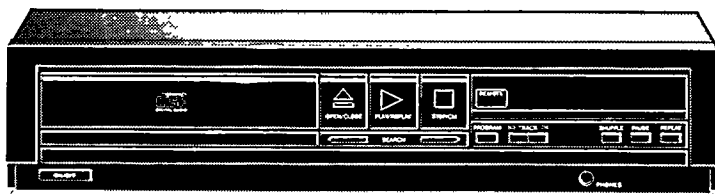




CONSUMER ELECTRONICS

PHILIPS



CD 780 / CD 781

GB	Compact Disc Player
F	Lecteur de Disques Compacts
D	Compact Disc-Spieler
NL	Compact Disc-Speler
E	Reproducer 'Compact Disc'
I	Lettore di Compact Disc
DK	Compact Disc-Afspiller
S	Compact Disc-Spelare
SF	Compact Disc -Soitin

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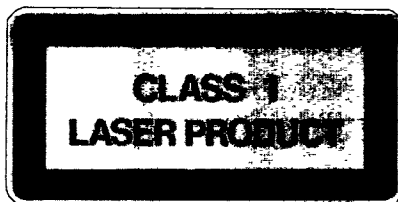
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English

INTRODUCTION

The Compact Disc system is a major step forward in the sphere of audio technology. By employing the most sophisticated digital and optical technologies, Compact Disc not only produces the ultimate in sound reproduction, it also offers unprecedented ease of operation, with rapid access to every track on the disc and the possibility of programming.

Remote control

The only difference between the Compact Disc players CD 780 and CD 781 is that the former is supplied *without* and the latter *with* remote control. The CD 780 is however adapted for remote control. This allows it to be operated remotely if it is connected to a PHILIPS HiFi-system with remote control, or if use is made of the remote control receiver EM 2200, available as an accessory, and one of the transmitters RC 771, RC 772 or RC 773. In addition to its own remote control system, the CD 781 also offers the possibility of remote control via a PHILIPS HiFi-system.

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INSTALLATION

CHECKING THE POWER SUPPLY SETTING

(Fig. 1)

- Check that the type plate on the rear of your player indicates the correct supply voltage.
- If your mains supply voltage is different, consult your dealer or our Service Organisation.

REMOVING THE TRANSIT CLAMPS (Fig. 2)

The two red transit clamps on the bottom lock the play mechanism to protect it during transportation.

- Turn the player upside down.
- Turn the clamps anti-clockwise and remove them from the player.
- Store them in the recesses provided.

If you wish to transport the player, reinsert the clamps and rotate them clockwise until they lock in position.

INSERTING AND REPLACING THE BATTERIES IN THE REMOTE CONTROL (Fig. 3, CD 781 only)

- Open the battery compartment.
- Insert the two batteries according to the diagram in the compartment.
- Replace the cover.

The life of the batteries is around one year. Remove them when they are flat or when you are not intending to use the remote control for some time. In this way you will prevent damage to the remote control by possible battery leakage.

For replacement only use batteries of the type R03, UM4 or AAA.

SITING THE COMPACT DISC PLAYER

Free-standing

- Always position the player horizontally on a flat, firm surface.
- Allow a free space of at least 3 cm above the player so as not to interfere with the cooling of the player.

In an audio rack

- The player can be sited in any desired position.

Stacked

- Site the player preferably at the bottom or at the top.
- Never position the player directly on top of a high-power amplifier, as such an amplifier gives off a substantial amount of heat.

Warning

Never allow the player to stand for long periods in direct sunlight or near a heat source.

CONNECTIONS (Fig. 4)

a RC5 IN/OUT: for a remote control system.

Use this connection for:

– Connecting up the equipment when you are incorporating the player in a PHILIPS HiFi-system with remote control.

– Connecting the remote control receiver EM 2200.

b OUT L R: for the connecting cable to the amplifier.

- Insert a red plug into the 'R' socket (right-hand channel) and the other plug into the 'L' socket (left-hand channel).

- Insert the two other plugs into the corresponding sockets of the CD or AUX input of your amplifier. You can also use the TUNER or TAPE IN connection, but *never* the PHONO input. This is not suitable for Compact Disc reproduction.

c Connection for the mains lead.

OPERATION

EXPLANATION OF KEYS ETC. (Fig. 5)

1 OPEN/CLOSE key

- › For opening and closing the disc tray.

