

Integrated Remote Commander

Operating Instructions

RM-VL1000T

Features

The RM-VL1000T Remote Commander provides centralized control of all your AV components from a single remote commander and saves the trouble of operating different AV components with different remote control devices.

The following are its main features.

Customizing 180 labels of control keys in the dot matrix LCD with dot matrix makes label customizing possible. A total of 180 labels on the LCD, such as component labels, macro labels, etc., can be customized. A label of up to 8 letters with digits, characters or symbols can be selected and displayed.

Control of 12 components Control of a maximum of 12 components (TV, SAT, VCR, DVD, CD, AMP, etc.) is possible. Components are selectable with 12 keys on the LCD display by pressing the Label Select buttons. This Commander has an LCD display that changes the label display according to the selected component.

Setting a maximum of 36 macro commands of a maximum of 32 successive steps A maximum of 36 macro commands which provide a maximum of 32 successive steps by pressing a single button can be set (12 system control macros, 12 component macros and 12 timer macros). Macro execution speed is changeable. All power off macro commands for Sony components are preset at the factory to the SONY OFF label.

Clock display and timer function

A maximum of 12 timer macros, timer control of automatic on/off and other controls (such as recording, stopping, etc.) of each component is possible.

Centralized control of Sony AV components with this one remote commander

This Commander is preset at the factory to operate Sony brand components, so you can use it out of the box as a control centre for your Sony AV components.

Remote control signals for non-Sony components are also preset

This Commander is preset for most major brands components other than Sony. You can control your components remotely by setting their code numbers (page 13).

Learning function for programming other remote control signals you need

This Commander has a learning function to learn remote control signals to operate non-preset components or functions (page 23).

In addition, the Commander can learn remote control signals (infrared signals only) of non Audio Visual components such as air-conditioners, lights, etc. (Certain appliances or functions may not be available) (page 28).

Channel macro function allows you to select a programme with a single button

Up to 4 key steps can be programmed on macro labels. If you set the key operations for entering a programme number on a macro label, you can select the programme by selecting that macro label (page 48).

LCD display with backlight

The display backlight allows operation even in the dark.

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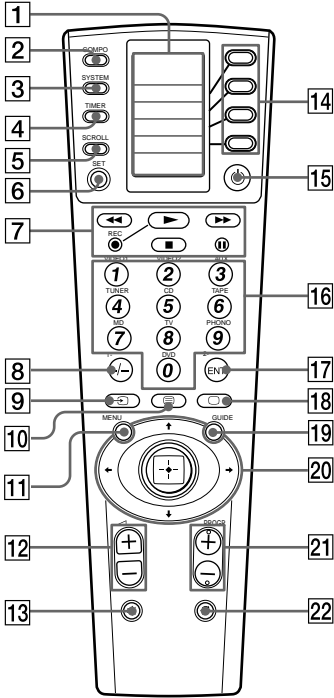
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Location and Function of Controls



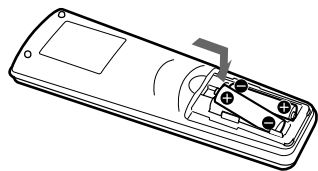
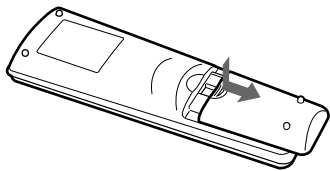
- 1 LCD display window
- 2 COMPO (component) button
- 3 SYSTEM button
- 4 TIMER button
- 5 SCROLL button
- 6 SET button
- 7 Player Control buttons
- 8 1- / - / - button
- 9 ↻ button
- 10 ☰ button
- 11 MENU button
- 12 ▲ (volume) +/- buttons
- 13 ✖ button
- 14 Label Select button
- 15 ⏻ button
- 16 Number buttons
- 17 2- / ENT (enter) button
- 18 □ button
- 19 GUIDE button
- 20 Joystick and Cursors
- 21 PROGR (programme) +/- buttons
- 22 ↺ button

* Note on the ▲ and ✖ buttons

The Commander controls or mutes the TV's volume when you select a visual component. The Commander controls or mutes the amplifier's volume when you select an audio component. You can also change this setting (page 30).

Installing the Batteries

Slide open the battery compartment lid and insert two size AA (R6) alkaline batteries (not supplied). Be sure to line up the + and - on the batteries with the + and - on the battery compartment.



When to replace the batteries

Batteries for remote control operation and backlight (two size AA (R6) batteries)

Under normal conditions, alkaline batteries will last up to 5 months. The battery life varies depending on frequency of use.

If the Commander does not operate properly, the alkaline batteries might be worn out and “BATT” appears on the LCD display when you try to operate the Commander.

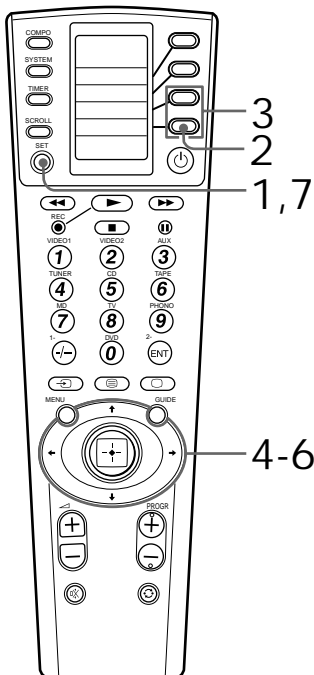
When the display dims, replace the alkaline batteries with new ones.

Notes on batteries

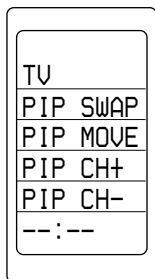
- Do not mix old battery with new one or mix different types of batteries together.
- If the electrolyte inside the battery leaks, wipe the contaminated area of the battery compartment with a cloth and replace the old batteries with new ones. To prevent electrolyte from leaking, remove the batteries when you plan not to use the Commander for a long period of time.
- After replacing batteries, set the clock (page 8).

Setting the Clock

Setting the clock for the first time after installing batteries



For the first time after installing batteries, the display for component operation appears.

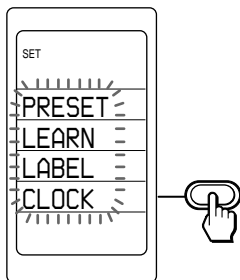


- 1 Keep the SET button pressed for more than a second.

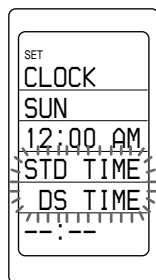


"SET" appears on the LCD display.

- 2 Select "CLOCK" by pressing the Label Select button.

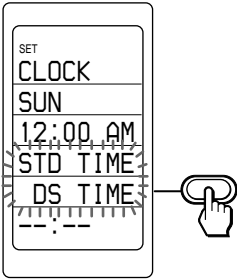


The Commander enters clock setting mode.

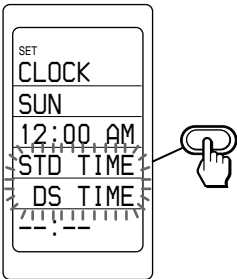


- 3 Select “STD TIME” (standard time) or “DS TIME” (daylight saving time) by pressing the Label Select button.

If the summer time (daylight saving time) is used in your area, select “DS TIME” when it is in the summer time.

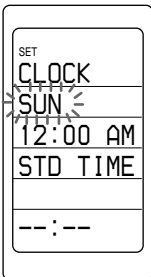


If the summer time is not used in your area, select “STD TIME.”



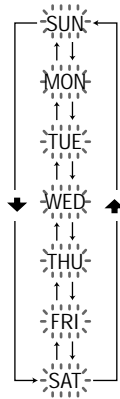
The selected “STD TIME” or “DS TIME” stays lit.

For example, when “STD TIME” is selected



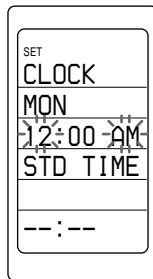
- 4 Select the day of the week by pressing the Joystick toward \blacktriangle or \blacktriangledown .

The selected day of the week flashes.



- SUN : Sunday
- MON : Monday
- TUE : Tuesday
- WED : Wednesday
- THU : Thursday
- FRI : Friday
- SAT : Saturday

Then press the Joystick toward \blacktriangleright . The day of the week is set. “12” and “AM” flash.

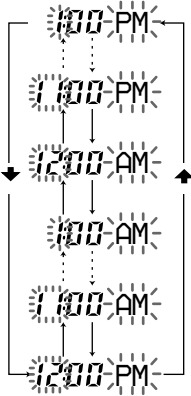


Note

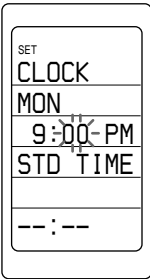
If you press the Joystick toward \blacktriangleleft , the day of the week is set and setting mode skips to Step 6.

5 Set the hour (AM or PM) by pressing the Joystick toward \blacktriangle or \blacktriangledown .

Each time the Joystick is pressed toward \blacktriangle or \blacktriangledown , the hour changes by one. The selected hour (AM or PM) flashes.



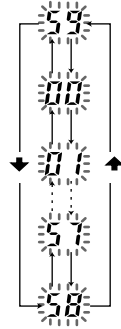
Then press the Joystick toward \blacktriangleright . The hour is set. "00" (minute) flashes.



Note

If you press the Joystick toward \blacktriangleleft , the hour and AM (or PM) are set and the setting mode returns to Step 4.

6 Set the minute by pressing the Joystick toward \blacktriangle or \blacktriangledown . Each time the Joystick is pressed toward \blacktriangle or \blacktriangledown , the minute changes by one. The selected minute flashes.



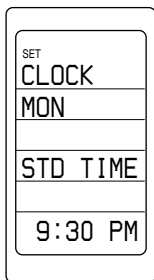
Notes

- If you press the Joystick toward \blacktriangleright , the minute is set and the setting mode returns to Step 4.
- If you press the Joystick toward \blacktriangleleft , the minute is set and the setting mode returns to Step 5.
- If you want to finish the clock setting, go to Step 7.

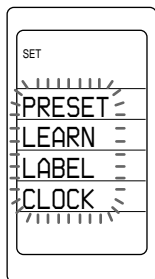
7 Press the SET button.



With a beep sound, the day of the week, the hour, and the minute are set, and the clock starts from 0 seconds.



The Commander enters the setting mode.

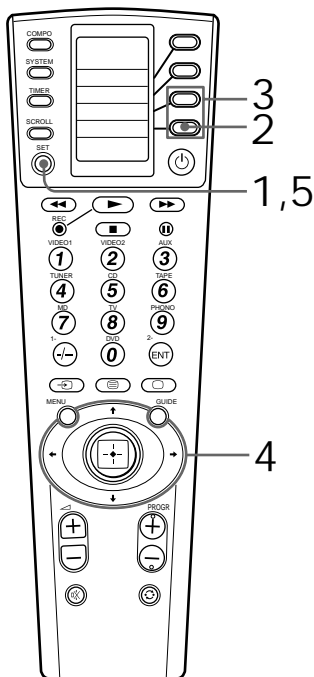


If you press the SET button again
The display for component operation appears.

Note

If you press the SET button in steps 4-6, the clock setting is confirmed and starts from 0 seconds.

Adjusting the clock after setting the clock

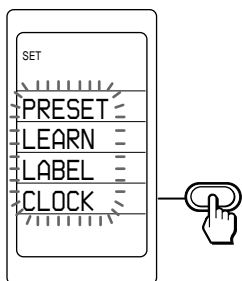


-
- 1 Keep the SET button pressed for more than a second.



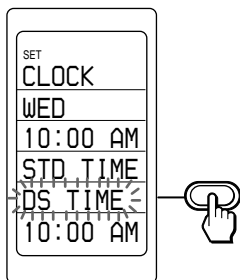
“SET” appears on the LCD display.

-
- 2 Select "CLOCK" by pressing the Label Select button.



The Commander enters clock setting mode. "CLOCK" and the current time setting is displayed on the LCD display. The time mode (STD TIME or DS TIME) currently set stays lit, and the other flashes.

-
- 3 To change the time mode, select the time mode which flashes (STD TIME or DS TIME) by pressing the Label Select button.



If it is not necessary to change the time mode, press the Joystick toward \leftarrow or \rightarrow , and go to Step 4.

-
- 4 Set the clock by pressing the Joystick toward \uparrow , \downarrow , \leftarrow or \rightarrow . Follow Steps 4 - 6 on pages 9-10.

-
- 5 Press the SET button.
-

Setting the Code for Preset Audio and Visual Components

The Commander is preset at the factory to operate Sony brand AV components (see the table below). If you are using the Commander with a factory-set Sony components, skip the following procedures.

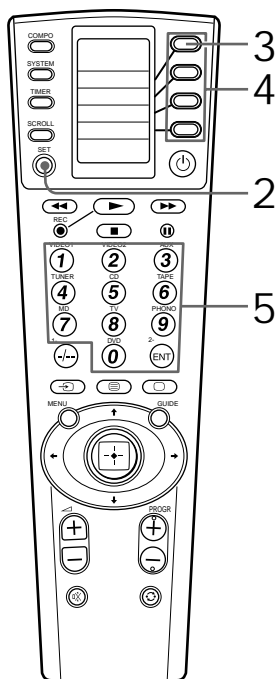
You can use the Commander with other preset AV components also. To use with other AV components, you need to follow the following procedures to set the correct codes for each component.

Component name on the display	Preset component	Factory setting
TV	TV	Sony TV
SAT1	Digital satellite	Sony digital satellite box
SAT2	Analogue satellite	Sony analogue satellite box
DVD	DVD player	Sony DVD player
VCR1	VCR	Sony VHS VCR (VTR3)
VCR2	VCR	Sony 8mm VCR (VTR2)
VCR3	VCR	Sony Betamax VCR
CD	CD player	Sony CD player
AMP	Amplifier	Sony amplifier
MD/DAT	MD deck/ DAT deck	Sony MD deck
TAPE A	Cassette deck*	Sony cassette deck
TAPE B	Cassette deck*	Sony cassette deck

* Analogue audio compact cassette deck

See "Table of Preset Functions" (page 74) for the functions of keys and buttons as for each component.

Setting a component code



Example: To set up a Philips' TV

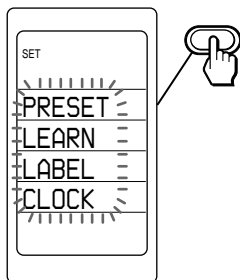
- See the tables in the supplied "Component Code Numbers," and find the four-digit code number for the desired component. If more than one code number is listed, use the number that is listed first. For example, to set up a Philips TV, you would use the code number 8056. The first digit of the component code number means the component category (TV, VCR, etc.). For further details, see the tables in the supplied "Component Code Numbers."

