Service Manual

AV Surround Receiver



TABLE OF CONTENTS

SEC	CTION	PAGE
1.	TECHNICAL SPECIFICATIONS	1
2.	TECHNICAL DESCRIPTION	9
3.	POWER AMPLIFIER ADJUSTMENT	15
4.	SERVICE MODE	16
5.	SYSTEM ERROR	18
6.	TROUBLE SHOOTING	
7.	JIG FOR SERVICING	24
8.	DUAL BACKUP MEMORY	31
9.	WRITING AND UPDATE SOFTWARE	32
10.	WIRING DIAGRAM	77
11.	BLOCK DIAGRAMS	79
12.	SCHEMATIC DIAGRAM	83
13.	PARTS LOCATION	117
14.	EXPLODED VIEW AND PARTS LIST	143
15.	MICROPROCESSOR AND IC DATA	149
16.	ELECTRICAL PARTS LIST	
17.	ABOUT REPLACE THE MICROPROCESSOR WITH A NEW ONE	

Please use this service manual with referring to the user guide (D.F.U.) without fail. 修理の際は、必ず取扱説明書を準備し操作方法を確認の上作業を行ってください。

marantz®



X0435V02DM/DG0911

SR6004

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WARNING: Violators will be prosecuted to the maximum extent possible.

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MARANTZ DESIGN AND SERVICE

Using superior design and selected high grade components, **MARANTZ** company has created the ultimate in stereo sound. Only original **MARANTZ** parts can insure that your **MARANTZ** product will continue to perform to the specifications for which it is famous.

Parts for your **MARANTZ** equipment are generally available to our National Marantz Subsidiary or Agent. **ORDERING PARTS** :

Parts can be ordered either by mail or by Fax.. In both cases, the correct part number has to be specified.

The following information must be supplied to eliminate delays in processing your order :

- 1. Complete address
- 2. Complete part numbers and quantities required
- 3. Description of parts
- 4. Model number for which part is required
- 5. Way of shipment

6. Signature : any order form or Fax. must be signed, otherwise such part order will be considered as null and void.

USA MARANTZ AMERICA, INC 100 CORPORATE DRIVE MAHWAH, NEW JERSEY 07430 USA	EUROPE / TRADING D&M EUROPE B. V. P. O. BOX 8744, BUILDING SILVERPOINT BEEMDSTRAAT 11, 5653 MA EINDHOVEN THE NETHERLANDS PHONE : +31 - 40 - 2507844 FAX : +31 - 40 - 2507860	CANADA D&M Canada Inc. 5-505 APPLE CREEK BLVD. MARKHAM, ONTARIO L3R 5B1 CANADA PHONE : 905 - 415 - 9292 FAX : 905 - 475 - 4159
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		CHINA D&M SALES AND MARKETING SHANGHAI LTD.

NOTE ON SAFETY :

Symbol A Fire or electrical shock hazard. Only original parts should be used to replaced any part marked with symbol A. Any other component substitution (other than original type), may increase risk of fire or electrical shock hazard.

安全上の注意:

🛦 がついている部品は、安全上重要な部品です。必ず指定されている部品番号のものを使用して下さい。

SHOCK, FIRE HAZARD SERVICE TEST :

CAUTION: After servicing this appliance and prior to returning to customer, measure the resistance between either primary AC cord connector pins (with unit NOT connected to AC mains and its Power switch ON), and the face or Front Panel of product and controls and chassis bottom.

Any resistance measurement less than 1 Megohms should cause unit to be repaired or corrected before AC power is applied, and verified before it is return to the user/customer.

Ref. UL Standard No. 60065.

In case of difficulties, do not hesitate to contact the Technical Department at above mentioned address.

NO.1600 NANJING (WEST) ROAD, SHANGHAI,

: 021 - 6248 - 5151

: 021 - 6248 - 4434

CHINA. 200040

TEL FAX

1. TECHNICAL SPECIFICATIONS 🖄

FM TUNER SECTION

Frequency Range	87.5 - 108.0 MHz [/U, /N, /K]
Usable Sensitivity	IHF 1.8 μ V/16.4 dBf
Signal to Noise Ratio	Mono/Stereo 75/70 dB
Distortion	Mono/Stereo 0.2/0.3 %

AM TUNER SECTION

Frequency Range	520 - 1710 kHz [/U]
	.531 - 1602 kHz [/F, /N, /K]
Signal to Noise Ratio	50 dB
Usable Sensitivity	Loop 400 μ V/m
Distortion	400Hz, 30 % Mod. 0.5 %

AUDIO SECTION

Power Output (8Ω/20Hz-20kHz	z/THD=0.08%)
Front L&R	110 W / Ch [/U, /N, /F]
	100 W / Ch [/K]
Center	110 W / Ch [/U, /N, /F]
	100 W / Ch [/K]
Surround L&R	
Surround Back L&R	
	100 W / Ch [/K]
Power Output (6Ω/20Hz-20kHz	z/THD=0.08%) [/U, /N]
Power Output (6Ω /JEITA) [/F,	/K]
Front L&R	
Center	
Surround L&R	
Surround Back L&R	
	160 W / Ch [/F, /K]

Input Sensitivity/Impedance180 mV/ 47 Kohms Signal to Noise Ratio(Analog Input / Pure Direct).....105 dB Frequency Response

(Analog Input / Pure Direct)	8 Hz - 100 kHz (\pm 3 dl	B)
(Digital Input / 96 kHz PCM)	8 Hz - 45 kHz (\pm 3 dl	B)

VIDEO

Television Format	NTSC [/F, /U]
	NTSC/PAL [/N, /K]
Input Level/Impedance	1 Vp-p/75 ohms
Output Level/Impedance	1 Vp-p/75 ohms
Video Frequency Response	5 Hz to 8 MHz (-1 dB)
Video Frequency (Component) 5	5 Hz to 80 MHz (-1 dB)
S/N	60 dB

HDMI

Input / Output jacks	19-pin HDMI terminals
	(HDMI V.1.3 with Deep

Color, Dolby True HD, DTS-HD Master Audio, SACD, DVD-Audio)

GENERAL

Power Requirement	AC 100 V 50/60Hz [/F]
	AC 220 V 50 Hz [/K]
	AC 230 V 50/60 Hz [/N]
	AC 120 V 60 Hz [/U]
Power Consumption	650 W
Standby Power Consumption	(Normal) 0.7 W
	(Economy) 0.4 W
Weight	13.3 kg

Specifications subject to change without prior notice.

ACCESSORIES

Remote controller (RC007SR)	1
AAA-size batteries	2
AC power cable	1
AM loop antenna	1
FM antenna	1
Microphone	1
Wireless receiver RX101	1
(Please refer to RX101 Service Manual for this item.)	

(Please refer to RX101 Service Manual for this item.)

DIMENSION



14.5 (5/8)

Unit : mm (in)

The relation between the selected surround mode and the input signal

The surround mode is selected with the surround mode buttons on SR6004 or the remote control unit. However, the sound you hear is subject to the relationship between the selected surround mode and input signal. That relationship is as follows;

∕2∖

Surround			Output Channel				Front information display			
Mode	Input Signal	Decoding	L/R	С	SL SR	HL HR	SBL SBR	SubW	Signal format indicators	Channel status
AUTO	Dolby Surr.EX	Dolby Digital EX	0	0	0	_	0	0	DIGITAL EX	L, C, R, SL, SR, S, LFE
	Dolby D (5.1ch)	Dolby Digital 5.1	0	0	0	-	-	0	DIGITAL	L, C, R, SL, SR, LFE
	Dolby D (2ch)	Dolby Digital 2.0	0	-	-	-	-	0	DIGITAL	L, R
	Dolby D (2ch Surr)	Pro Logic IIx movie	0	0	0	_	0	0	DIGITAL	L, R, S
	Dolby Digital Plus (2ch)	DolbyDigital +	0	-	_	_	_	0	DIGITAL PLUS	L, R
	Dolby Digital Plus (5.1ch)	DolbyDigital +	0	0	0	_	_	0	DIGITAL PLUS	L. C. R. SL. SR. LFE
	Dolby Digital Plus (6.1ch)	DolbyDigital +	0	0	0	_	0	0	DIGITAL PLUS	L, C, R, SL, SR, S, LFE (,ex1)
	Dolby Digital Plus (7.1ch)	DolbyDigital +	0	0	0	_	0	0	DID DIGITAL PLUS	L. C. R. SL. SR. SBL. SBR. LFE
	Dolby TrueHD (2ch)	DolbyTrueHD	0	-	_	_	_	0	DID TrueHD	L. R
	Dolby TrueHD (5.1ch)	DolbyTrueHD	0	0	0	_	_	0	DCI TrueHD	L. C. B. SL. SB. LEE (.ex1.ex2)
	Dolby TrueHD (6.1ch)	DolbyTrueHD	0	0	0	_	0	0	DCI TrueHD	L C, B, SL, SB, S, LFF (ex1ex2)
	Dolby TrueHD (7 1ch)	DolbyTrueHD	0	0	0	_	0	0	DTI TrueHD	I C B SI SB SBI SBB IFF (ex1 ex2)
	Dolby TrueHD 192kHz (5 1ch)	DolbyTrueHD	0	0	0	_	_	0		
	DTS-FS		$\overline{}$	0	0	_	0	0	dte FS	
	DTS 96/24			0	0			0	dts 96/2/	
	DTS 50/24	DT0-30/24			0	_			dto	
					0	_				
				-	-	_	-		ULS-HU WISTR/HIRES	
					0	-	-	0		L, C, R, SL, SR, LFE (,ex1,ex2)
				0	0	_	0			L, C, R, SL, SR, S, LFE (,ex1,ex2)
	DIS-HD (7.1ch)	DIS-HD	0	0	0	-	0	0	dts-HD MISTR/HIRES	L, C, K, SL, SK, SBL, SBK, LFE (,ex1,ex2)
	DISExpress	DISEXPRESS	0	0	0	-	-	0	dts express	L, C, R, SL, SR, LFE
	AAC (5.1ch)	AAC 5.1	0	0	0	-	-	0	AAC	L, C, R, SL, SR, LFE
	AAC (2ch)	AAC 2.0	0	_	_	_	_	0	AAC	L, R
	Multi Ch-PCM (5.1ch)	Multi Ch-PCM	0	0	0	_	_	0	PCM	L, C, R, SL, SR, LFE
	Multi Ch-PCM 96kHz (5.1ch)	Multi Ch-PCM 96kHz	0	0	0	_		0	PCM	L, C, R, SL, SR, LFE
	Multi Ch-PCM 192kHz (5.1ch)	Multi Ch-PCM 192kHz	0	0	0	_	_	0	PCM	L, C, R, SL, SR, LFE
	SA-CD (5.1ch)	SA-CD (5.1ch)	0	0	0	-	-	0	DSD	L, C, R, SL, SR, LFE
	SA-CD (2ch)	SA-CD (Stereo)	0	-	_	_	-	0	DSD	L, R
	PCM (Audio)	PCM (Stereo)	0	-	-	-	-	0	PCM	L, R
	PCM 96kHz	PCM (Stereo 96kHz)	0	-	-	-	-	0	PCM	L, R
	HDCD	HDCD	0	-	_	_	-	0	PCM, HDCD	L, R
	Analog	Stereo	0	-	-	-	-	0	ANALOG	-
SOURCE	Dolby Surr.EX	Dolby Digital EX	0	0	0	_	0	0	DIGITAL EX	L. C. R. SL. SR. S. LFE
DIRECT	Dolby D (5.1ch)	Dolby Digital 5.1	0	0	0	_	_	0	DIGITAL	L. C. B. SL. SB. LFF
PURE DIRECT	Dolby D (2ch)	Dolby Digital 2.0	$\overline{0}$	_	_	_	_	_		I B
	Dolby D (2ch Surr)	Pro Logic IIx movie	$\overline{0}$	0	0	_	0	0		
	Dolby Digital Plus (2ch)		0	<u> </u>	_	_	_	_		I B
	Dolby Digital Plus (5 1ch)	DolbyDigital +			0					
	Dolby Digital Plus (6.1ch)				0			0		[L, 0, 1], 5L, 51], [L] L
	Dolby Digital Plus (0.101)	DolbyDigital +			0	_				
	Dolby Digital Flus (7.101)				0	-		0		
	Dolby TrueHD (2ch)			-	-	_	_	-		
	Dolby TrueHD (5.1ch)		0	0	0	-	-	0		L, C, R, SL, SR, LFE (,ex1,ex2)
	Dolby TrueHD (6.1ch)	DolbyTrueHD	0	0	0	-	0	0	DD IrueHD	L, C, R, SL, SR, S, LFE (,ex1,ex2)
	Dolby TrueHD (7.1ch)	DolbyTrueHD	0	0	0	-	0	0	DD IrueHD	L, C, R, SL, SR, SBL, SBR, LFE (,ex1,ex2)
	Dolby TrueHD 192kHz (5.1ch)	DolbyTrueHD	0	0	0	_	-	0	DD TrueHD	L, C, R, SL, SR, LFE
	DTS-ES	DTS-ES	0	0	0	-	0	0	dts, ES	L, C, R, SL, SR, S, LFE
	DTS 96/24	DTS-96/24	0	0	0	_	_	0	dts 96/24	L, C, R, SL, SR, LFE
	DTS (5.1ch)	DTS 5.1	0	0	0	_	_	0	dts	L, C, R, SL, SR, LFE
	DTS-HD (2ch)	DTS-HD	0	-	-	-	-	-	dts-HD MSTR/HIRES	L, R
	DTS-HD (5.1ch)	DTS-HD	0	0	0	_	_	0	dts-HD MSTR/HIRES	L, C, R, SL, SR, LFE (.ex1.ex2)
	DTS-HD (6.1ch)	DTS-HD	0	0	0	_	0	0	dts-HD MSTR/HIRES	L, C, R, SL, SR, S. LFE (.ex1.ex2)
	DTS-HD (7.1ch)	DTS-HD	0	0	0	_	0	0	dts-HD MSTR/HIRES	L. C. R. SL. SR. SBL, SBR, LFE (ex1 ex2)
1	DTS Express	DTS EXPRESS	$\overline{0}$	0	0	_	<u> </u>	0	dts express	I C B SI SB IFF
1	$\Delta \Lambda \Gamma$ (5 1 ch)	AAC 5 1			1 O	-				
		AAC 20		\vdash			<u> </u>			
1			10	. –	_		. –	. –	IAAU	IL N

