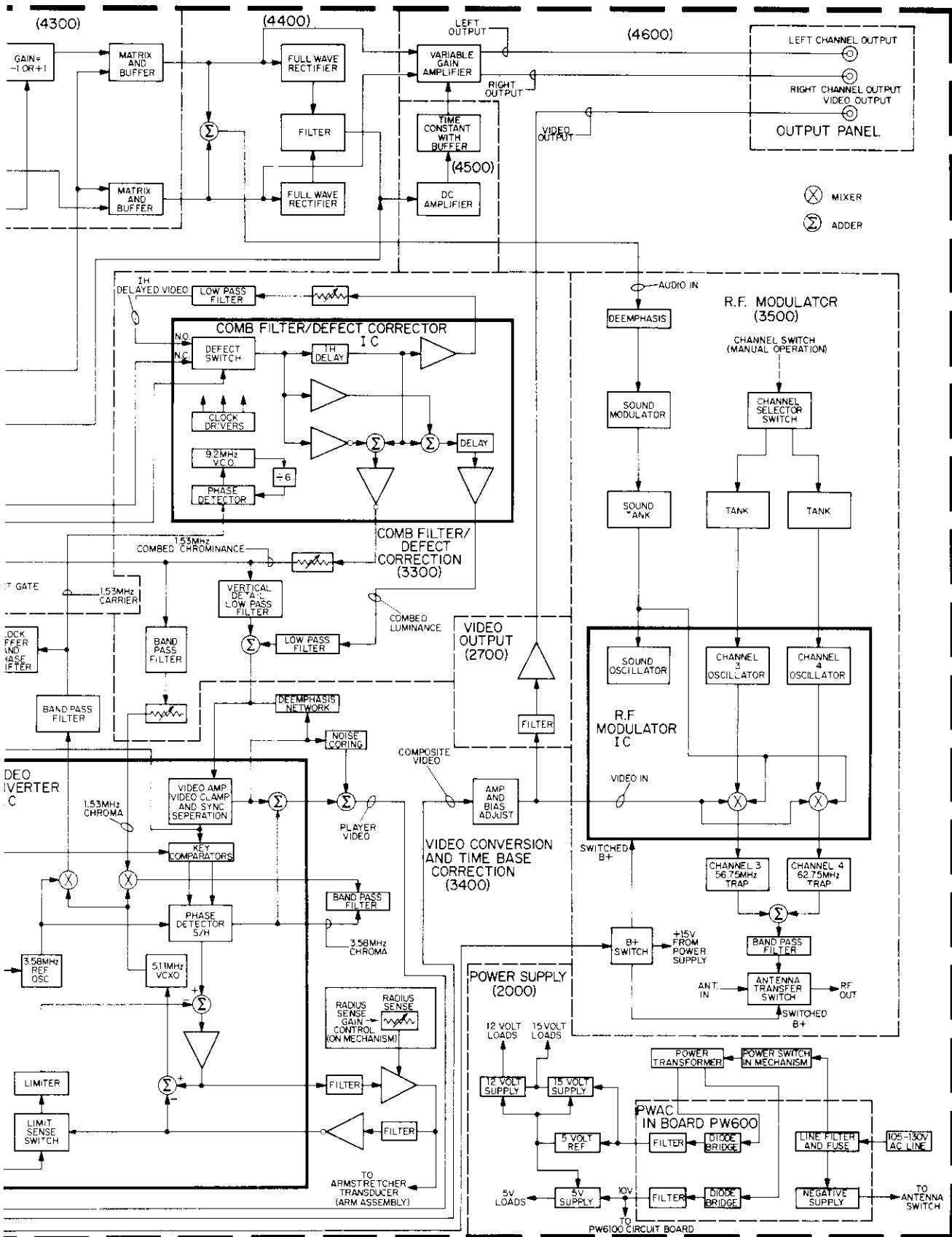
