DENON

CD PLAYER

DN-961FA

OPERATING INSTRUCTIONS
BEDIENUNGSANLEITUNG
MODE D’EMPLOI
ISTRUZIONI PER L’USO
INSTRUCCIONES DE OPERACION

FOR ENGLISH READERS
FÜR DEUTSCHES LESE
POUR LES LECTEURS FRANÇAIS
PER IL LETTORE ITALIANO
PARA LECTORES DE ESPAÑOL

PAGE 2 ~ PAGE 21
SEITE 22 ~ SEITE 41
PAGE 42 ~ PAGE 60
PAGINA 61 ~ PAGINA 79
PAGINA 80 ~ PAGINA 98
CAUTION: TO REDUCE THE RISK OF ELECTRIC SHOCK, DO NOT REMOVE COVER (OR BACK). NO USER SERVICEABLE PARTS INSIDE. REFER SERVICING TO QUALIFIED SERVICE PERSONNEL.

The lightning flash with arrowhead symbol within an equilateral triangle is intended to alert the user of the presence of uninsulated "dangerous voltage" within the product's enclosure that may be of sufficient magnitude to constitute a risk of electric shock to persons.

The exclamation point within an equilateral triangle is intended to alert the user of the presence of important operating and maintenance (servicing) instructions in the literature accompanying the appliance.

CAUTION: TO PREVENT ELECTRICAL SHOCK, MATCH WIDE BLADE OF PLUG TO WIDE SLOT, FULLY INSERTED.
ATTENTION: POUR EVITER LES CHOCs ELECTRIQUES, INTRODUIRE LAME LA PLUS LARGE DE LA FICHE DANS LA BORNE CORRESPONDANTE DE LA PRISE ET POUSSER JUSQU’AU FOND.

IMPORTANT (BRITISH MODEL ONLY)
The wires in the mains leads are coloured in accordance with the following codes:
Blue: Neutral, Brown: Live, Yellow/Green: Earth
If the colours of the wires in the mains leads of this apparatus do not correspond with the coloured markings identifying the terminals in your plug, proceed as follows. The wire which is coloured blue must be connected to the terminal which is marked with the letter N or coloured black. The wire which is coloured brown must be connected to the terminal which is marked with the letter L or coloured red.

NOTE:
This unit may cause interference to radio and television reception if you do not operate it in strict accordance with this OPERATING INSTRUCTIONS.

This unit complies with Class A computing device rules in accordance with the specifications in Subpart J or Part 15 of the FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If the unit does cause interference to any radio or television reception, try to reduce it by one or more of the following means:

a) Turn the other unit to improve reception
b) Move this unit
c) Move this unit away from others
d) Plug this unit respectively into a different AC outlet

*This is note in accordance with Section 15.838 of the FCC Rules.
### IMPORTANT TO SAFETY

**WARNING:**

TO PREVENT FIRE OR SHOCK HAZARD, DO NOT EXPOSE THIS APPLIANCE TO RAIN OR MOISTURE.

**NOTE:**

This CD player uses a semiconductor laser. To allow you to enjoy music with stable operation, we recommend to use it in a room whose temperature is between 5°C and 35°C.

Please check to make sure the following items, aside from the main unit, are packed in the carton.

1. Operating instructions ........................................... 1 pc.
2. 3P power supply cord ............................................. 1 pc.
3. Spare fuse ......................................................... 1 pc.

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### 1 GENERAL

#### Main Features

The DN-961FA CD player is a table-top type CD player designed for use in broadcast stations, for production, etc.

1) A rotary pulse encoder is used for the selector which selects tracks and index numbers, making selection simple.

When the selector is turned, the track or number display changes, the search operation starts immediately, and the pickup moves quickly to the play start position.

2) Playback signals are output immediately when the play mode is set.

In addition, delay start can be preset.

3) The play time display can be switched between the remaining time and the elapsed time, depending on the purpose.

4) When the STDBY/CUE button is pressed during playback, the pickup moves to the position at which the play mode was last set and the standby mode is set, making it simple to check the track which is playing.

5) The last section of that track can be monitored by pressing the END MON (end monitor) button during the standby mode.

#### Notes

6) An E.O.M. (End of Message) signal can be emitted when near the end of playback to warn that playback is about to end.

7) The pickup can be moved to any position on the disc using the manual search operation.

8) The signals for the left and right channels can be mixed for mono output.

9) The playing speed can be varied within the range of ±3%, by 0.2% step.

10) Discs recorded on the CD cart recorder (DN-7700R) and not including TOCs can be played.

11) The player can be controlled externally via both parallel and serial remote connectors.

12) The player can be connected to the mixing control console and fade-started.


**DESCRIPTION OF THE FUNCTION**

1) **Names and Functions of the Parts**

1. **POWER (Power Switch)**
   The power turns on when the POWER switch is set to the ON side, and turns off when the switch is set to the OFF side.

2. **EJECT (Eject Button)**
   Press this to open the disc holder.
   The disc holder does not open if this button is pressed during the play mode.

3. **Disc Holder**
   This is where discs are loaded.

4. **Disc Window**
   The tray is visible, making it easy to check whether or not a disc is loaded and turning, etc.

5. **Display**
   The display window includes the "TRACK No.", "INDEX", "MIN", "SEC", and "FRAME" displays, and the "REM", "VARI", and "IDX" LEDs.

6. **"VARI", "REM" and "IDX" indicators**
   VARI: This lights when the playing speed is set at anything other than standard. (Refer to presetting on Page 9)
   REM: This lights when the remaining time is displayed.
   IDX: This lights when in the index selection mode.