Comment			Output Channel				Front information display			
Surrouna	Input Signal	Decoding	1./5	_	SL	HL	SBL	0.114	Signal format	Channel status
WIDUE			L/K	U	SR	HR	SBR	SUDVV	indicators	
SOURCE	Multi Ch-PCM (5.1ch)	Multi Ch-PCM	0	0	0	-	-	0	PCM	L, C, R, SL, SR, LFE
DIRECT	Multi Ch-PCM 96kHz (5.1ch)	Multi Ch-PCM 96kHz	0	0	0	-	-	0	PCM	L, C, R, SL, SR, LFE
PURE DIRECT	Multi Ch-PCM 192kHz (5.1ch)	Multi Ch-PCM 192kHz	0	0	0	-	-	0	PCM	L, C, R, SL, SR, LFE
	SA-CD (5.1ch)	SA-CD (5.1ch)	0	0	0	-	-	0	DSD	L, C, R, SL, SR, LFE
	SA-CD (2ch)	SA-CD (Stereo)	0	-	_	-	-	-	DSD	L, R
	PCM (Audio)	PCM (Stereo)	0	-	-	-	-	-	PCM	L, R
	PCM 96kHz	PCM (Stereo 96kHz)	0	-	_	-	-	-	PCM	L, R
	HDCD	HDCD	0	-	-	-	-	-	PCM, HDCD	L, R
	Analog	Stereo	0	-	-	-	-	-	ANALOG	-
	7.1ch input	Multi Ch	0	0	0	-	0	0	ANALOG	-
EX/ES	Dolby Surr.EX	Dolby Digital EX	0	0	0	-	0	0	DIGITAL EX	L, C, R, SL, SR, S, LFE
	Dolby D (5.1ch)	Dolby Digital EX	0	0	0	-	0	0	DIGITAL	L, C, R, SL, SR, LFE
	Dolby Digital Plus (5.1ch)	DolbyDigital + +EX	0	0	0	-	0	0	DIGITAL PLUS	L, C, R, SL, SR, LFE
	Dolby TrueHD (5.1ch)	DolbyTrueHD +EX	0	0	0	-	0	0	DD TrueHD	L, C, R, SL, SR, LFE (,ex1,ex2)
	DTS-ES	DTS-ES	0	0	0	-	0	0	dts, ES	L, C, R, SL, SR, S, LFE
	DTS (5.1ch)	DTS-ES	0	0	0	-	0	0	dts	L, C, R, SL, SR, LFE
	DTS-HD (5.1ch)	DTS-HD + NEO6	0	0	0	-	0	0	dts-HD MSTR/HIRES	L, C, R, SL, SR, LFE (,ex1,ex2)
	AAC (5.1ch)	AAC + Dolby EX	0	0	0	-	0	0	AAC	L, C, R, SL, SR, LFE
	Multi DCNA (E 1ab)	Multi Ch-PCM +	0	0					DCM	
		Dolby Digital EX	0	0		-	0	0	PGIVI	L, U, R, SL, SR, SVV
		SA-CD (5.1ch) +	0	0					nen	
	SA-CD (5.1ch)	Dolby Digital EX	0	0		-			חפח	L, U, R, SL, SK, SVV
DOLBY PLIIz	Dolby Surr.EX	Dolby Digital 5.1 + PLIIz	0	0	0	0	_	0	DIGITAL EX	L, C, R, SL, SR, S, LFE
-		Dolby Digital 5.1+ +	_	_						
	Dolby D (5.1ch)	PLIIz	0	0	0	0	-	0		L, C, R, SL, SR, LFE
	Dolby D (2ch)	PLIIz	0	0	0	0	_	0	DIGITAL	L.R
	Dolby D (2ch Surr)	PLIIz	0	0	0	0	-	0	DIGITAL	L, R, S
	Dolby Digital Plus (2ch)	PLIIz	0	0	0	0	-	0	DIGITAL PLUS	L, R
	Dolby Digital Plus (5.1ch)	DolbyDigital Plus + PLIIz	0	0	0	0	-	0	DIGITAL PLUS	L, C, R, SL, SR, LFE
	Dolby Digital Plus (6.1ch)	DolbyDigital Plus + PLIIz	0	0	0	0	_	0	DIGITAL PLUS	L, C, R, SL, SR, S,LFE
	Dolby Digital Plus (7.1ch)	DolbyDigital Plus + PLIIz	0	0	0	0	-	0	DIGITAL PLUS	L, C, R, SL, SR, SBL, SBR, LFE
	Dolby TrueHD (2ch)	PLIIz	0	0	0	0	-	0	DD TrueHD	L, R
	Dolby TrueHD (5.1ch)	DolbyTrueHD + PLIIz	0	0	0	0	-	0	DD TrueHD	L, C, R, SL, SR, LFE (,ex1,ex2)
	Dolby TrueHD (6.1ch)	DolbyTrueHD + PLIIz	0	0	0	-	_	0	DD TrueHD	L, C, R, SL, SR, S, LFE (,ex1,ex2)
	Dolby TrueHD (7.1ch)	DolbyTrueHD + PLIIz	0	0	0	0	-	0	DD TrueHD	L, C, R, SL, SR, SBL, SBR, LFE (,ex1,ex2)
	DTS-HD (2ch)	PLIIz	0	0	0	0	-	0	dts-HD MSTR/HIRES	L, R
	AAC (5.1ch)	AAC + PLIIz	0	0	0	0	-	0	AAC	L, C, R, SL, SR, LFE
	AAC (2ch)	Pro Logic IIz	0	0	0	0	-	0	AAC	L, R
	Multi Ch-PCM (5.1ch)	Multi Ch-PCM + PLIIz	0	0	0	0	-	0	PCM	L, C, R, SL, SR, LFE
	SA-CD (5.1ch)	SA-CD (5.1ch) + PLIIz	0	0	0	0	-	0	DSD	L, C, R, SL, SR, LFE
	SA-CD (2ch)	PLIIz	0	0	0	0	-	0	DSD	L, R
	PCM (Audio)	PLIIz	0	0	0	0	-	0	PCM	L, R
	HDCD	PLIIz	0	0	0	0	-	0	PCM, HDCD	L, R
	Analog	PLIIz	0	0	0	0	-	0	ANALOG	-
DOLBY	Dolby Surr.EX	Dolby Digital EX	0	0	0	-	-	0	DIGITAL EX	L, C, R, SL, SR, S, LFE
(PLIIx movie)	Dolby D (5.1ch)	Dolby Digital 5.1	0	0	0	-	-	0	DIGITAL	L, C, R, SL, SR, LFE
(PLIIx music)	Dolby D (5.1ch)	Dolby Digital 5.1 + PLIIx	0	0	0	-	0	0	DIGITAL	L, C, R, SL, SR, LFE
(PLIIx game)	Dolby D (2ch)	Pro Logic IIx	0	0	0	_	0	0	DIGITAL	L, R
	Dolby D (2ch Surr)	Pro Logic IIx	0	0	0	-	0	0	DIGITAL	L, R, S
	Dolby Digital Plus (2ch)	Pro Logic IIx	0	0	0	-	0	0	DIGITAL PLUS	L, R
	Dolby Digital Plus (5.1ch)	DolbyDigital +	0	0	0	-	_	0	DIGITAL PLUS	L, C, R, SL, SR, LFE
	Dolby Digital Plus (5.1ch)	Dolby Digital Plus + PLIIx	0	0	0	-	0	0	DIGITAL PLUS	L, C, R, SL, SR, LFE
	Dolby TrueHD (2ch)	Pro Logic IIx	0	0	0	-	0	0	DD TrueHD	L, R
	Dolby TrueHD (5.1ch)	DolbyTrueHD + PLIIx	0	0	0	_	0	0	DD TrueHD	L, C, R, SL, SR, LFE (,ex1,ex2)
	Dolby TrueHD (5.1ch)	DolbyTrueHD	0	0	0	_	_	0	DD TrueHD	L. C. R. SL. SR. LFE (.ex1.ex2)
1	DTS-HD (2ch)	DTS-HD	0	0	0	-	0	0	DD TrueHD	L, R
1	AAC (5.1ch)	AAC + PLIIx	0	0	0	-	0	0	AAC	L, C, R, SL, SR, LFE
1	AAC (2ch)	Pro Logic IIx	0	0	0	-	0	0	AAC	L, R
1	Multi Ch-PCM (5.1ch)	Multi Ch-PCM + PLIIx	0	0	0	-	0	0	PCM	L, C, R, SL, SR, LFE
1	SA-CD (5.1ch)	SA-CD (5.1ch) + PLIIx	0	0	0	-	0	0	DSD	L, C, R, SL, SR, LFE
	SA-CD (2ch)	Pro Logic IIx	0	0	0	-	0	0	DSD	L, R
1	PCM (Audio)	Pro Logic IIx	0	0	0	-	0	0	PCM	L, R
	HDCD	Pro Logic IIx	0	0	0	-	0	0	PCM, HDCD	L, R
1	Analog	Pro Logic IIx	0	0	0	_	0	0	ANALOG	-

