

# MICRO1

*OWNER'S MANUAL*

**SOUND & VISION**

OPERATION. The first item to cover is the keys and what they do with a brief explanation of the functions they provide. The bottom group of six keys control the transport manually except for the key labeled LOC. It is important to note that only the REC key be pressed to engage record, while in play. The LOC key initiates auto-locate to a desired cue point. The keys labeled 0, 1, and 2 are the cues. They represent respectively the start of a song, cue1, and cue2. They are stored in RAM and are updated by being pressed at any desired point either in stop or in play. The AUTO key turns on the auto mode select function. The MODE key steps through the four auto modes as well as providing the off-on condition of the speed control mode. The four modes are as follows:

LOOP. In this mode the tape will recycle between cue1 and cue2 until another key is pressed. The green led will be on.

REC. At cue1 the deck will go into record and rewind at cue2 to a point several seconds before cue1. There is a sequence of key strokes that will engage a rolling punch out as well. If the REC mode is chosen then the play key hit, it will rewind at cue2. If play is hit first then rec mode chosen, it will roll out of record. Rolling punch-outs must be an existing feature of the deck for this mode to work. The lower REC led will be on.

REHERSE This mode will recycle between cue1 and cue2 but add preroll. It also has a <Ml>smart<D> play key that will trip a reset to preroll whenever pressed. The REC led will blink and the LOOP led will be on.

REC LOOP. This mode is identical to REHEARSE except the deck will go into record. The lower REC and LOOP led will be on.

SETTING THE WINDOW. The AUTO modes revolve around the "window". The window is created by setting cue1 and cue2. The cue led is on while within the limits of the window. During the selected AUTO mode, the requested transport command will be executed at these points. The deck will go into record at cue1 and punch out at cue2 or recycle between cues if LOOP is selected. Whenever cue1 is keyed in there is also a preroll assigned to it. This is very convenient in getting in front of a punch point. To auto locate to the preroll simply tap the LOC key twice. Then you are ready to select an AUTO mode. To update or change a cue point simply hit the cue1 or cue2 key.

LOCATING TO CUES. To search-to-cue hit the LOC key then the 0, 1, or 2 key. To find preroll hit LOC twice. While in AUTO REHEARSE or RECORD LOOP hitting the play key will search to preroll and automatically restart the cycle.

SHUTTLE MODE. To engage this mode make sure you are not in an auto mode. Hit the MODE key. The decimal point in the upper left display will come on. This shows that speed control is on. To turn it off, hit the MODE key again.

SEQUENTIAL KEY COMMANDS. There are several ways of executing multiple modes. For example, by hitting LOC-1-AUTO, the deck will search to cue1 then recycle between cue1 and cue2. Hitting LOC-(0,

1, or 2)-PLAY will search-to-cue then go into play. If you set up AUTO REC, while in stop, and then hit the 1 key, the deck will go into play-record. You can memorize a manual punch-in by setting up cue1 and cue2 at the same point before the manual punch point. Select AUTO REC and hit PLAY. At the punch point hit the 1 key instead of the REC key. At the out point hit the 2 key. This stores the points into memory for repeated auto control.

