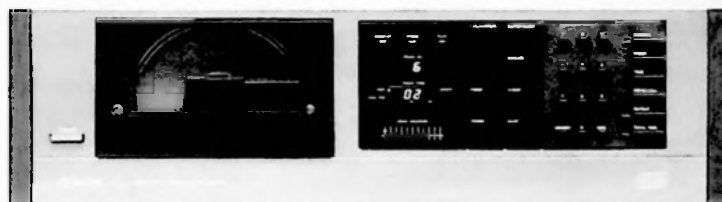


COMPACT  
**disc**  
DIGITAL AUDIO

# DA-01

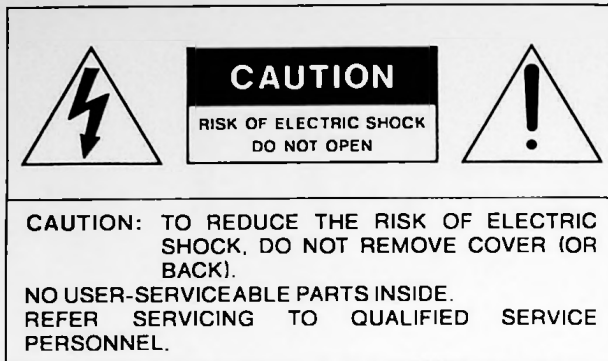
Compact Disc Digital Audio Player

## Operation Manual



 **KYOCERA**

To insure the best possible performance from your new Kyocera equipment, read this manual carefully and become familiar with the unit and all of the functions before turning on the unit and operating it. Retain this manual for handy reference along with your sales receipt.



This symbol is intended to alert you of the presence of uninsulated dangerous voltage within the unit's enclosure that may be of sufficient magnitude to constitute a risk of electric shock.



This symbol is intended to alert you of the presence of important operating and maintenance instructions in the literature accompanying the unit.

2

In compliance with DHHS regulations, the manufacturer of this equipment is required to provide the reproductions of all hazard warnings to be borne on the equipment and to provide you with a description of the location of such warnings on the equipment.

KYOCERA CORP. CERTIFIES THAT THIS EQUIPMENT CONFORMS TO DHHS REGULATIONS NO. 21 CFR, CHAPTER 1, SUBCHAPTER J.  
(borne on rear of unit)

DANGER — INVISIBLE LASER RADIATION WHEN OPENED AND INTERLOCK FAILED OR DEFEATED. AVOID DIRECT EXPOSURE TO BEAM.  
(borne on the laser mechanism)

**Caution** — use of controls or adjustments or performance of procedures other than those specified herein may result in hazardous radiation exposure.

## Warning

To prevent fire or shock hazard, do not expose this appliance to rain or moisture. To avoid electrical shock, do not open the unit. Refer servicing to qualified personnel only.

## Introduction

Your investment in a component high fidelity system indicates that you have more than an average interest in music. The fact that your investment includes a Kyocera DA-01 Compact Disc Digital Audio Player indicates to us your appreciation of your uncompromised reproduction of the audio entertainment you enjoy. Throughout the design and manufacture of this unit, we made every effort to assure it will meet your expectations.

In compliance with certain state laws, Kyocera Corporation, the manufacturer of the equipment you have purchased, is required to provide suitable space in your operation manual to record the model and serial numbers of the equipment and to provide you with a description of the location of such numbers of the equipment.

When you have entered the required information in the spaces provided below, you should retain the manual so that you have a permanent record of these numbers.

### Unit Description

Compact disc digital audio player

**Model number** (located on rear of unit)

DA-01

**Serial number** (located on rear of unit)

## Unpacking

Unpack your unit carefully. Be sure to remove the necessary cables as they will be needed to connect the player to your system. After unpacking, inspect your player carefully for signs of damage. If damage is found, contact your authorized Kyocera dealer at once. Do not throw away the carton or associated packing material. They are ideal if you need to pack the unit for moving and in the unlikely event that servicing is needed, they will be required for proper packaging.

Accessories contained in original carton are:

Operation manual	1
Audio cable set	1
Warranty card	1
Safety instructions	1



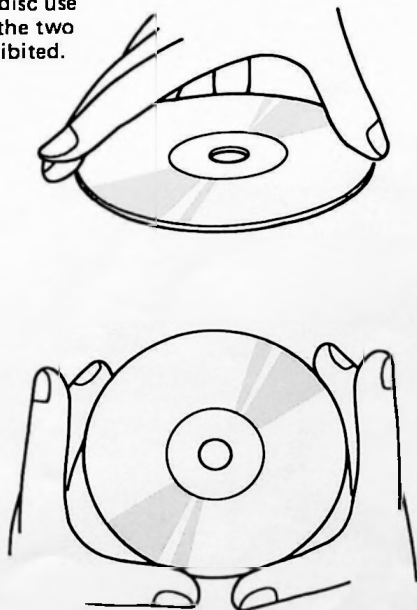
## Safety precautions

- To obtain maximum performance and life expectancy from this appliance, read the 'Safety Instructions' packed with the unit.
- Operate the unit only on 120 volt 60 Hz AC power source.
- Route the power supply cord so that it is not likely to be damaged or walked on.
- We recommend that during extended periods of non-use that the appliance power cord be unplugged from the outlet.
- Care should be taken so that objects do not fall and liquids are not spilled into the enclosure through openings.
- Install the unit so that its location or position does not interfere with its proper ventilation; for example, the unit should not be used on a rug or similar surface that may block the ventilation openings, or placed in a built-in installation that may impede the flow of air through the ventilation openings.
- Locate this unit on a firm shelf or table or other device which will provide a firm stable and horizontal position.