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					Outpu	t Chan	nel		Front infor	mation display
Mode	Input Signal	Decoding	L/R	С	SL SR	HL	SBL SBR	SubW	Signal format indicators	Channel status
DTS	DTS-ES	DTS 5.1	0	0	0	_	_	0	dts, ES	L. C. R. SL. SR. S. LFE
(Neo:6	DTS 96/24	DTS-96/24	0	0	0	_	_	0	dts 96/24	L, C, R, SL, SR, LFE
Cinema)	DTS (5.1ch)	DTS 5.1	0	0	0	-	-	0	dts	L, C, R, SL, SR, LFE
(Neo:6 Music)	DTS-HD (2ch)	Neo:6	0	0	0	-	0	0	dts-HD MSTR/HIRES	L, R
	DTS-HD (5.1ch)	DTS-HD	0	0	0	-		0	dts-HD MSTR/HIRES	L, C, R, SL, SR, LFE (,ex1,ex2)
	DTS-HD (6.1ch)	DTS-HD	0	0	0	-	0	0	dts-HD MSTR/HIRES	L, C, R, SL, SR, S, LFE (,ex1,ex2)
	DTS-HD (7.1ch)	DTS-HD	0	0	0	-	0	0	dts-HD MSTR/HIRES	L, C, R, SL, SR, SBL, SBR, LFE (,ex1,ex2)
	Dolby D (2ch)	Neo:6	0	0	0	-	0	0	DIGITAL	L, R
	Dolby D (2ch Surr)	Neo:6	0	0	0	-	0	0	DIGITAL	L, R, S
	Dolby Digital Plus (2ch)	Neo:6	0	0	0	-	0	0		L, R
	Dolby TrueHD (2ch)	Neo:b	0	0	0	-	0	0		L, K
	AAC (2011)	Neo:6	0			-				
	PCM (Audio)	Neo:6	0	0					PCM	
		Neo:6	0	0	0		0	0		I B
	Analog	Neo:6	0	0	0	_	0	0		-
CSII	Dolby D (2ch)	CSII	0	0	0	-	0	0		I B
(Cinema	Dolby D (2ch Surr)	CSII	0	0	0	- 1	0	0		L.B.S
/Music	AAC (2ch)	CSII	0	0	0	-	0	0	AAC	L, R
/ Mono)	SA-CD (2ch)	CSII	0	0	0	-	0	0	DSD	L, R
,	PCM (Audio)	CSII	0	0	0	-	0	0	PCM	L, R
	HDCD	CSII	0	0	0	-	0	0	PCM, HDCD	L, R
	Analog	CSII	0	0	0	-	0	0	ANALOG	-
NEURAL	Dolby D (2ch)	NEURAL	0	0	0	-	0	0	DIGITAL	L, R
	Dolby D (2ch Surr)	NEURAL	0	0	0	_	0	0	DIGITAL	L, R, S
	AAC (2ch)	NEURAL	0	0	0	-	0	0	AAC	L, R
	SA-CD (2ch)	NEURAL	0	0	0	-	0	0	DSD	L, R
	PCM (Audio)	NEURAL	0	0	0	-	0	0	PCM	L, R
	носо		0	0	0	-	0	0	PCM, HDCD	L, R
075050	Analog		0	0	0	-	0	0		
STEREU	Dolby Surr.EX	Stereo	0		-	-	-	0		L, C, R, SL, SR, S, LFE
	Dolby D (5.1ch)	Stereo	0	-	-	-	-			L, C, R, SL, SR, LFE
	Dolby D (2ch)	Stereo	0	-	-	-	-			
	Dolby Digital Plus (2ch)	Storoo	0	_	_		-			L, N, S
	Dolby Digital Plus (5 1ch)	Stereo	0	-	<u> </u>	<u> </u>				
	Dolby Digital Plus (6.1ch)	Stereo	0	_	_	_	_	0		L C B SL SB S LFF (ex1)
	Dolby Digital Plus (7.1ch)	Stereo	0	-	- 1	- 1	-	Ō	DIGITAL PLUS	L. C. R. SL. SR. SBL. SBR. LFE
	Dolby TrueHD (2ch)	Stereo	0	-	_	-	-	0	DID TrueHD	L. R
	Dolby TrueHD (5.1ch)	Stereo	0	-	_	-	_	0	DD TrueHD	L. C. R. SL. SR. LFE (.ex1.ex2)
	Dolby TrueHD (6.1ch)	Stereo	0	-	-	-	-	0	DD TrueHD	L, C, R, SL, SR, LFE
	Dolby TrueHD (7.1ch)	Stereo	0	-	-	-	-	0	DD TrueHD	L, C, R, SL, SR, LFE
	Dolby TrueHD 192kHz(5.1ch)	Stereo	0	_	-	-	-	0	DD TrueHD	L, C, R, SL, SR, LFE
	DTS-ES	Stereo	0			-		0	dts, ES	L, C, R, SL, SR, S, LFE
	DTS 96/24	Stereo	0	-	-	-	-	0	dts 96/24	L, C, R, SL, SR, LFE
	DTS (5.1ch)	Stereo	0	_		-		0	dts	L, C, R, SL, SR, LFE
	DTS-HD (2ch)	Stereo	0		-	-	-	0	dts-HD MSTR/HIRES	
	DIS-HD (5.1ch)	Stereo	0	-	-	-	-	0	dts-HD MSTR/HIRES	L, C, R, SL, SR, LFE (,ex1,ex2)
		Stereo	0	-	-	-	-		dts-HD NISTR/HIRES	L, U, K, SL, SK, S, LFE (,ex1,ex2)
		Stereo	0	_	-	-	-		dto ovproco	
	DIS Express	Storeo	0	_	-	-	-			
	AAC (3.101)	Storoo	0	_	_		-			
	Multi Ch-PCM	Stereo	0	-		-			PCM	
	Multi Ch-PCM 96kHz (5 1ch)	Stereo	0	_	_	_	_	0	PCM	
	Multi Ch-PCM 192kHz (5.1ch)	Stereo	0	_	- 1	- 1	-	Ō	PCM	L, C, R, SL, SB, LFF
	SA-CD (5.1ch)	Stereo	0	-	- 1	- 1	-	0		L. C. B. SL. SB. LFF
	SA-CD (2ch)	Stereo	0	-	-	-	-	0	DSD	L, R
	PCM (Audio)	Stereo	0	_	-	-	-	0	PCM	L, R
	PCM 96kHz	Stereo	0	-	-	-	-	0	PCM	L, R
	HDCD	Stereo	0	-	-	-	-	0	PCM, HDCD	L, R
	Analog	Stereo	0	-	-	-	-	0	ANALOG	-
Dolby Virtual	Dolby Surr.EX	Dolby Virtual Speaker	0	_	_	_	_	_	DIGITAL EX	L, C, R, SL, SR, S, LFE
Speaker	Dolby D (5.1ch)	Dolby Virtual Speaker	0	—	-	-	-	-	DIGITAL	L, C, R, SL, SR, LFE
1	Dolby D (2ch)	PLII+ Dolby Virtual Speaker	0	-	-	-	-	-	DIGITAL	L, R
1	Dolby D (2ch Surr)	PLII+ Dolby Virtual Speaker	0	-	-	-	-	-		L, R, S
1	Dolby Digital Plus (2ch)	Dolby Virtual Speaker	0	-	-	-	-	-	DIGITAL PLUS	L, R
1	Dolby Digital Plus (5.1ch)	Dolby Virtual Speaker	0	-	-	-	-		DIGITAL PLUS	L, C, R, SL, SR, LFE
1	Dolby Digital Plus (6.1ch)	Dolby Virtual Speaker	0	-	-	-	-	-		L, U, R, SL, SR, S, LFE (,ex1)
	Dolby Digital Plus (7.1ch)	Dolby Virtual Speaker	0	-	-		-	-		IL, U, K, SL, SK, SBL, SBR, LFE
	Dolby TrueHD (2ch)	Dolby Virtual Speaker	0	-	-	-	-			
	JUDIBY TrueHD (5.1ch)	Looby Virtual Speaker	U U	-	- 1	-	I –	-	ILLI IrueHD	ן L, U, K, SL, SK, LFE