7. **PLAY MODE (Play Mode Switch)**
   This is for switching the play mode between the single track mode (SINGLE) and continuous play mode (CONT.).

8. **SELECT (Selector Knob)**
   This knob is used to select track and index numbers.

9. **PLAY/PAUSE (Play/Pause Button)**
   This button is pressed to start playback, or during playback to set the pause mode.

10. **STDBY/CUE (Standby/Cue Button)**
    When this button is pressed during playback, the pickup returns to the position at which playback started, the standby mode is set, and the button lights (yellow).

11. **SEARCH (Search Buttons)**
    These buttons are used to change the position for starting playback.

12. **TIME (Time Button)**
    This button is used to switch the time display between the elapsed time and remaining time.

13. **INDEX (Index Button)**
    This button is used to switch between the track selection mode and index number selection mode.

14. **END MON (End Monitor Button)**
    This button is pressed during the standby mode to play the last section of the track.
* For instructions on setting the playing time, refer to d5-5, 6 and 7 under "Presettings" on Page 9.

15. **LINE OUT L/R (Output Connectors)**
   1) These are active balanced type outputs using XLR type connectors.
      Connect them to balanced type inputs with an impedance of 600 ohms on an amplifier or console.
   2) Signal layout
      Pin 1: Common
      Pin 2: Cold
      Pin 3: Hot
   3) Applicable connector: Cannon XLR-3-11C or the equivalent

**NOTE:** Do not short-circuit the hot or cold pin with the common pin.
DIGITAL OUT (Digital Output Connector)
1) This is an active balanced type output using an XLR type connector.
   Connect it to the balanced type digital input on an amplifier or console.
2) Signal layout
   Pin 1: Common
   Pin 2: Cold
   Pin 3: Hot
3) Applicable connector: Cannon XLR-3-11C or the equivalent

NOTE: When using the digital output, set preset item d3-8 to “1”.

LEVEL L/R (Output Level Controls)
These adjust the level of the audio signals output from the LINE OUT L/R connectors.

PHONES (Headphones Jack)
Connect headphones with an impedance of 30 to 40 ohms.

REMOTE (Remote Control Connector)
1) This is a connector for parallel remote connection.
   The player can be controlled remotely with a dry contact circuit connection.
2) Applicable connector: 25-pin D-sub plug
3) Signal layout

<table>
<thead>
<tr>
<th>Pin No.</th>
<th>Signal</th>
<th>I/O</th>
<th>Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>FG</td>
<td>–</td>
<td>TTL (I=48 mA)</td>
</tr>
<tr>
<td>2</td>
<td>PLAY TALLY</td>
<td>O</td>
<td>HCMOS (I=3 mA)</td>
</tr>
<tr>
<td>3</td>
<td>PAUSE COMMAND</td>
<td>I</td>
<td>HCMOS (I=3 mA)</td>
</tr>
<tr>
<td>4</td>
<td>STDBY/CUE TALLY</td>
<td>O</td>
<td>TTL (I=48 mA)</td>
</tr>
<tr>
<td>5</td>
<td>INDEX 2/3 TALLY</td>
<td>O</td>
<td>HCMOS (I=3 mA)</td>
</tr>
<tr>
<td>6</td>
<td>TRACK (+) COMMAND</td>
<td>I</td>
<td>HCMOS (I=3 mA)</td>
</tr>
<tr>
<td>7</td>
<td>TRACK (-) COMMAND</td>
<td>I</td>
<td>HCMOS (I=3 mA)</td>
</tr>
<tr>
<td>8</td>
<td>SEARCH (FWD) COMMAND</td>
<td>I</td>
<td>HCMOS (I=3 mA)</td>
</tr>
<tr>
<td>9</td>
<td>SEARCH (REV) COMMAND</td>
<td>I</td>
<td>HCMOS (I=3 mA)</td>
</tr>
<tr>
<td>10</td>
<td>FAADER START</td>
<td>I</td>
<td>PHOTO COUPLER</td>
</tr>
<tr>
<td>11</td>
<td>TALLY POWER SUPPLY</td>
<td>O</td>
<td>+5 V, 20 mA</td>
</tr>
<tr>
<td>12</td>
<td>COMMAND COMMON</td>
<td>–</td>
<td>–</td>
</tr>
<tr>
<td>13</td>
<td>COMMAND COMMON</td>
<td>–</td>
<td>–</td>
</tr>
<tr>
<td>14</td>
<td>NC</td>
<td>–</td>
<td>–</td>
</tr>
<tr>
<td>15</td>
<td>NC</td>
<td>–</td>
<td>–</td>
</tr>
<tr>
<td>16</td>
<td>NC</td>
<td>–</td>
<td>–</td>
</tr>
</tbody>
</table>

RS422A (Remote Control Connector)
1) This is a connector for serial remote connection.
   The player can be connected to and controlled from a personal computer or other external controller.
2) Applicable connector: 9-pin D-sub plug
3) Baud rate: 9600bps
4) Signal layout

AC (AC Inlet)
Insert the included power cord here.

Fuse Holder
- To replace the fuse, use small screwdrivers, etc., to push the catches (A) and (B) at the top and bottom of the holder inward and remove the fuse holder outward.
- Replace the old fuse with one with the rating indicated on the panel.
Type of fuse: T100 A 125 V for 120 V operation
T315 mA 250 V for 230/240 V operation

PRESET VOLTAGE CHANGE
DN-961FA allows selection of either 120 V, 230 V or 240 V operation. The unit has been preset at 240 V prior to shipment except for U.S.A. & Canada. In order to use the unit at 120 V or 230 V, follow the procedures below.
1. The fuse holder serves as a voltage selector.
2. Turn the voltage selector block so that the proper voltage setting (120 or 230) appears in the indication window and refit it.
Be sure to replace a fuse described in the above when operate the unit with 120 V.
3. Press in the fuse holder back to the main body. Make sure of the click action of the fixing tabs for secure fitting.