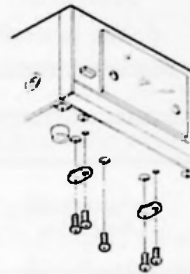
## Handling a disc

Although built to withstand a certain amount of the effects from dusts, soils and scratches, discs should be treated with the care normally accorded to conventional analog records. Always protect a disc against scratches, soils and dusts, etc. We recommend that during non-use

To handle a disc use only one of the two manners exhibited.

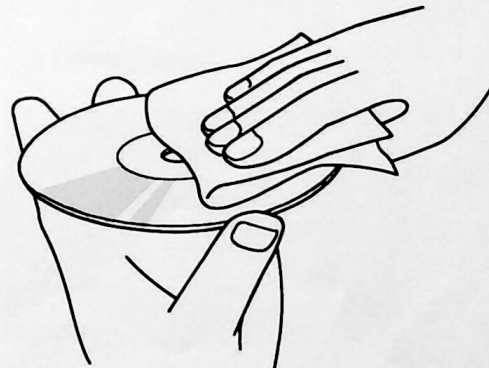


- The digital signals on the disc are read by a laser through an optical lens on which moisture may condense if the player is moved from a cold place to a warm one or if the heater has just been turned on. If moisture does condense on the lens, it is likely that the player will not function properly. In this case, we suggest that you turn the power switch on and leave the player for about an hour or so with the disc removed to evaporate any moisture. If problems still exist, then see your nearest service dealer.
- Before using the player, be sure that the shipping screws and all other transportation hardware are removed from the bottom panel. Retain them for future use in case shipping becomes necessary.



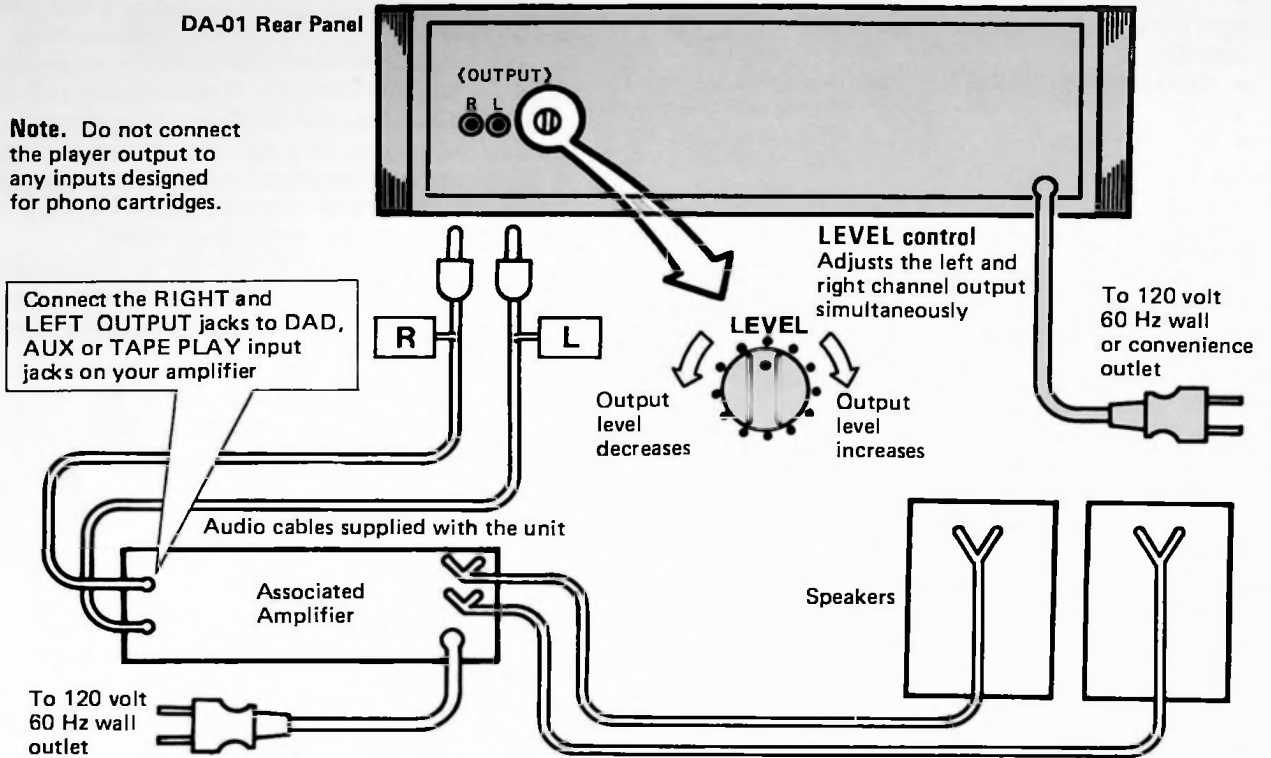
period of discs that they should be retained in the original case. If a disc is treated with reasonable care, the only maintenance likely to be needed to maintain the excellent sound reproduction is the cleaning as indicated below.