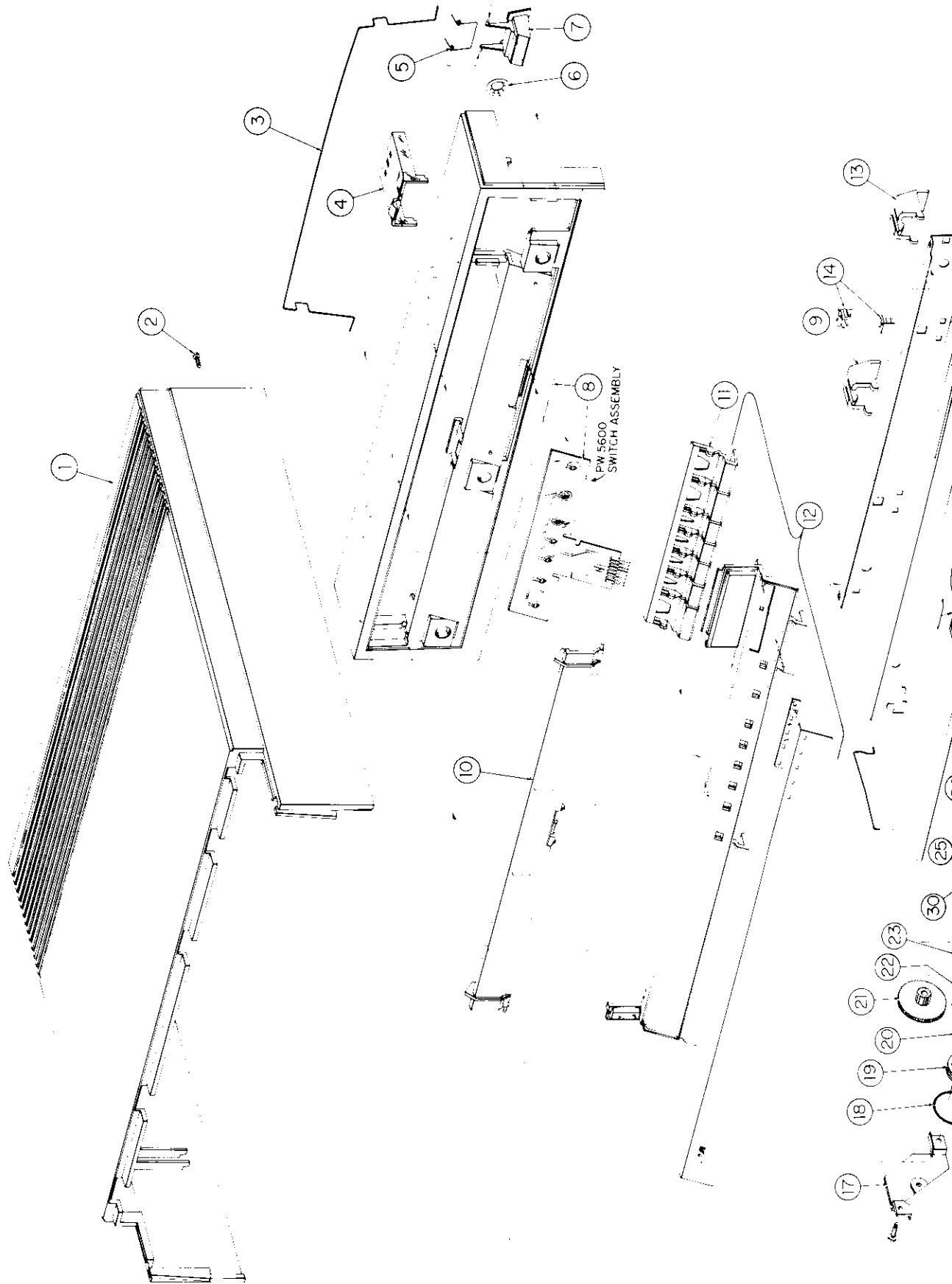