Figure 2
2) Presettings
   • Setting procedure

   * The presettings can only set when the disk holder is open or when disk is loaded and in the standby mode.
     Press the STDBY/CUE button once while holding the INDEX and TIME buttons.
     The "d1" preset mode (for example d1 01 1000 00) appears on the display, and the settings can now be changed.
     (The LED flashes where you can change modes.)

   * To change the setting from "d1" to "d2", "d3", etc., press the STDBY/CUE button the number of times necessary while holding the INDEX and TIME buttons.
     d1 → d2 → d3 → d4 → d5 → d6 → d7

     End of preset setting mode

   • Turn the SELECT knob to change the position which is flashing.
     The flashing position moves to the right when the knob is turned clockwise, and to the left when the knob is turned counterclockwise.

   • Press the SELECT knob to change the "0" or "1" setting.
     The INDEX x 10 indicator on the display window changes from "0" to "1".
     Press the knob again to change the setting back from "1" to "0".

   * [1] indicates the setting is turned on.
   * [0] indicates the setting is turned off.
   * Set to on or off as necessary for that function.

   Figure 3

To turn off the preset setting mode:
Repeat step ① above, press the STDBY/CUE button until "d7" is displayed, then press it once again. The new preset setting mode is memorized. The display reads as it was before the settings were started.

Figure 4
## Table of preset functions
(Note: [0] and [1] indicate settings upon shipment from the factory.)

<table>
<thead>
<tr>
<th>TRACK No.</th>
<th>INDEX</th>
<th>MIN</th>
<th>SEC</th>
<th>FRAME</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Bit 1</td>
<td>Bit 2</td>
<td>Bit 3</td>
<td>Bit 4</td>
</tr>
<tr>
<td>d 1</td>
<td>[0]</td>
<td>[1]</td>
<td>[1]</td>
<td>[0]</td>
</tr>
<tr>
<td></td>
<td>MONO</td>
<td>CUE DETECT LEVEL</td>
<td>FADE IN DURATION</td>
<td>–</td>
</tr>
<tr>
<td>d 2</td>
<td>[1]</td>
<td>[1]</td>
<td>[0]</td>
<td>[1]</td>
</tr>
<tr>
<td></td>
<td>FRAME DISP.</td>
<td>INIT DISP.</td>
<td>END DETECT</td>
<td>RE CUE</td>
</tr>
<tr>
<td>d 3</td>
<td>[0]</td>
<td>[0]</td>
<td>[0]</td>
<td>[1]</td>
</tr>
<tr>
<td></td>
<td>REMOTE INHIB</td>
<td>SWITCH INHIB</td>
<td>END OF MESSAGE</td>
<td>–</td>
</tr>
<tr>
<td>d 4</td>
<td>[0]</td>
<td>[0]</td>
<td>[1]</td>
<td>[0]</td>
</tr>
<tr>
<td></td>
<td>TEST</td>
<td>VARI ENABLE</td>
<td>–</td>
<td>–</td>
</tr>
<tr>
<td>d 5</td>
<td>[0]</td>
<td>[1]</td>
<td>[0]</td>
<td>[1]</td>
</tr>
<tr>
<td></td>
<td>INDEX INHIB</td>
<td>INDEX 3/2</td>
<td>EOM /INDEX</td>
<td>FAADER MODE</td>
</tr>
<tr>
<td>d 6</td>
<td>[0]</td>
<td>[1]</td>
<td>[0]</td>
<td>[0]</td>
</tr>
<tr>
<td></td>
<td>VARIABLE SPEED</td>
<td>SKIP TRACK</td>
<td>END MARK</td>
<td>–</td>
</tr>
<tr>
<td>d 7</td>
<td>[0]</td>
<td>[0]</td>
<td>[0]</td>
<td>[0]</td>
</tr>
<tr>
<td></td>
<td>PLAYER ID</td>
<td>–</td>
<td>–</td>
<td>–</td>
</tr>
</tbody>
</table>

### Description of preset functions

(off = 0, on = 1. The "*" mark indicates settings upon shipment from the factory.)

[d1-1] MONO

* 0: L/R stereo signals output.
[1]: L/R signals output mixed.

[d1-2, 3 and 4] CUE DETECT LEVEL:

<table>
<thead>
<tr>
<th>[d1-2]</th>
<th>[d1-3]</th>
<th>[d1-4]</th>
<th>Detection level</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0</td>
<td>0</td>
<td>–∞</td>
</tr>
<tr>
<td>1</td>
<td>0</td>
<td>0</td>
<td>–72 dB</td>
</tr>
<tr>
<td>0</td>
<td>1</td>
<td>0</td>
<td>–66 dB</td>
</tr>
<tr>
<td>* 1</td>
<td>1</td>
<td>0</td>
<td>–60 dB</td>
</tr>
<tr>
<td>0</td>
<td>0</td>
<td>1</td>
<td>–54 dB</td>
</tr>
<tr>
<td>1</td>
<td>0</td>
<td>1</td>
<td>–48 dB</td>
</tr>
<tr>
<td>0</td>
<td>1</td>
<td>1</td>
<td>–42 dB</td>
</tr>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>–36 dB</td>
</tr>
</tbody>
</table>