<u>⁄</u>2

Commenced					Outpu	t Chan	nel		Front info	mation display
Mode	Input Signal	Decoding	L/R	С	SL	HL	SBL	SubW	Signal format	Channel status
Dolby Virtual	Dolby TrueHD (6.1ch)	Nolby Virtual Speaker	0	_	- Sh	nn –	Jobn _	_		
Speaker	Dolby TrueHD (7.1ch)	Dolby Virtual Speaker	0	_	_	_	_	_		L. C. B. SL. SB. LFF
opouno	DTS-ES	Dolby Virtual Speaker	0	_	_	_	_	-	dts. ES	L. C. R. SL. SR. S. LFE
	DTS 96/24	Dolby Virtual Speaker	0	-	_	_	_	- 1	dts 96/24	L. C. B. SL. SB. LFF
	DTS (5.1ch)	Dolby Virtual Speaker	0	_	_	_	_	-	dts	L. C. R. SL. SR. LFE
	DTS-HD (2ch)	Dolby Virtual Speaker	0	_	_	_	_	-	dts-HD MSTR/HIRES	L. R
	DTS-HD (5.1ch)	Dolby Virtual Speaker	0	-	_	_	_	-	dts-HD MSTR/HIRES	L. C. R. SL. SR. LFE (.ex1.ex2)
	DTS-HD (6.1ch)	Dolby Virtual Speaker	0	_	_	_	_	-	dts-HD MSTR/HIRES	L. C. R. SL. SR. S. LFE (.ex1.ex2)
	DTS-HD (7.1ch)	Dolby Virtual Speaker	0	-	_	_	_	-	dts-HD MSTR/HIRES	L, C, R, SL, SR, SBL, SBR, LFE (,ex1,ex2)
	AAC (5.1ch)	Virtual	0	_	_	_	_	-	AAC	L, C, R, SL, SR, LFE
	AAC (2ch)	Virtual	0	-	-	_	-	-	AAC	L, R
	Multi Ch-PCM (5.1ch)	Dolby Virtual Speaker	0	-	-	_	-	-	PCM	L, C, R, SL, SR, LFE
	SA-CD (5.1ch)	Dolby Virtual Speaker	0	-	-	_	-	-	DSD	L, C, R, SL, SR, LFE
	SA-CD (2ch)	PLII+ Dolby Virtual Speaker	0	-	-	_	-	-	DSD	L, R
	PCM (Audio)	PLII+ Dolby Virtual Speaker	0	_	-	_	-	-	PCM	L, R
	HDCD	PLII+ Dolby Virtual Speaker	0	-	-	-	-	-	PCM, HDCD	L, R
	Analog	PLII+ Dolby Virtual Speaker	0	-	-	_	-	-	ANALOG	-
Multi Ch.	Dolby Surr.EX	Dolby Digital EX	0	(0)	0	_	0	0	DIGITAL EX	L, C, R, SL, SR, S, LFE
Movie	Dolby D (5.1ch)	Dolby Digital 5.1	0	(0)	0	_	-	0	DIGITAL	L, C, R, SL, SR, LFE
Music	Dolby D (2ch)	Multi Channel	0	(0)	0	-	0	0	DIGITAL	L, R
	Dolby D (2ch Surr)	Multi Channel	0	(0)	0	-	0	0	DIGITAL	L, R, S
	DTS-ES	DTS-ES	0	(0)	0	-	0	0	dts, ES	L, C, R, SL, SR, S, LFE
	DTS 96/24	DTS-96/24	0	(0)	0	_	_	0	dts 96/24	L, C, R, SL, SR, LFE
	DTS (5.1ch)	DTS 5.1	0	(0)	0	_	_	0	dts	L, C, R, SL, SR, LFE
	AAC (5.1ch)	AAC 5.1	0	0	0	_	_	0	AAC	L, C, R, SL, SR, LFE
	AAC (2ch)	Multi Channel Stereo	0	0	0	0	0	0	AAC	L, R
	Multi Ch-PCM	Multi Ch-PCM	0	(0)	0	_	-	0	PCM	L, C, R, SL, SR, LFE
	Multi Ch-PCM 96kHz	Multi Ch-PCM 96kHz	0	(0)	0	-	-	0	PCM	L, C, R, SL, SR, LFE
	SA-CD (5.1ch)	SA-CD (5.1ch)	0	(0)	0	-	-	0	DSD	L, C, R, SL, SR, LFE
	SA-CD (2ch)	Multi Channel	0	(0)	0	_	0	0	DSD	L, R
	PCM (Audio)	Multi Channel	0	(0)	0	-	0	0	PCM	<u>L, R</u>
(°): Movie mode	носо	Multi Channel	0	(0)	0	_	0	0	PCM, HDCD	<u>L, R</u>
only.	Analog	Multi Channel	0	(0)	0	-	0	0	ANALUG	-
Headphone	Dolby Surr.EX	Dolby H.P	0	-	-	-	-	-	DIGITAL EX	L, C, R, SL, SR, S, LFE
(DolbyHP	Dolby D (5.1ch)	Dolby H.P	0	-	-	-	-	-		L, C, R, SL, SR, LFE
or Normal	Dolby D (2ch)	Dolby H.P	0	-	-	-	_	<u> </u>		L, R
Headphone)	Dolby D (2ch Surr)	Dolby H.P	0	-	-	_	-	-		L, R, S
	Dolby Digital Plus (5.1ch)	Stereo	0	-	_	_	_	-	DIGITAL PLUS	L, C, R, SL, SR, LFE
	Dolby Digital Plus (6.1ch)	Stereo	0	-	-	-	-	-		L, C, R, SL, SR, S, LFE (,ex1)
	Dolby Digital Plus (7.1ch)	Stereo	0	-	-	-	-	-		L, C, R, SL, SR, SBL, SBR, LFE
	Dolby TrueHD (5.1ch)	Stereo	0	-	-	-	-	-		IL, K
	Dolby TrueHD (6.1ch)	Stereo	0	-	-	-	-	-		L, K
	Dolby TrueHD (7.1ch)	Stereo	0	-	-	-	-	-		
	Dolby TrueHD 192KHZ(5.1ch)	Stereo	0	-	-	-	-	-		
				-	-	_	-	-	dts, ES	
	DTS 90/24		0	-	_	_	-	-	dts 90/24	
		DOIDY H.P		-	-	-	-	-		[L, U, K, SL, SK, LFE
		Stereo	0	-	_	_	-	-	dis-HD NISTR/HIRES	L, C, R, SL, SR, LFE (,ex1,ex2)
		Stereo	0	-	-	_	-	-	dts-HD WISTR/HIKES	L, C, K, SL, SK, S, LFE (,ex1,ex2)
		Stereo	0	-	_	_	-	-	dis-HD IVISTR/HIRES	
		Stereo		-	_	_	-	-		
	AAG (3.1011)			-	_	_				
	AAU (2011)			-	_	_	-		DCM	
				-	-	_	-	-		<u>ן ב, ט, ה, טב, טה, ברב</u> ו ב
			0	-	-	_	-			
				-	-		-	-		
	ANALUG	ן טטוטע ח.ר	0	-	_	-			JANALUG] L, Π

Notes

- Dolby Digital (2 channel L/R): Speakers for signal with Dolby Surround are fully equipped.
- No sound is outputs from the surround speaker, center speaker and subwoofer if the DVD disc has no surround data.
- Surround modes other than Stereo are not available during Dolby TrueHD, Dolby Digital Plus, or DTS-HD playback.

If surround modes other than Stereo are selected and Dolby TrueHD, Dolby Digital Plus, or DTS-HD content is played, the surround mode setting is disabled.

Abbreviations

- L/R : Front speakers
- C: Center speaker
- SL/SR : Surround speakers
- HL/HR : Front height speakers
- SBL/SBR : Surround back speakers
 - SubW: Subwoofer
 - LFE: Low frequency efects
 - ex: Extension

2

AUT0

When this mode is selected, the unit determines whether the digital input signal is Dolby Digital, Dolby Digital Surround EX, Dolby Digital Plus, Dolby TrueHD, DTS-HD, DTS, DTS-ES, DTS 96/24 or PCM audio.

Surround EX & DTS-ES will operate for multichannel sources that have a Dolby Digital Surround EX or DTS-ES auto trigger flag in the digital signal.

When a Dolby Digital or DTS signal is input, the number of channels for which the corresponding signal is encoded will be played.

Inputting a Dolby Digital two channel signal with Dolby surround status automatically subjects that signal to Pro Logic IIx movie processing before play.

PCM 96 kHz source material can be played in this mode.

(Notes

- When you use this mode with certain DVD and CD players, performing operations such as skip or stop may momentarily interrupt the output.
- When the signal is not decoded, the mode is changed to AUTO mode automatically. See page 83 to confirm the available decoding modes.

SOURCE DIRECT

In the Source Direct mode, the tone control circuit Acoustic EQ. and bass management configuration are bypassed for full-range frequency response and the purist audio reproduction.

Notes

- Speaker size is set to Front L/R = Large, Center = Large, Surround L/R = Large and Subwoofer = Yes automatically. Tone controls, equalizer and additional processing are deactivated.
- When you use this mode with certain DVD and CD players, performing operations such as skip or stop may momentarily interrupt the output.
- In SOURCE DIRECT mode, ACOUSTIC EQ and M-DAX are not available.

PURE DIRECT

The Pure Direct mode further reduces sources of noise in addition to effect of the Source Direct mode, by blocking output from the video jacks (VIDEO, S-VIDEO, COMPONENT VIDEO and HDMI) and turning the FL display off.

Note

EX/ES

This mode provides 6.1 channel surround for Dolby Digital EX, and DTS-ES-encoded source material such as DVD.

This mode cannot be used when an analog input has been selected.

Dolby Digital EX

In a movie theater, film soundtracks that have been encoded with Dolby Digital Surround EX technology are able to reproduce an extra channel which has been added during the mixing of the program.

This channel, called surround back, places sounds behind the listener in addition to the currently available front left, front center, front right, surround right, surround left and subwoofer channels.

This additional channel provides the opportunity for more detailed imaging behind the listener and brings more depth, spacious ambience and sound localization than ever before.

Dolby Digital EX is not available in systems that do not have without surround back speaker(s).

DTS-ES (Discrete 6.1, Matrix 6.1)

DTS-ES adds the surround center channel audio to the DTS 5.1 channel format to improve the acoustic positioning, and makes acoustic image movement more natural with the 6.1 channel reproduction. This unit incorporates a DTS-ES-decoder, which can handle DTS-ES Discrete-encoded and DTS-ES Matrix-encoded program sources from DVD, etc. DTS-ES Discrete 6.1 features digital discrete recording of all channels, including the surround back channel(s), and higher quality audio reproduction. DTS-ES is not available in systems that do not have surround back speakers.

[•] In PURE DIRECT mode, ACOUSTIC EQ and M-DAX are not available.

(Dolby Digital, Pro Logic IIx MOVIE, Pro Logic IIx MUSIC, Pro Logic IIx GAME)

This mode is used with source materials encoded in Dolby Digital and Dolby Surround.

DOLBY DIGITAL

This mode is enabled when playing source materials encoded in Dolby Digital.

Playing multichannel-encoded 5.1 channel Dolby Digital sources provides 5 main audio channels (left, center, right, surround left and surround right) and a Low Frequency Effect channel.

Dolby Digital EX decoding is not available in this mode.

Dolby Pro Logic IIx has 5 modes:

Pro Logic IIx MOVIE

This mode provides 6.1 or 7.1 channel surround sound from Dolby Surround, encoded stereo movie soundtracks.

Pro Logic IIx MUSIC

This mode provides 6.1 or 7.1 channel surround sound from conventional stereo sources (analog or digital), such as CD, tape, FM, TV, stereo VCR, etc.

Pro Logic IIx GAME

This mode restores the impact low-frequency surround effects by routing them to the system's subwoofer.

5.1ch + Pro Logic IIx Movie

This mode provides 7.1 channel surround sound from 5.1 channel sources movie soundtracks.

5.1ch + Pro Logic IIx Music

This mode provides 6.1 or 7.1 channel surround sound from 5.1 channel sources music soundtracks.

(Notes

- Pro Logic IIx mode will decode as Pro Logic II mode when the Surr. B is set to "None" from SPEAKER SETUP menu. (See page 28)
- Pro Logic IIx mode is available for a 2 channel input signal which is encoded in Dolby Digital, HDCD or PCM format.

Pro Logic IIz Height

Dolby Pro Logic IIz Height is designed to more effectively use existing program material when height channel speaker outputs are present. Dolby Pro Logic IIz Height can be used to upmix a variety of sources from movies and music, but are particularly well-suited to upmix game content.

dts

dts, Neo:6 Cinema, Neo:6 Music

This mode is for DTS-encoded source materials such as laserdisc, CD and DVD. Neo:6 is for some 2 channel sources.

dts

This mode is enabled when playing source materials encoded in dts multichannel.

Playing multichannel encoded-5.1 channel dts sources provides five main audio channels (left, center, right, surround left and surround right) and a Low Frequency Effects channel.

dts-ES decoding is not available in this mode.