To wipe the disc surface, use only soft cloth. Do not use benzine or thinner which will damage the surface.



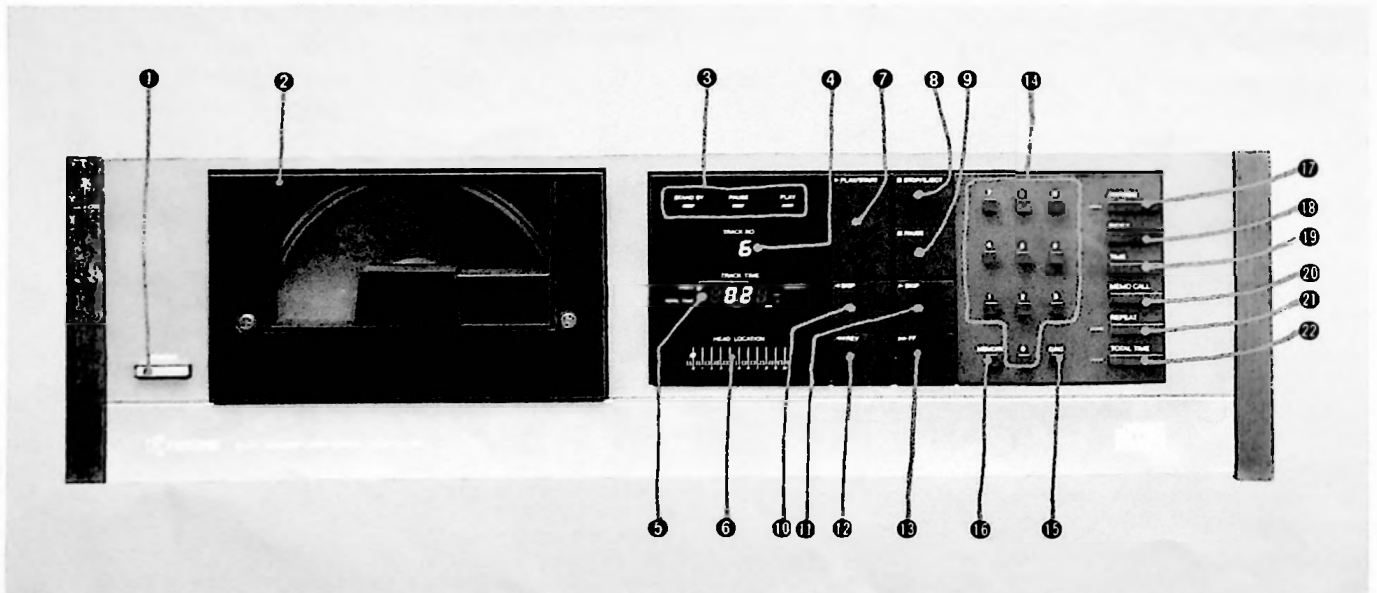
**Note.** Do not touch on the side having the program, which is the side opposite the label side.

## Connecting the player



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## Control functions



## ❶ POWER switch

Depress to turn power on and the STAND BY and digital indicators should light.

## ❷ Disc compartment

Accommodates a disc vertically positioned.

## ❸ Indicators

- **STAND BY:** Lights during the stop mode and when a track is being searched.

**Note:** The STAND BY indicator will also light when the disc is loaded front side back or the disc has significant soils and scratches.

- **PAUSE:** Lights when the PAUSE button is pressed.
- **PLAY:** Lights when the PLAY/START button is pressed.

## ❹ TRACK NO indicator

Indicates the number of the track being played. Also it indicates the number of the track to be played while the player is searching the track which is programmed by the 0 to 9 buttons.

❺ **TRACK TIME (TOTAL TIME) indicator** Used for dual purpose: Indicates the time elapsed since the player started to play the track. However, providing the TOTAL TIME ❷ is pressed, indicates the time totally elapsed since the player started to play the first track of the disc. This indicator also serves to indicate the index number which can be programmed by using the 0 to 9 buttons and the INDEX button.

## ❻ HEAD LOCATION indicator

The red light indicator dot moves left or right to indicate the relative location of the laser head pick-up to the disc surface.

## ❼ PLAY/START button

Press to commence playing the disc. When this button is pressed after having programmed a particular track number, elapsed time, index number, etc. pressing this button allows playing from the programmed position.

## ❽ STOP/EJECT button

Press to stop playing and cease disc rotation. When this button is pressed once again, the disc compartment will open toward you and the disc will pop out for removal.

**Note.** The disc can eject by pressing this button only when the POWER switch is on and the unit is powered.

## ❾ PAUSE button

Press this button to place the player in a 'waiting' mode. Depress again to resume playing. During the pause mode, the PAUSE indicator should light.

## ❿ ◀ (Reverse) SKIP button

Press this button during playing (or pause) and the player returns to the beginning of the track being played or the previous track and resumes playing. (If unit is in pause mode, depress the PAUSE button to commence playing).