[d1-5, 6 and 7] FADE IN DURATION:

<table>
<thead>
<tr>
<th>[d1-5]</th>
<th>[d1-6]</th>
<th>[d1-7]</th>
<th>Fade in time</th>
</tr>
</thead>
<tbody>
<tr>
<td>* 0</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>1</td>
<td>0</td>
<td>0</td>
<td>10 msec</td>
</tr>
<tr>
<td>0</td>
<td>1</td>
<td>0</td>
<td>30 msec</td>
</tr>
<tr>
<td>1</td>
<td>1</td>
<td>0</td>
<td>53 msec</td>
</tr>
<tr>
<td>0</td>
<td>0</td>
<td>1</td>
<td>106 msec</td>
</tr>
<tr>
<td>1</td>
<td>0</td>
<td>1</td>
<td>148 msec</td>
</tr>
<tr>
<td>0</td>
<td>1</td>
<td>1</td>
<td>185 msec</td>
</tr>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>247 msec</td>
</tr>
</tbody>
</table>
[d2-1] FRAME DISPLAY [0]: Frame not displayed during playback.
    * [1]: Frame displayed during playback.
[d2-2] INITIAL DISPLAY [0]: Elapsed time displayed when power turned on.
    * [1]: Remaining time displayed when power turned on.
[d2-4] END DETECT [0]: Track ends not detected during search operation.
    * [1]: Track ends detected during search operation.
[d2-5] RE CUE [0]: Stop mode set when playback ends.
    * [1]: When playback ends, pickup returns to starting position and standby mode set.
[d2-6] PLAY LOCK [0]: Buttons other than the ones below also function during playback.
    * [1]: Buttons other than the PLAY MODE, TIME, PLAY/PAUSE and RESET buttons do not function during playback.
[d2-7] FLASH [0]: PLAY indicator remains turned off (without flashing) during EOM operation,
    PAUSE indicator remains turned off when playback ends, and STD BY/CUE
    indicator remains turned off during search operation.
    * [1]: PLAY indicator flashes during EOM operation, PAUSE indicator flashes when
    playback ends, and STD BY/CUE indicator flashes during search operation.
[d3-1] REMOTE INHIBIT * [0]: "REMOTE" command accepted.
    * [1]: "REMOTE" command not accepted.
[d3-2] SWITCH INHIBIT [0]: No front panel buttons other than PLAY MODE, TIME and RESET buttons function.
    * [1]: All buttons function.
[d3-3, 4 and 5] E.O.M.: (PLAY/PAUSE button flashes green)

<table>
<thead>
<tr>
<th>[d3-3]</th>
<th>[d3-4]</th>
<th>[d3-5]</th>
<th>E.O.M. time setting</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0</td>
<td>0</td>
<td>E.O.M. not output</td>
</tr>
<tr>
<td>1</td>
<td>0</td>
<td>0</td>
<td>5 sec</td>
</tr>
<tr>
<td>*</td>
<td>0</td>
<td>1</td>
<td>10 sec</td>
</tr>
<tr>
<td>1</td>
<td>1</td>
<td>0</td>
<td>15 sec</td>
</tr>
<tr>
<td>0</td>
<td>0</td>
<td>1</td>
<td>20 sec</td>
</tr>
<tr>
<td>1</td>
<td>0</td>
<td>1</td>
<td>25 sec</td>
</tr>
<tr>
<td>0</td>
<td>1</td>
<td>1</td>
<td>30 sec</td>
</tr>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>35 sec</td>
</tr>
</tbody>
</table>
[d3-8] DIGITAL OUT [0]: Standard playback mode.
    Only audio data output from digital output.
    * [1]: Digital output priority mode.
    Audio data and subcodes output from digital output.
    DSP functions (FADE IN, MONO) inhibited.
[d4-1] TEST [0]: Standard playback mode. (Always leave this at [0]. The player cannot be used
    if set to [1].)
[d4-2] VARIABLE SPEED ENABLE [0]: Discs played at standard speed.
    * [1]: Discs played at speed set by variable speed presetting [d6-1, 2, 3 and 4].
[d4-5, 6] DELAY START:

<table>
<thead>
<tr>
<th>[d4-5]</th>
<th>[d4-6]</th>
<th>Delay start time setting</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0</td>
<td>0 msec</td>
</tr>
<tr>
<td>1</td>
<td>0</td>
<td>100 msec</td>
</tr>
<tr>
<td>0</td>
<td>1</td>
<td>200 msec</td>
</tr>
<tr>
<td>1</td>
<td>1</td>
<td>300 msec</td>
</tr>
</tbody>
</table>
[d4-7] CDR DISC [0]: Mode for playing normal discs including TOCs. (Discs without TOCs cannot be played.)
    * [1]: Discs recorded on a CD recorder (DN-7700R, etc.) without TOCs can be played.
NEXT TRACK STANDBY

* [0]: When playback ends, next operation performed according to “RE CUE” setting.
* [1]: When playback ends, standby mode set at next track. (“RE CUE” setting ignored.)

INDEX INHIBIT

* [0]: Index numbers can be selected.
* [1]: Index numbers cannot be selected.

INDEX 3/2

* [0]: “INDEX 2 TALLY” output from REMOTE connector pins 24 and 25.
* [1]: “INDEX 3 TALLY” output from REMOTE connector pins 24 and 25.
(Note valid when [d5-3] set to [1]).

EOM/INDEX

* [0]: “INDEX TALLY” (set by INDEX 3/2 [d5-2]) output from REMOTE connector pins 24 and 25.
* [1]: “EOM TALLY” output from REMOTE connector pins 24 and 25.