2 PLAY/REPLAY key

- › For starting play (PLAY).
- › For returning to the beginning of a track (REPLAY).

3 STOP/CM key

- › For stopping play (STOP).
- › For erasing a programme (CM = Clear Memory).

4 REMOTE eye (CD 781 only)

- › Receives the signals from the remote control.

5 DISPLAY

- › Informs you about the functioning of the player.
- › Displays details from the disc contents list.

See also: 'The indications on the display'.

6 ON/OFF key

- › For switching on and off.

7 ◀ SEARCH and SEARCH ▶ keys

- › For fast search to a particular passage during play. ('◀' backwards, '▶' forwards.)

8 PROGRAM key

- › For storing track numbers in a programme.
- › For erasing track numbers from a programme.
- › For checking the programme.

9 ◀ TRACK ▶ keys

- › For selecting a previous or a later track during play.
- › For selecting the track number you want play to begin with.
- › For selecting track numbers when compiling a programme.

('◀' from high to low and '▶' from low to high.)

10 PHONES socket

- › For connection of headphones.

See also: 'Listening with headphones'.

11 SHUFFLE key

- › For playing all tracks on a disc in random order.

12 PAUSE key

- › For briefly interrupting play.
- › For holding play at the start of a disc, track or passage.

13 REPEAT key

- › For repeating a disc or a programme.

Remote control (CD 781 only)

The keys of the remote control have the same function as the corresponding ones on the player. For the best reception of its signals you should aim the remote control as directly as possible at the REMOTE eye. The '(((O))' indication lights up briefly when this eye receives a command.

If the siting of the player does not allow direct reception of the signals, you may connect the EM 2200 as remote control receiver.

THE INDICATIONS ON THE DISPLAY (Fig. 6)

Each Compact Disc has, along with the music, a list of contents detailing the numbers of the tracks, the playing time of each track and the total playing time of the disc. The player always scans this first and stores it in its memory in order, for instance, to provide information via the display.

'_ _ _'

- › Light up when you switch the player on.
- › Flash during the scanning of the contents list of the disc.

TRACK

Above this indication you will see:

- › The number of the track which is playing.
- › The number of tracks on the disc when you close the tray with OPEN/CLOSE.

'▶' .

- › Lights up when you close the tray by hand, with PLAY/REPLAY or with SHUFFLE.

MIN SEC

Above these indications you will see:

- › The elapsed playing time of the track which is playing.
- › The total playing time of the disc when you close the tray with OPEN/CLOSE.

ERROR

- › Lights up briefly when you make an error in operating.

'(((O))'

- › Lights up briefly when the REMOTE eye receives a command from the remote control.

REPEAT

- › Lights up when you repeat a disc or programme.

PAUSE

- › Lights up when the player is in the pause mode.

REVIEW

- › Lights up when you check the programme.

PROGRAM

- › Lights up when you store the first track number of a programme.

SHUFFLE

- › Lights up when you play a disc in random order.
-

SWITCHING ON AND OFF (ON/OFF)

Switching on

- Press ON/OFF.
- › The display lights up.

Switching off

- Press ON/OFF again.
 - › The display is extinguished.
-

LOADING AND UNLOADING THE DISC (OPEN/CLOSE)

Loading (Fig. 7-9)

- Open the disc tray by pressing OPEN/CLOSE.
- Insert the disc into the tray *printed side up*.
- To close the tray:
 - Press the front of the tray lightly or press PLAY/REPLAY if you wish to simply play the disc.
 - Press SHUFFLE if you wish the disc to be played in random order.
 - Press OPEN/CLOSE if you wish to start with a track number other than the first one or you wish to compile a programme.

If ERROR lights up after the tray is closed, this means that you have loaded the disc upside down or it is dirty, badly scratched or faulty, for example warped. ERROR also lights up if you close an empty tray by hand, by pressing PLAY/REPLAY or SHUFFLE.

Unloading

- Open the tray by pressing OPEN/CLOSE.
 - Hold the disc in same way as when loading.
 - Store the disc immediately in its holder. This prevents soiling and damage.
 - Close an empty tray by pressing OPEN/CLOSE. Avoid leaving the tray open, to prevent dust from entering.
-

PLAYING THE ENTIRE DISC (PLAY/REPLAY)

- Close the tray by hand or by pressing PLAY/REPLAY.
 - › The '▶' indication lights up.
 - › '1' appears on the display.
 - › Play starts as soon as the elapsed playing time of the first track number is shown.
 - › At each following track the track number jumps on. The display of the playing time starts again at '00' after any preceding pause has been counted off.
 - › After the last track the disc stops. The '▶' indication goes out. The display shows the number of tracks and the total playing time of the disc.
-

GOING BACK TO THE BEGINNING OF A TRACK (PLAY/REPLAY)

- Press PLAY/REPLAY.
 - › The track starts again from the beginning.