## ⓫ ▶ (Forward) SKIP button

Press this button during playing (or pause) and the player advances to the beginning of the next track and resumes playing. (If unit is in pause mode, depress the PAUSE button to commence playing).

## ⓬ ⏪ REV (Reverse) button

Press this button to manually return to any position on disc. The player returns to the desired position as long as the button is being pressed, however, a momentary pressing allows a slight amount of returning.

## ⓭ FF (Fast-forward) button

Press this button to manually advance the player to any position on track. The player advances to the desired position as long as the button is being pressed, however, a momentary pressing allows a slight amount of advancing.

## ⓮ 0 to 9 buttons

Used to program a track number, index number, and track starting time as desired.

## ⓯ C (Clear)/AC (All Clear) button

Normally used to clear an error in the operation of the 0 to 9 buttons. When this button is sequentially pressed twice, it clears (erases) all memory entries.

## ⓰ MEMORY button

Press when entering tracks for memory play feature. Up to 24 tracks at random can be memorized by the 0 to 9 buttons.

## ⓱ PHRASE button

Press when you desire to listen repeatedly to a particular part or phrase in the track. To cease repeated play, press the C/AC button once.

## ⓲ INDEX button

Press this button (and the TRACK NO and the TRACK TIME indicators start flashing) and then program the desired index number in the track which the player will start playing after the PLAY/START button is pressed.

### 19 TIME button

Press this button (and the TRACK NO and the TRACK TIME indicators start flashing) and then program the desired track starting time which the player will start playing after the PLAY/START button is pressed.

### 20 MEMO CALL button

Press to check the memory content and the TRACK NO and the TRACK TIME indicators will show the programmed memory content in the same sequence the memory entry has been made.

### 21 REPEAT button

Press this button (the red LED illuminates) to listen to a track repeatedly, from the beginning to the end. Press again to cease this feature.

### 22 TOTAL TIME button

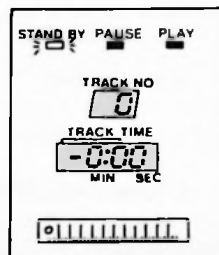
Press this button (the red LED illuminates and the TOTAL TIME indicator located at the adjacent proximity of the TRACK TIME indicator illuminates) and the TRACK TIME indicator will indicate the total playing time elapsed from its start at the beginning of the disc.

## Playing a disc

Before starting to operate the player, be sure that the LEVEL control on the rear panel is set to maximum (full clockwise position).

**Step 1:** Turn your amplifier on and set the amplifier's input selector to the position which selects the output from the player.

**Step 2:** Depress the POWER button. The indicators should illuminate as follows (This condition is referred to as stand by).



**Illumination of indicators after initial power turning on. This illustration refers to a 'stand by' condition.**

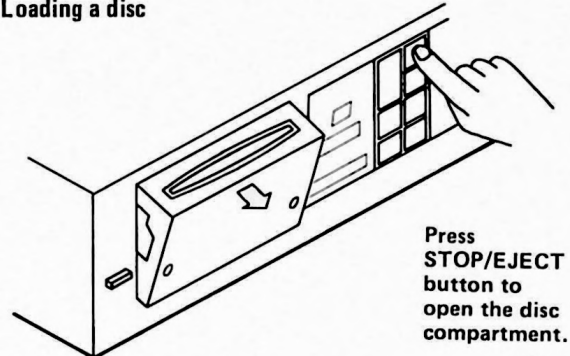
**Step 3:** Depress the STOP/EJECT button. The disc compartment will open towards you.

**Step 4:** Insert the disc with the labelled side towards you until it reaches the bottom of the compartment (a click indicating locked position should be heard).

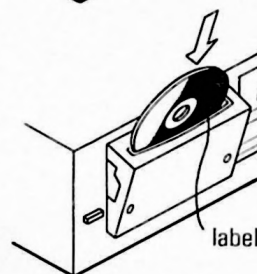
**Step 5:** Depress the compartment until it is completely closed.

**Step 6:** Press the PLAY/START button to commence playing. The indicators should illuminate as shown on next page and the disc revolves for approximately 5 seconds until the music is actually heard (This duration is referred to as 'searching').

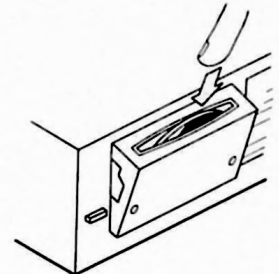
### Loading a disc



Press STOP/EJECT button to open the disc compartment.

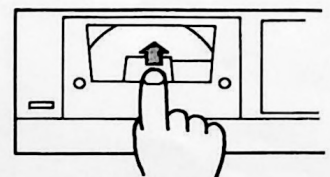


Align the disc straight into the disc compartment.

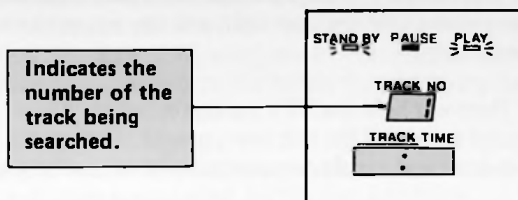


Press the disc until it is completely inserted in the compartment.