- 2 Keep the SET button pressed for more than a second.

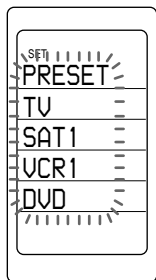


"SET" appears on the LCD display.

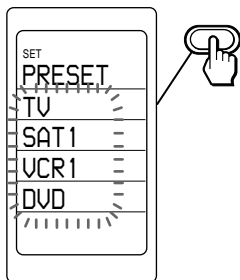
- 3 Select "PRESET" by pressing the Label Select button.



"PRESET" appears on the LCD display, and component names are displayed on the labels.



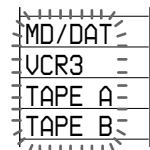
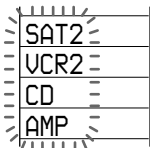
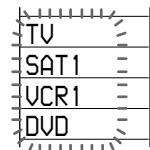
- 4 Select the desired component by pressing the Label Select button.



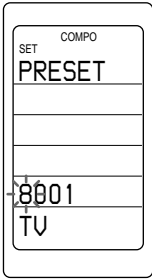
To change the labels, press the SCROLL button repeatedly.



Each time the SCROLL button is pressed, the labels change as follows.



When the desired component is selected, the component name (in this case, TV), and the four-digit component code number previously set for the component are displayed.



5 Press the four-digit component code number by pressing the number buttons followed by the ENT button.

Example: To enter "8086"
Input "8," "0," "8," "6," and press the ENT button.



If the setting of the code is successful

With a beep sound, "OK" and input digits are displayed. The digits are decided and the display returns to the presetting mode.

If you press the SET button
The display returns to the setting mode.

If you press the SET button again
The display for component operation appears.

6 If you want to set a code for another component, repeat Steps 4 and 5.

If you press the SET button
The display returns to the previous one.

Notes

- If you press a component code number that is not on the table in the supplied "Component Code Numbers," the Commander beeps five times and "NG" flashes after you press the ENT button. The setting returns to the previous one. If this happens, check the component code number, and try setting again.
- If you don't input anything into the Commander for over two minutes between each step, the setup procedure will be cancelled. In this case, preset again.
- The first digit of the component code number means the component category (TV, VCR, etc.). The component corresponding to the four-digit component code number is preset in Step 5. If you preset the component of which the category is different from that preset previously, you can, if necessary, change the component names (see page 65).
- If you preset a component code after you input character contents to the labels on the LCD display (page 65), they are cleared and the original display is shown. Edit the characters after you decide the component to be used by presetting a code.

Checking if the code number works

- 1 When the display for component operation appears (if not, press the SET button repeatedly), press the COMPO button.



"COMPO" appears on the LCD display, and component names are displayed on the labels.



To change the labels, press the SCROLL button repeatedly.



Each time the SCROLL button is pressed, the labels change as follows.

TV
SAT1
UCR1
DVD

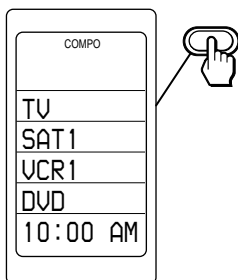


SAT2
UCR2
CD
AMP




MD/DAT
UCR3
TAPE A
TAPE B


-
- 2 Select the component you have set up by pressing the Label Select button.

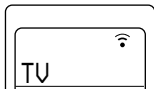


-
- 3 Turn on the component by its power switch.

-
- 4 Aim the Commander at the component and press the  button.



When the remote control signal is sent,  is shown on the display.



The component should turn off.

- 5 If you have succeeded, check that the Commander is operating the other functions of your component, such as programme and volume control.

See page 23 for details.

If the Commander does not seem to be working

Try repeating these setup procedures using the other codes listed for your components (see page 13).

Notes on labels on the LCD display which have “learned” a remote control signal already

If another signal has already been programmed on that label by the learning function (page 23), you cannot preset the component code number. To use it as a preset component label, first erase its learned signal (page 29).

Finding a component code with the Search function

You can find a code number available for a component that doesn't have one in the supplied “Component Code Numbers.”

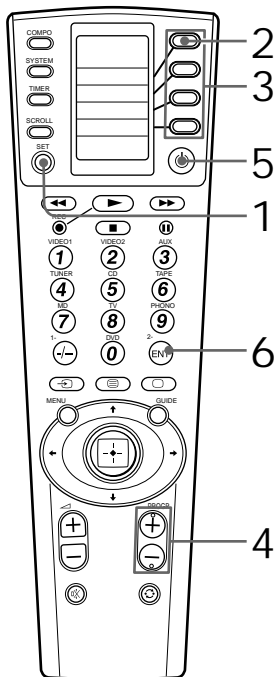
Before starting the Search function

Set each component to the following status to enable the Search function.

TV, AMP: Power-on

CD, MD, TAPE, DAT: Power-on with a playback source (disc, cassette tape, etc.)

Other components: Power-off

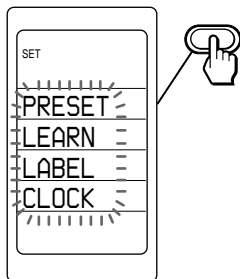


- 1 Keep the SET button pressed for more than a second.

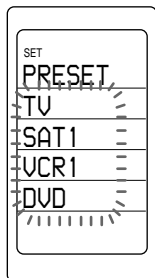


"SET" appears on the LCD display.

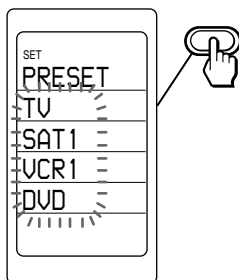
- 2 Select "PRESET" by pressing the Label Select button.



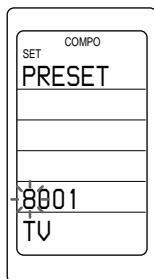
"PRESET" appears on the LCD display, and component names are displayed on the labels.



- 3 Select the desired component by pressing the Label Select button.



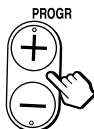
To change the labels, press the SCROLL button repeatedly. Each time the SCROLL button is pressed, the labels change as in Step 4 on page 14. When the desired component is selected, the component name (in this case, TV) and the four-digit component code number previously set to the component is displayed.



- 4 Press the PROGR + or PROGR - button to search for component code numbers in the same category (in this case, code numbers which begin with "8").


Press PROGR + to go to the next code number.

Press PROGR - to go back to the previous code number.




Note

To search for component code numbers in another category, return to Step 3, or input a four-digit component code number of another category (for example, a code number which begins with "3", "4", etc.) before Step 4.

- 5 Aim the Commander at the component and press the  button.



When the remote control signal is sent,  is shown on the display.



If it works (power-off for TV, AMP, playback for CD, MD, DAT, TAPE, and power-on for other components), go to Step 6.

If it does not, repeat Steps 4 to 5.

- 6 Press the ENT button.



With a beep sound, "OK" and input digits are displayed. The component code number is decided and the display returns to the presetting mode.

If you press the SET button
The display returns to the setting mode.

If you press the SET button again
The display for component operation appears.

Note

It is recommended to write down the code number.

To clear the contents programmed for a specific component label

You can clear all data you have set (preset data, learned contents, channel macro, character contents of the labels, programmed data of system macro for the component label).

- 1 Keep the SET button pressed for more than a second.

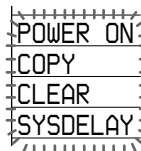
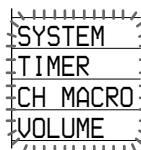
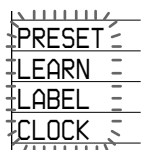


"SET" appears on the LCD display.

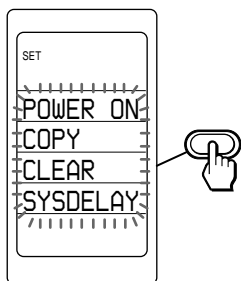
- 2 Press the SCROLL button twice to display "CLEAR" on one of the labels.



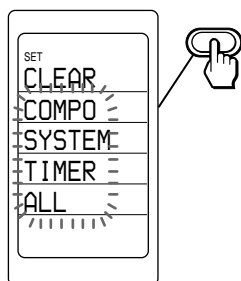
Each time the SCROLL button is pressed, the label changes as follows.



- 3 Select "CLEAR" by pressing the Label Select button.

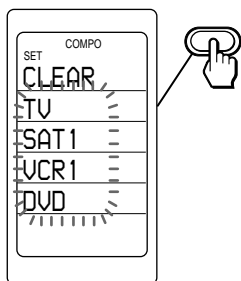


- 4 Select "COMPO" by pressing the Label Select button.

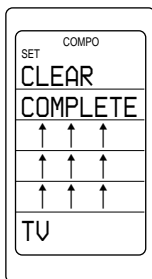


Component names are displayed on the labels. To change the labels, press the SCROLL button repeatedly. Each time the SCROLL button is pressed, the labels change as in Step 4 on page 14.

- 5 Select the component of which the settings you want to erase by pressing the Label Select button.



While erasing



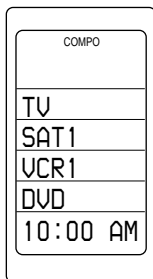
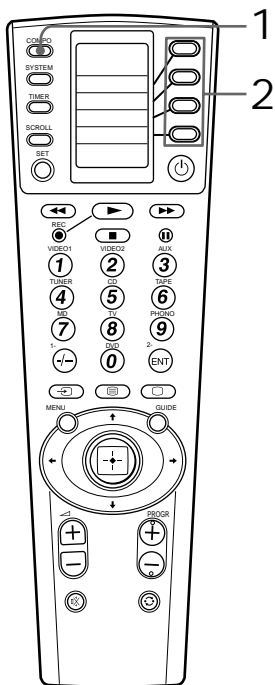
When erasing finishes, "COMPLETE" is displayed with a beep sound.

If you want to erase the settings of other Components Repeat Step 5.

If you press the SET button The display returns to the previous one.

Operating Your Components with the Remote Commander

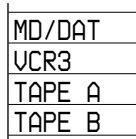
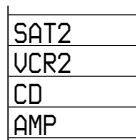
If you operate a non-Sony component, make sure you set the component code first (page 13).



To change the labels, press the **SCROLL** button repeatedly.



Each time the **SCROLL** button is pressed, the labels change as follows.



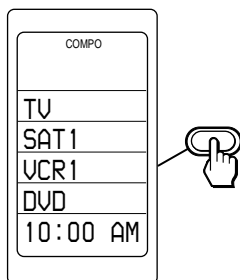
Example: To play VCR1

- 1 When the display for component operation appears (if not, press the **SET** button repeatedly), press the **COMPO** button.

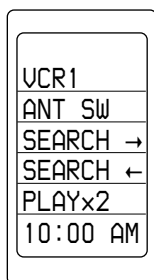


“COMPO” appears on the LCD display, and component names are displayed on the labels.

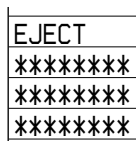
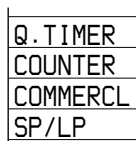
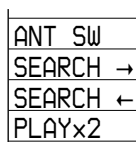
- 2 Select the component (in this case, VCR1) to be operated by pressing the Label Select button.



The labels for operating the selected component are displayed.




To change the labels, press the SCROLL button repeatedly. Each time the SCROLL button is pressed, the labels change as follows.



- 3 Press the desired button on the Commander or select the label on the LCD display by pressing the Label Select button.



When the remote control signal is sent,  is shown in the display.

See “Table of Preset Functions” (page 74) for the functions of keys and buttons for each component.

Note

The remote control signals may be different for some components or functions. In this case, programme the remote control signals with the learning function (see page 23). Note, however, that components and functions that do not support the remote control of infrared signals will not work with this Commander.

To control the volume

Press the VOL \triangleleft +/– buttons to control the volume, and the \otimes button to mute. When you select a visual component, the TV's volume will be controlled, and when you select an audio component, the amplifier's volume will be controlled. You can change this setting also (page 30).

Notes

- If you have programmed any signal for the \triangleleft or \otimes button for any component using the learning function, that signal will be transmitted instead of controlling the volume of the TV or amplifier.
- If you have programmed any signal for the \triangleleft or \otimes button of TV or AMP using the learning function, that signal will be also transmitted when you select another component. However, if you have programmed any signal for the \triangleleft or \otimes button of another component, that signal will be transmitted only after you select that component.
- If you have assigned another component to the TV or AMP button, the volume of the TV or amplifier cannot be controlled even when you select other components.

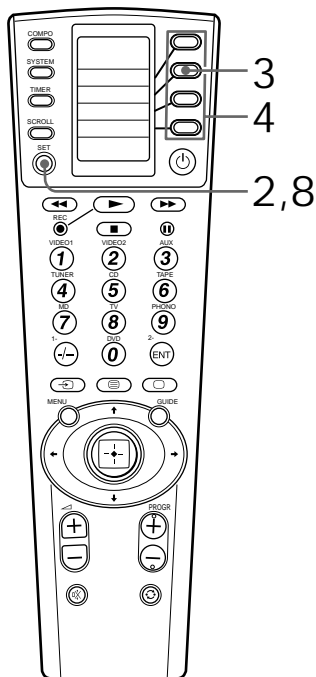
Using Non-Preset Remote Control Operations

— Learning Function

To operate non-preset components or functions, use the following “learning” procedure to “teach” any of the programmable buttons on the Commander and labels on the display to operate the functions of another remote control. You can also use the learning function to change the signal of individual labels and buttons after setting the component code number (page 13).

Note

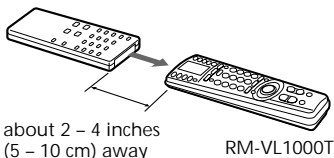
Some specific remote control signals may not be learned.



Using Non-Preset Remote Control Operations
 — Learning Function (continued)

Example: To programme the ► (Play) signal of your component to the VCR1 ► (Play) button of the Commander

- 1 Place the RM-VL1000T head to head with your component's remote control.

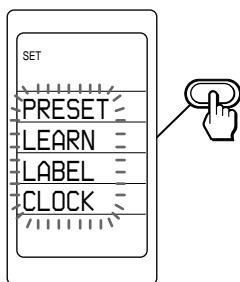


- 2 Keep the SET button pressed for more than a second.