SELECTING ANOTHER TRACK DURING PLAY (◀ TRACK ▶)

Selecting a following track

- Press TRACK ▶ until the desired track number appears on the display.
 - › The playing time indication disappears.
 - › Play is interrupted when the key is released.
 - › As soon as the playing time indication returns, the selected track begins to play.

If you press TRACK ▶ while playing the last track, ERROR lights up to remind you that there is no next track and playing of the last track continues. If the player is in the repeat mode, then play continues with the first track.

Selecting a previous track

- Press ◀ TRACK until the required track number appears on the display.
 - › The playing time indication disappears.
 - › Play is interrupted when the key is released.
 - › As soon as the playing time indication returns, the selected track begins to play.

If you press ◀ TRACK while playing the first track, ERROR lights up to remind you that there is no previous track and playing of the first track continues. If the player is in the repeat mode, then play continues with the last track.

SEARCHING FOR A PARTICULAR PASSAGE DURING PLAY (◀ SEARCHD)

- Hold ◀ SEARCH down to search backwards to the beginning.
- Hold SEARCH D down to search forwards to the end.

As soon as the key is released play restarts at once. The length of time for which you hold the key down determines the search speed:

- the first three seconds relatively slowly;
- after approx. four seconds slightly faster;
- the highest speed is reached after approx. seven seconds.

At the first two speeds the sound of the disc remains audible, although accelerated. When searching by ear it is therefore advisable to release the key as soon as the sound disappears. If you have pressed PAUSE before you started the search, you will hear nothing.

As soon as you reach the beginning of the first track, ERROR lights up. Play will resume there as soon as you release the key. If you reach the end of the last track, ERROR will also light up. If you then release the key, play will resume a few seconds before the end of the disc.

BEGINNING WITH A TRACK NUMBER OTHER THAN THE FIRST

(◀ TRACK ▶) and PLAY/REPLAY)

- Close the tray by pressing OPEN/CLOSE.
- The highest selectable track number appears on the display, together with the total playing time of the disc.
- Press TRACK ▶ or ◀ TRACK until the required track number appears. If you require the highest number, you must still press ◀ TRACK once.
-) The playing time indication disappears.
- Press PLAY/REPLAY.
-) The '▶' indication lights up.
-) As soon as the elapsed playing time appears, play starts from the selected track.

PLAYING THE DISC IN RANDOM ORDER (SHUFFLE)

- Close the tray by pressing SHUFFLE.
-) The SHUFFLE and '▶' indications light up.
-) All the tracks on the disc are played in a sequence to be determined by the player.
-) When all the tracks have been played the disc stops.
-) The SHUFFLE and '▶' indications go out.
-) The display shows the number of tracks and the total playing time of the disc.

During play you can return to a track which has already been played by pressing ◀ TRACK. If you press TRACK ▶ you are selecting any one of the following tracks.

You can stop random order play at any time by pressing SHUFFLE again. The remainder of the disc is then played in the normal sequence.

By pressing REPEAT you can repeat random order play. The player then always begins with the same track, but otherwise changes the sequence every time the disc is repeated.

BRIEFLY INTERRUPTING PLAYBACK/HOLDING PLAY AT THE START OF A DISC, TRACK OR PASSAGE (PAUSE)

To briefly interrupt playback

- Press PAUSE.
-) The PAUSE indication lights up.
-) The sound stops but the disc continues to spin.
- Press PAUSE again to restart.
-) The PAUSE indication goes out.
-) Play restarts at the point where it was interrupted.

Holding play at the start of a disc, track or passage

You can go to any place on the disc and hold it by pressing PAUSE before:

- starting to play the disc;
- going back to the beginning of a track;
- selecting another track;
- searching for a particular passage;
- beginning with a track other than the first one;
- playing the disc in random order.

Press PAUSE again to start play at the chosen place.

REPEATING THE DISC (REPEAT)

- Press REPEAT before or during playback.
 -) The REPEAT indication lights up.
 - Press REPEAT again to stop repeating.
 -) The REPEAT indication goes out.
 -) The disc will play on to the end and then stop.
- Repeating can also be stopped by pressing STOP/CM or OPEN/CLOSE.