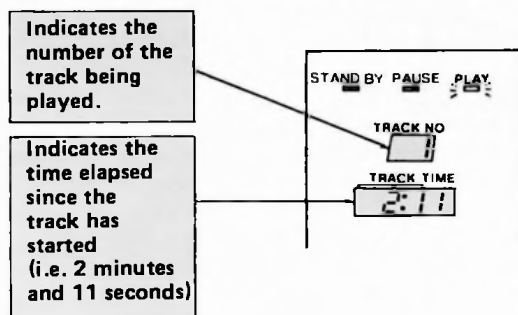
Press the compartment door until it is completely closed and locks.



**Illumination of indicators during a 'searching' mode.**



After the music starts, the indicators should illuminate like follows:



After all the tracks of the disc have been played, the player will return to the beginning of the disc and will resume playing again. This procedure is repeated until the STOP/EJECT button is pressed.

**Step 7:** To stop playing, press the STOP/EJECT button. If you wish to temporarily stop playing, simply press the PAUSE button. This will keep the player in the playing mode, ready for immediate resumption of actual playing from the previous position on the disc as soon as the PAUSE button is again pressed.

**Note.**

The pause is possible only during playing a disc or when in the standby mode.

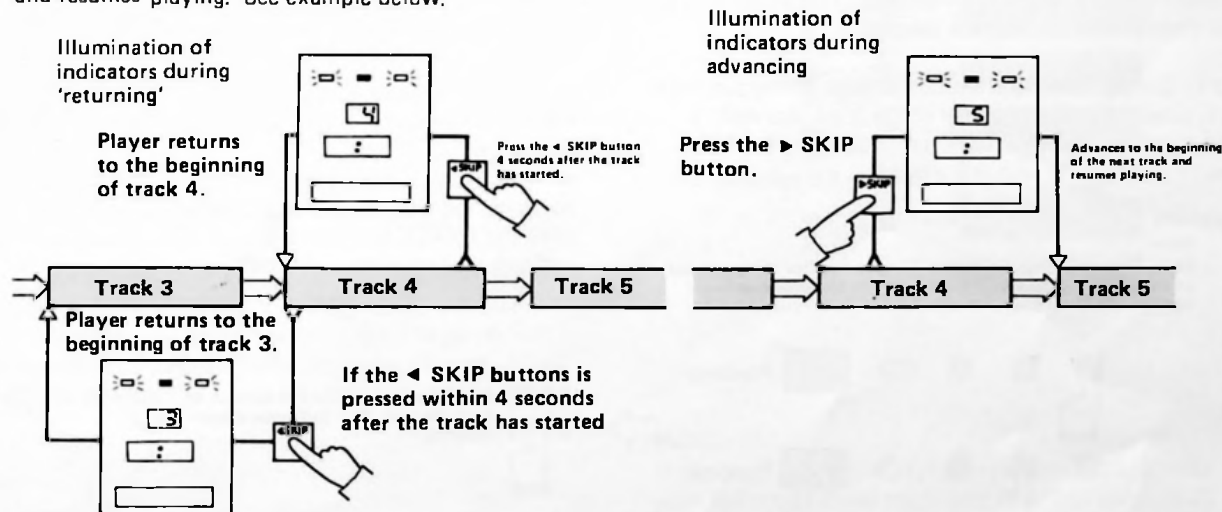
**Using SKIP buttons**

① To automatically return to the beginning of the track being played:

Press the ◀ SKIP button 4 seconds after the track has started. If the ◀ SKIP button is pressed within 4 seconds after the track has started, the player returns to the beginning of the track preceding the track being played and resumes playing. See example below.

② To automatically advance to the beginning of the next track:

Press the ▶ SKIP button during playing. The player advances to the beginning of the next track and resumes playing. See example below.



Illumination of indicator during 'returning'

**Note**

The skip feature is inoperative when the player is in a stand-by mode.

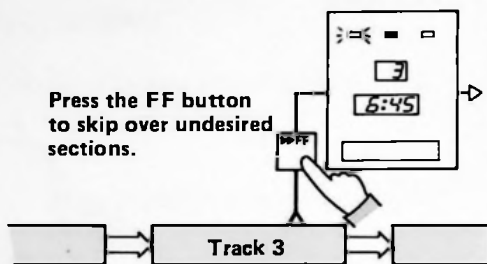


### Using REV and FF buttons (for cueing/reviewing)

The REV and FF buttons allow you to select any location on the disc from which you wish to play program material.

- ① Press and hold the FF button to skip over undesired sections of a disc during playing. Release the FF button and the player automatically returns to play.

The indicator readings will remain constant during the pressing of the FF button.



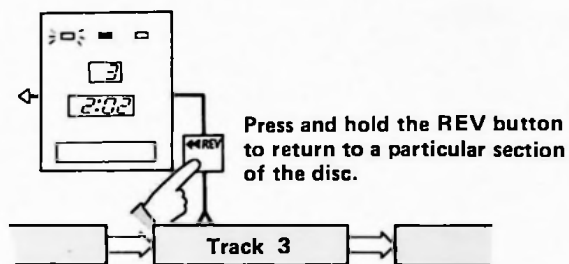
#### Note.

The operation of the FF and REV buttons during pause mode will automatically release the pause and allow the player to run.

The FF and REV buttons are inoperative when the player is in stand-by mode, although the HEAD LOCATION indicator shows that the laser head actually moves to the left or right.