The DTS mode cannot be used when an analog input has been selected.

Neo:6 Cinema, Neo:6 Music

This mode decodes 2 channel signals into 6 channel signals using high-accuracy digital matrix technology. The DTS Neo:6 decoder has near-discrete properties in the frequency characteristics of the channels as well as in channel separation.

According to the signals to be played back, DTS Neo:6 uses either the Neo:6 Cinema mode optimized for movie playback or the Neo:6 Music mode optimized for music playback.

Note

• The Neo:6 mode is available for 2 channel input signals which are encoded in Dolby Digital, HDCD or PCM format.

CIRCLE SURROUND II (CSII-CINEMA, CSII-MUSIC, CSII-MONO)

Circle Surround is designed to enable multichannel surround sound playback of non-encoded and multichannel encoded material.

Backward compatibility provides listeners with up to 6.1 channels of surround performance from an entire collection of music and film, including broadcast, videotape and stereo recorded music. Depending on source material, you can select CSI-

Cinema mode, CSII-Music mode or CSII-Mono mode.

Note

• The CS II mode is available for 2 channel input signals which are encoded in Dolby Digital, HDCD or PCM format.

STEREO

This mode bypasses all surround processing. In stereo program sources, the left and right channels play normally when PCM audio or analog stereo is input.

With Dolby Digital and DTS sources, the 5.1 channels are converted to two channel stereo. 96 kHz PCM source material can be played back in stereo mode.

Dolby Virtual Speaker

Dolby Virtual Speaker technology uses proprietary technology of Dolby Laboratories to create a virtual surround sound field using only two speakers for the front channels, allowing the user to experience sound as if surround speakers were actually being used.

MULTI CH. (MOVIE, MUSIC)

This mode is used to create a wider, deeper and more natural soundstage from two channel source material.

This is done by feeding the left channel signal to both the left front and left surround speakers and the right channel signal to both the right front and right surround speakers. Additionally, the center channel reproduces a mix of the right and left channels.

(Note

• Audio is not output from the CENTER channel when using MULTI CH. MUSIC mode.

Neural Surround

Neural Surround $^{\rm TM}$ represents the latest advancement in surround technology developed for music.

Neural Surround[™] employs psychoacoustic frequency domain processing which allows delivery of a more detailed sound stage with superior channel separation and localization of audio elements. System playback is scalable from 5.1 to 7.1 multi-channel surround playback.

CAUTION

Note for DTS

- To connected DVD player, laserdisc player or CD player needs to support DTS digital output. You may not be able to play some DTS source signals from certain CD players and LD players even if you connect the player to the unit digitally. This is because the digital signal has been processed (such as the output level, sampling frequency or frequency response), and the unit cannot recognize the signal as DTS data.
- Depending on the player used, DTS play may produce a short noise. This is not a malfunction.
- While signals from a DTS laserdisc or CD are playing in another surround mode, you cannot switch to digital input or from digital input to analog input from the INPUT SETUP in the MAIN MENU or by pressing the A/D button.
- You can not listen to DTS-encoded software in a multiroom.
- The outputs for VCR OUT, TAPE OUT and CD/CD-R OUT output analog audio signals only. Do not record from CDs or LDs that support DTS using these outputs. If you do, the DTS-encoded signal will be recorded as noise.

Note or Dolby Digital Surround EX

- When playing Dolby Digital Surround EX-encoded software in 6.1 channels, it is required to set the EX/ES mode.
- Note that some Dolby Digital Surround EXencoded software does not contain the identification signal. In this case, set the EX/ES mode manually.

Note for 96 kHz/192 kHz PCM audio

- The AUTO, Pure Direct, and Stereo modes can be used when playing PCM signals with a sampling frequency of 96/192 kHz (such as from DVD-Video/Audio discs).
- Certain DVD player models inhibit digital output. For details, refer to the player's operation manual.
- Some DVD discs feature copy protection. When using such disc, 96 kHz PCM signal are not output from the DVD player. For details, refer to the player's operation manual.

Note for HDCD

- HDCD is effective only through digital input.
- You may not be able to play some HDCD source signals from certain CD players if you connect the player to the unit digitally. This is because the digital signal has been processed (such as the output level, sampling frequency or frequency response) and the unit cannot recognize the signal as HDCD data.

2. TECHNICAL DESCRIPTION



DTS Neural Surround has been chosen as the surround sound format for XM Satellite Radio's "XM HD Surround, " TV sports broadcasting, 7.1 games, Music Direct Internet streaming as well as leading FM/HD radio stations. It delivers the rich envelopment and discrete image detail of surround sound by unmasking the audio details, typically lost by other playback modes audiences will experience the deep ambience and subtle details of movies, music and games.

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dts Digital Surround

DTS was introduced in 1994 to provide 5.1 channels of discrete digital audio into home theater systems. DTSbringsyoupremiumquality discrete multichannel digital sound to both movies and music.

DTS is a multichannel sound system designed to create full range digital sound reproduction.

The no compromise DTS digital process sets the standard of quality for cinema sound by delivering an exact copy of the studio master recordings to neighborhood and home theaters.

Now, every moviegoer can hear the sound exactly as the moviemaker intended.

DTS can be enjoyed in the home for either movies or music on of DVD's, LD's, and CD's.

· dts Neo:6®

The advantages of discrete multichannel systems over matrix are well known.

But even in homes equipped for discrete multichannel, there remains a need for high-quality matrix decoding. This is because of the large library of matrix surround motion pictures available on disc and on VHS tape; and analog television broadcasts. The typical matrix decoder of today derives a center channel and a mono surround channel from twochannel matrix stereo material. It is better than a simple matrix in that it includes steering logic to improve separation, but because of its mono, bandlimited surround it can be disappointing to users accustomed to discrete multichannel.

Neo:6 offers several important improvements as follow,

- Neo:6 provides up to six full-band channels of matrix decoding from stereo matrix material. Users with 6.1 and 5.1 systems will derive six and five separate channels, respectively, corresponding to the standard home-theater speaker layouts.
- Neo:6 technology allows various sound elements within a channel or channels to be steered separately, and in a way which follows naturally from the original presentation.
- Neo:6 offers a music mode to expand stereo nonmatrix recordings into the five- or six-channel layout, in a way which does not diminish the subtlety and integrity of the original stereo recording.

dts Digital Surround ES[®]

DTS-ES Extended Surround is a new multichannel digital signal format developed by Digital Theater Systems Inc. While offering high compatibility with the conventional DTS Digital Surround format, DTS-ES Extended Surround greatly improves the 360-degree surround impression and space expression thanks to further expanded surround signals. This format has been used professionally in movie theaters since 1999.

In addition to the 5.1 surround channels (FL, FR, C, SL, SR and LFE), DTS-ES Extended Surround also offers the SB (Surround Back) channel for surround playback with a total of 6.1 channels. DTS-ES Extended Surround includes two signal formats with different surround signal recording methods, as DTS-ES Discrete 6.1 and DTS-ES Matrix 6.1.

dts Digital Surround 96/24

The stereo CD is a 16-bit medium with sampling at 44.1 kHz. Professional audio has been 20- or 24-bit for some time, and there is increasing interest in higher sampling rates both for recording and for delivery into the home. Greater bit depths provide extended dynamic range. Higher sampling rates allow wider frequency response and the use of antialias and reconstruction filters with more favorable aural characteristics.

DTS 96/24 allows for 5.1channel sound tracks to be encoded at a rate of 96kHz/24bits on DVD-Video titles.

When DVD-video appeared, it became possible to deliver 24-bit, 96 kHz audio into the home, but only in two channels, and with serious limitations on picture. This capability has had little use.

DVD-audio allows 96/24 in six channels, but a new player is needed, and only analog outputs are provided, necessitating the use of the D/A converters and analog electronics provided in the player.

DTS 96/24 offers the following:

- 1. Sound quality transparent to the original 96/24 master.
- 2. Full backward compatibility with all existing decoders. (Existing decoders will output a 48 kHz signal)
- No new player required: DTS 96/24 can be carried on DVD-video, or in the video zone of DVD-audio, accessible to all DVD players.
- 4. 96/24 5.1-channel sound with full-quality fullmotion video, for music programs and motion picture soundtracks on DVD-video.



DTS-HD Master Audio is capable of delivering audio that is a bit-for-bit identical to the studio master. DTS-HD Master Audio delivers audio at super high variable bit rates -24.5 mega-bits per second (Mbps) on Blu-ray discs and 18.0 Mbps on HD-DVD - that are significantly higher than standard DVDs . This bit stream is so "fast" and the transfer rate is so "high" that it can deliver the Holy Grail of audio: 7.1 audio channels at 96k sampling frequency/24 bit depths that are identical to the original. With DTS-HD Master Audio, you will be able to experience movies and music, exactly as the artist intended: clear, pure, and uncompromised.

Manufactured under license under U.S. Patent No's: 5,451,942; 5,956,674; 5,974,380;5,978,762; 6,226,616; 6,487,535, 7,212,872; 7,333,929; 7,392,195; 7,272,567 & other U.S. and worldwide patents issued & pending.

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High Resolution Audio

DTS-HD High Resolution Audio can deliver up to 7.1 channels of sound that is virtually indistinguishable from the original. DTS-HD High Resolution Audio delivers audio at high constant bit rates superior to standard DVDs—6.0 Mbps on Blu-ray discs and 3.0 Mbps on HD-DVD to produce outstanding sound quality. It is capable of delivering up to 7.1 channels at 96k sampling frequency/24 bit depth resolution. It allows content creators to deliver rich, high definition audio on movies where disc space may not allow for DTS-HD Master Audio.

Manufactured under license under U.S. Patent No's: 5,451,942; 5,956,674; 5,974,380; 5,978,762; 6,226,616; 6,487,535, 7,212,872; 7,333,929 & other U.S. and worldwide patents issued & pending. DTS is a registered trademark and the DTS logos, Symbol, DTS-HD, DTS-HD High Resolution Audio and DTS-HD High Res Audio are trademarks of DTS, Inc. © 1996-2008 DTS, Inc. All Rights Reserved.



DTS-EXPRESS is a low-bitrate encoding technology supporting up to 5.1 channels with fixed data transfer rates. This format is incorporated with sub audio on HD DVD and secondary audio on Blu-ray Disc while boasting the potential applicability to upcoming broadcasts and memory audio contents.

Manufactured under license under U.S. Patent No's: 5,451,942; 5,956,674; 5,974,380; 5,978,762; 6,487,535; 7,333,929 & other U.S. and worldwide patents issued & pending. DTS is a registered trademark & the DTS logos, Symbol and DTS Express are trademarks of DTS, Inc. © 1996-2008 DTS, Inc. All Rights Reserved.



PRO LOGIC IIX

Dolby Digital identifies the use of Dolby Digital audio coding for such consumer formats as DVD and DTV. As with film sound, Dolby Digital can provide up to five full-range channels for left, center, and right screen channels, independent left and right surround channels, and a sixth (".1") channel for low-frequency effects.