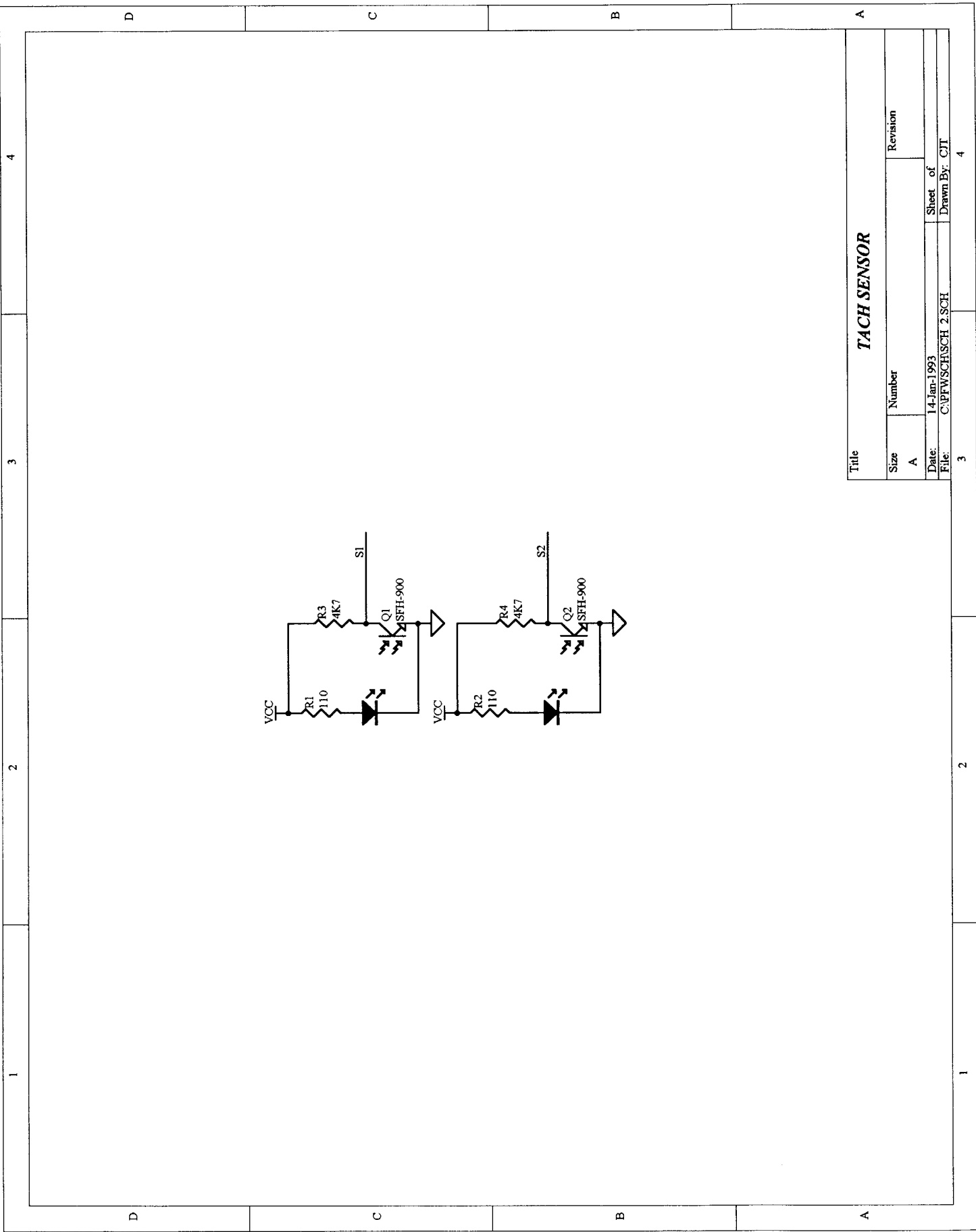
**MAINTENANCE.** The keys, after time, may become dirty and intermittent. Open the box and pry off the keycaps by gently pushing in on the sides that drop down into the black base. Use an x-acto blade or small hook. Once freed remove the dome contact and rub it clean with some alcohol.

**WARRANTY.** The unit is covered for parts and labor for one year from date of receiving the unit. Feel free to call if you have any questions or suggestions. The program is in ROM and can be modified. Occasionally software upgrades will be available. Sound & Vision, 689 Benson Way, Thousand Oaks, Ca 91360, (805) 496-1518.

**DIRECT MACHINE TACH.** If you ordered the Micro1 real-time version there is an additional feature. The unit, when powered up, defaults to high speed when reading time. To change the display count to read slow speed, hold the stop button while powering up. The "D" connector can be pulled off then plugged back in. Some version may do this speed change automatically. It all depends on the information available to the outside world at the deck I/O port.