- ② Press and hold the REV button to return to a particular section of the disc being played. Release the REV button and the player automatically returns to play.

The indicator readings will remain constant during the pressing of the REV button.



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## Using the special features

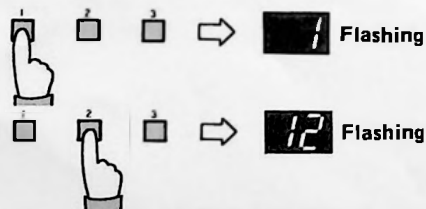
### To play a particular track

Program the desired track number which will then be displayed on the TRACK NO indicator. This allows you to immediately listen to the track selected.

**Step 1:** During stand-by condition or even during playing a track, press the desired number of the track you wish to listen to on the 0 to 9 buttons. i.e. For track No. '12'; press '1' and then '2' within 5 seconds.

#### Note.

Make sure you press '2' within 5 seconds after '1' is pressed, or the TRACK NO indicator reverts to the previous track number that had been indicated.

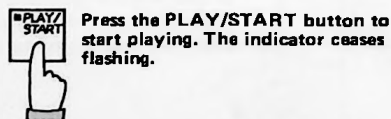


**Step 2:** Press the PLAY/START button within 5 seconds. After some seconds of silence (during searching for the track), track '12' will be heard. After the track has been played, the next track (i.e. track '13') will then be heard.

#### Note.

If you have erroneously programmed a number of which the actual track does not exist in the disc, the first track of the disc will be played.

- If you have pressed a wrong track number or if you wish to cancel the number you've programmed, wait 5 seconds until the TRACK NO indicator reverts to the previous indication or press the C/AC button.





### To play a track from an index flag

A certain number of tracks may have the latent index flag from which you can directly start listening to the musical content (e.g. drum solo, vocal, etc.). These index flags may be advised by referring to the leaflet accompanying the disc (e.g. 'Index ② drum solo').

**Step 1:** Press in the track number within which the desired index number is contained, on the 0 to 9 buttons. e.g. track '8'.

If the track is actually being listened to, you need not program the track number. Proceed to Step 2 immediately.

**Step 2:** Press the INDEX button within 5 seconds after Step 1. The INDEX indicator dot will illuminate.

**Step 3:** Press in the index number within 5 seconds after Step 2, on the 0 to 9 buttons.

**Step 4:** Press the PLAY/START button within 5 seconds after Step 3. In the example above, track '8' will be searched and the music starts from index number '3' in track '8'. At the same time, the TRACK TIME indicator will display the track time indication.

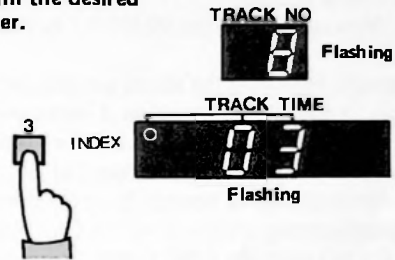
**Note.**

If you have erroneously programmed a number of which the actual index flag does not exist in the track, the player will return to the first track of the disc and will resume playing.

First, program the number of the track in which the desired index flag is contained.



Then program the desired index number.



### To listen to a track from the programmed track starting time

You can start playing a disc from any point desired in the track by programming the track starting time.

**Step 1:** Press in the track number within which the desired program content is contained, e.g. track '5', on the 0 to 9 buttons.

If the track is actually being listened to, proceed to Step 2 immediately.

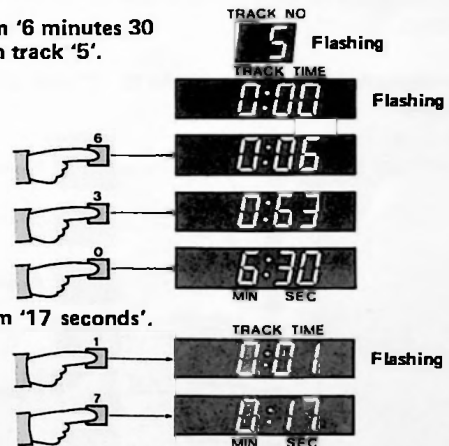
**Step 2:** Press the TIME button within 5 seconds.

**Step 3:** Press in the track time you desire to start playing from, on the 0 to 9 buttons, as shown to the right.

**Step 4:** Press the PLAY/START button within 5 seconds.

**Note.**  
If you have programmed a track time longer than the actual duration of track time (e.g. You assign '6:30' although the track has the playing time of only '5:00'), the player will then automatically return to the beginning of track '1' and commence playing.

Example:  
To program '6 minutes 30 seconds' in track '5'.



**Note.**

If the track is to end within approximately 15 seconds after the programmed track time (e.g. You assign '6:30' for the track that ends after 6 minutes and 40 seconds), the player may automatically return to the beginning of the track '1' and will commence playing.

### Memory playing

This feature allows you to listen to desired track selections that are entered into memory in any desirable sequence. Tracks are memorized as a full track, when programmed from an index flag, or from the programmed track starting time point.

**Step 1:** First, select the track you wish to listen by the manner as stated in 'To listen to a particular track', 'To listen to a track from an index flag' or 'To listen to a track from the programmed track starting time'. The TRACK NO indicator should now be flashing.