Fig. 46—Functional Block Diagram

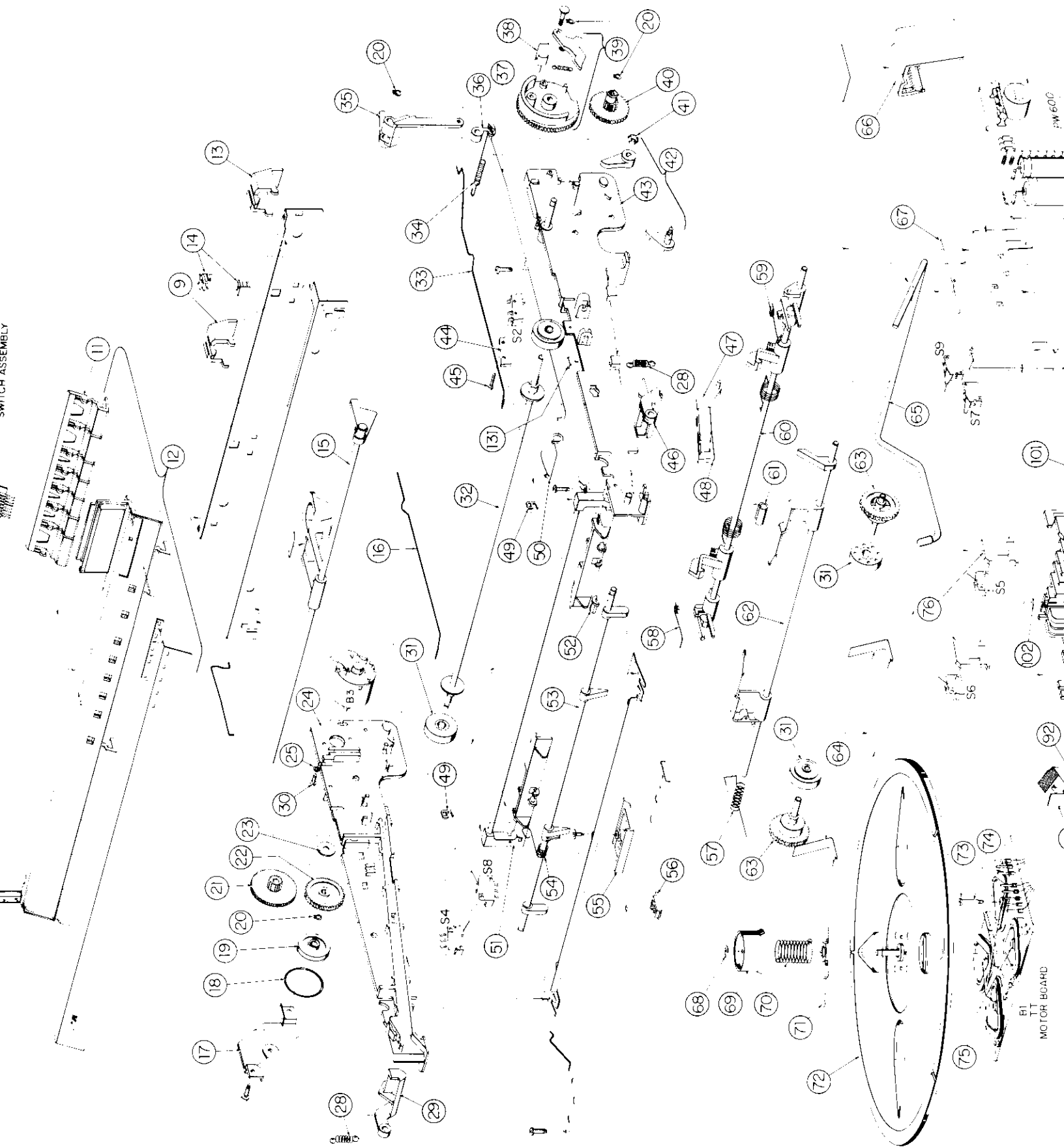


EE251403

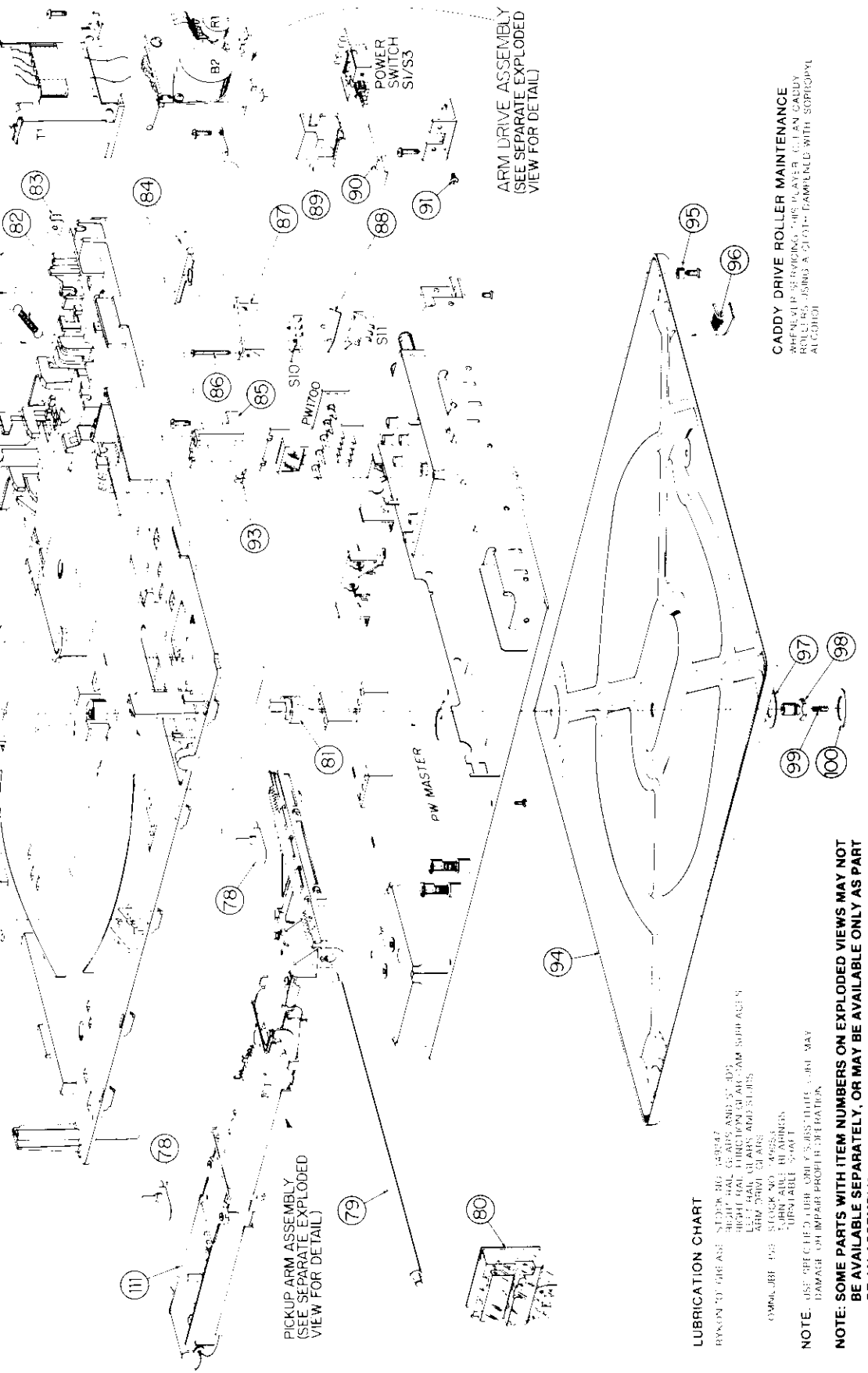
EXPLODED VIEW







Exploded View  
65



PICKUP ARM ASSEMBLY  
(SEE SEPARATE EXPLODED  
VIEW FOR DETAIL)

ARM DRIVE ASSEMBLY  
(SEE SEPARATE EXPLODED  
VIEW FOR DETAIL)

CADDY DRIVE ROLLER MAINTENANCE  
WHEN PERFORMING THIS PLAYER CLEAN CADDY  
ROLLERS USING A DUST-DAMPENED WITH SORICORYL  
ALCOHOL

LUBRICATION CHART

- RYNDON TO THE ASE
- SEWER SET TARGET
- RIGHT HALL GEAR AND S. 805
- RIGHT HALL GEAR AND S. 805
- LEFT HALL GEAR AND S. 805
- ARM DRIVE GEAR
- STOCK NO. 49925
- TURNABLE BEARINGS
- TURNABLE SHAFT

NOTE: USE SPECIFIED LUBRICATION ONLY. USE OF OTHER LUBRICANTS MAY  
DAMAGE OR IMPAIR PROPER OPERATION.

NOTE: SOME PARTS WITH ITEM NUMBERS ON EXPLODED VIEWS MAY NOT  
BE AVAILABLE SEPARATELY, OR MAY BE AVAILABLE ONLY AS PART  
OF AN ASSEMBLY.

Fig. 47—Cabinet and Player Mechanism

EXPLODED VIEW

NOTE: SOME PARTS WITH ITEM NUMBERS ON EXPLODED VIEWS MAY NOT BE AVAILABLE SEPERATELY, OR MAY BE AVAILABLE ONLY AS PART OF AN ASSEMBLY.