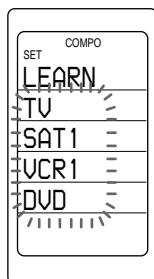


“SET” appears on the LCD display.

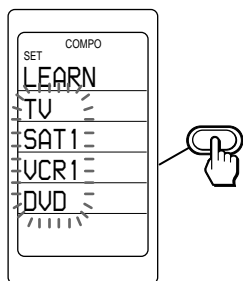
- 3 Select “LEARN” by pressing the Label Select button.



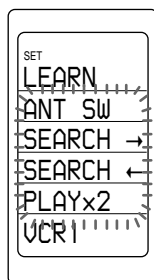
“LEARN” appears on the LCD display, and component names are displayed on the labels.



- 4 Select the desired component of which signals are to be learned by pressing the Label Select button.
 (To change the labels, press the SCROLL button repeatedly.)



All the learnable labels flash.

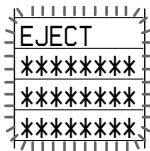


To change the labels, press the SCROLL button repeatedly.

SCROLL



Each time the SCROLL button is pressed, the labels change as follows.



Note on the flashing display

The labels that are already preset for that component flash twice while those that are not preset flash once.

To change the name of the Labels

Follow the procedure on page 27.

If you press the SET button

The display returns to the setting learning mode.

-
- 5 Select the label on the LCD display by pressing the Label Select button or press the button on the Commander you want to “teach.”



“LEARN” flashes for 10 seconds, and the Commander enters receiving mode.

When teaching to a label on the LCD

The selected label stays lit. Other labels disappear.



When teaching to a button on the Commander

The labels disappear.

-
- 6 Press and hold down the button on the other remote control until you hear a beep.

(If you release the button before you hear a beep, the signal may not be learned correctly.)



Using Non-Preset Remote Control Operations
— Learning Function (continued)

When the command has been learned successfully
The learned labels stay lit and the other learnable labels flash.

If "NG" flashes on the display

Learning did not succeed. Try Steps 5 and 6 again.

7 Repeat Steps 5 and 6 to teach functions to other labels or buttons.

To learn another component's remote control signal

Select the component in Step 4, and then follow Steps 5 and 6 to perform learning.

8 Press the SET button.

The display returns to the setting learning mode.

If you press the SET button again

The display returns to the setting mode.

If you press the SET button once again

The display for component operation appears.

Notes

- If you do not perform learning steps within two minutes, learning mode ends.
- If you do not perform Step 6 within 10 seconds after Step 5, the display reverts to the display in Step 4. (All the learnable labels flash.) In this case, perform Step 5 again while the display is flashing.

If the Commander does not seem to be working

If the learned label or button does not operate properly, teach once again. (For example, if the volume becomes very loud after pressing the $\triangleleft +$ button only once, noise may have interfered during the learning procedure.)

If you want to set a component code to a label after learning a signal

You cannot preset the component code number to a label which has "learned signal". To use it as a preset component label, first erase its learned signal (page 29).

When you teach the REC (record) signal

If you have to press two buttons at the same time (for example, \bullet and \blacktriangleright) to start recording on your cassette deck or VCR, teach the REC signal as below.

In Step 5 (page 25), press only the REC button. Then press the two buttons on your component's remote control in Step 6.

You cannot teach the REC signal to the two buttons pressed at the same time (for example, \bullet and \blacktriangleright) on the Commander. Teach the REC signal to a single button.

When you teach signals to the $\triangleleft +/ -$ or \otimes buttons

- If you have programmed any signal on the $\triangleleft +/ -$ or \otimes button for components other than TV and AMP using the learning function, the signal will be transmitted only when you select that component.
- If you have programmed any signal on the \triangleleft or \otimes button for TV or AMP using the learning function, the signal will be also transmitted when you select another component. However, if you have programmed any signal on the $\triangleleft +/ -$ or \otimes button for another component, the signal will be transmitted only after you select that component.

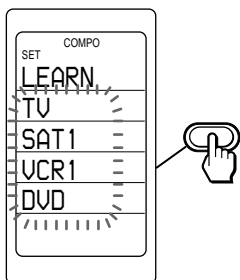
When you teach the signals of an air-conditioner

See the "Notes on learning the signals of an air-conditioner" on page 28.

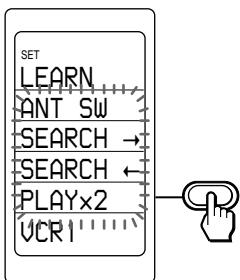
To change the function name of the labels on the display

You can change the display of the labels on the display to a suitable name using up to 8 characters or digits.

- 1 In Step 4 (page 24), select the component label (for example, VCR1) by pressing the Label Select button.



- 2 Select the function name you want to change by keeping the Label Select button pressed for more than 2 seconds.



The Commander enters the Label Input mode.



- 3 Input digits or characters on the label by pressing the Joystick toward \uparrow , \downarrow , \leftarrow and \rightarrow .

The cursor flashes at the left end of the label.

Begin inputting digits or characters from the left. Press the Joystick toward \downarrow or \uparrow repeatedly until you obtain the desired digit or character.

Each time the Joystick is pressed toward \downarrow , the digit or character changes in the order as below.

Each time the Joystick is pressed toward \uparrow , the digit or character changes conversely. If you keep the Joystick pressed toward \downarrow or \uparrow , the digit or character changes continuously.

A → B → C → D → E → F →
G → H → I → J → K → L →
M → N → O → P → Q → R
→ S → T → U → V → W →
X → Y → Z → a → b → c →
d → e → f → g → h → i → j
→ k → l → m → n → o → p
→ q → r → s → t → u → v →
w → x → y → z → 0 → 1 →
2 → 3 → 4 → 5 → 6 → 7 → 8
→ 9 →
space → ! → " → # → \$ → &
→ (→) → * → + → , → - →
. → / → : → ? → ~ → ♪ → ♫ →
→ ♪ → ♫ → ♫ → ♫ → ♫ →
♫ → ♫ → ♫

Continued

If you make a mistake, move the cursor to the digit or character you want to correct by pressing the ◀ or ▶ button, and input again.

-
- 4 Decide the digit or the character you input by pressing the Joystick toward ▶.

The cursor moves to the right. When the Joystick is pressed toward ◀, the cursor moves to the left. You can input a digit or character to the place where the cursor flashes.

-
- 5 Repeat Steps 3 and 4 until you input a suitable name to the label.

When the cursor reaches to the right end, if the Joystick is pressed toward ▶, the cursor returns back to the left end.

-
- 6 Press the SET button.

The commander enters the learning standby mode.

Notes on learning the signals of an air-conditioner

About seasonal adjustments

If you change the settings of the air-conditioner for the season, you have to programme the remote control signals of the new settings on the Commander.

If the power-on/off operation does not work correctly

The air-conditioner may not be turned on or off properly with the button or key of this Commander, for which you have programmed its power-on/off signal.

If the Commander can operate only “ON” with one button or label and “OFF” with another, while your air-conditioner’s remote control can operate “ON/OFF” with a single button or label, programme the signal on two buttons or labels of the Commander as follows.

- 1 Clear the learned power-on/off signal from the button or label (page 29).
- 2 Programme the signal (transmitted from the power-on/off button of the air-conditioner’s remote control) for the button or label again.
- 3 Programme the signal from the same button of the remote control for another button or label.

The two buttons or labels of the Commander have been programmed with the power-on signal and the power-off signal of the air-conditioner, respectively so that you can operate the air-conditioner with the Commander.

For accurate learning

- Do not move the remote units during the learning procedure.
- Be sure to keep holding down the button of the other remote control until you hear the confirmation beep.
- Use fresh batteries in both remote control units.
- Avoid learning in places under direct sunlight or strong fluorescent light.
- The remote control detector area may differ depending on each remote unit. If learning does not work, try changing the positions of the two remote control units.
- When you teach signals of an interactive signal exchange system remote control unit (supplied with some of Sony's receivers and amplifiers) to the Commander, the response signal of the main unit may interfere with the learning of the Commander. In such a case, move to a place where the signals will not reach the main unit (e.g. other rooms, etc.).

IMPORTANT

Be sure to place the Commander out of the reach of small children or pets. Also set the Hold function to lock all the buttons on the Commander (page 62) when it is not used. Components such as air conditioners, heaters, electric appliances, and electric shutters or curtains receiving an infrared signal can be dangerous if misused.

Changing or erasing the function of a taught label or button

To change the learned function, clear it first and perform learning again.

To clear the learned function of a label or button

After Step 4 (page 24), while pressing the button or the Label Select button corresponding to the label that you want to erase, press the SCROLL button.



“CLEAR OK” appears and the learned function is cleared with a beep sound.

The cleared label flashes together with other learnable labels.

If the character contents of the label have been changed
To clear the character contents of that label, perform the same procedure above again. The input contents are cleared and the label display returns to the original setting.

Controlling the Volume of Visual Components Connected to an Audio System

The Commander is factory preset based on the assumption that you hear the sound of your visual components from your TV speakers, and that you hear sound of your audio components from the loudspeakers connected to your amplifier.

This feature enables you to control the volume of your TV or amplifier without having to select TV or AMP each time you want to control the volume.

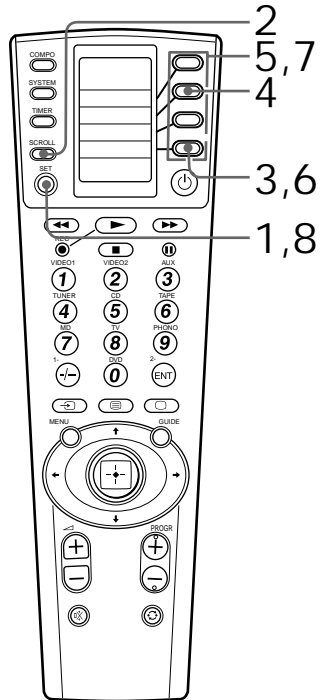
For example, to control the volume while using a VCR, you don't need to press the TV button to control the TV volume. You can switch the volume of all the visual components to the amplifier at the same time.

The following table shows the factory setting of which volume would be controlled for each component.

Component name on the display	Controls the volume of
TV	TV
VCR1	TV
VCR2	TV
VCR3	TV
SAT1	TV
SAT2	TV
DVD	TV
CD	amplifier
AMP	amplifier
MD/DAT	amplifier
TAPE A	amplifier
TAPE B	amplifier

However, if your visual components are connected to an audio system, you probably hear TV or VCR sound from the loudspeakers via your amplifier, not from your TV speakers. In this case, you need to change the factory preset so that you can control the volume of your visual components without first having to switch to the amplifier.

To change the Factory Preset of the Volume Control



-
- 1 Keep the SET button pressed for more than a second.

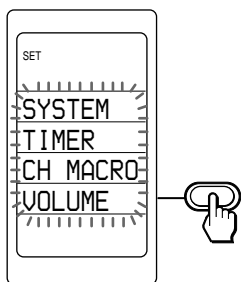


"SET" appears on the LCD display.

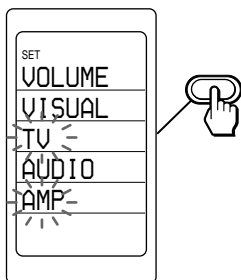
-
- 2 Press the SCROLL button once to display "VOLUME" on one of the labels.



-
- 3 Select "VOLUME" by pressing the Label Select button.



-
- 4 To change the volume control setting of visual components (TV, SAT1, SAT2, DVD, VCR1, VCR2 and VCR3), select the component set to visual (in this case, TV) by pressing the Label Select button.



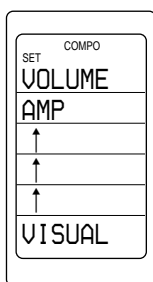
The component names are displayed on the labels. To change the labels, press the SCROLL button. Each time the SCROLL button is pressed, the labels change as in Step 4 on page 14.

The components with a preset code number beginning with "8" (TV) or "4" (amplifier) flash.



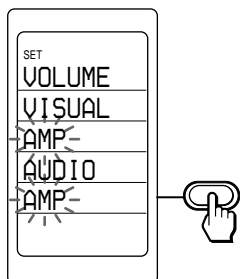
- 5 Select the component of which the volume setting you want to change (in this case, AMP) by pressing the Label Select button. (To change the labels, press the SCROLL button.)

With a beep sound, the volume control setting of visual components is switched to the amplifier.



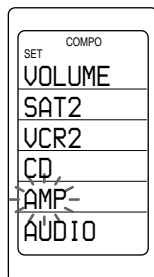
If you want to change the volume setting of other components, repeat Steps 4 and 5.

- 6 To change the volume control setting of audio components (AMP, CD, MD/DAT, TAPE A and TAPE B), select the component set to audio (in this case, AMP) by pressing the Label Select button.



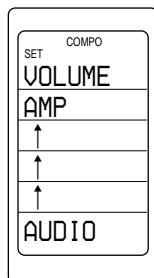
The component names are displayed on the labels. To change the labels, press the SCROLL button.

The components with a preset code number beginning with "4" (amplifier) flash.



- 7 Select the component of which volume setting you want to change (in this case, AMP) by pressing the Label Select button. (To change the labels, press the SCROLL button.)

With a beep sound, the volume control setting of audio components is switched to the amplifier.



If you want to change the volume setting of other components, repeat Steps 6 and 7.

8 Press the SET button.

The display returns to the previous one.

Notes

- If you set a TV or an amplifier for volume control setting to the TV or AMP label displayed by default, the signal of the preset component will be transmitted. If you programme any signal for the \triangleleft or M button of each component by “learning”, the learned signal programmed for each component will be transmitted.
- Even if you preset another TV or amplifier to a component label, when the preset data of the TV or amplifier for volume control setting to the TV or AMP label displayed by default will be not cleared, the signal of the component preset by default will be transmitted.

But if you set another TV or amplifier for volume control setting, its signal will be transmitted. In this case, its learned signal will be transmitted if you programme any signal for the \triangleleft or M button.

- If a TV or an amplifier set for volume control setting has no preset data for the \triangleleft or M button, the signal cannot be transmitted.
- If you preset another category of component than a TV or an amplifier to the component label for which the volume control setting has been programmed, the signal of the \triangleleft or M button cannot be transmitted.
- When operating a component which has no volume data, if you have programmed any signal for its \triangleleft or M button of each component by “learning”, the learned signal programmed for the component is transmitted even if you try to control the volume using the volume control function.