STOPPING PLAYBACK (STOP/CM or OPEN/CLOSE)

- Press STOP/CM if you merely wish to stop.
-) The '▶' indication goes out.
-) The display shows the number of tracks and the total playing time of the disc.
- Press OPEN/CLOSE if you wish to stop and take out the disc.
-) The '▶' indication goes out.
-) The indications '– –' appear on the display.

PROGRAMMING

By programming the player you can play up to 20 tracks of a disc in any required sequence. Each track can however only be selected once. If you exceed the maximum of 20 tracks, ERROR lights up. Programming is only possible when the disc is not playing. Once playing has started it is no longer possible to change the programme.

STORING A PROGRAMME

- Close the tray by pressing OPEN/CLOSE.
-) The highest track number you can store appears on the display, together with the total playing time of the disc.
- Press TRACK ▶ or ◀ TRACK until the first track number you wish to programme is displayed. If you require the highest number on the disc as the first track, you must still press ◀ TRACK once.
-) The playing time indication disappears.
-) After the number appears a flashing dash.
- While the dash is flashing press PROGRAM.
-) The dash will be replaced by 'P' (for Programme).
-) At the same time the PROGRAM indication will light up.
-) That number has been stored.
- Store each of the remaining track numbers required in the same way.

Warning - The dash will flash for approx. **7 sec.** each time. If you fail to press PROGRAM within that time, flashing will stop. You can then no longer store the number: instead of the 'P' you will see ERROR light up - or the numbers already stored will appear if you press PROGRAM too late. You can however still store such a missed number by returning to it from the previous or the following number.

PLAYER MAINTENANCE

A chamois leather slightly moistened with water is sufficient for cleaning the player. Do not use cleaning agents containing alcohol, spirits, ammonia or abrasives.

The disc tray should be kept free of dust with a dry cloth.

TECHNICAL DATA

Typical Audio Performance

Frequency range: 2-20,000 Hz

Amplitude linearity: ± 0.1 dB (20-20,000 Hz)

Phase linearity: $\pm 0.5^\circ$ (20-20,000 Hz)

Dynamic range: > 96 dB (20-20,000 Hz)

Signal-to-noise ratio: > 100 dB (20-20,000 Hz)

Channel separation: 96 dB (1 kHz)

Total harmonic distortion: 0.025% (1 kHz)

Wow and flutter: quartz crystal precision

D/A conversion: quadruple oversampling (176.4 kHz) with digital filter and two 16-bit D/A-converters

Audio output level: $2 V_{\text{rms}}$

Impedance PHONES socket: 8-1000 ohms

Power supply

Mains voltage and frequency: see the type plate on the rear of the player

Power consumption: 15 W approx.

Safety requirements: IEC

Cabinet

Material/finish: metal and polystyrene with decorative trim

Dimensions (w × h × d): 360 × 81 × 300 mm

Weight: 3.5 kg approx.

Subject to modification

This Compact Disc player complies with radio interference requirements as laid down in EC regulations.

FAULTS AND THEIR LIKELY CAUSES

Insufficient familiarity with the combination of a new product and new discs may lead to faults arising during use. These are generally caused by simple errors in operation or external factors.

It is perhaps useful to check the points listed below and where possible remedy these before taking your player for repair.

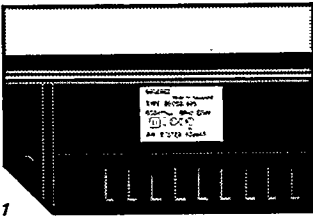
- The transit clamps have not been removed.
- Condensation has formed on the lens of laser due to a dramatic change in temperature. This will disappear automatically after a some time.
- There is a foreign object in the disc tray.
- The disc has not been inserted with the printed side up or there is no disc in the tray.
- The disc is dirty, badly scratched or warped.
- The player has been connected to the PHONO socket of the amplifier.

If the fault remains, try to clear it by switching the player off and on.

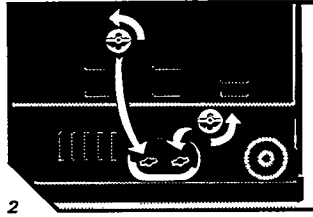
If this also fails to help, do not continue experimenting, but remove the plug from the socket and consult your dealer.