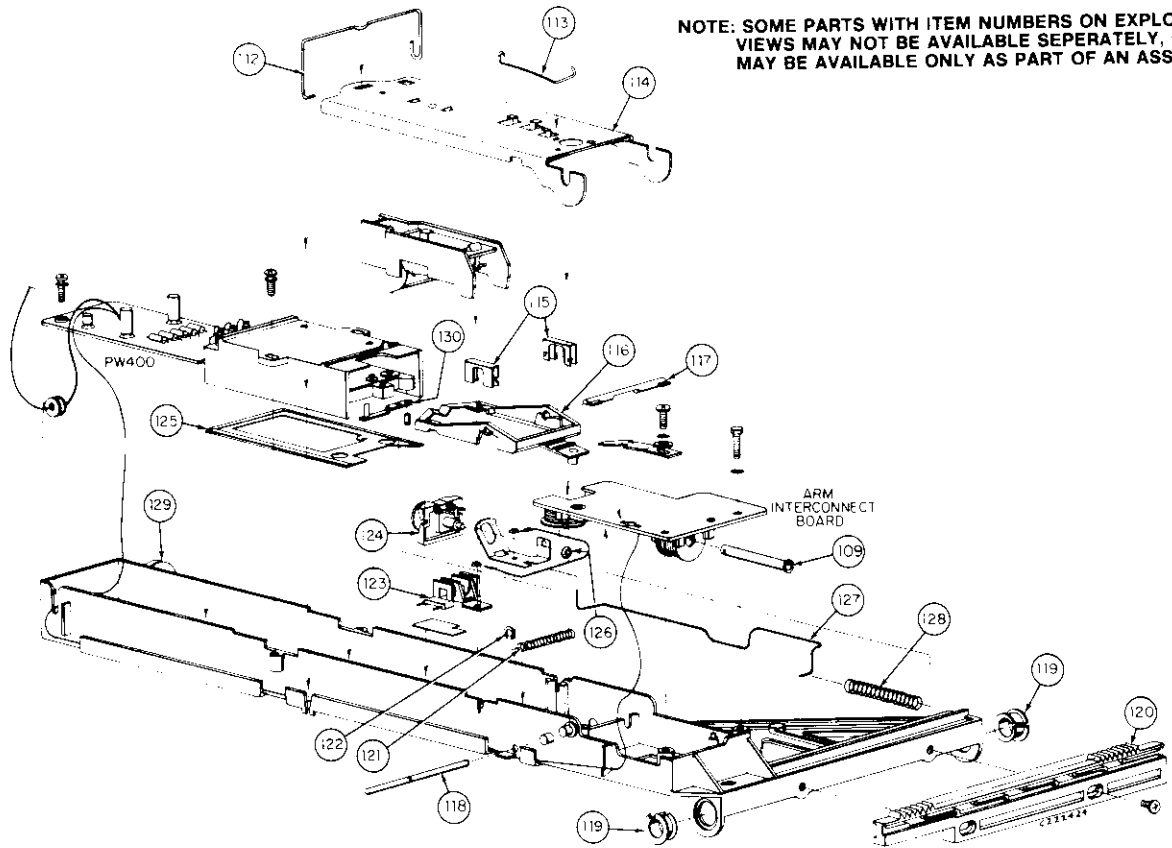


Fig. 48—Arm Assembly

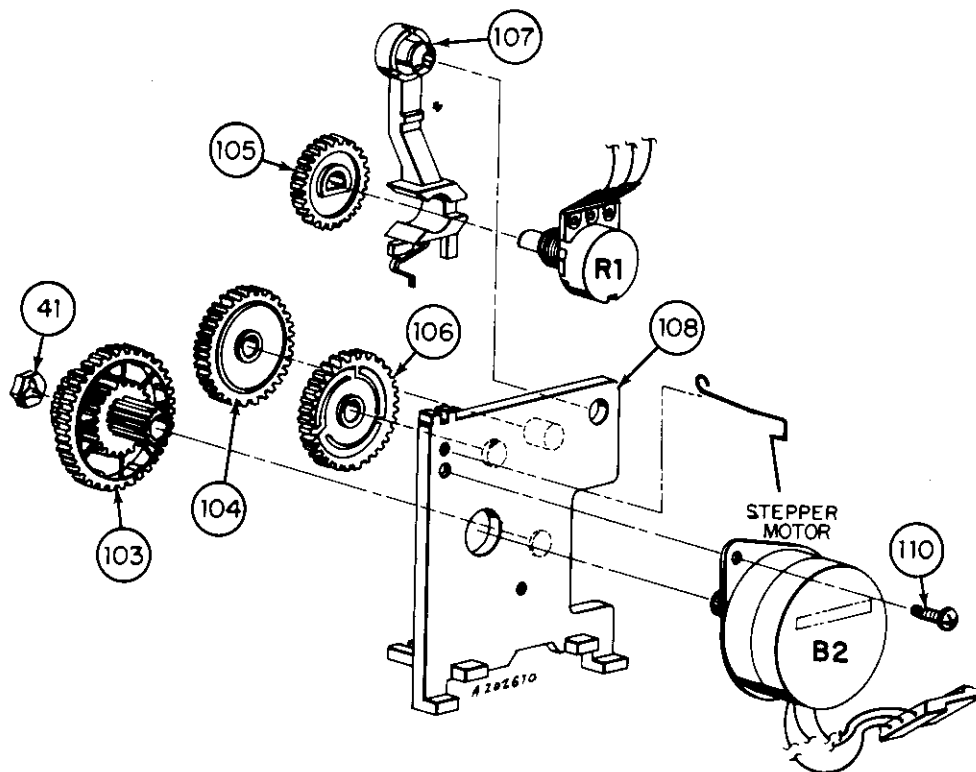


Fig. 49—Arm Drive Assembly



All integrated circuits and many other semiconductors are electrostatically sensitive and therefore require the special handling techniques described under "Electrostatically Sensitive (ES) Devices" in the *Servicing Precautions* section of basic service data.

STAR or SHADING (\* ■) See PRODUCT SAFETY NOTICE on page 2 of this Service Data.