FADER START MODE SELECT

[0]: Player starts when fader switch turned on.
* [1]: Player starts when fader switch turned on, set to pause mode when fader switch turned off.

END MONITOR:

<table>
<thead>
<tr>
<th>[d5-5]</th>
<th>[d5-6]</th>
<th>[d5-7]</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>1</td>
<td>0</td>
<td>5 sec</td>
</tr>
<tr>
<td>*</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>1</td>
<td>1</td>
<td>10 sec</td>
</tr>
<tr>
<td>1</td>
<td>0</td>
<td>15 sec</td>
</tr>
<tr>
<td>1</td>
<td>1</td>
<td>20 sec</td>
</tr>
<tr>
<td>1</td>
<td>0</td>
<td>25 sec</td>
</tr>
<tr>
<td>1</td>
<td>1</td>
<td>30 sec</td>
</tr>
<tr>
<td>1</td>
<td>1</td>
<td>35 sec</td>
</tr>
</tbody>
</table>

INDEX 2

* [0]: “INDEX 3 TALLY” output from REMOTE connector pin 17.
* [1]: “INDEX 2 TALLY” output from REMOTE connector pin 17.

VARIABLE SPEED: This sets the playing speed within a range of 0 to 3% when [d4-2] is set to [1].

<table>
<thead>
<tr>
<th>[d6-1]</th>
<th>[d6-2]</th>
<th>[d6-3]</th>
<th>[d6-4]</th>
<th>Playback speed</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0.0% (Standard speed)</td>
</tr>
<tr>
<td>1</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>+0.2%</td>
</tr>
<tr>
<td>0</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>+0.4%</td>
</tr>
<tr>
<td>1</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>+0.6%</td>
</tr>
<tr>
<td>0</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>+0.8%</td>
</tr>
<tr>
<td>1</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>+1.0%</td>
</tr>
<tr>
<td>0</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>+1.2%</td>
</tr>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>+1.4%</td>
</tr>
<tr>
<td>0</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>+1.6%</td>
</tr>
<tr>
<td>1</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>+1.8%</td>
</tr>
<tr>
<td>*</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>+2.0%</td>
</tr>
<tr>
<td>1</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>+2.2%</td>
</tr>
<tr>
<td>0</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>+2.4%</td>
</tr>
<tr>
<td>1</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>+2.6%</td>
</tr>
<tr>
<td>0</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>+2.8%</td>
</tr>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>+3.0%</td>
</tr>
</tbody>
</table>

SKIP TRACK

[0]: Skip track playback as set in the TOC is possible when playing CDR discs.
* [1]: Skip track playback as set in the TOC is not possible when playing CDR discs.

END MARK

* [0]: The track end position does not change even if the PLAY/PAUSE button is pressed during the end monitor mode.
* [1]: The position at which the PLAY/PAUSE button is pressed during the end monitor function becomes the track end position.
PLAYER ID: Set to 4-bit (binary) to control the player with commands including IDs from the RS-422A connector.

* When several units are connected via the RS-422A connector, separate IDs must be set for each of them.

<table>
<thead>
<tr>
<th></th>
<th>d7-1</th>
<th>d7-2</th>
<th>d7-3</th>
<th>d7-4</th>
<th>ID</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>1</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>0</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>1</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>0</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>4</td>
<td>4</td>
</tr>
<tr>
<td>1</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>5</td>
<td>5</td>
</tr>
<tr>
<td>0</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>6</td>
<td>6</td>
</tr>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>7</td>
<td>7</td>
</tr>
<tr>
<td>0</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>8</td>
<td>8</td>
</tr>
<tr>
<td>1</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>9</td>
<td>9</td>
</tr>
<tr>
<td>0</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>10</td>
<td>10</td>
</tr>
<tr>
<td>1</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>11</td>
<td>11</td>
</tr>
<tr>
<td>0</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>12</td>
<td>12</td>
</tr>
<tr>
<td>1</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>13</td>
<td>13</td>
</tr>
<tr>
<td>0</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>14</td>
<td>14</td>
</tr>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>15</td>
<td>15</td>
</tr>
</tbody>
</table>

**Resetting to the default settings**

Turn the POWER switch on while holding in the INDEX and TIME buttons.

All values are reset to the values indicated on the “Table of preset functions”.

3) Connections

3)-1 Output signal connections

1) Analog output signal connections

Connect the player’s output connectors (LINE OUT L and R)  with the balanced inputs on an amplifier or console using 3-pin cords.

2) Digital output signal connections

To use the digital output, connect the player’s output connector (DIGITAL OUT) to the balanced digital input on an amplifier or console using a 3-pin cord.

**NOTES:**

1) When using the digital output, set preset item d3-8 to “on”.

2) To send the digital output to an unbalanced circuit, do so via a balanced/unbalanced conversion circuit.

Balanced/unbalanced conversion circuit

![Balanced/unbalanced conversion circuit diagram](image)

3)-2 Remote signal connections

1) Parallel remote signal connections

To use the player remotely, connect the remote connector (REMOTE) with the remote control circuit using a 25-pin D-sub cord.

**NOTE:** When using parallel remote connections, set preset item d3-1 to “off”.

2) Serial remote signal connections

To use the player connected to a controller or personal computer, connect the remote connector (RS422A) to the controller using a 9-pin D-sub cord.
3) 3 Power supply connections
Connect the player to a power supply with the preset voltage (as shown on the fuse holder window) using the included power cord. Make sure the POWER switch is turned off when doing so.