Dolby Surround Pro Logic II is an improved matrix decoding technology that provides better spatiality and directionality on Dolby Surround program material; provides a convincing three-dimensional soundfield on conventional stereo music recordings; and is ideally suited to bring the surround experience to automotive sound. While conventional surround programming is fully compatible with Dolby Surround Pro Logic II decoders, soundtracks will be able to be encoded specifically to take full advantage of Pro Logic II playback, including separate left and right surround channels. (Such material is also compatible with conventional Pro Logic decoders.)

Dolby Digital EX creates six full-bandwidth output channels from 5.1-channel sources. This is done using a matrix decoder that derives three surround channels from the two in the original recording. For best results, Dolby Digital EX should be used with movies soundtracks recorded with Dolby Digital Surround EX.

About Dolby Pro Logic IIx

Dolby Pro Logic IIx technology delivers a natural and immersing 7.1-channel listening experience to the home theater environment. A product of Dolby's expertise in surround sound and matrix decoding technologies, Dolby Pro Logic IIx is a complete surround solution that maximizes the entertainment experience from stereo as well as 5.1-channel encoded sources.

Dolby Pro Logic IIx is fully compatible with Dolby Surround Pro Logic technology and can optimally decode the thousands of commercially available Dolby Surround encoded video cassettes and television programs with enhanced depth and spatiality. It can also process any high-quality stereo or Advanced Resolution 5.1-channel music content into a seamless 6.1- or 7.1-channel listening experience.

PRO LOGIC IIZ

Dolby Pro Logic IIz Height is designed to more effectively use existing program material when height channel speaker outputs are present. Dolby Pro Logic IIz Height can be used to upmix a variety of sources from movies and music, but are particularly well-suited to upmix game content.



The Dolby Headphone technology provides a surround sound listening experience over headphones.

When listening to multichannel content such as DVD movies over headphones, the listening experience is fundamentally different than listening to speakers. Since the headphone speaker drivers are covering the pinna of the ear, the listening experience differs greatly from traditional speaker playback. Dolby utilizes patented headphone perspective curves to solve this problem and provides a non-fatiguing, immersive, home theater listening experience. Dolby Headphone also delivers exceptional 3D audio from stereo material.

VIRTUAL SPEAKER

Dolby Virtual Speaker is a technologycertified by Dolby Laboratories that creates a virtualized surround sound experience from two speakers using a multichannel Dolby Digital source. Additionally, Dolby Virtual Speaker can simulate the surround sound effect produced by Dolby Pro Logic or Dolby Pro Logic II.

Dolby Virtual Speaker retains all the original Multichannel audio information and provides the listener with the sensation of being surrounded by additional speakers.

Dolby® TrueHD is Dolby's next-generation lossless technology developed for high-definition disc-based media. Dolby TrueHD delivers tantalizing sound that is bit-for-bit identical to the studio master, unlocking the true high-definition entertainment experience on next-generation discs. When coupled with high-definition video, Dolby TrueHD offers an unprecedented home theater experience that lets you enjoy sound as stunning as the high-definition picture.

Dolby Digital Plus is a highly sophisticated and versatile audio codec based on Dolby Digital and designed specifically to adapt to the changing demands of future audio, video delivery, and audio storage systems while simultaneously retaining backwards compatibility with the existing Dolby Digital 5.1-channel home theater systems in use today.

Manufactured under license from Dolby Laboratories. "Dolby", "Pro Logic", "Surround EX", and the double-D symbol are trademarks of Dolby Laboratories.



Circle Surround II® (CS-II) is a powerful and versatile multichannel technology. CS-II is designed to enable up to 6.1 multichannel surround sound playback from mono, stereo, CS encoded sources and other matrix encoded sources. In all cases the decoder extends it into 6 channels of surround audio and a LFE/subwoofer signal. The CS-II decoder creates a listening environment that places the listener "inside" music performances and dramatically improves both hi-fi audio conventional surroundencoded video material. CS-II provides composite stereo rear channels to greatly improve separation

of realism to both audio and AV productions. CS-II is packed with other useful feature like dialog clarity (SRS Dialog) for movies and cinema-like bass enrichment (TruBass). CS-II can enable the dialog to become clearer and more discernable in movies and it enables the bass frequencies contained in the original programming to more closely achieve low frequencies–overcoming the low frequency limitations of the speakers by full octave.

and image positioning- adding a heightened sense

Circle Surround II, SRS and \bigodot symbol are trademarks of SRS Labs, Inc.

Circle Surround ${\rm I\!I}$ technology is incorporated under license from SRS Labs, Inc.



HDCD[®] (High Definition Compatible Digital[®]) is a patented process for delivering on Compact Disc the full richness and details of the original microphone feed.

HDCD encoded CDs sound better because they are encoded with 20-bits of real musical information as compared to 16-bits for all other CDs.

HDCD overcomes the limitation of the 16-bit CD format by using a sophisticated system to encode the additional four bits onto the CD while remaining completely compatible with the CD format.

When listening to HDCD recordings, you hear more dynamic range, a focused 3-D sound stage, and extremely natural vocal and musical timbre. With HDCD, you get the body, depth and emotion of the original performance not a flat, digital imitation.

HDCD system manufactured under license from Microsoft. This product is covered by one or more of the following: In the United States 5,479,168 5,638,074 5,640,161 5,808,574 5,838,274 5,854,600 5,864,311 5,872,531 and in Australia 669,114 with other patents pending.

HƏMI

HDMI, the **HDMI** and High-Definition Multimedia Interface are trademarks or registered trademarks of HDMI Licensing LLC.

Macrovision

This product incorporates copyright protection technology that is protected by method claims of certain U.S. patents and other intellectual property rights owned by Macrovision Corporation and other rights owners. Use of this copyright protection technology must be authorized by Macrovision Corporation, and is intended for home and other limited viewing uses only unless otherwise authorized by Macrovision Corporation. Reverse engineering or disassembly is prohibited.

MULTEQ DYNAMIC VOLUME

MultEQ®

Audyssey MultEQ is a room equalization solution that calibrates any audio system so that it can achieve optimum performance for every listener in a large listening area. MultEQ captures acoustical information at multiple locations throughout a listening area in both the time and frequency domains. It uses a sophisticated clustering algorithm to combine this information so that acoustical problems are accurately analyzed. Based on these measurements, MultEQ calculates an equalization solution that corrects for both time and frequency response problems in the listening area and also performs a fully automated surround system setup. The result is clear, well-balanced sound for every listener.

Dynamic EQ[™]

Audyssey Dynamic EQ solves the problem of deteriorating sound quality as volume is decreased by taking into account human perception and room acoustics. Dynamic EQ selects the correct frequency response and surround levels momentby-moment at any userselected volume setting. The result is bass response, tonal balance and surround impression that remain constant despite changes in volume. Dynamic EQ combines information from incoming source levels with actual output sound levels in the room, a prerequisite for delivering a loudness correction solution. Audyssey Dynamic EQ works in tandem with Audyssey MultEQ to provide well-balanced sound for every listener at any volume level.

Dynamic Volume[™]

Audyssey Dynamic Volume solves the problem of large variations in volume level between television programs, commercials, and between the soft and loud passages of movies.

Dynamic Volume looks at the preferred volume setting by the user and then monitors how the volume of program material is being perceived by listeners in real time to decide whether an adjustment is needed. Whenever necessary, Dynamic Volume makes the necessary rapid or gradual adjustments to maintain the desired playback volume level while optimizing the dynamic range. Audyssey Dynamic EQ is integrated into Dynamic Volume so that as the playback volume is adjusted automatically, the perceived bass response, tonal balance, surround impression, and dialog clarity remain the same whether watching movies, flipping between television channels, or changing from stereo to surround sound content.

Manufactured under license from Audyssey Laboratories. U.S. and foreign patents pending. Audyssey MultEQ[®], Audyssey Dynamic Volume[™], and Audyssey Dynamic EQ[™] are registered trademark of Audyssey Laboratories.



• "Made for iPod" means that an electronic accessory has been designed to connect specifically to iPod and has been certified by the developer to meet Apple performance standards.

"Works with iPhone" means that an electronic accessory has been designed to connect specifically to iPhone and has been certified by the developer to meet Apple performance standards.

Apple is not responsible for the operation of this device or its compliance with safety and regulatory standards.

iPod is a trademark of Apple Inc. registered in the US and other countries. iPhone is a trademark of Apple Inc.

SIRIUS, XM Satellite Radio Ready



SIRIUS, XM and all related marks and logos are trademarks of Sirius XM Radio Inc. and its subsidiaries. All rights reserved. **Service not available in Alaska and Hawaii**.

XM HD Surround uses Neural Surround[™] technology to achieve optimal surround sound from XM radio.



$\mathbf{AAC} (\mathbf{Advanced} \ \mathbf{Audio} \ \mathbf{Coding}) \ \mathbf{\Delta}$

BS デジタル放送および地上波デジタル放送が採用 している音声方式で、MPEG2 規格のひとつです。 高圧縮率と高音質が特長で、2CH ステレオ音声に 加え、5.1CH サラウンド音声や多言語放送を可能に しています。以下はパテントナンバーです。

5848391 5,357,594 5,633,981 5,579,430 98/03036 5,781,888 08/894,844 5,490,170 5,548,574 08/576,495	5,291,557 5 752 225 5 297 236 08/678,666 5,227,788 08/039,478 5,299,238 5,264,846 5,717,821 08/392,756	5,451,954 5,394,473 4,914,701 98/03037 5,285,498 08/211,547 5,299,239 5,268,685 08/937,950
5 400 433 5,583,962 5,235,671 97/02875 5,481,614 5,703,999 5,299,240 5,375,189 05-183,988	5,222,189 5,274,740 07/640,550 97/02874 5,592,584 08/557,046 5,197,087 5,581,654 08/506,729	

3. POWER AMPLIFIER ADJUSTMENT

Idling Current Alignment

- 1. Each of the measurement points are provided with the two test points. Set a digital Voltage meter to DC voltage input, connect the meter to the test points at both contact points.
- 2. After the setup above, turn on the main switch.
- Adjust variable resistors (VR60 VR66) according to the digital voltmeter readings. The target setting value is the following table for each channels.

Settings :

Master Volume---- Minimum Speaker out ----- No Load Top lid----- OPEN

アイドリング電流調整

- 1. 電源を ON する前にそれぞれの "+" 端子と "-" 端子間にデジ タルボルトメーターを接続します。デジタルボルトメー ターを DC 電圧入力にセットします。
- 2. 上記のセットアップの後に、本機の電源を ON します。
- デジタルボルトメーターの電圧値を監視しながら可変抵抗器 (VR60 ~ VR66)を調節します。
 各チャンネルの目標値は下記の表を参照下さい。



マスター・ボリューム ---- 最小 スピーカー接続 ------ 無し トップカバー ----- 無し



DC voltmeter

NO.	Channel	Measurement Point	Alignment point
1	Surround Right	CN70	VR63
2	Surround Left	CN71	VR64
3	Center	CN74	VR65
4	Front Left	CN72	VR60
5	Surround Back Left	CN75	VR61
6	Front Right	CN73	VR66
7	Surround Back Right	CN76	VR62

Time Table of Idling Current Rise

After Turning ON	Measurement Voltage (CN7X)
5 min	7.5 mV \pm 0.5 mV
10 min	7.5 mV \pm 0.5 mV
20 min	7.5 mV \pm 0.5 mV
30 min	7.5 mV \pm 0.5 mV
40 min	7.5 mV \pm 0.5 mV
50 min	7.5 mV \pm 0.5 mV
60 min	7.5 mV \pm 0.5 mV

4. SERVICE MODE

MAIN CPU (IC105) Version, DSP (IC111) Version, HDMI CPU (IC61), USB CPU (IC35) Version and Segment CheckMode.