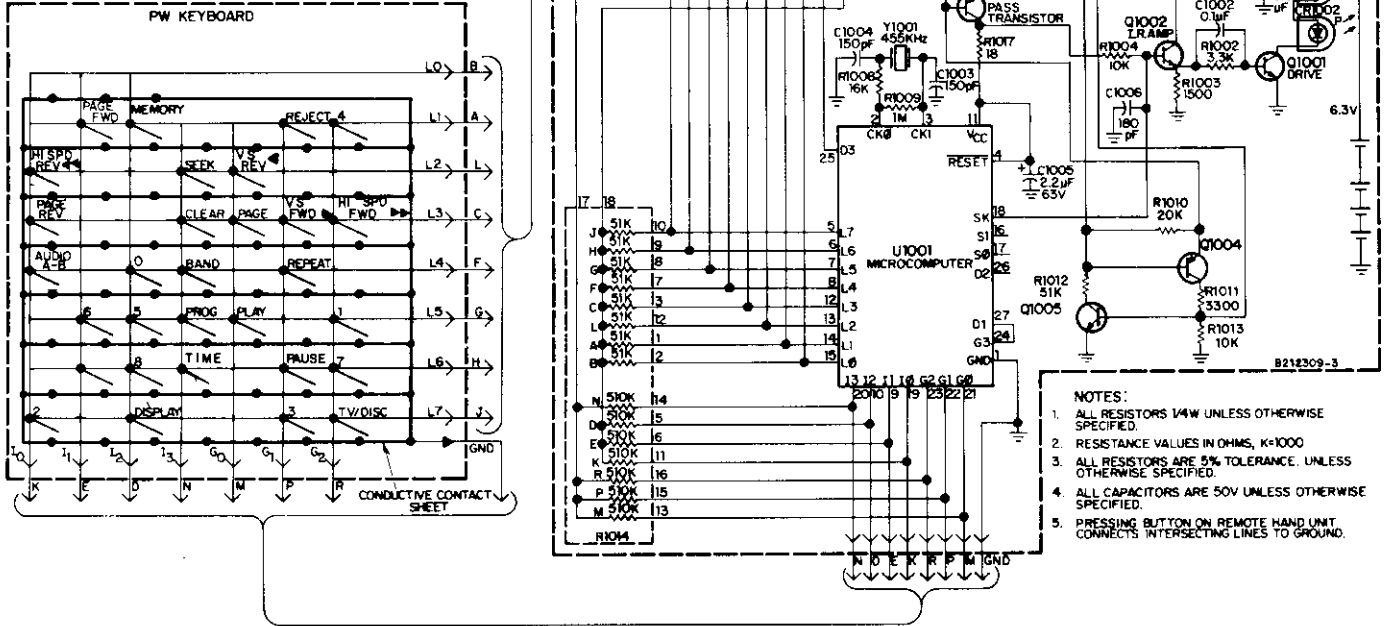
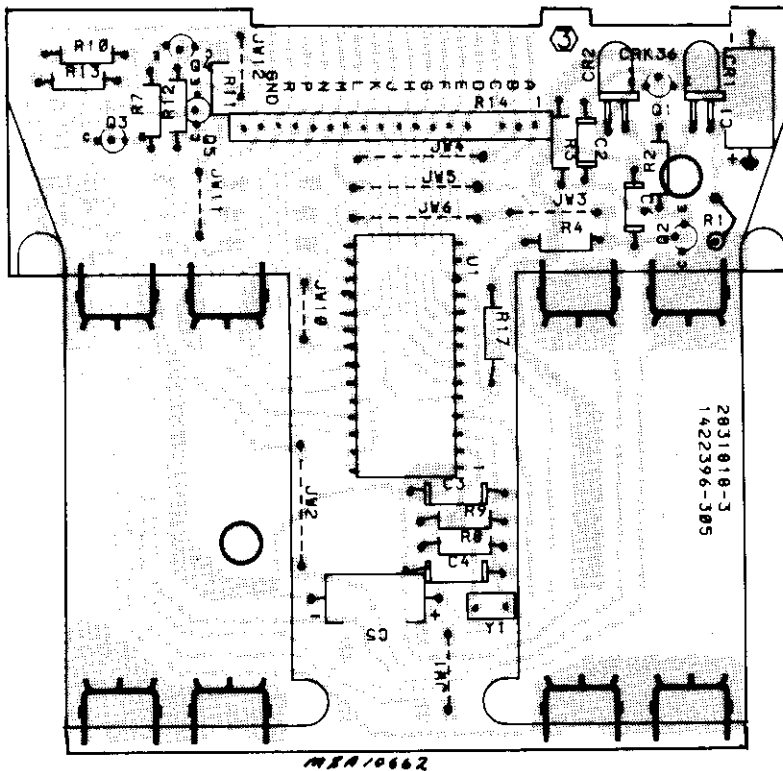


Fig. 50—CRK36 IR Remote Transmitter Schematic



NOTE: Add 1000 Series Prefix to Item Numbers

Fig. 51—PW 1000 Circuit Board

STAR or SHADING ( \* )  
See PRODUCT SAFETY NOTICE  
on page 2 of this Service Data.