- When controlling the volume of the audio components, the signal of the \triangleleft or M button or the learned signal of the \triangleleft or M button for the amplifier is transmitted.
- When controlling the volume of the visual components, if a TV is set for volume control setting, the signal of the \triangleleft or M button or the learned signal of the \triangleleft or M button for the TV is transmitted.
- When controlling the volume of the visual components, if an amplifier is set for volume control setting, the signal of the \triangleleft or M button for the amplifier is transmitted for the TV. But if you programme any signal for the \triangleleft or M button of the TV, its learned signal is transmitted for the TV.

Executing a Series of Commands

— System Control Functions

With the System Control function, you can programme a series of operating commands, and execute them simply as follows.

- 1 When the display for component operation appears (if not, press the SET button repeatedly), press the SYSTEM button.
- 2 Select the System Macro number label by pressing the Label Select button.

For example, when you watch a video, a series of operations like the ones below are necessary.

Example:

- 1 Turn on the TV.
- 2 Turn on the video (VCR1).
- 3 Turn on the amplifier.
- 4 Set the input selector of the amplifier to VIDEO 1.
- 5 Set the input mode of the TV to VIDEO.
- 6 Start video playback.

You can programme up to 32 consecutive operation steps to each of the System Macro labels (SONY OFF, SYSTEM 2-12).

At the factory, the SONY OFF label is preset with a series of the system power-off commands for Sony components. You can overwrite a system macro over this label.

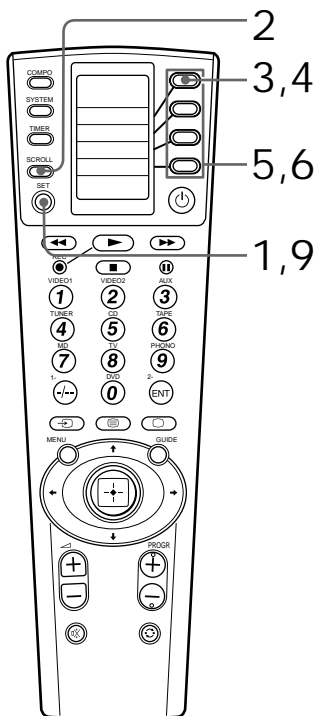
If you have set the System Control function for a component label (page 40), the execution of the programmed commands begins when you press the Label Select button corresponding to the label for more than 2 seconds.

The component macro executing time is variable by changing the setting (page 43).

While executing the programmed commands, at the same time that each remote control signal is transmitted, the corresponding label is displayed.

Programming a series of commands for the System Macro labels

Example: To programme the procedure above for the SYSTEM2 label



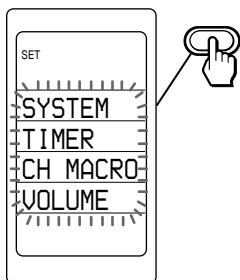
-
- 1 Keep the SET button pressed for more than a second.



"SET" appears on the LCD display.

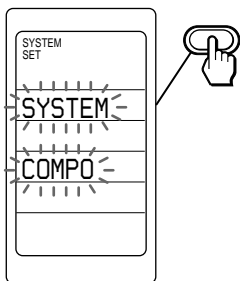
-
- 2 Press the SCROLL button once to display "SYSTEM" on one of the labels.

-
- 3 Select "SYSTEM" by pressing the Label Select button.



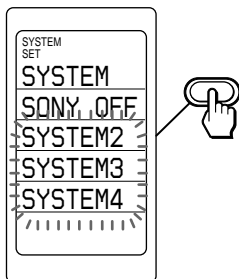
"SYSTEM" and "COMPO" flash.

-
- 4 Select "SYSTEM" by pressing the Label Select button.



The macro numbers are displayed on the labels. To change the labels (SONY OFF, SYSTEM2-12), press the SCROLL button repeatedly. The macro numbers for which the system macro is programmed stay lit, and others flash.

-
- 5 Select the macro number by pressing the Label Select button.



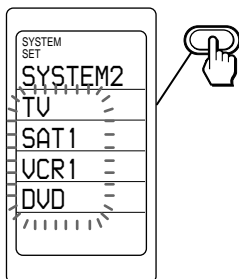
The selected macro number is displayed, and component names are displayed on the labels.

If a series of commands is already programmed for that label

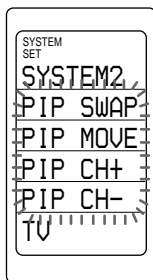
To programme a new series of operations, clear the programme first (see page 39).

- 6 Select the component to operate by pressing the Label Select button (in this case, TV).

To change the labels, press the SCROLL button repeatedly.




The selected component name is displayed on the bottom of the LCD display, and the labels for the operation of the component are displayed. To change the labels, press the SCROLL button repeatedly.



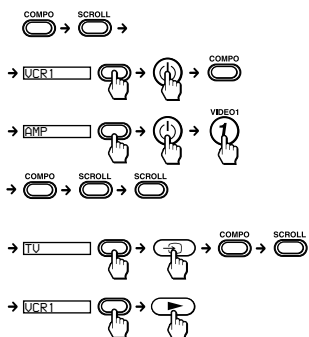
To select another component, press the COMPO button.

- 7 Press the Label select button(s) or other button(s) on the Commander for the desired operation.



If you want to turn on the TV, press the  button.

- 8 Repeat Steps 6 and 7 and programme the buttons for the series of operations. In this example, press the following buttons.



- 9 When you have programmed all the keys and buttons, press the SET button.

With a beep sound, a series of operating commands is registered.

The display returns to Step 5.

If you press the SET button
The display returns to the previous one.

Notes

- If you interrupt the procedure at any point for over two minutes, the setup procedure will be cancelled. In this case, set the entire programme from the beginning.
- If you change the component code number (page 13) or programme a new signal by learning (page 23) on a label that has been programmed in the series of commands of the System Control function, the new signal is transmitted when you press the Label Select button corresponding to the system number label.
- While programming a series of operating commands, you cannot clear any operation step you have programmed. If you have programmed an incorrect operation by mistake, start again from Step 1.
- If you try to programme more than 32 steps, the System Control setting finishes, and the 32 steps you have programmed are registered. If you want to programme again, clear the programme (page 39) and start again from Step 1.
- The SCROLL button is not counted as a step.
- When programming a power-on command for the System Control function, if you select the component label for which you programmed the Power-On setting (page 44), the Power-On setting is also available. So, the power of the selected component turns off if the POWER key of the component is programmed. In this case, clear the Power-on setting, or do not programme the POWER key of the component.

About the interval between operation steps

- You can change the interval between operation steps (page 42).
- If you cannot receive signals successfully during consecutive operation steps, programme an interval of 250 ms between steps by pressing the TIMER button between operation steps in Step 8 on page 36. This operation of programming an interval is counted also as a step.

About the order of operation steps

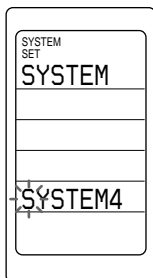
Some of the components may not accept consecutive remote control signals. For example, a TV generally does not react to next signal right after the Power-on signal. So, a series of commands such as TV Power-on and input select may not work properly. In this case, insert other signals like the example below;

TV Power-on → VCR Power-on
→ VCR play back → TV input select

To change the name of a System Macro label on the display

You can change the display of the labels on the display to the most suitable name using up to 8 characters or digits.

- 1 In Step 5 (page 35), select the System Macro label of which name you want to change (for example, SYSTEM4) by keeping the Label Select button pressed for more than 2 seconds. The Commander enters the Label Input mode.



- 2 Input the name of the label. Follow Steps 3 - 5, on pages 27-28.
- 3 Press the SET button. The commander goes to Step 6 on page 36.

To clear the System Macro of a label

In Step 5 (page 35), while pressing the Label Select button corresponding to the label that you want to erase, press the SCROLL button. (The labels for which the System Macro is programmed stay lit.)

“CLEAR OK” appears and the System Macro is cleared with a beep sound.

The cleared label flashes together with other labels which have no System Macro data.

If the character contents of the label have been changed

To clear the character contents of that label, perform the same procedure above again. The input contents are cleared and the label display returns to the original setting.

When you clear the System Macro overwritten over the SONY OFF label

The overwritten System Macro is cleared when you perform the procedure above and the factory presetting returns to the SONY OFF label.

If the character contents of the SONY OFF label have been changed, the character contents are cleared when you perform the procedure above again. The input contents are cleared and the label display returns to “SONY OFF.”

Note

When you select the label for which the System Macro is programmed, the ‘NG’ sound is heard. If you release the Label Select button then, data is not cleared and the System Macro signal is transmitted.

Notes on System Control Operations

- If the remote control detectors of the components are too far apart, or if something is blocking them, some of the components may not operate consecutively even after you select the System Macro number label.
- If some of the components did not operate correctly because of the above or for any other reason, always set all the components back to the states they were in before you select the System Macro number label. Failure to do this can result in incorrect operation when you select the System Macro number label again.
- Some components may not always be powered on by the System Control function. This is because the power of the component goes on and off alternatively when receiving the power on/off signal. In this case, check the operating component’s power on/off state before using the system control function.

To clear programmed commands for a specific System Macro number label

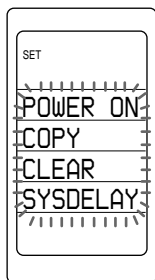
You can clear the System Macro and the character contents you have programmed for a label.

-
- 1 Keep the SET button pressed for more than a second.

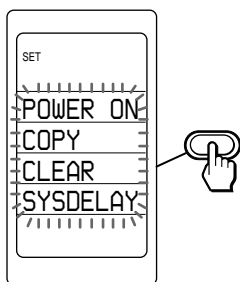


"SET" appears on the LCD display.

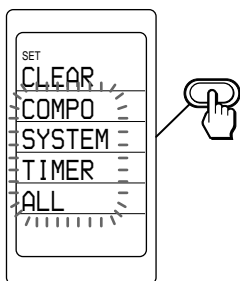
-
- 2 Press the SCROLL button twice to display "CLEAR" on one of the labels.



-
- 3 Select "CLEAR" by pressing the Label Select button.

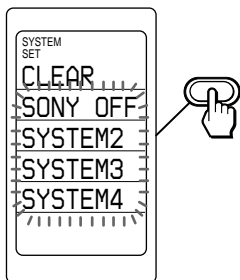


-
- 4 Select "SYSTEM" by pressing the Label Select button.

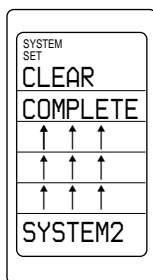


"SYSTEM" appears on the LCD display, and the system macro numbers are displayed on the labels. To change the labels (SONY OFF, SYSTEM2- 12), press the SCROLL button repeatedly.

- 5 Select the macro number of which System Control function you want to erase by pressing the Label Select button.



While erasing



When erasing finishes, "COMPLETE" is displayed with a beep sound.

If you want to erase the settings of other macro numbers
Repeat Step 5.

- 6 Press the SET button.
The display returns to the previous one.

Programming a series of commands for the component labels

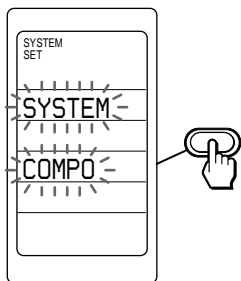
You can also programme a series of operating commands (component macro) for the component labels (up to 32 steps). To execute a series of operating commands for a component label, proceed as follows.

- 1 When the display for component operation appears (if not, press the SET button repeatedly), press the COMPO button.
- 2 Select the component label by pressing the Label Select button for more than a second.

Notes

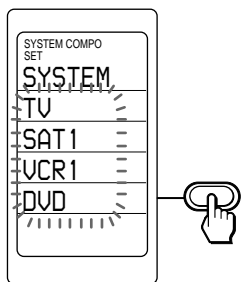
- The programmed commands are executed when you select a component label by pressing the Label Select button for more than a second. When you press the Label Select button for less than a second, the selected label works as the normal component label, and the corresponding function labels are displayed.
- The component macro executing time is variable by changing the setting (page 43).
- See also "About the interval between operation steps" on page 37 and "Notes on System Control Operations" on page 38.

-
- 1 In Step 4 (page 35), select “COMPO” by pressing the Label Select button.



Component names are displayed. The labels for which a series of commands is programmed stay lit and others flash.

-
- 2 Select the component for which you want to programme a series of commands by pressing the Label Select button (for example, DVD).



-
- 3 Programme a series of commands for the component label by following the same procedure of Step 6-8 on page 36.

-
- 4 Press the SET button.
With a beep sound, a series of operating commands is registered.
The display returns to Step 2 above.
-

To clear the component macro of a label

In Step 2 (page 41), while pressing the Label Select button corresponding to the label that you want to erase, press the SCROLL button. (The labels for which a series of commands is programmed stay lit.)

“CLEAR OK” appears and the component macro is cleared with a beep sound.

The cleared label flashes together with other labels for which a series of commands is not programmed.

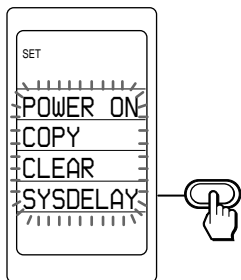
Note

When you select the label for which a series of commands is programmed, the ‘NG’ sound is heard. If you release the Label Select button then, data is not cleared and the component macro signal is transmitted.

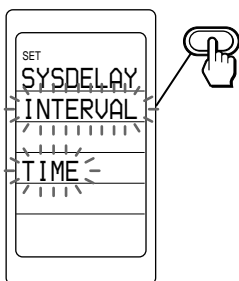
Changing the interval between operation steps

You can control the interval from 150- 900 ms.

-
- 1 Keep the SET button pressed for more than a second.
 - 2 Press the SCROLL button twice to display "SYSDELAY" on one of the labels.
 - 3 Select "SYSDELAY" by pressing the Label Select button.

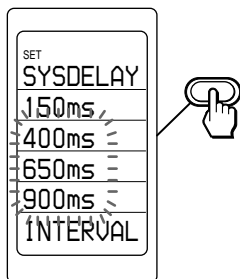


-
- 4 Select "INTERVAL" by pressing the Label Select button.

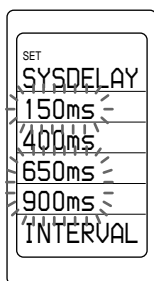


The current interval setting stays lit. The factory setting is 150 ms. (ms: 1/1000 second)

-
- 5 Select the interval by pressing the Label Select button.



With a beep sound, the setting is changed.