**Step 2:** Instead of pressing the PLAY/START button after the selection, press the MEMORY button.

**Step 3:** Select the next track selection, index, or track starting time as desired.

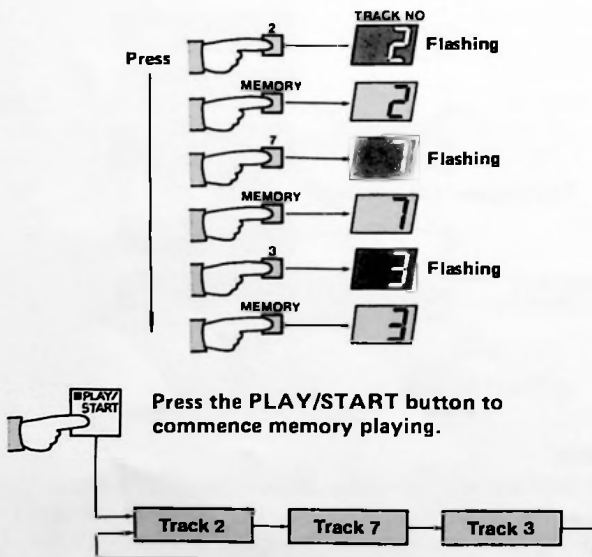
**Step 4:** Now again press the MEMORY button.

By repeatedly following the above procedures, up to 24 full tracks can be memorized (however if index and track starting time are also entered into memory then the capacity for memory will be less than 24).

If you wish to change or correct the track number etc. during programming, simply press the C/AC button once (**Note:** Do not press the C/AC button more than once since this may instantly clear all programmed informations!).

If you attempt to program beyond the inherent capacity of the micro-computer of the player, the TRACK NO indicator (or the TRACK TIME indicator, if you are programming a track by the track starting time manner) will not cease flashing although the MEMORY button is pressed.

**For example:** to program tracks '2', '7' and '3' for memory playing.



**Step 5:** To start the memory play, press the PLAY/START button. When the last programmed track is completed, the player will automatically return to the first programmed track and resume playing. During memory playing, the MEMORY indicator located adjacent to the TRACK TIME indicator should light.

**Step 6:** To stop memory play, press the STOP/EJECT button. If you wish to temporarily stop the memory play, press the PAUSE button. This will keep the player in the playing mode and in the memory play format. Immediate resumption of actual playing of the memorized programs requires the PAUSE button to be pressed again.

- To clear (erase) the memorized programs, simply press the C/AC button twice.

#### Note 1.

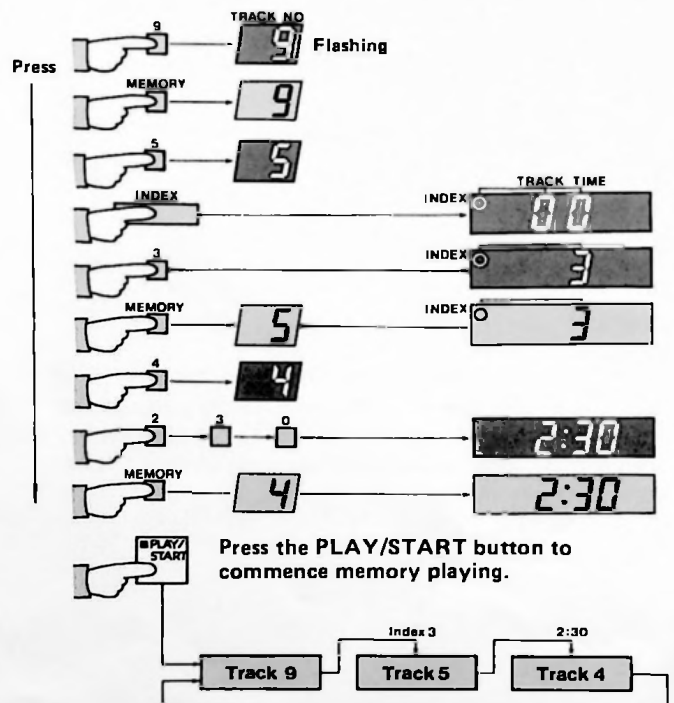
Unless you wish to clear the memorized information, do not attempt to eject the disc (by pressing the STOP/EJECT button twice).

#### Note 2.

Do not operate the REV and FF buttons during the memory play mode as it erases all information in memory. The player will then operate in the normal manner format.

- During the memory playing, only the ► SKIP button is operative and you can advance to the next programmed track.

**For example:** to program track '9', index 3 of track '5' and the track time '12:30' of track '4' for memory playing.



**To check the memory content**

Press the MEMO CALL button (any time except during searching for a track) and the TRACK NO indicator and TRACK TIME indicator (if programmed) will indicate the memorized program information, index numbers, and/or track starting time one by one, each for a 2 second flashing duration. However, you can read the memory content quickly by pressing the MEMO CALL button after each display.

**Track repeat operation**

Press the REPEAT button after the track (program) has started. After the track has been played, the player will return to the beginning of the same track and resume playing again. To cease track repeat, simply press the REPEAT button again and check that the indicator adjacent to the button turns off.