1. Connect the mains cord into the unit.

S R 6 0 0 4 • A

7

V 0

- 2. Press the POWER ON/OFF (STANDBY) button for turn on the unit.
- 3. Press the AUTO, EXIT and CLEAR buttons simultaneously more then 3 seconds.
- 4. The FL display shows "SERVICE MODE" for 2 seconds then shows the model name and the software version of the MAIN CPU (IC105) is displayed the format below.

MAIN CPU (IC105) Version, DSP (IC111) Version, HDMI CPU (IC61), USB CPU (IC35) Version and Segment Check Mode.

- 1. 本機に電源コードを接続します。
- 2. POWER ON/OFF (STANDBY) ボタンを押し、本機の電 源を入れます。
- 3. AUTO, EXIT, CLEAR の3つのボタンを同時に3秒以上 押します。
- 4. FL に "SERVICE MODE" と 2 秒表示し、次にモデル名と MAIN マイコン (IC105) を表示します。



1 н

0

Destination

												<u>2</u>	7
			S	R	6	0	0	4		А	Н	1	
	V	0	7	0	9	2	7		0				
		Lź	∓ _	L		LE		ſ	土向に	t			

5. Press the ENTER button again, the software serial Number of the unit is displayed.

9 2 7

Date-

0 └_Year┘└Month┘

> 5. 更に ENTER ボタンを押すと、ソフトウエアシリアルナン バーが表示されます。

		S	R	6	0	0	4				
М	Ζ	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х

- 6. Press the ENTER button again, the TI DSP (IC111) B1 code is displayed.
- 6. 更に ENTER ボタンを押すと、TI DSP(IC111) B1 Code が表示されます。

			S	R	6	0	0	4				
	В	1		2	9	7	0	5	1	7	1	

7. Press the ENTER button again, the TI DSP (IC111) B2 code is displayed.

7. 更に ENTER ボタンを押すと、TI DSP(IC111) B2 Code が表示されます。

			S	R	6	0	0	4				
	В	2		2	9	7	0	4	0	2	1	

8. Press the ENTER button again, the software version of the HDMI CPU (IC61) is displayed.

8. 更に ENTER ボタンを押すと、HDMI CPU(IC61) のバー ジョンが表示されます。

			S	R	6	0	0	4				
 Н	D	М	I		V	е	r		h	Х	Х	

9. Press the ENTER button again, the software version of the USB CPU (IC35) is displayed.

9. 更に ENTER ボタンを押すと、USB CPU(IC35) のバー ジョンが表示されます。

			S	R	6	0	0	4			
U	S	В	•••	0	8	0	5	0	7	1	

- 10. Press the ENTER button again, the left half, right half and center of the label area in the FLD light on and off each other.
- 11. Press the ENTER button again, the segments of the character area in the FLD flick in checker pattern.
- 12. Press the ENTER button again, all the FL segments turn off.
- 13. Press the ENTER button again to quit this mode.

HOW TO RESET THE UNIT

Should the operation or display seem to be abnormal, reset the unit with the following procedure.

The unit is turned on, press and hold the SURROUND MODE and CLEAR buttons simultaneously for 3 seconds or more. Remember that the procedure will reset the settings of the function selector, Surround mode, delay time, TUNER PRESET etc., to their initial settings.

- 10.更に ENTER ボタンを押すと、FL のラベル部分の左半分 と右半分および中心部が交互に点灯と消灯を繰り返しま す。
- 11.更に ENTER ボタンを押すと、FL のキャラクタセグメン ト部がチェッカーフラグのように点灯と消灯を繰り返しま す。
- 12.更に ENTER ボタンを押すと、FL は全消灯します。
- 13.更に ENTER ボタンを押すと、サービスモードを終了しま す。

初期状態に戻すには(リセット)

但しリセット行うと、プリセットメモリ等の設定した内容が消 去されます。

- 1. 電源が入っていることを確認します。
- 2. 本体の SURROUND MODE ボタンを押しながら、 CLEAR
- ボタンを3秒以上押します。

本機は一度スタンバイ状態になった後、再度 POWER – ON 状態となり、各種設定された内容が初期化され、工場出荷時の 状態に戻ります。

5. SYSTEM ERROR

Check 1

• Indication of abnormalities with the EEP-ROM (HDMI PWB / IC89) Interface

This indicates a communication error wherein the ACK will not return for 2 seconds or more while the system is in communication with the EEP-ROM (INPUT PWB / IC89).

- Message on FL displayw.

Check 1

· EEP-ROM (INPUT PWB / IC89) Interface 異常検出

EEP-ROM (INPUT PWB / IC89) との通信で ACK が帰っ てこない状態(通信エラー)が約2秒以上生じた場合 FL Display に下記の様な表示がされます。

- FL Display への Error 表示

CH	Е	С	К	Е	2	Ρ	Ι	F	

Points to be checked

- 1. The IIC Clock Line (IC105/116 pin . IC89/6 pin) is normal when the power is ON.
- 2. The IIC Data Line (IC105/117 pin . IC89 / 5 pin) is normal when the power is ON
- 3. The IC89/8 pin is supplied with VCC +3.3V.
- 4. If none of the above is negative, the IC89 may be having a defect.

Check 2

+5V supply Error Detection (_5V DOWN)

When the power is turned on or while the unit is in normal operation, an abnormality occurs with the +5V power supply, and the +5V power into the CPU 137 pin cannot be detected.

• Detection of DC on Power Amp Output (_P AMP FAIL)

When the power is turned on or while the unit is in normal operation, an abnormality occurs with the Power Amp, and DC is detected on the CPU 121 pin.

• Detection of abnormal heat of Power Amp (_P AMP FAIL)

The Power Amp is overheated while in normal operation, with an abnormality detected on the CPU 121 pin.

• Detection of Overcurrent below 200msec on Power Amp (_P CUR FAIL)

When the product is in normal operation, an abnormality occurs with the POWER AMP, and an overcurrent of less than 200msec is detected on the CPU 120 pin.

When errors like the above abnormalities are detected, the software automatically puts the product into STANDBY mode, with the STANDBY LED flickering approximately every 500msec.

NOTE : The product can recover from the SYSTEM ER-ROR when the user turns on and then off the STANDBY. However, once any of the above errors is redetected, the product goes into STANDBY again.

Points to be checked

- 1. The CN81 (HDMI PWB) 7 & 8 pins are supplied with +5V when the power is ON
- 2. The CN85 10pin (Power Amp Fail) is outputting the "H" signal; (If the 10 pin continues to be in the "L" state for 2 seconds or more after the power is turned ON, the Power Amp circuit is having a problem.)

回路上の確認箇所

- 1. Power ON 時に IIC Clock Line (IC105/116pin IC89 /6pin) が正常なのを確認する。
- 2. Power ON 時に IIC Data Line (IC105/117pin IC89 /5pin) が正常なのを確認する。
- 3. IC89 / 8pin IC VCC (+3.3V) が供給されていることを確認する。
- 4. 上記の1-3に不具合が生じていない場合は IC89の不良が考えられます。

Check 2

・+5V Supply 異常検出 (_5V DOWN)

電源 ON 時又は通常動作時に +5V 電源に異常が発生し、 CPU の 137pin に入力される +5V の検出が出来なかった (出来なくなった)場合。

・Power Amp 出力の DC 検出 (_P AMP FAIL)

電源 ON 時又は通常動作時に Power Amp に異常が発生し、 CPU の 121pin で Power Amp 出力の DC 検出がされた 場合。

・Power Amp の異常温度検出 (_P AMP FAIL)

通常動作時に Power Amp の異常な温度上昇が発生し、 CPU の 121pin で異常が検出がされた場合。

・Power Amp の 200msec 未満の過電流検出 (_P CUR FAIL)

通常動作時に Power Amp に異常が発生し、CPU の 120pin で Power Amp の過電流が 200msec 未満で検出 された場合。

上記の様な異常検出がされた場合は、Software は自動的に製品を STANDBY 状態にして、STANDBY LED を約500msec 間隔で点滅させます。

復帰操作:

この System Error は User が STANDBY ON/OFF 操作を行うことで通常動作に復帰しますが、上記の異常を 再検出することで製品は再び System Error となりま す。

回路上の確認箇所

- 1. 電源 ON 時に CN81 (HDMI PWB) 7, 8pin に +5V が供給されていることを確認する。
- 2. 電源 ON 時に CN85 の 10pin (Power Amp Fail) が "H" になっていることを確認する。 (10pin が電源 ON してから2秒以上 "L" 状態が継続して
 - いる場合は POWER AMP 回路に異常が発生している)

- 3. Check that the speaker cable connected to the product is not in contact and shorting out.
- 4. The Microprocessor 25 pin (Power Down) is outputting the "H" signal when the power is turned ON. (If the 25pin continues to be in the "L" state after the power is turned on, the MAIN PWB circuit , the IC60 and its adjacent circuits are developing an abnormality.)
 - **NOTE**: HOW TO RECOVER FROM SYSTEM ERROR (STANDBY LED flickering) The product can recover by turning on STANDBY on the remote controller after the above errors are rectified.

Check 3

• Detection of Overcurrent over 200 msec on POW-ER AMP (_P CUR FAIL)

When the power is turned on or while the product is in normal operation, an abnormality occurs with the POWER AMP, and an overcurrent of 200msec or more (500msec or more when the power is on) is detected on the CPU 120 pin.

• Detection of an abnormality on +/-12V Supply or Power Amp power supply (_P LINE FAIL)

When the power is turned on or while the product is in normal operation, an abnormality occurs with the +/-12V supply or POWER AMP power supply with an abnormality detected on CPU 122 pin.

When errors like the above abnormalities are detected, the software automatically puts the product into STANDBY mode, with the STANDBY LED flickering approximately every 125msec.

- **NOTE** : This SYSTEM ERROR cannot be rectified by users. In order to power on the product, please do the following.
 - : Hold down "SURROUND MODE", "EXIT" & "CLEAR" at the same time for 3 seconds or more. However, if any problem remains with the product, the SYSTEM ERROR will occur again.

Points to be checked on the circuit

- Check that the 120 pin (_P CUR FAIL) of the microprocessor is outputting "H". (If the 120pin is in the L-state for 500msec or more after the power is turned on, the POWER AMP circuit is developing an abnormality.)
- Make sure that the 122pin of the microprocessor (POWER LINE FAIL) is "H". (If the 122 pin is in the L-state for 2 seconds or more after the power is turned on, the +/-12V power supply or the POWER AMP power supply is developing an abnormality.)