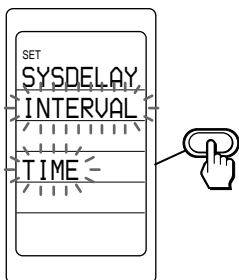


-
- 6 Press the SET button.
The display returns to Step 4.
-

Changing the component macro executing time

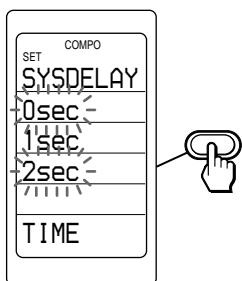
1 Follow the procedure of Steps 1-3 on page 42.

2 Select "TIME" by pressing the Label Select button.

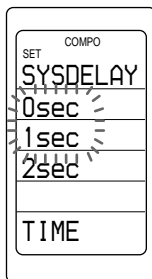


The current component macro executing time stays lit. The factory setting is 1 sec.

3 Select the component macro executing time by pressing the Label Select button.



With a beep sound, the setting is changed.

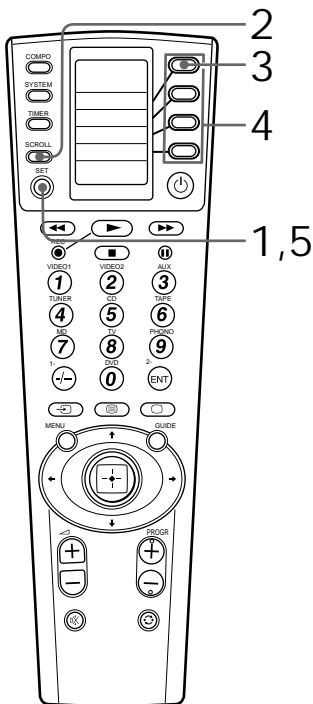


4 Press the SET button.
The display returns to Step 2.

Adding an Extra Function to the Component Labels

Programming the Power-On command of a selected component (for Sony components only)

When using Sony components, you can programme the Power-On signal for each component on a component label. You can select the desired component and turn it on by just selecting that label after pressing the COMPO button.



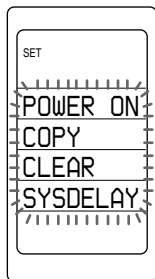
Example: To programme the TV label

- 1 Keep the SET button pressed for more than a second.

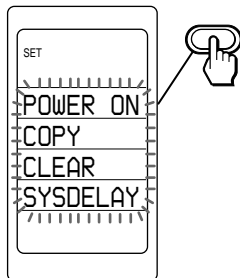


“SET” appears on the LCD display.

- 2 Press the SCROLL button twice to display “POWER ON” on one of the labels.



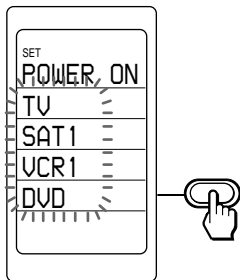
- 3 Select “POWER ON” by pressing the Label Select button.



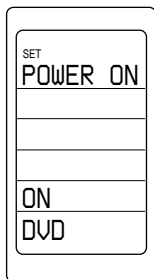
“POWER ON” appears on the LCD display, and component names are displayed on the labels.

The display of the component names (preset by Sony) for which you can programme the Power-on signal flashes. The display of the other components stays lit.

- 4 Select the desired component by pressing the Label Select button.
(To change the labels, press the SCROLL button repeatedly.)



The selected component name appears at the bottom of the LCD display.
A beep sound is heard, and "ON" lights.



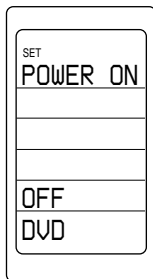
The display returns to Step 4.

If you select a component for which the Power-on signal cannot be programmed
"NG" appears and the 'NG' sound is heard twice. And the display returns to Step 4.

- 5 Press the SET button.
The display returns to the previous one.

To clear the Power-On command

Follow the same procedure as Steps 1- 5 on pages 44- 45.
The selected component name appears on the bottom of the LCD display. A beep sound is heard, and "OFF" lights.



Note

If the component code of a non-Sony product has been set for a component label, you cannot programme the Power-on function for it.

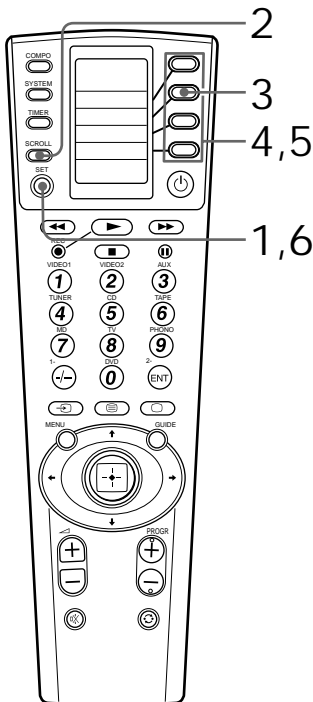
Assigning Other Components to the Component Labels

Copying the settings of a component label to another label

You can copy the entire settings of a component label. The settings of the component code (page 13), the channel macro function (page 48), the learned functions (page 23), component macro function (page 40), Power-On command (page 44) and character contents are copied to a new label.

Notes

- You cannot copy the settings to a component label for which any learned function, channel macro function or component macro function has been programmed. ("NG" appears.)
- The character contents are overwritten over a new label.



Example: To copy the settings of the DVD label to the VCR1 label

- 1 Keep the SET button pressed for more than a second.

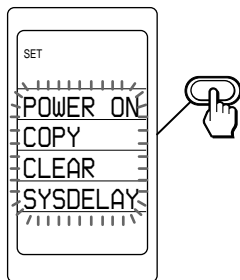


"SET" appears on the LCD display.

- 2 Press the SCROLL button twice to display "COPY" on one of the labels.

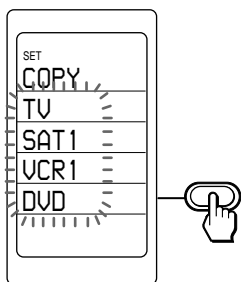


- 3 Select "COPY" by pressing the Label Select button.



"COPY" appears on the LCD display, and component names are displayed on the labels.

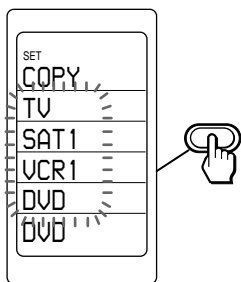
- 4 Select the Component of which the contents are to be moved by pressing the Label Select button.
(To change the Label buttons, press the SCROLL button repeatedly.)



The selected component name appears at the bottom of the LCD display.

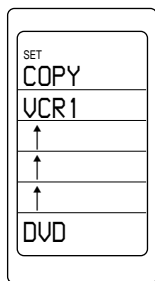
- 5 Select the component to which the contents are to be moved by pressing the Label Select button.

(To change the labels, press the SCROLL button repeatedly.)



The selected component name appears on the first label of the LCD display.

The copying begins.



With a beep sound, the copying finishes.

If you select a Component label for which any channel macro, learning, component macro function has been programmed

“NG” appears and the ‘NG’ sound is heard twice. And the display returns to Step 5.

- 6 Press the SET button.

The display returns to the previous one.

To return to the original setting

Follow the steps in “To clear the contents programmed for a specific component label”, page 19.

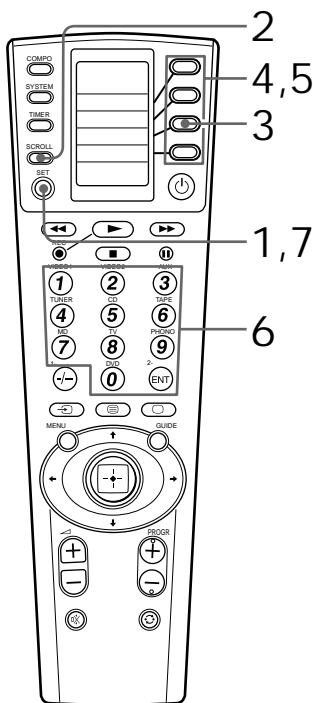
Selecting a Programme with a Single Label

— Channel Macro Function

You can programme the Channel Macro function of the components of which the first digit of the four-digit preset component code number is 3 (SAT1 and SAT2) or 8 (TV).

And you can programme the Channel Macro function for the macro labels for a component again to send data.

If you programme the operation of entering the 1, 2, 3 and ENT buttons for a macro label, you can select programme 123 by selecting that single label.



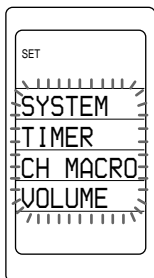
Example: To programme TV programme 123 for the PIP CH+ key

- 1 Keep the SET button pressed for more than a second.

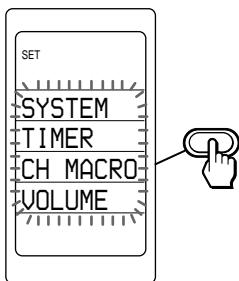


“SET” appears on the LCD display.

- 2 Press the SCROLL button once to display “CH MACRO” on one of the labels.



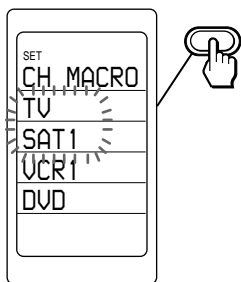
- 3 Select “CH MACRO” by pressing the Label Select button.



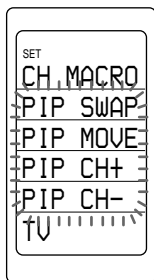
“CH MACRO” appears on the LCD display, and component names are displayed on the labels.

The component names on the labels for which the Channel Macro function can be programmed flash and the others stay lit. To change the labels, press the SCROLL button repeatedly.

- 4 Select the Component by pressing the Label Select button.

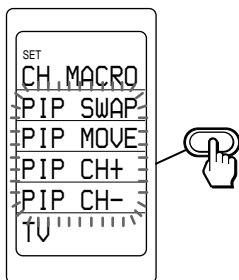


The selected component name appears. The macro labels flash. (To change the labels, press the SCROLL button repeatedly.)



If you select the component name for which the Channel Macro function cannot be programmed
The 'NG' sound is heard.

- 5 Select the macro label by pressing the Label Select button.



The selected label stays lit. Other labels disappear.

If you select the label for which the Channel Macro function cannot be programmed
The 'NG' sound is heard.

- 6 Press the number buttons for the operation and the ENT button in order (1 → 2 → 3 → ENT).

"1," "2," "3," and "ENTER" appear twice. The numbers are decided.

Notes

- If you enter three or less numbers, press the number buttons and the SET button in order. The numbers are decided for the macro label.
- If you enter four numbers, the four numbers are decided for the macro label.

-
- 7 Press the SET button.**
The display returns to the previous one.
-

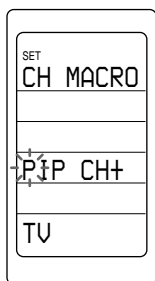
Note

You cannot programme the Channel Macro function for a macro label that has “learned” a signal. Try again with another macro label, or clear the “learned” signal (page 29) and programme the Channel Macro function on it.

To change the name of the Channel Macro labels on the display

You can change the display of the labels on the display to the most suitable name using up to 8 characters or digits.

- 1 In Step 5 (page 49), select the Channel Macro label of which name you want to change (for example, PIP CH+) by keeping the Label Select button pressed for more than 2 seconds. The Commander enters the Label Input mode.



- 2 Input the name of the label. Follow Steps 3 - 5, on page 27-28.
- 3 Press the SET button. The Commander goes to Step 6 on page 49.

To clear the Channel Macro of a label

In Step 5 (page 49), while pressing the Label Select button corresponding to the label that you want to erase, press the SCROLL button. (The labels for which the Channel Macro is programmed stay lit.)

“CLEAR OK” appears and the Channel Macro is cleared with a beep sound.

The cleared label flashes together with other labels which have no Channel Macro data. The display returns to the Channel Macro label selecting mode.

If the character contents of the label have been changed

To clear the character contents of that label, perform the same procedure above again. The input contents are cleared and the label display returns to the original setting.

Note

When you select the label for which the Channel Macro is programmed, the ‘NG’ sound is heard. If you release the Label Select button then, data is not cleared and the System Macro signal is transmitted.

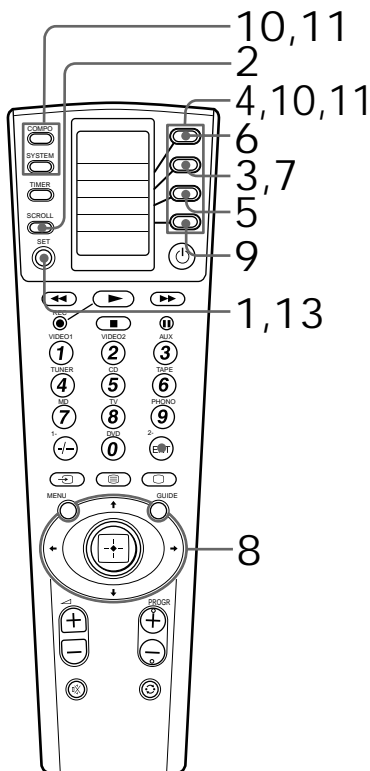
Setting the Timer

Up to 12 timer setting programmes can be set on this commander. You can programme the timer setting of the day of the week, the hour, the minute and the contents of the programme (Timer Macro) weekly or daily. You can set each programme of the timer to be executed or not.

There are two ways to set the timer, as shown.

- Setting the new timer programme
- Changing the programme already set or changing another programme that you select (page 56)

Setting the new timer programme



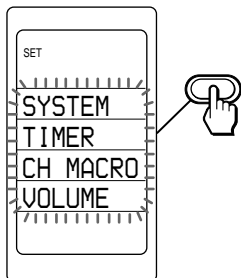
Example: To set the timer programme at 7:30 AM on Saturday to the PROG4 label

- 1 Keep the SET button pressed for more than a second.

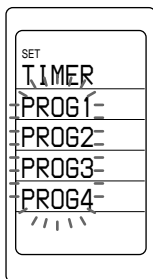


"SET" appears on the LCD display.

- 2 Press the SCROLL button once to display "TIMER" on one of the labels.
- 3 Select "TIMER" by pressing the Label Select button.



"TIMER" appears on the LCD display, and the timer programme numbers are displayed on the labels. To change the labels (PROG 1- 12), press the SCROLL button repeatedly.



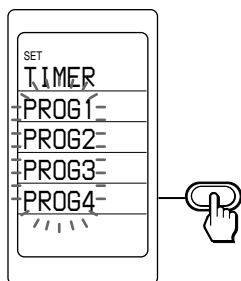
Setting the Timer (continued)

The programme numbers having timer setting programmes which are set to be executed (standby mode) stay lit.