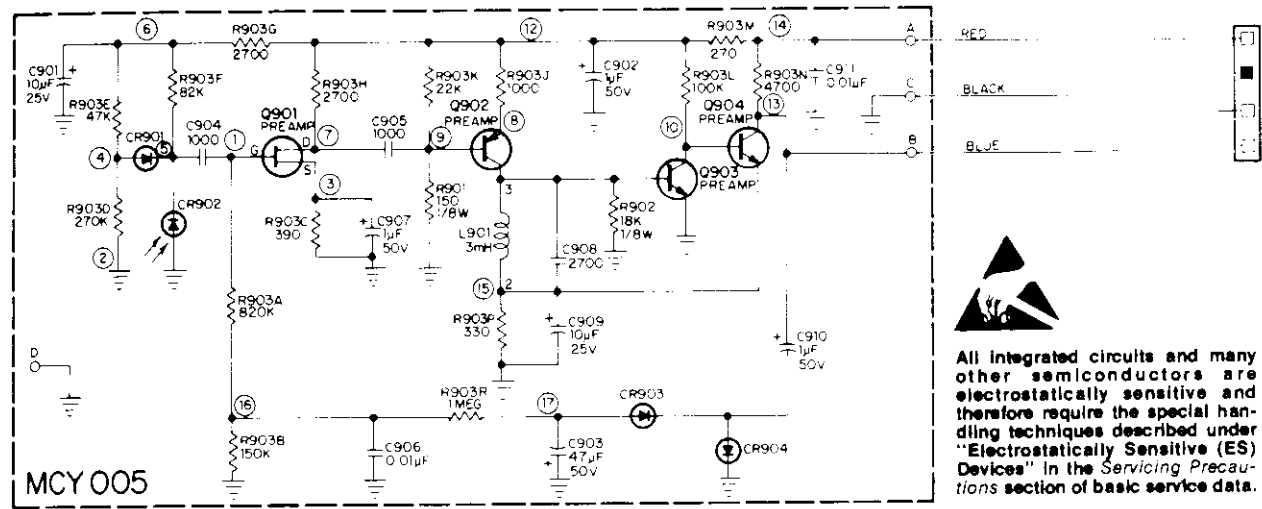
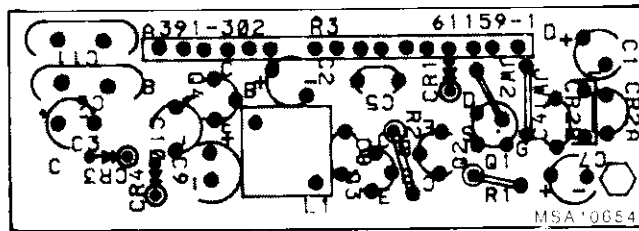


Fig. 52—MCY005C Preamp Schematic



NOTE: Add 900 Series Prefix to Item Numbers

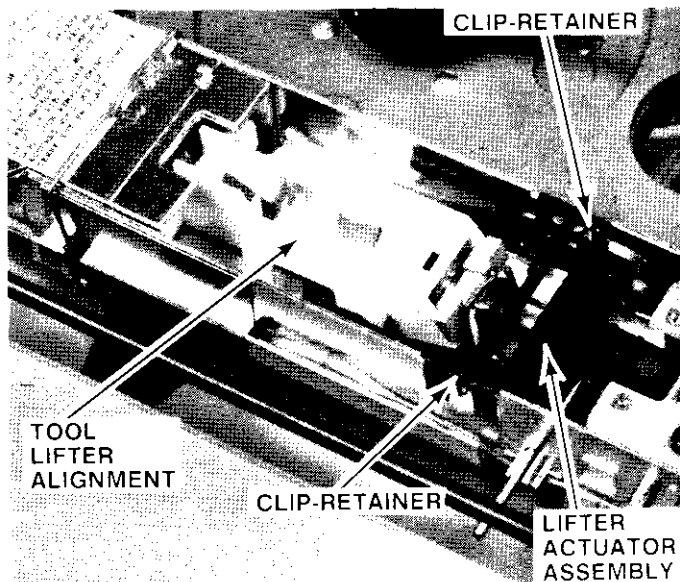
Fig. 53—PW900 Circuit Board Assembly

### STYLUS LIFTER ALIGNMENT

If stylus lifter has been removed the use of a Lifter Alignment Gauge (see replacement parts list for Stock No.) is required when replacing it in the arm assembly.

The replacement and alignment procedure is as follows:

1. Reinstall Lifter Actuator Assembly - do not replace Lifter Pivot Clips at this time, see illustration.
2. Install Lifter Alignment Gauge (in same manner as installing Stylus Cartridge), see illustration.
3. Replace Lifter Pivot Clips (one on each side of arm assembly) and check to assure stylus lifter operates freely, see illustration.
4. Remove Lifter Alignment Gauge and install Stylus Cartridge.



Stylus Lifter Alignment















Replacement Parts Continued (See Product Safety Note on first page of this parts list)