***IMPORTANT NOTE: ONLY THE RECORD BUTTON NEEDS TO BE PRESSED TO ENGAGE RECORD!***





Title

**TACH SENSOR**

Size  
A

Number

Revision

Date:  
File:

14-Jan-1993  
C:\PFW\SCH\2.SCH

Sheet of  
Drawn By:

CIT

4

3

2

1

D

C

B

A

D

C

B

A

3

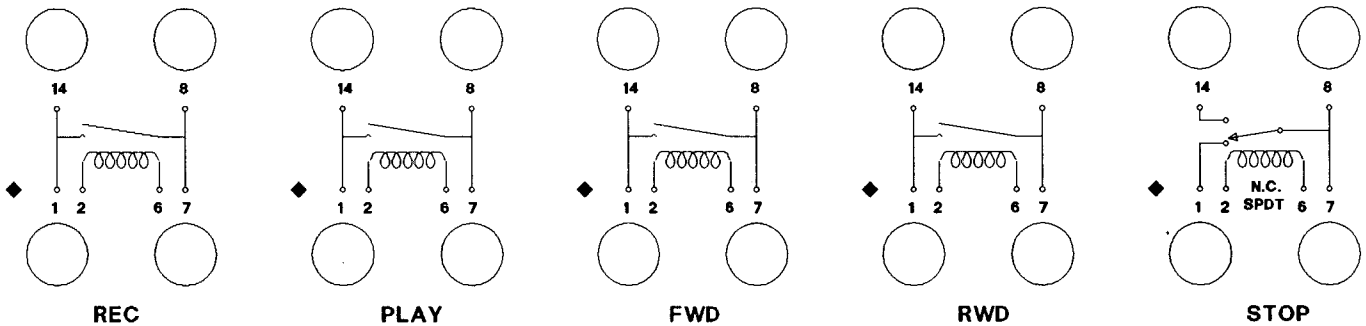
2

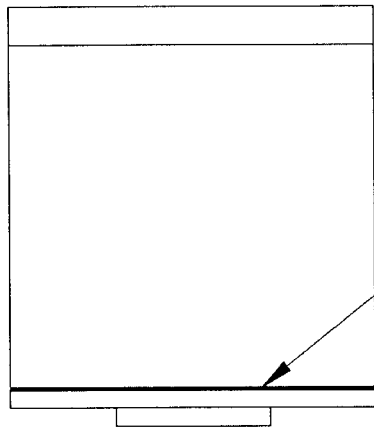
1

4

CONNECTOR:					TAPE DECK: <b>M 79</b>
Deck	Color	Func.	Micro 1 D Con.	Cable	NOTES:
	2	GND	2	3	
	3	REC	3	5	
	6	FF	4	7	
	7	RW	13	10	
	9	PL	11	6	
	10	STOP	5	9	
	13	+17V	1	1	
			14	12	GND
			7	13	T1
			15	14	T2
			8	15	T5

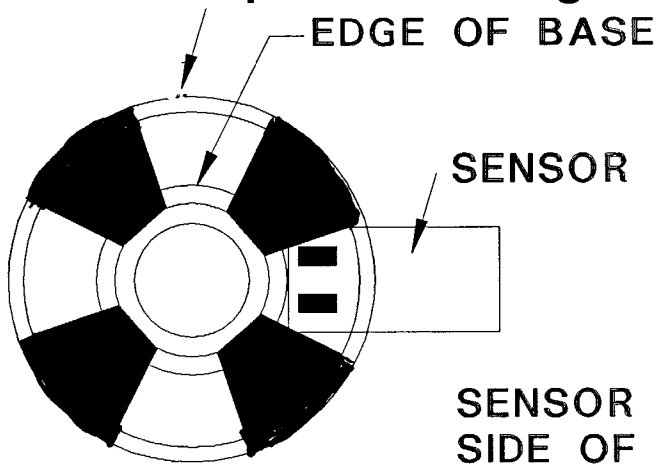
**RELAY CONFIGURATION:** CIRCLED NUMBERS RELATE TO THE MICRO 1 D CONNECTOR. PIN 2 ON ALL RELAYS IS +5V





**Glue decal on bottom  
of reversing idler**

**Elmers Glue around edge then place decal over  
and press down tight**



**SENSOR**

**VIEW FROM  
TOP**

**SENSOR CAN GO ON EITHER  
SIDE OF IDLER. BE SURE  
TO CLEAN SURFACE BEFORE  
STICKING DOWN.**