The programme numbers having timer setting programmes which are set not to be executed flash.

The programme numbers without timer setting programmes flash.

- 4 Select the programme number to which you want to set the timer by pressing the Label Select button.



The selected programme number appears. (If the selected label has character contents you input, the character contents appear.)

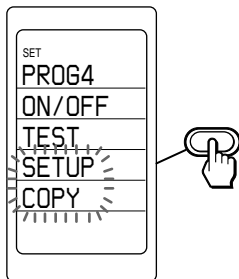
“ON/OFF,” “TEST,” “SETUP,” and “COPY” appear on the labels.

When the timer programme of the selected number is set to be executed (standby mode), “ON/OFF” and “TEST” flash.

When the timer programme of the selected number is set not to be executed, “ON/OFF,” “TEST,” “SETUP” and “COPY” flash.

When the selected number has no timer programme data, “SETUP” and “COPY” flash.

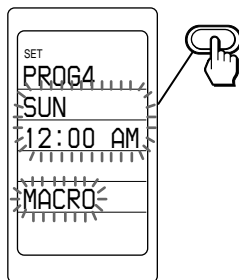
- 5 Select “SETUP” by pressing the Label Select button.



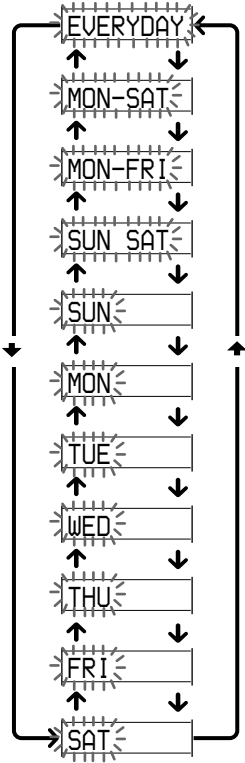
“SUN,” “12:00 AM,” and “MACRO” are displayed.

If the day of the week and the time for the timer programme are set in this setting mode, or if you try changing the programme already set (page 56), the set contents are displayed.

- 6 Select the first label (the day of the week) by pressing the Label Select button, and set the timer-on day(s) of the week by pressing the Joystick toward \uparrow or \downarrow .



Each time the Joystick is pressed toward \uparrow or \downarrow , the display of day(s) of the week changes as follows.

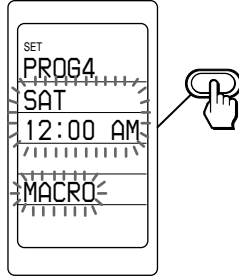


- SUN : Sunday
- MON : Monday
- TUE : Tuesday
- WED : Wednesday
- THU : Thursday
- FRI : Friday
- SAT : Saturday

- MON-SAT: from Monday to Saturday
- MON-FRI: from Monday to Friday
- SUN SAT: Sunday and Saturday
- EVERYDAY: daily timer

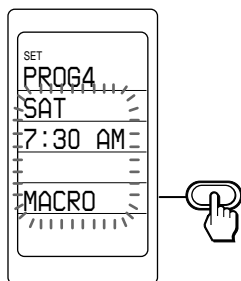
Then press down the Joystick to decide the day(s).

- 7 Select the second label (time) by pressing the Label Select button.



- 8 Set the hour by pressing the \uparrow or \downarrow (page 10). Then press the Joystick toward \rightarrow so that the minute flashes. (You can switch the mode between the hour setting and the minute setting by pressing the Joystick toward \leftarrow or \rightarrow .) Set the minute by pressing the Joystick toward \uparrow or \downarrow (page 10). Then press down the Joystick. The time of the timer setting is decided.

- 9 Select "MACRO" by pressing the Label Select button.

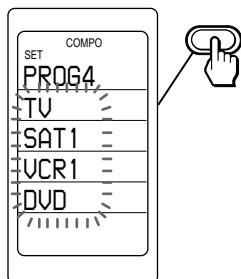


The Commander enters the Timer Macro setting mode.

- 10 Programme the information of the corresponding labels as a procedure to be executed by the timer.

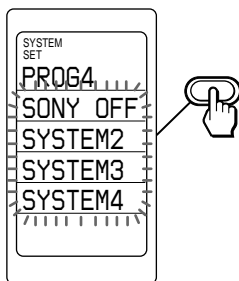
If you want to programme the component function for the timer

Select the component name. Functions for the component are displayed on the labels. (To change the labels, press the SCROLL button repeatedly.) Go to step 11.

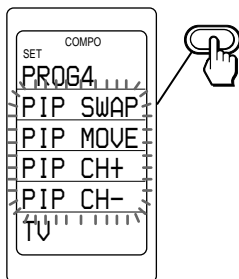


If you want to programme the System Macro data for the timer

Press the SYSTEM button. System macro numbers are displayed on the labels. Select the system label of which information you want to programme for the timer. Go to Step 12.



- 11 Press the Label Select button or other button on the Commander of which the function you want to programme as a step. (To change the labels, press the SCROLL button repeatedly.)



If you want to programme the function of another component

Press the COMPO button, and return to Step 10.

12 Repeat Steps 10 and 11.

When 32 steps are input, the Macro step programming registered with a beep sound. Then the display returns to step 6.

Notes

- You can input up to 32 steps for one timer programme number.
 - A System Macro can be input as a step.
 - You can change the interval between operation steps (page 42).
 - The step of the TIMER button has an interval of 250ms. This operation of programming an interval is counted also as a step.
 - The SCROLL button is not counted as a step.
-

13 When you have programmed a series of Timer Macro setting, press the SET button.

With a beep sound, a series of Timer Macro settings are registered. The display returns to Step 6.

Each time you press the SET button, the display returns to the previous one.

If you want to check the execution of the timer setting or set the timer programme to the standby mode

See page 58.

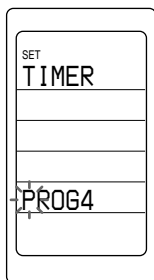
Notes

- When using the timer setting on this Commander, only one setting can be assigned to one programme. If you want to set the timer to turn on at a programmed time, and to set the timer to turn off at another time, programme the two settings separately.
- If there are some programmes set to be executed at the same time, they start in order from the lowest programme number.
- According to the status of the component operated by the timer programme, the next programme might not function successfully. When setting a timer programme, check carefully the setting of other programmes.
- Some programmes cannot be executed at the set time because the execution time of the remote control output is different depending on the contents of the timer execution. Or, if the execution time arrives while the previous timer programme is outputted, the timer programme begins after the execution of the previous one. In this case also, the programme cannot be executed at the set time. So, set the timer regarding the contents and the duration of the timer execution.

To change the name of the Timer Macro labels on the display

You can change the display of the labels on the display to the most suitable name using up to 8 characters or digits.

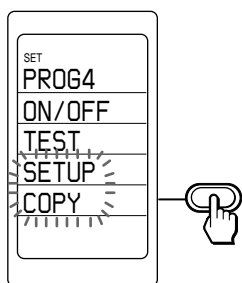
- 1 In Step 4 (page 52), select the Timer Macro label of which name you want to change (for example, PROG4) by keeping the Label Select button pressed for more than 2 seconds. The Commander enters the Label Input mode.



- 2 Input the name of the label. Follow Steps 3 - 5, on page 27 - 28.
- 3 Press the SET button. The display goes to Step 5 on page 52.

Changing the programme already set or changing another programme that you select

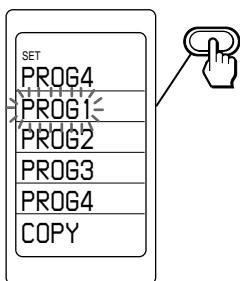
- 1 Follow Steps 1 - 4 on page 51- 52.
- 2 Select "COPY" by pressing the Label Select button. If you want to change the programme already set, go to Step 5 without pressing the COPY key.



The programme numbers appear. Numbers which have the timer setting information flashes. The others stay lit.

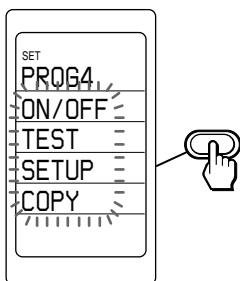
-
- 3 Press the SCROLL button repeatedly until the programme number (PROG 1- 12) of which the contents you want to change appears.

-
- 4 Press the Label Select button of the programme number of which the contents you want to change.

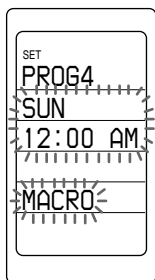


With a beep sound, the contents of the selected programme (in this case, PROG1) are copied to the programme number displayed on the top of the display (in this case, PROG4).

-
- 5 Select "SETUP" by pressing the Label Select button.



The display turns to the setting up mode of the timer.

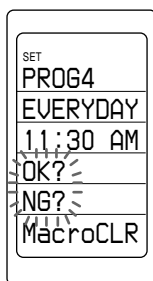


-
- 6 Press the Label Select button of the label of which the contents you want to change.

Day: See Step 6 on page 52.

Time: See Step 7 on page 53.

MACRO: The display appears as below.



-
- 7 Select "OK?" by pressing the Label Select button.

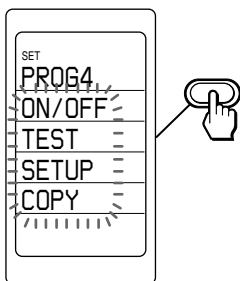
With a beep sound, the Timer Macro setting is cleared, and the Commander enters the Timer Macro setting mode (Step 10 on page 54).

If you select "NG?"
The display returns to the setting up mode.

Note
You cannot change the Timer Macro setting partially. If you want to change the programme without clearing the frequently used procedure, use the System Control function (page 34). For example, if Steps A to D are frequently used when you want to programme Steps A, B, C, D and E, programme Steps A to D using the system macro. Then programme Step E in the Timer Macro, combining it with that System Macro.

To check the execution of the timer programme

- 1 Follow Steps 1 - 4 on page 51 - 52.
- 2 Select "TEST" by pressing the Label Select button.



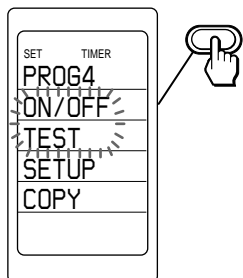
You can check the timer programme setting by transmitting the Timer Macro signals.

- 3 Press the SET button.
The display returns to the previous one.

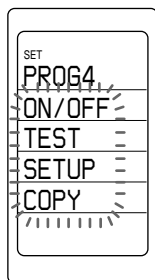
To switch the timer standby mode to on or off

- 1 In Step 4 (page 52), select the programme number having a timer setting programme by pressing the Label Select button.
- 2 Select "ON/OFF" by pressing the Label Select button.
The timer standby mode will be switched as follows.

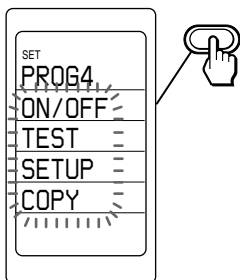
When the selected programme number of which the standby mode is set to on



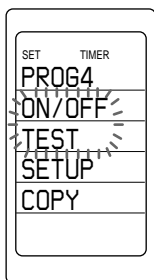
The timer standby mode will be set to off.



When the selected programme number of which the standby mode is set to off



The timer standby mode will be set to on.



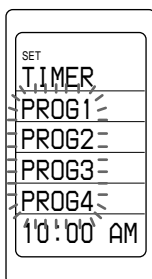
-
- 3 Press the SET button.
The display returns to the previous one.
-

To switch quickly the timer standby mode to on or off using the TIMER button

-
- 1 When the display for component operation appears (if not, press the SET button repeatedly), press the TIMER button.

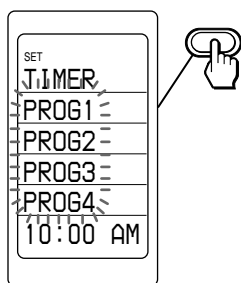


“TIMER” and the programme numbers appear.
(To change the labels, press the SCROLL button repeatedly.)



The programme number of which the standby mode is set to on stays lit.
The programme number of which the standby mode is set to off flashes.
The number which has no timer programme data flashes.

-
- 2 Select the programme number of which the standby mode you want to switch by pressing the Label Select button.
Each time the Label Select button is pressed, the standby mode is switched between on and off.



If you select the programme number which has no timer programme data
The 'NG' sound is heard.

- 3 When you finish the setting of the timer standby mode, press any button other than the SCROLL and Label Select button.

The display turns to the component operating mode.

The "TIMER" mark stays lit on the display. This means that one or more timer programmes are set to the timer standby mode.

Notes

- If the TEST or ON/OFF label is selected when the timer programme is not set, the 'NG' sound is heard twice.
- The timer programme contents you have set on this Commander repeat daily or weekly until you set the timer standby mode to off. If you want to execute the timer programme once, set the timer standby mode to off after the execution of the timer programme.

IMPORTANT

The timer function of this Commander is designed for the timer operation of AV components. Do not use the timer function to operate an air-conditioner or electrical appliances. It may cause a fire or a serious injury.

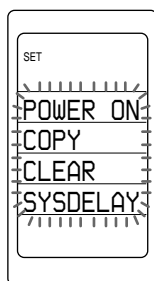
To clear timer settings programmed for a specific programme number label

- 1 Keep the SET button pressed for more than a second.

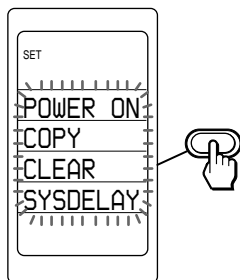


"SET" appears on the LCD display.

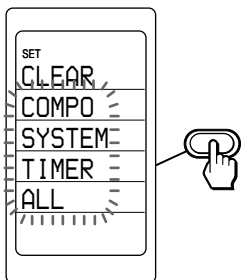
- 2 Press the SCROLL button twice to display "CLEAR" on one of the labels.



- 3 Select "CLEAR" by pressing the Label Select button.

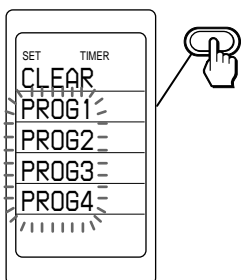


-
- 4 Select "TIMER" by pressing the Label Select button.

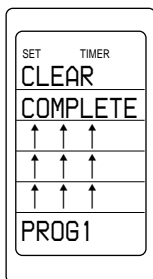


The timer programme numbers are displayed on the labels. To change the labels (PROG 1- 12), press the SCROLL button repeatedly.