3) 4 Remote control connections
To control the DN-961FA remotely, refer to the example of remote control connections given below.

![Remote control connections diagram]

4) Loading and Ejecting the Disc

- If the disc holder is closed, press the EJECT button to open it.

- Place the disc in the disc holder.

**NOTES:**
- Make sure the disc holder is fully open when loading discs.
- Place the disc securely in the tray guide at the center of the disc holder.

- Press the disc holder in by hand to close it.
The disc is loaded and automatically starts turning, the STDBY/CUE button flashes, and search the beginning of the first track or selected track on the disc.

- When the search operation is completed, the time is displayed and the STDBY/CUE button stops flashing, remaining lit.
3 BASIC OPERATION

1) Before Starting
   ① Turn the power on.
   ② Load a disc.
   ③ Set the presets according to the purpose. (Refer to "Presets" on Page 6.)
   * Steps ② and ③ above can be performed in reverse order.

2) Selecting the Play Mode
   - Set the PLAY MODE selector to SINGLE or CONT.

3) Selecting Tracks
   - Set the track selection mode. (The IDX LED should be off.)
   If the IDX LED is on, press the INDEX button to turn it off.
   * If the SELECT knob is pressed in and turned, the track number increases or decreases by 10 tracks per step.

- When a track is selected, that track number is displayed.
  (In this case track 2 is selected.)
- The STDBY/CUE indicator flashes during the search operation.
- When the search operation is completed, the time is displayed and the STDBY/CUE indicator stops flashing, remaining lit.

**Figure 8**

- If the selected track does not exist on the disc, the TRACK No. display flashes. Check the track numbers.
4) Selecting the Index Number

There is no need to select index numbers when starting from the beginning of a track.

- Set the index selection mode. (The IDX LED should be on.)
  If the IDX LED is off, press the INDEX button to turn it on.

- If the SELECT knob is pressed in and turned, the index number increases or decreases by 10 index per step.

The index number changes as follows (for a track containing four index numbers):

01 → 02 → 03 → 04

The index number changes as follows (for a track containing four index numbers):

01 ← 02 ← 03 ← 04

- When an index number is selected, that index number is displayed.
  (In this case index number 2 is selected.)

- The STDBY/CUE indicator flashes during the search operation.

When the search operation is completed, the time is displayed and the STDBY/CUE indicator stops flashing, remaining lit.

Figure 9

- If the selected index number does not exist on that track, the INDEX display flashes. Check the index numbers.

- Select the index number after selecting the track. If a track is selected after an index number, that index number is cleared.
5) Starting Playback
Playback starts when the PLAY/PAUSE button is pressed during the pause or standby.
(Playback starts with no time delay, so songs can be switched smoothly.)

In the pause mode

In the standby mode

Press the PLAY/PAUSE button.

Playback starts.

Lit (green)

Figure 10

6) Stopping Playback
Playback can be stopped in the middle of a track either by pausing or by back-cuing.

During playback

PLAY/PAUSE button is lit.
(Flash during EOM.)

Lit (green)

PAUSE

BACK CUE

Press the PLAY/PAUSE button.

Press the STDBY/CUE button.

Pause mode set.
PLAY/PAUSE button flashes.

Flashes (yellow)

Lit (yellow)

If no track or index number is selected for next play, 1 back cue operation is performed.
(If a track or index number is selected for next play, the standby mode is set at the beginning of that track index number.)
The STDBY/CUE button first flashes, then stops flashing (remaining lit) when the operation is completed.

Figure 11
7) Description of the PLAY/PAUSE, and STDBY/CUE Operations

- Each press of the PLAY/PAUSE button causes the operation to change from play to pause or from pause back to play.
- The play operation of this CD player is performed via DSP (Digital Signal Processor) and memory, so the audio starts instantly after the PLAY/PAUSE button is pressed.
- Pressing the STDBY/CUE button during disc play resets the CD to the position at which play was started. (This is called the back cue function.)

The steps through which disc play is performed when the PLAY/PAUSE and STDBY/CUE buttons are pressed are described with the aid of the following illustrations in Figures 12 through 14.

**PLAY and PAUSE**

[Diagram showing the sequence of operations for PLAY and PAUSE]

Pressing the PLAY/PAUSE button starts the disc play, the advancement of which is illustrated by the arrows of Figure 14. Pressing the PLAY/PAUSE button again during disc play causes the play operation to pause, and pressing this button once more causes the disc to be played again.

**PLAY and CUE**

[Diagram showing the sequence of operations for PLAY and CUE]

Pressing the PLAY/PAUSE button starts the disc. Pressing the STDBY/CUE button will reset the disc to the position where play was started. By alternately pressing the PLAY/PAUSE button and the STDBY/CUE button, the disc may be played from the same position any number of times. This function is called back cue.

**PLAY, PAUSE, and CUE**

[Diagram showing the sequence of operations for PLAY, PAUSE, and CUE]

When play has been paused and is then started again, the return position with back cue will be updated.

Figure 14
8) Moving the Play Start Position

When a track is selected and the PLAY/PAUSE button is pressed, playback begins from the beginning of that track. To start from a different position, use the following procedure to find the desired position.

Each press of the SEARCH button causes 1 frame to change. (The frame is indicated at the FRAME portion of the display.) Each frame is 1/75th of a second. Continuing to press down on the SEARCH button provides an automatic change of frames, the speed of which increases while the button is pressed.

While monitoring the sound, press the SEARCH button until you come close to the desired position, in the track. Holding the SEARCH button down allows "course" searching.