**Note.**

Do not operate the REV or FF button during the repeat operation as it will deactivate the repeat function.

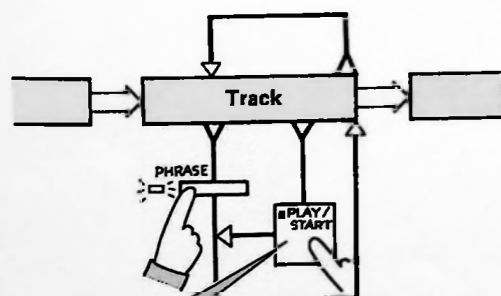
- The repeat function is inoperative during the memory playing mode or the index play mode.

**Phrase repeat operation**

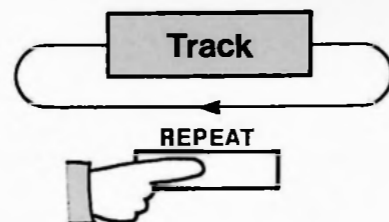
With the phrase repeat function, you can repeat selected portions of a track. There are two ways in which you operate the phrase repeat function:

- ① Press the PHRASE button during playing. The player repeats from the point the button is pressed and up to the end of the track.

The player automatically returns to the point where the PHRASE button is initially pressed.



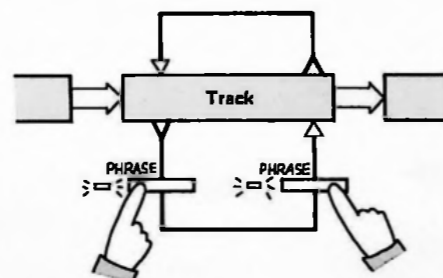
When the PLAY/START button is pressed during the phrase repeat operation, the player immediately reverts to the position where the PHRASE was initially pressed.



During the phrase repeat operation, you cannot search for other tracks, index flags, and the track starting time points.

- ② When the PHRASE button is pressed again, the player repeats between the two points:

The player automatically returns to the point where the PHRASE button is initially pressed.



To cease the phrase operation, press the C/AC button once.

**Trouble shooting guide**

The following guide is intended as an aid in correcting problems encountered during installation or use of your player:

Problem	Suggested remedy	Problem	Suggested remedy
Music never starts when PLAY/START pressed.	<ol style="list-style-type: none"> <li>1 Reversed disc. Load disc with labelled side towards you.</li> <li>2 Significantly soiled disc, etc. being used. Clean up.</li> </ol>	Player will not start after programming the track number.	<ol style="list-style-type: none"> <li>1 You may have pressed PLAY/START button more than 5 seconds after 0 - 9 buttons are pressed. Be sure to press PLAY/START button within 5 seconds of selection.</li> <li>2 During phrase repeat mode, the player will not perform track number search.</li> </ol>
Pause not possible though pressing PAUSE button.	PAUSE is possible only during playing and stand by.	Player will not start after programming the index number.	Pressing each button should be made within 5 seconds after the former operation has been made.
Pressing ◀ SKIP button does not return to the beginning of the same track.	◀ SKIP button erroneously pressed within 4 seconds after the track started. Press ◀ SKIP button after 4 seconds.	Memory information disappears.	FF or REV button erroneously operated. (Do not operate during memory playing.) Disc ejected.
Skipping impossible.	SKIP buttons inoperative during stand by.	Repeat inoperative.	Not possible during memory playing. FF or REV button erroneously operated.
After pressing (and holding) FF or REV button, PLAY/START not operative.	Laser head may be too far to end of the disc. Press STOP/EJECT button once and then the PLAY/START button.		

**Servicing**

Although it is unlikely that your Kyocera product will need repair, should the occasion arise, please contact your authorized Kyocera dealer or the following directly:

**KYOCERA INTERNATIONAL INC.**  
**Service Center:**  
**7 Powder Horn Drive, Warren NJ 07060**  
**Telephone: 201-560-0060**

## Specifications

<b>Audio</b>	
Frequency response	20 to 20,000 Hz $\pm$ 0.5 dB
S/N ratio	> 90 dB
Dynamic range	> 90 dB
Channel separation	> 90 dB at 1 kHz
Harmonic distortion	< 0.005 % at 1 kHz
Wow and flutter	Relevant to crystal quartz tolerance
Audio output	2.0 Vrms
<b>Disc</b>	
Playback time	approx. 60 minutes*
Scanning velocity	1.2 to 1.4 m/s
Revolution	Counterclockwise**
Track pitch	1.6 micrometer
Disc diameter	120 mm
Disc thickness	1.2 mm
Center hole diameter	15 mm
Signalling area	50 mm
<b>Signal format</b>	
Number of channels	2
Quantumization	16 bit linear/channel 2's complement
Error correction	CIRC
Sampling frequency	44.1 kHz
Channel modulation code	EFM
Channel bit ratio	4.3218 Mb/s
<b>Electro/Mechanical</b>	
AC power requirement	AC 120 V 60 Hz
Power consumption	30 W
Dimensions	18-1/4" width 5-3/16" height 12-5/8" depth
Weight	18.5 lbs.
* Single side, 2 channels.	
** View from pick-up side.	

Because Kyocera continually strives to improve its products, specifications and features are subject to change without notice.