-
- 5 Select the programme number of which timer contents you want to erase by pressing the Label Select button.



While erasing



When erasing finishes, "COMPLETE" is displayed with a beep sound.

If you want to erase the settings of other timer programme numbers Repeat Step 5.

-
- 6 Press the SET button.
The display returns to the previous one.
-

Locking the Controls

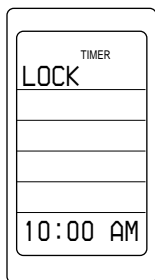
— *Hold Function*

To prevent accidental operation, you can lock all the buttons with the Hold function. However, the timer functions while the controls are locked.


While pressing the  button, press the SCROLL button.




With a beep sound, “LOCK” appears, and every LCD display disappears except the clock and “LOCK.”



When the controls are locked

Even if you press a button (except when the  button and the SCROLL button are pressed at the same time), the Commander does not operate. When the timer is set to be executed, “TIMER” stays lit.

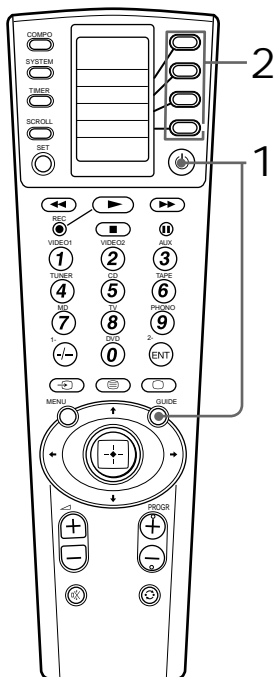
To unlock the controls


While pressing the  button, press the SCROLL button. With a key-touch beep, the display returns to the status before setting of the Hold function.

Adjusting the Automatic-Off Time of the Backlight of the Display Window

The Commander is preset at the factory to brighten the backlight, and to switch off the backlight automatically if you do not operate for more than 5 seconds. To change this setting, perform the following procedure.

You can adjust the backlight Automatic-Off time (from 0-60 seconds).

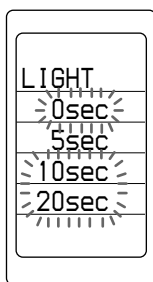


- 1 While pressing the  button, press the GUIDE button.

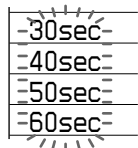
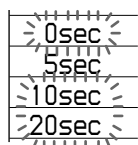


“LIGHT” appears on the LCD display, and the list of Automatic-Off time of the backlight is displayed on the labels.

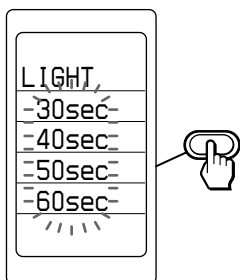
The Automatic-Off time of the backlight actually set stays lit, and the others flash.



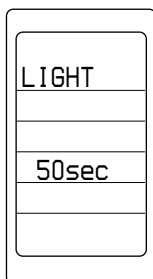
To change the labels, press the SCROLL button repeatedly. Each time the SCROLL button is pressed, the labels change as follows.



- 2 Select the desired Automatic-Off time of the backlight by pressing the Label Select button.





The set Automatic-Off time of the backlight appears.

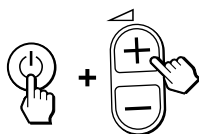




With a beep sound, the Automatic-Off time of the backlight is decided and the setting finishes.

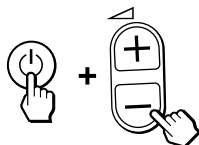
Setting the Key-Touch Beep

The Commander is preset at the factory to turn on the key-touch confirmation beep. You can turn on or off the key-touch confirmation beep.

- 1 While pressing the  button, press the  + button to turn on the key touch beep.




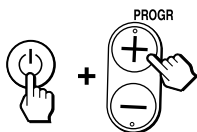
- 2 While pressing the  button, press the  - button to turn off the key touch beep.




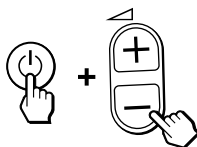
Adjusting the Contrast of the Display Window

You can adjust the contrast of the display window.

- 1 While pressing the  button, press the **PROGR +** button to increase the contrast of the display window.

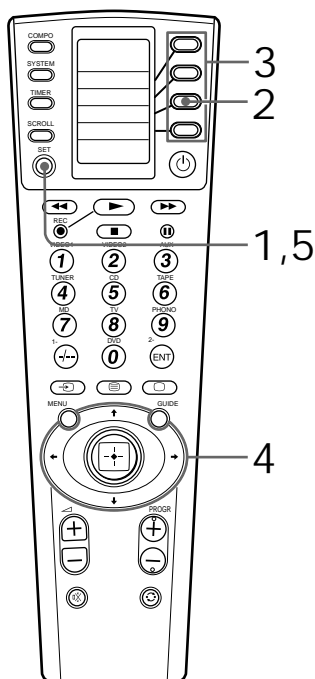


- 2 While pressing the  button, press the **PROGR -** button to decrease the contrast of the display window.



Changing the Names of the Labels on the Display

You can change the display of the component names, the function displays of components, the system macro numbers (SONY OFF, SYSTEM2 - 12) and timer programme numbers (PROG1 - 12) on the labels to the most suitable name using up to 8 characters or digits.

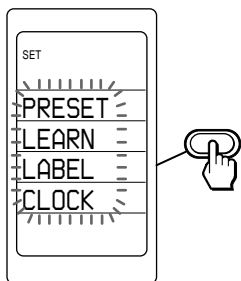


- 1 Keep the SET button pressed for more than a second.

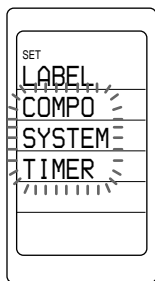


"SET" appears on the LCD display.

- 2 Select "LABEL" by pressing the Label Select button.



The Commander enters the Label Input mode.

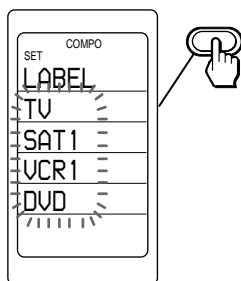


- 3 Select the label (COMPO, SYSTEM or TIMER) by pressing the Label Select button.

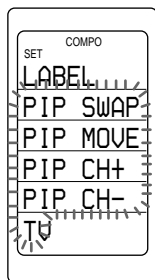
COMPO:

Displays component names. To change the labels, press the SCROLL button.

Select the component of which name you want to change (for example, TV) by pressing the Label Select button.

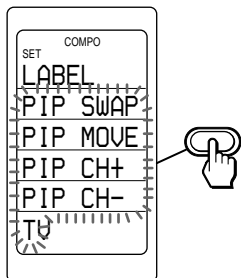


The Commander enters the Label Input mode of the component name. Go to Step 4.

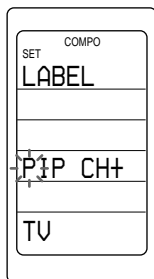


If you want to change the name of the function label of each component

After selecting the component (for example, TV), select the component function of which name you want to change by pressing the Label Select button (for example, PIP CH+). (To change the labels, press the SCROLL button.)



The Commander enters the Label Input mode of the component function name. Go to Step 4.

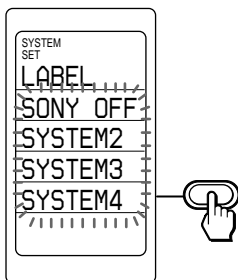


SYSTEM:

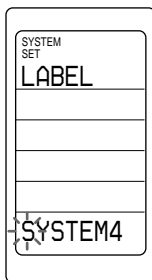
Displays the system macro numbers.

To change the labels (SONY OFF, SYSTEM2 - 12), press the SCROLL button.

Select the system macro number (for example, SYSTEM4) of which the name you want to change by pressing the Label Select button.



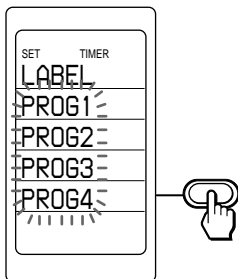
The Commander enters the Label Input mode of the system macro name. Go to Step 4.



TIMER:

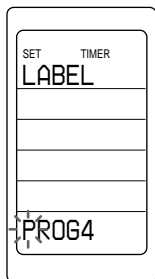
Displays timer programme numbers.

To change the labels (PROG1 - 12), press the SCROLL button. Select the timer programme number (for example, PROG4) of which name you want to change by pressing the Label Select button.



Changing the Names of the Labels on the Display (continued)

The Commander enters the Label Input mode of the timer programme name. Go to Step 4.



4 Input the name of the label by pressing the Joystick toward **↑**, **↓**, **←** or **→**.

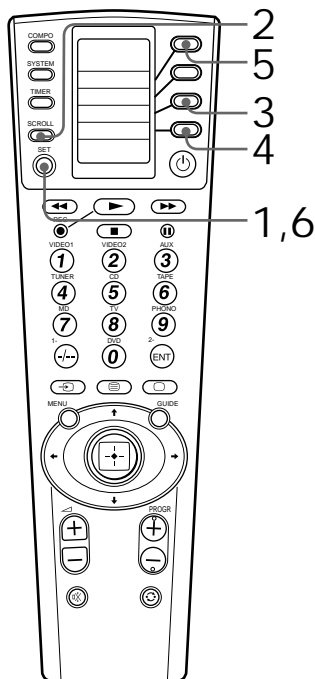
Follow Steps 3 - 5, on page 27 - 28.

5 Press the SET button.

The name of the label is decided, and the display returns to the previous one.

Erasing All the Settings

You can erase all the settings to reset the Commander to its factory settings.



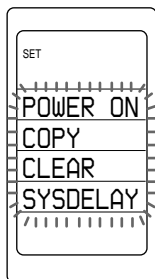
1 Keep the SET button pressed for more than a second.



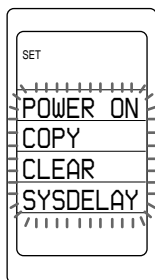
"SET" appears on the LCD display.

-
- 2 Press the SCROLL button twice to display "CLEAR" on one of the labels.

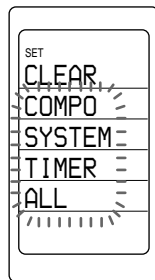
SCROLL



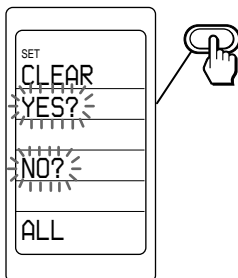
-
- 3 Select "CLEAR" by pressing the Label Select button.



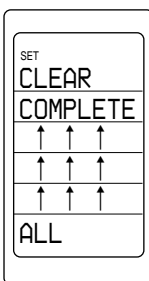
-
- 4 Select "ALL" by pressing the Label Select button.



-
- 5 Select "YES?" by pressing the Label Select button.



While erasing



When erasing finishes, "COMPLETE" is displayed with a beep sound.

The Commander is reset to its factory settings.

The display returns to Step 4.

If you select "NO?"

The display returns to Step 4.

-
- 6 Press the SET button.

The display returns to the previous one.

Precautions

- Do not drop the unit or subject the unit to shock as malfunction may result.
- Do not leave the unit in a location near heat sources, or in a place subject to direct sunlight, excessive dust or sand, moisture, rain or mechanical shock.
- Do not put foreign objects into the unit. Should any liquid or solid object fall into the unit, have it checked by qualified personnel before operating the unit any further.
- Do not expose the remote control detectors of your components to direct sunlight or other strong illumination. Too much light in such places can interfere with remote control operations.
- Be sure to place the Commander out of the reach of small children or pets. Components such as air conditioners, heaters, electric appliances, and electric shutters or curtains receiving an infrared signal can be dangerous if misused.

Maintenance

Clean the surface with a soft cloth slightly moistened with water or a mild detergent solution. Do not use any type of solvent such as alcohol, benzine or thinner as it may damage the finish of the surface.

Specifications

Operating distance

Approx. 32.8 ft. (10 meters) (varies depending on components of different manufacturers)

Power requirements

Remote control and backlight: Two size AA (R6) batteries

Battery life

Approx. 5 months (varies depending on frequency of use)

Dimensions

Approx. $2\frac{3}{4} \times 8\frac{5}{8} \times 1\frac{3}{16}$ in.
(w × h × d)
(69 × 217 × 30 mm)

Mass

5.3 oz. (154 g) (not including batteries)

*Learnable signals**

Capacity per signal: up to 300 bit
Signal frequency range: up to 156 kHz
Signal interval: up to 1 second

- * Some signals cannot be learned by the Commander, even though the signals comply with these specifications.

Design and specifications are subject to change without notice.



The CE mark on the unit is valid only for products marketed in the European Union.

Troubleshooting

If you have problems setting up or using the Remote Commander, first check the batteries (page 7), then check the items below.

Symptom	Remedy
You cannot operate the components.	<ul style="list-style-type: none">• Go closer to the component. The maximum operating distance is approximately 32.8 ft. (10 m).• Check that you are aiming the Commander directly at the component, and that there are no obstructions between the Commander and the component.• Turn on the components first, if necessary.• Check that the component has infrared remote capability. For example, if your component didn't come with a remote commander, it probably isn't capable of being controlled by a remote commander.• You have assigned a different component to the component label. A corresponding component is fixed by presetting a component code number. Therefore, the name of component you have preset may be different from that of the component label. In this case, it is recommended to preset again (page 13) and change the component name on the label (page 27, 65).
You cannot operate the components even after setting the component code numbers.	<ul style="list-style-type: none">• Set the component code correctly. If the code that is listed first for your component doesn't work, try all the codes for your component in the order in which they are listed in the supplied "Component Code Numbers."• Some features may not be preset. If some or all of the buttons do not function correctly even after you have set the component codes, then use the learning function to programme the remote control signals for the component (page 23).
You cannot control the volume.	<ul style="list-style-type: none">• If your visual components are connected to an audio system, make sure you've set up the Commander as described in "Controlling the Volume of Visual Components Connected to an Audio System" (page 30).• You have assigned another component to the TV or AMP label (page 46). In this case, the volume cannot be controlled when you select a component other than TV or AMP.
The Commander fails to learn the remote control signals.	<ul style="list-style-type: none">• When you teach signals of an interactive signal exchange system remote control unit (supplied with some of Sony's receivers and amplifiers) to the Commander, the response signal of the main unit may interfere with the learning of the Commander. In such a case, move to a place where the signals will not reach the main unit (e.g. other rooms, etc.).
You cannot operate a component even after you programmed the remote control signals with the "learning" function.	<ul style="list-style-type: none">• Make sure that the Remote Commander has learned the correct signals. If not, see "For accurate learning" (page 29) and try the learning procedure again (page 23).
"NG" flashes five times.	<ul style="list-style-type: none">• Learning has not succeeded. After checking the following, try learning procedure again (page 23).<ul style="list-style-type: none">- Change the distance between remote commanders.- See "For accurate learning" (page 29).• The component codes cannot be set. See the supplied "Component Code Numbers" and try setting the component codes again (page 13).