SYMBOL NO.	STOCK NO.	DRAWING NO.	DESCRIPTION	SYMBOL NO.	STOCK NO.	DRAWING NO.	DESCRIPTION
123	157936	2831713-001	COIL, KICKER/SKIPPER	CR1002	148056	2811593-001	DIODE LED
124	157938	2812595-506	COIL, ARM STRETCHER ASSEMBLY	PW1000	159568	2844126-502	CIRCUIT COMPLETE
125	157878	2873088-001	GASKET, GROUNDING	Q1001	148996	1417318-003	TRANSISTOR
126	157879	2844073-001	RETAINER, PUSH-ON	Q1002	146847	1417306-013	TRANSISTOR
127	157887	2861088-001	ACTUATOR, SWEEPER	Q1003	157808	1417347-005	TRANSISTOR
128	157891	2843659-003	SPRING, SWEEPER PLUNGER	Q1004	142190	1417330-001	TRANSISTOR
129	157884	2873312-001	ROLLER	Q1005	146847	1417306-013	TRANSISTOR
130	157885	2812595-503	ARM, SWEEPER	R1014	159569	2861600-001	NETWORK
	157521	1490104-004	RETAINER, WIRE TOP LOCKING	U1001	157806	1421774-001	IC
	157555	2873363-001	RETAINER, WIRE SIDE LOCKING	Y1001	157804	1422271-004	CRYSTAL
<b>REMOTE PREAMP</b>							
<b>MCY005C</b>							
MCY 005C	158664	2844138-503	‡ MODULE COMPLETE		159566	2831396-001	BUTTONS
C901	146365	2840361-551	CAP LYTC 4.7UF R 35V		159563	2831336-002	CASE, BOTTOM
C902	141868	2840361-161	CAP LYTC 1UF R 50V		159564	2831397-002	CASE, TOP
C903	146439	2841288-363	CAP LYTC .47UF M 85C 50V		157801	2870620-002	CONNECTOR, EDGE BOARD
C904	143879	1491407-91M	CAPCD 1000PF M Z5P 50V		157803	2872801-001	CONTACT, BATTERY
C905	143879	1491407-91M	CAPCD 1000PF M Z5P 50V		157791	2860777-001	DOOR, BATTERY
C906	147971	2843235-31M	CAPCD .01UF M Z5P 50V		157793	2841285-002	FOOT
C907	141868	2840361-161	CAP LYTC 1UF R 50V		157799	2831334-002	HOLDER, L BATTERY
C908	145315	1491408-52M	CAPCD 2700PF K Z5P 50V		157800	2831334-001	HOLDER, R BATTERY
C909	146211	2840362-141	CAP LYTC 10UF R 25V		159567	2831507-001	SWITCH, KIT CONTACT AND SPACER
C910	141868	2840361-161	CAP LYTC 1UF R 50V		157789	2860775-001	LENS, IR
C911	147971	2843235-31M	CAPCD .01UF M Z5P 50V		159565	2831398-001	OVERLAY
					129796	1444961-001	SPRING, BATTERY CONTACT
					157797	2844414-001	SPRING, GROUND
CR901	119597	1471872-010	DIODE				
CR903	119597	1471872-010	DIODE				
CR904	119597	1471872-010	DIODE	154216	2816412-501		CARTRIDGE, VIDEO PICKUP
CR902A/B	150711	2815416-001	DIODE PHOTO				
L901	157642	1445867-008	COIL				
Q901	148070	1417411-001	TRANSISTOR	149073	2812522-503		● CADDY, LESS DISC
Q902	145410	1417330-011	TRANSISTOR	153394			● DISC, STEREO ALIGNMENT
Q903	148061	1417333-002	TRANSISTOR	156529			● GAUGE, TURNABLE HEIGHT
Q904	148061	1417333-002	TRANSISTOR	149053	2811825-002		LUBRICANT, OIL
R903	157643	2861160-001	NETWORK	149247	2811870-001		LUBRICANT, RYKON
				151303			● TOOL, HEX 2.5MM
	157640	2840591-002	COVER, REAR	159251			● TOOL, LIFTER ALIGNMENT
	133319	938316-013	GROMMET				
<b>STYLUS CARTRIDGE</b>							
<b>TOOLS &amp; LUBES</b>							
<b>INCLUDED ACCESSORIES</b>							
<b>REMOTE TRANSMITTER ASSEMBLY</b>							
<b>CRK36A</b>							
	156533	1457638-501	‡ TRANSMITTER, REMOTE	AH011	2871056-001		ADAPTER, 75 OHM COAX TO 300 OHM TWIN LEAD OUTPUT
C1001	157810	2841205-009	CAP LYTC 3.3UF 50V	AH018	2871464-001		ADAPTER, 75 TO 300 OHM W/90 DEGREE PUSH-ON COAX CONNECTOR
C1002	157811	2841245-301	CAPCD .1UF M Z5U 50V				BATTERIES, 1.5V AA
C1003	148060	2840392-82M	CAPCT 150PF K Z5P 0050V	AH010	2817354-001		BOOK, INSTRUCTION
C1004	148060	2840392-82M	CAPCT 150PF K Z5P 0050V		2871472-001		CABLE, 300 OHM EXTENSION 5 FEET
C1005	157809	1490300-371	CAP LYTC 2.2UF 63V	153938	2872677-001		CABLE, STEREO
C1006	145396	2840392-92M	CAPCD 180PF M Z5P 50V	AH004	2873052-001		CABLE, RF
CR1001	148056	2811593-001	DIODE LED	156533	2817358-001		CARD, SIMPLIFIED INSTRUCTIONS
					1457638-501		‡ TRANSMITTER, REMOTE CRK36A

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