Certain faults may be caused by a disc. In order to help determine the precise cause, take the disc with which the fault occurred with you when you take the player for repair.

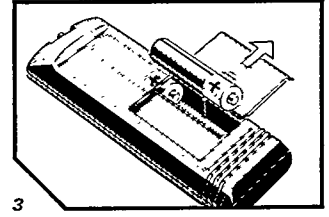
Under no circumstances should you repair the player yourself, as this will invalidate the guarantee!



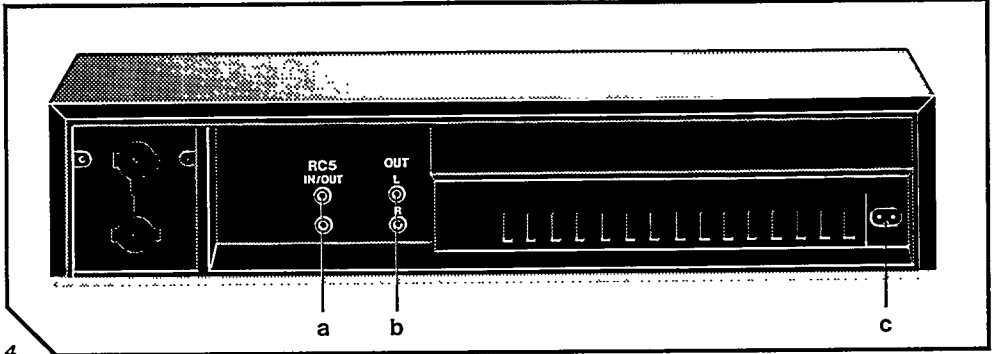
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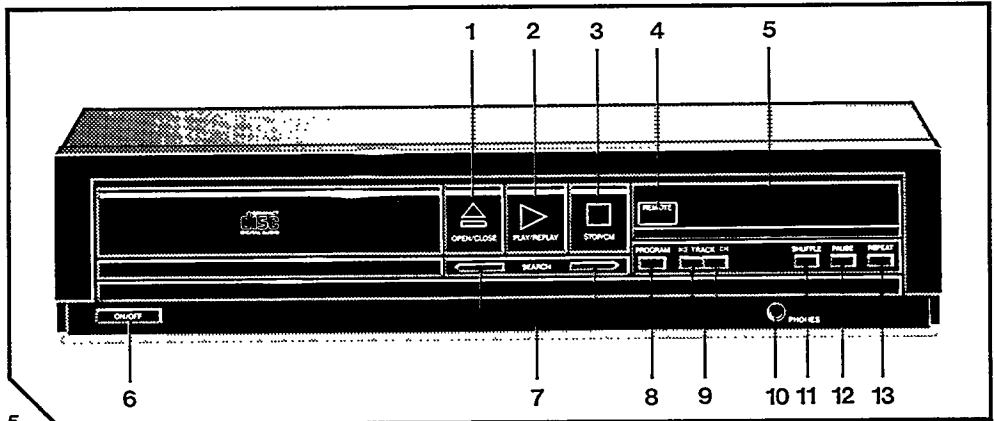
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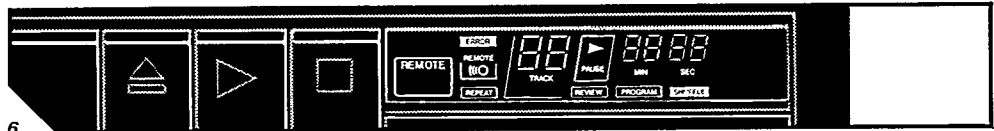
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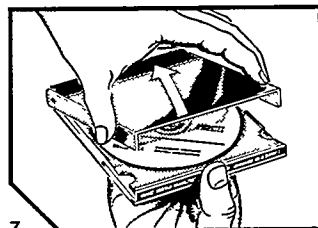
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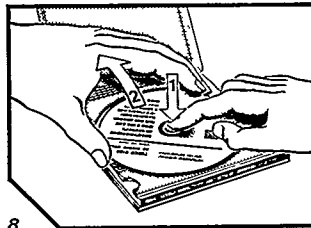
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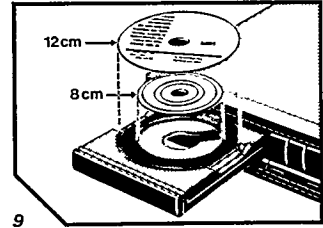
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7



8



9