Troubleshooting (continued)

Symptom	Remedy
"NG" flashes twice.	<ul style="list-style-type: none">• Learned signals or the Channel Macro function have been programmed for the component label to which you want to copy the settings of another component label using the copying function (page 46). Clear the contents (page 19, 29) and try the copying procedure again.• You may try to programme the Power-On function (page 44) for a component label to which the component code of a non-Sony product has been set. This function is only for Sony components.
The 'NG' sound is heard twice.	<ul style="list-style-type: none">• Learned signals have been programmed for the label to which you want to set the learning, Channel Macro or component macro function. Clear the learned signals (page 19, 29) and try setting again.• You may select the component name for which the Channel Macro function cannot be programmed. You can programme the Channel Macro function of the components of which the first digit of the four-digit preset component code number is 3, 8 or 9 (page 48).• You may select the component function label for which the Channel Macro function cannot be programmed. The learned signal or the Channel Macro function have been programmed for that label. Clear the learned signal (page 29) or the Channel Macro function (page 50).• The programme contents you want to change are set to be executed by the timer. Set the timer setting in which that programme is included not to be executed (page 58), and edit the programme contents.• You may try to operate the preset function (page 13) after operating the learning function (page 23). You cannot operate the preset function after operating the learning function. Preset after clearing the learned signals (page 29), or preset to another component label key that is not used.
"NG" appears during learning.	<ul style="list-style-type: none">• The memory is full. Clear infrequently used learned labels (page 29), then carry out learning operations.
"NG" appears if you try to copy the settings of the component label to another component label.	<ul style="list-style-type: none">• There are some function labels for the component for which learned signals have been programmed. Copy the settings to another component label, or clear the learned signals (page 29).
A system control programme does not function correctly.	<ul style="list-style-type: none">• Make sure that you have programmed the commands in the correct order (page 34).• Try changing the orientation of the Commander. If that does not help, try placing the components as close to each other as possible.• Check the status of the components and make sure that you have set the components properly to receive commands (page 38).• The component codes are changed or new signals have been learned for a label that has been programmed with a series of commands. In this case, the new signals are transmitted when the series of commands is executed.• The interval may be too short. See "Changing the interval between operation steps" (page 42) and set a longer interval, or adjust the series of commands by changing the order of buttons and labels. (When programming the system control function, you can make an interval by pressing the TIMER button.)











Symptom	Remedy
The component set to be operated by the timer of the Commander does not function as expected.	<ul style="list-style-type: none"> • The component could not receive the signal from the Commander successfully. When using the timer, check the following. <ul style="list-style-type: none"> - Check that the timer macro programme functions correctly by pressing the TEST key, after programming the timer (page 58). - Check the location of the Commander. • The status of each component is not suitable for operation. (For example, you programme the power-on setting, assuming that power of the component is off when the timer turns on. However, if power of the component is on when the component receives the timer signal from the Commander, the component will turn off.)
The timer programme is executed in the next week or on the next day though that programme has been already executed.	<ul style="list-style-type: none"> • The timer programme contents you have set on this Commander repeat weekly or daily. If you want to execute the timer programme once, set the timer standby mode to off after the execution of the timer programme (page 58).
"BATT" is displayed for a second when you try to use the Commander.	<ul style="list-style-type: none"> • The batteries begin to be exhausted. Replace the batteries as early as possible (page 7).
The clock is displayed as "--:--".	<ul style="list-style-type: none"> • The batteries might have been replaced. Replace the batteries with new ones (page 7). After replacing the batteries, the set contents remain. So, to use the Commander with the previous set contents, you should only set the clock (page 8).
"LOCK" is displayed on the LCD and the display for operation does not appear when you press a button.	<ul style="list-style-type: none"> • The Hold function is on. Unlock the Hold function (page 62).


Table of Preset Functions

Note




There may be some components or functions that cannot be operated with this Commander.

TV

KEY DISPLAY	FUNCTION
	To turn the power on/off
1 - 9, 0	To change programmes To turn on the power
	To change the input mode
	To switch to Teletext
	To turn on To return from Teletext to TV
MENU	To call up the MENU display
1- (-/-)	To select double-digit numbers Works in the same way as your TV's commander
2-	To select a number between 20 and 29
RED (◀◀), GREEN (▶▶), YELLOW (▶▶▶), BLUE (■)	Fastext buttons
	To move the cursor upward
	To move the cursor downward
	To move the cursor to the right
	To move the cursor to the left
OK (Joystick)	To enter the selection of the MENU display
GUIDE	To exit the setting menu
PIP	To turn on/off the "window" picture
PROGR +/-	Programme up: + Programme down: -
	To operate JUMP, FLASHBACK or the CHANNEL RETURN function on the TV depending on the setting of the TV's manufacturer
	Volume up: + Volume down: -

KEY DISPLAY	FUNCTION
	To mute the volume on the TV Press again to turn muting off.
PIP SWAP	To swap the "window" picture
PIP MOVE	To move the location of the "window" picture
PIP CH +	To change the TV programme in the "window" picture upwards
PIP CH -	To change the TV programme in the "window" picture downwards
PIP TEXT	To switch to Teletext in the "window" picture
PI PSTILL	To freeze the "window" picture
PIP OFF	To turn off the "window" picture
ZOOM	To zoom a picture
ZOOM+	To scroll upward the picture enlarged by zoom function
CENTER	To centre the picture enlarged by zoom function
ZOOM-	To scroll downward the picture enlarged by zoom function

SAT1, SAT2 (Satellite)

KEY DISPLAY	FUNCTION
	To turn the power on/off
1 - 9, 0	To change programmes
	To switch the output of the satellite receiver to the TV (When you connect a TV cable or aerial to the receiver, the output switches between a TV and SAT programme.)
	To switch to Teletext
GUIDE	To bring up the Master Guide
1- (-/-)	To select double-digit numbers Works in same way as your Satellite tuner's commander.

KEY DISPLAY	FUNCTION
RED (◀◀), GREEN (▶▶), YELLOW (▶▶▶), BLUE (■)	Fasttext buttons
MENU	To call up the MENU display
↑	To move the cursor upward
↓	To move the cursor downward
→	To move the cursor to the right
←	To move the cursor to the left
OK (Joystick)	To bring up the Station Index when a programme guide is not displayed To select the programme that is highlighted
PROGR +/-	Programme up: + Programme down: -
EXIT	To exit the mode
FAVORITE	To switch up/down among the favourite programmes only
INFO	To turn on/off the detailed information of the GUI (Graphic User Interface) display related to the EPG mode To turn on/off the language switching function for a normal broadcast display
↺	To operate JUMP, FLASHBACK or CHANNEL RETURN function on the satellite tuner, depending on the manufacturer's setting
EPG	To show or hide the EPG display
SERVICE	To perform the "PLAYER VIEW" or the "programme download" service function.
PILOT	To turn on/off the EPG display
PERSONAL	To display the setting modes











DVD





KEY DISPLAY	FUNCTION
⏻	To turn the power on/off
1 - 9, 0	Number buttons: To set items selected from the screen
1- (-/--)	To select numbers 10 and above
ENT	To enter a setting or to set items selected from the screen
☰	To show the current play status on the screen
↺	To return to the last previous screen
MENU	To display the DVD menu
↑	To move the cursor upward
↓	To move the cursor downward
→	To move the cursor to the right
←	To move the cursor to the left
OK (Joystick)	To execute items selected from the screen
◀◀	To rewind
▶▶	To play
▶▶▶	To fast-forward
■	To stop
⏸	To pause
PROGR +	To proceed to the next location or song
PROGR -	To proceed to the previous location or song
TITLE	To display the title menu
SUB TITLE	To switch the subtitle
AUDIO	To change the sound
CLEAR	To clear the selected characters from the screen

Table of Preset Functions
(continued)

KEY DISPLAY	FUNCTION
SEARCH→	To search in the forward direction
SEARCH←	To search in the reverse direction
FWD SLOW	Slow playback in the forward direction
REV SLOW	Slow playback in the reverse direction
EJECT	To open or close the tray
ANGLE	To switch angle
TIME	To change the time display
PLAYMODE	To change the playback mode










VCR1, VCR2, VCR3

KEY DISPLAY	FUNCTION
	To turn the power on/off
1 - 9, 0	To change programmes To turn on the power
	To change the input mode
	To expose the on-screen display
MENU	To call up the MENU display
	To move the cursor upward
	To move the cursor downward
	To move the cursor to the right
	To move the cursor to the left
OK (Joystick)	To enter the selection of the MENU display
GUIDE	To exit the setting menu
	To rewind
	To play
	To fast-forward
1- (-/-)	To select double-digit numbers Works in the same way as your VCR's commander.
2-	To select a number between 20 and 29

KEY DISPLAY	FUNCTION
REC	To record, press  while pressing REC. ^{*1} First release  , then release REC.
	To stop
	To pause
EJECT	To eject a cassette
PROGR +/-	Programme up : + Programme down : -
ANT SW	To switch the aerial output
SEARCH→	CUE locked picture search
SEARCH←	REVIEW locked picture search
PLAY × 2	To play at double speed
COUNTER	To change the counter display
Q.TIMER	To select the recording time by 30 minutes and begin recording
COMMERCL	To skip over commercials
SP/LP	To switch the tape speed

^{*1} In order to avoid recording by mistake, the REC key does not work by itself. You can assign this operation (record) to a single key using the learning function (page 23).

CD

KEY DISPLAY	FUNCTION
	To turn the power on/off
1 - 9, 0	To select the track number (0 selects track 10). To select track numbers above 10, see the descriptions on the PIP button below
1- (-/--)	To select numbers 10 and above
ENT	To enter the setting
	To select next disc
	To switch the display of the CD player to on/off
	To clear the setting
	To rewind
	To play
	To fast-forward
	To stop
	To pause
PROGR +	To select the next track
PROGR -	To select the previous track
CONTINUE	To select continuous play mode
SHUFFLE	To play in random order
PROGRAM	To use for programme play
REPEAT	To select repeat play mode
DISC	To decide the numeric key operation
TRACK	To decide the numeric key operation
GROUP	To decide the numeric key operation
EDIT	To go into the setting mode of automatic programme and time fade
EJECT	To open/close
DSP MODE	To toggle the mode of DSP added to the CD
DSP OFF	To turn the DSP off
FADER	To toggle the fade-in/fade-out operation

AMP





KEY DISPLAY	FUNCTION
	To turn the power on/off
1	To select the input source: VIDEO 1
2	To select the input source: VIDEO 2
3	To select the input source: AUX
4	To select the input source: TUNER
5	To select the input source: CD
6	To select the input source: TAPE
7	To select the input source: MD
8	To select the input source: TV
9	To select the input source: PHONO
0	To select the input source: DVD
	To change the multi-channel of 5.1ch and above
MENU	To call up the MENU display, or return to the previous MENU
	To shift band or preset select
	To select FM/AM
GUIDE	To return to the basic MENU










Table of Preset Functions
(continued)

KEY DISPLAY	FUNCTION
PROGR +/-	Presetting or tuning frequency to a higher: + Presetting or tuning frequency to a lower: -
△ +/-	Volume up: + Volume down: -
⊗	To mute the volume on the AMP Press again to turn muting off.
S.FIELD	To turn on/off the sound field
GENRE	To select a sound field genre
MODE	To select a sound field mode
T.TONE	To output a test tone
CENTER+	To adjust the center speaker level: +
CENTER-	To adjust the center speaker level: -
REAR+	To adjust the rear speaker level: +
REAR-	To adjust the rear speaker level: -
SUB+	To adjust the subwoofer level: +
SUB-	To adjust the subwoofer level: -
D.INPUT→	To switch the digital input: →
D.INPUT←	To switch the digital input: ←












MD

KEY DISPLAY	FUNCTION
⏻	To turn the power on/off
1 - 9, 0	To select the track number (0 selects track 10) To select track numbers above 10, see the descriptions on the PIP button below.
1- (-/-)	To select numbers 10 and above
ENT	To enter the setting
↺	To select the next disc
☰	To change the display mode or turn the display on/off
□	To clear the setting
⏮	To rewind
▶	To play
⏭	To fast-forward
REC	To record, press ▶ while pressing REC First release ▶, then release REC.
■	To stop
⏸	To pause
PROGR +	To select the next track
PROGR -	To select the previous track
CONTINUE	To select continuous play mode
SHUFFLE	To play in random order
PROGRAM	To use for programme play
REPEAT	To switch the repeat play of a single or all track(s) to on/off
DECK A	To select a deck of the dual MD deck: A
DECK B	To select a deck of the dual MD deck: B
REC MODE	To toggle the recording mode
CD SYNC	To start synchronizing with the CD
EJECT	To open/close
FADER	To select the fade-in/fade-out
SCROLL	To scroll disc names or track names

DAT

KEY DISPLAY	FUNCTION
	To turn the power on/off
1 - 9, 0	To select the track number (0 selects track 10)
	To change the display mode or turn the display on/off
	To rewind
	To play
	To fast-forward
REC	To record, press  while pressing REC. First release  , then release REC.
	To stop
	To pause
EJECT	To open/close
PROGR +	To select the next track
PROGR -	To select the previous track
HIGH REV	High speed review
HIGH CUE	High speed cue
FADER	To select the fade-in/fade out
REC MUTE	Record muting

TAPE A, TAPE B

KEY DISPLAY	FUNCTION
	To turn the power on/off
	To rewind
	To play
	To fast-forward
REC	To record, press  while pressing REC. First release  , then release REC.
	To stop
	To pause
	To reverse
	To change the display mode
	To select a tape deck: Deck A or B (dual cassette deck only)
PROGR +	To search the beginning of a track in the fast forward direction
PROGR -	To search the beginning of a track in the rewind direction
DOLBY NR	To toggle the Dolby Noise Reduction
REC LEV+	To make the recording level higher
REC LEV-	To make the recording level lower
REC MUTE	Record muting
CD SYNC	To start synchronizing with the CD
FADER	To stop after fading out and fade in after starting
C.RESET	To reset the tape counter

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