One press at a time

While monitoring the sound, press the SEARCH button a number of times to find the desired position. This allows "fine" searching.

If you go past the desired position, return by pressing the [ button a few times to back up.

When the desired start position has been found, press the STDBY/CUE button. The sound will mute and the light of the STDBY/CUE button will flash. When the STDBY/CUE button stops flashing, playback is ready.

Pressing the PLAY/PAUSE button will start the play operation. The PLAY/PAUSE button will light steadily.

Figure 15
9) Checking the Play Start Position

After selecting the track or after changing the play start position with the SEARCH button, use the following procedure to repeatedly check the position at which play will start.

Press the PLAY/PAUSE button.
Check that play will start from the desired position.

NOTE:
Once you have set up a new start position within a track, do not press the PAUSE or SEARCH buttons. Pressing these buttons will change your start position.

Press the STDBY/CUE button after checking the start position.
The player will return to the position where play was started.
When the STDBY/CUE button stops flashing, it is ready to start again.

If the play start position is not to your liking, use the search function to change the position.

10) End Monitor

The end section of a track can be played at the touch of a button.
This function comes in very handy to check how the track ends.

In the standby mode
The STDBY/CUE button is lit.

Press the END MON button.

The end of the track at which the standby mode is set is played.
Playing time: 0 to 35 seconds in 5-second steps can be presetting.
(Refer to "Presetting" on page 6)

NORMAL END MONITOR

END MARK PLAY SETTING

- Set preset switch S6-6 ("End Mark") to the on position.
- When the PLAY/PAUSE button is pressed during the end monitor interval, the end mark is memorized at that position and that position becomes the end of play position.
- The disc can now be played from the standby position to the end of play position.
The time indication shows the time of this interval.

Figure 16

Figure 17
11) Selecting the Track to be Played Next During Playback

The next track to be played can be selected during playback by turning the SELECT knob when in the track selection mode.

During playback of track 1 (for example)

Check that the track selection mode is set (the IDX LED should be off). Turn the SELECT knob.

The beginning of the selected track is found and the standby mode is set.

When the track 3 is selected.

The number of the selected track is displayed on the "TRACK No." indicator.

* If the track currently playing is selected, the "TRACK No." indicator flashes rapidly to indicate that the selected track is the track which is currently playing.

When the play mode is set to "SINGLE":

As soon as track 1 ends, the beginning of the track selected during playback is found and the standby mode is set.

When the play mode is set to "CONT.":

As soon as track 1 ends, playback of the track selected during playback begins.

Figure 18
12) Selecting the Index Number to be Played Next During Playback

The next index number to be played can be selected during playback by turning the SELECT knob when in the index number selection mode.

During playback of index number 1 (for example)

Check that the index number selection mode is set (the IDX LED should be on). Turn the SELECT knob.

When the index 3 is selected.

The selected index number is displayed on the "INDEX" indicator.

* If the index number currently playing is selected, the "INDEX" indicator flashes rapidly to indicate that the selected index number is the index number which is currently playing.

When the play mode is set to "SINGLE":

As soon as index number 1 ends, the beginning of the index number selected during playback is found and the standby mode is set.

When the play mode is set to "CONT.":

As soon as index number 1 ends, playback of the index number selected during playback begins.

Figure 19

* The "INDEX" indicator flashes if the track does not contain the selected index number.
13) Ending Playback

The position of the pickup and the display when playback ends differ according to the play mode and the preset settings. The table below describes the status when playback ends.

(NOTE: This is only for when no other track or index number has been selected during playback.)

<table>
<thead>
<tr>
<th>NEXT TRACK STANDBY [d4-8] OFF</th>
<th>NEXT TRACK STANDBY [d4-8] ON</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>SINGLE MODE</strong></td>
<td></td>
</tr>
<tr>
<td>[d2-5] RE CUE OFF</td>
<td></td>
</tr>
<tr>
<td>Playback start position</td>
<td>Playback start position</td>
</tr>
<tr>
<td>Track end position</td>
<td>Track end position</td>
</tr>
<tr>
<td>Playback section</td>
<td>Playback section</td>
</tr>
<tr>
<td>(within one track)</td>
<td>(within one track)</td>
</tr>
<tr>
<td>The PLAY/PAUSE button flashes (yellow), the time display turns off, and the pickup stops at the track end position.</td>
<td>The standby mode is set at the next track.</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>[d2-5] RE CUE ON</td>
<td></td>
</tr>
<tr>
<td>Playback start position</td>
<td>Track end position</td>
</tr>
<tr>
<td>Playback section</td>
<td>(within one track)</td>
</tr>
<tr>
<td>The pickup returns to the play start position and the standby mode is set.</td>
<td></td>
</tr>
</tbody>
</table>

| CONTINUE MODE                 |                               |
| [d2-5] RE CUE OFF             |                               |
| Playback start position       | Last track end position       |
| Playback section              |                               |
| The PLAY/PAUSE button flashes (yellow), the time display turns off, and the pickup stops at the track end position. | The pickup returns to track one and the standby mode is set. |
|                               |                               |
| [d2-5] RE CUE ON              |                               |
| Playback start position       | Last track end position       |
| Playback section              |                               |
| The pickup returns to the play start position and the standby mode is set. |                               |


Figure 20

14) Resetting the Microprocessor

The player's disc drive unit, control panel unit and display are controlled by microprocessor. If for any reason the microprocessor should malfunction and the player should not operate, press the SELECT knob and STDBY/CUE button simultaneously. The microprocessor is reset and the player is restored to the same conditions as when the power is turned on.

Figure 21

4 COMPACT DISCS

1. Precautions on handling compact discs
   - Do not allow fingerprints, oil or dust to get on the surface of the disc. If the disc is dirty, wipe it off with a soft dry cloth. We recommend using DENON's AMC-20/21 CD CLEANER is recommended.
   - Do not use benzene, thinner, water, record spray, electrostatic-proof chemicals, or silicone-treated cloths to clean discs.
   - Always use carefully handle discs to prevent damaging the surface; in particular when removing a disc from its case or returning it.
   - Do not bend.
   - Do not apply heat.
   - Do not enlarge the hole in the center of the disc.
   - Do not write on the label (printed side) with a hard-tipped implement such as a pencil or ball point pen.

   - Condensation will form if a disc is brought into a warm area from a colder one, such as outdoors in winter. Do not attempt to dry the disc with a hair dryer, etc.

2. Precaution on storage
   - After playing a disc, always unload it from the player.
   - Always store the disc in the cartridge to prevent from dirt damage.
   - Do not place discs in the following areas:
     1) Areas exposed to direct sunlight for a considerable time.
     2) Areas subject to accumulation of dust or high humidity.
     3) Areas affected by heat from indoor heaters, etc.
5 TROUBLESHOOTING

If the player does not seem to be functioning properly, check the following:

- Disc is dirty or scratched
- Player does not operate when front panel buttons are pressed.
- SWITCH INHIBIT switch is set to “ON” (INHIBIT)
- Reset the microprocessor

After play button is pressed, sound does not reproduce readily.

- Cue level detect switches are not set
- Output level control is set to MIN
- Output cord is not properly connected to amplifier
- Problem with adjustment or settings of amplifier switches.

6 SPECIFICATIONS

- Type: Table-top CD player
- Audio channels: 2 channels (stereo/mono selectable)
- Usable discs: Philips type compact discs
- Quantization: 8cm-disc compatible (using special adaptor)
- Sampling frequency: 16 bits, linear
- Line output: 44.1 kHz
- Active balanced output
- Output level: +18 dBm (1 kHz, maximum level playback)
- Output level variation range: +18 dBm – 20 dBm or greater
- Digital output: AES/EBU format, balanced output
- 3 Vp-p, bi-phase
- Headphones output: Stereo (30 to 40 ohms load impedance)
- Playing speed: 20 mW or greater (1 kHz, maximum level playback)
- Remote: Standard/0 ~ 3% (presetting in 0.2% steps)
- Parallel remote, D-sub 25-pin
- RS422A: Serial remote, D-sub 9-pin
- Environmental conditions: Temperature; 5°C ~ 35°C, Humidity; 25% ~ 85% (no condensation)
- Duty: Continuous
- Power supply: AC120/230/240 V ±10%, 50/60 Hz
- Power consumption: 18 W
- External dimensions: 144(W) x 132(H) x 400(D) mm
- Weight: Approx. 5.6 kg
- Playback frequency response: 20 Hz ~ 20 kHz within 1 dB range
- Signal to noise ratio: 96 dB or greater (with respect to maximum level
  (“A” weighted)
- Total harmonic distortion: 0.008% or less (at maximum level, 1 kHz)
- Channel separation: 90 dB or greater (at maximum level, 1 kHz)
- Audio signal rise time: 30 msec or less

* Design and specifications are subject to change or improvement without notice.
## Correction sheet for DN-961FA Operating Instructions

**ENGLISH**  **PAGE 8**  
**Error**  **[d3-8]**  
**DIGITAL OUT**  **[0]:**  
Standard playback mode.  
Only audio data output from digital output.  
The digital signal does not output from digital output.

**Should read**  **[d3-8]**  
**DIGITAL OUT**  **[0]:**

---

**DEUTSCH**  **SEITE 27**  
**Erratum**  **[d3-8]**  
**Digital-Ausgang**  **[DIGITAL OUT]**  **[0]:**  
Standard-Wiedergabebetrieb.  
Es werden nur Audiodaten von dem Digital-Ausgang ausgegeben.  
Das digitale Signal wird nicht vom Digitalausgang ausgegeben.

**Solte gelesen werden**  **[d3-8]**  
**Digital-Ausgang**  **[DIGITAL OUT]**  **[0]:**

---

**FRANCAIS**  **PAGE 47**  
**Erreur**  **[d3-8]**  
**Sortie numérique**  **[DIGITAL OUT]**  **[0]:**  
Mode de lecture standard.  
Seules les données audio sont envoyées de la sortie numérique.  
Le signal numérique ne sort pas de la sortie numérique.

**Lire**  **[d3-8]**  
**Sortie numérique**  **[DIGITAL OUT]**  **[0]:**

---

**ITALIANO**  **PÀGINA 66**  
**Correzioni**  **[d3-8]**  
**DIGITAL OUT**  **[uscita digitale]**  **[0]:**  
Modo di riproduzione standard.  
Dall’uscita digitale vengono emessi solamente i dati audio.  
Il segnale digitale non fuoriesce dall’uscita digitale.

**Debería ser**  **[d3-8]**  
**DIGITAL OUT**  **[uscita digitale]**  **[0]:**

---

**ESPAÑOL**  **PAGINA 85**  
**Errata**  **[d3-8]**  
**Salida digital**  **[DIGITAL OUT]**  **[0]:**  
Modo de reproducción estándar.  
Solamente salida de datos de audio procedente de la salida digital.  
La señal digital no sale de la salida digital.

**Dovreste leggere**  **[d3-8]**  
**Salida digital**  **[DIGITAL OUT]**  **[0]:**