- 3. 製品に接続されている Speaker Cable が +/- 又は RearPanel 等に Short していないか確認する。
- 4. 電源 ON 時にマイコンの 25pin (Power Down) が "H" に なっていることを確認する。
 (電源 ON しても、25pin が "L" 状態で継続している場合 は MAIN PWB 上の IC60 及び周辺回路に異常が発生して いる)

復帰操作:

System Error (STANDBY LED の点滅) からの復帰は 上記の不具合を改善後リモコンの STANDBY ON 操作 で復帰できます。

Check 3

・Power Amp の 200msec 以上の過電流検出 (_P CUR FAIL)

電源 ON 時又は通常動作時に Power Amp に異常が発生し、 CPU の 120pin で Power Amp の過電流が 200msec 以 上 (Power ON 時は 500msec 以上) 検出された場合。

・+/- 12V Supply 又は、Power Amp 用電源の異常 検出 (_P LINE FAIL)

電源 ON 時又は通常動作時に +/-12V 電源又は、Power Amp 用の電源に異常が発生し、CPU の 122pin で異常検 出がされた場合。

上記の様な異常検出がされた場合は、製品を STANDBY 状態 にして、STANDBY LED を約 125 msec 間隔で点滅させま す。

ご注意: この System Error は User が通常動作に復帰させることは出来ません。製品の電源を ON させる場合は次の操作を行います。

復帰操作:

"SURROUND MODE" + "EXIT" + "CLEAR" ボタンを同時に押して 3 秒以上保持する。 但し、製品に不具合が残っている場合は再び SYSTEM ERROR が働きます。

回路上の確認箇所

- 電源 ON 時にマイコンの 120pin (_P CUR Fail) が "H" になっていることを確認する。
 (120pin が電源 ON してから 500 msec 以上 "L" 状態が 継続している場合は POWER AMP 回路に異常が発生して いる)
- 2. 電源 ON 時にマイコンの 122pin (Power Line Fail) が "H" になっていることを確認する。 (122pin が電源 ON してから 2 秒以上 "L" 状態が継続し ている場合は +/-12V 電源又は、Power Amp 用の電源 に異常が発生している)

Check 4

• TIMING CHART

Normal operation when the power is turned on

Check 4 · TIMING CHART

電源 ON 時の正常動作



For the product to start operating normally when the power is turned on, the circuit connected to each input port of _P DOWN, _5V DOWN, _P CUR FAIL, _P AMP FAIL and _P LINE FAIL needs to be operating normally.

電源 ON 時に製品が通常動作を開始するためには、上図の様 な Timing で _P DOWN, _5V DOWN_P CUR FAIL, _P AMPFAIL, _P LINE FAIL の各入力 Port で接続されている回 路が正常動作している必要があります。



6. TROUBLE SHOOTING

Symptom	Reason	Check Points		
The neuron connet be furned on	 +5VL is not outputted. The voltage between CN85-20pin and GND is not 5V. 	• T600,IC51,D606~D609 (MAIN)		
The power cannot be turned on.	 Main CPU is not work. Front panel is not correctly connected with Main CPU. 	 IC105,IC90(HDMI) CN82(HDMI) BN82(FRONT) 		
Standby LED blinks slowly.	 F602 has been disconnected. (When F602 has been disconnected, the serious stumbling block might be generated.) 	Main TransformerD201,C636,C637(MAIN)		
	 F603 has been disconnected. (F603 cuts when the protection of Main CPU doesn't work.) 	 F603,Q610,CN66(MAIN) CN31,BN85(USB/CNT) Each Transistor of Power amplifier.(MAIN) 		
Turns on and then off the STANDBY.	 The temperature of the heat sink is abnormally high. The voltage-controlled circuit is defective. The temperature detection circuit is defective. P_AMP_FAIL(CN85-10pin) is 0V. 	 RL20,Q200,Q201,CN23(REG) CN69,TH60,Q615(MAIN) 		
	 The DC voltage of several V or more has been generated in the output of the power amplifier. P_AMP_FAIL(CN85-10pin) is 0V. 	 The voltage between each 1pin and GND of CN70~76(MAIN) is confirmed. Each Tr. Of Power amplifier (MAIN) ET60,CN68(MAIN) CN51(INPUT) 		
	 The power supply circuit breaks down and a more abnormal voltage has been detected short. (+12V/-12V/+55V/-55V) P_LINE_FAIL(CN85-12pin) is 0V. ^(A)/_(A) 	 IC24,IC25,D201~D205(REG) C636,C637(MAIN) Q513,Q514(INPUT) 		
Turns on and then Standby LED flickering faster.	 An abnormal current flows to any power transistor due to the breakdown of the power amplifier. P_CURR_FAIL(CN85-16pin) is 0V. 	 The voltage between each 1pin and 2pin of CN70~76(MAIN) is confirmed. Q706,708,713,715, 703,705,719,721, 709,710,716,718, 711,712(MAIN) 		
All segment of FL Display is turrn on.	 +5VD Supply is fail. +5V is not supplied to FL display. 	F201,D208,IC21,BN22(REG) CN81,CN82(HDMI PWB) BN82,FL10(FRONT)		
"CHECK E2P IF"on the FL DISPLAY	• EEP-ROM cannot be normally rewritten.	• IC86,IC115(HDMI)		

():PWB name

6. トラブルシューティング

症状	理由	チェックポイント	
☞近+パコ にナr1 \	 +5VL 電源が故障している CN85-20pinとGND間の電圧が5Vになっていない 	· T600,IC51,D606 ~ D609(MAIN)	
电応び入りない	 Main CPU が動作していない 操作パネルが Main CPU と正しく接続され ていない 	 IC105,IC90(HDMI) CN82(HDMI) BN82(FRONT) 	
電源を入れると、Standby LED がゆっくりと	 F602 が断線している (F602 が断線している場合は、重大な障害 が発生していることがあります。) 	 Main Transformer D201,C636,C637(MAIN) 	
点滅する	 F603 が断線している (F603は Main CPU による保護が万一機能 しなかった場合に溶断します) 	・F603,Q610,CN66(MAIN) ・CN31,BN85(USB/CNT) ・Power amplifier の各トランジスタ (MAIN)	
電源を入れると直ぐに電源が落ちて、Standby	 ・ ヒートシンクの温度が異常に高い ・ 電圧制御回路が不良 ・ 温度検出回路が不良 ・ P_AMP_FAIL(CN85-10pin) が OV になっている 	 RL20,Q200,Q201,CN23(REG) CN69,TH60,Q615(MAIN) 	
LED がゆっくりと点滅する	 パワーアンプから DC 電圧が出力されている	 The voltage between each 1 pin and GND of CN70⁻⁷6(MAIN) is confirmed. Each Tr. Of Power amplifier (MAIN) ET60,CN68(MAIN) CN51 (INPUT) 	
	 ・電源回路の故障やショートにより異常電圧 が検出されている (+12V/-12V/+55V/-55V) ・P_LINE_FAIL(CN85-12pin)が OV になっ ている ▲ 	 IC24,IC25,D201⁻D205(REG) C636,C637(MAIN) Q513,Q514(INPUT) 	
電源を入れるとStandby LEDが速く点滅する	 パワーアンプの故障によりどれかの Power Transistor に異常な電流が流れている P_CURR_FAIL(CN85-16pin)がOVになっ ている 	 CN70~76(MAIN)の各1pinと2pin間の電圧を確認 Q706,708,713,715, 703,705,719,721, 709,710,716,718, 711,712(MAIN) 	
FL Display のセグメントが全て点灯する	・+5VD 電源が故障している ・FL display に+5V が供給されていない	 F201,D208,IC21,BN22(REG) CN81,CN82(HDMI PWB) BN82,FL10(FRONT) 	
FL Display に、"CHECK E2P IF" と表示され る	・EEP-ROM とのリード / ライトが正常に行えない	· IC86,IC115(HDMI)	

()内は基板名称

7. JIG FOR SERVICING 🖄

When you repair the printing board, you can use the following JIG (Extension cable kit). Please order to Marantz Official Service. Distributor in your region if necessary.

Note:

When the connection which is wrong in the JIG (Extension cable kit) is done it becomes cause of damage.

998619000470S :

extension wire for SR6004/5004 HDMI PWB : 2 Set 998619000480S :

extension wire for SR6004/5004 INPUT PWB : 1 Set

HDMI PWB (CUP12207)、INPUT PWB (CUP12208)、 MAIN PWB (CUP12206) を修理する場合、必要に応じて以 下のサービス用延長治具をご使用下さい。発注は SPC にご連 絡ください。

注意)

サービス用延長治具を間違った接続をすると故障する場合が あります。

998619000470S:

extension wire for SR6004/5004 HDMI PWB : 2 \pm 998619000480S :

extension wire for SR6004/5004 HDMI PWB:1本

998619000470S : extension wire for SR6004/5004 HDMI PWB : 2 Set



998619000480S : extension wire for SR6004/5004 INPUT PWB : 1 Set



7-1 Connection of HDMI PWB JIG

-Preparation-

998619000470S :

extension wire for SR6004/5004 HDMI PWB : 2 Set Insulation sheet 1(Do not supply it)

1. HDMI PWB (CUP12207) is detached from the chassis, and it puts it into the state turned inside out. Please pave an insulation sheet that is larger than HDMI PWB under PWB.

7-1 HDMI PWB 用延長治具の接続 - 準備する物 -

998619000470S :

extension wire for SR6004/5004 HDMI PWB: 2本 絶縁シート -- 1 枚 (D&M では供給しません)

1. HDMI PWB(CUP12207)をシャーシから取り外し、 裏返した状態にします。 HDMI PWB の下に PWB より大きい絶縁シートを敷いて 下さい。



25

2. Two extension wires for SR6004/5004 HDMI PWB are connected.

Refer to the close-up also.

Note:

When the connection which is wrong in the JIG (Extension cable kit) is done it becomes cause of damage.

2. extension wire for SR6004/5004 HDMI PWB を接続します。

拡大図も併せて参照して下さい。

注意)

サービス用延長治具を間違った接続をすると故障する場合が あります。



Fig.1 USB/CNT PWB Side





Note:

As for CN66 of CN31 of USB/CNT PWB, and MAIN PWB, the connection becomes loose upon service. Please confirm the firm connection.

注意)

サービスに際し、USB/CNT PWBのCN31とMAIN PWBのCN66は接続が緩くなります。しっかり接続されていることを必ず確認して下さい。



7-2 Connection of INPUT PWB JIG

-Preparation-

998619000480S :

extension wire for SR6004/5004 INPUT PWB : 1 Set Insulation sheet 1(Do not supply it)

 First of all, please connect the extension treatment device for HDMI PWB in the foregoing paragraph (7-1 Connection of HDMI PWB JIG). INPUT PWB(CUP12208) is detached from the chassis, and turned inside out. Please pave an insulation sheet that is larger than INPUT PWB.

7-2 INPUT PWB 用延長治具の接続方法 - 準備する物 -

998619000480S:

extension wire for SR6004/5004 INPUT PWB: 1本 絶縁シート -- 1枚 (D&M では供給しません)

 事前に、前節 (7-1 HDMI PWB 用延長治具の接続)の HDMI PWB 用延長治具の接続を行って下さい。 INPUT PWB (CUP12208)をシャーシから取り外し、 裏返します。INPUT PWB より大きい絶縁シートを敷い て下さい。



2. Two extension wire for SR6004/5004 INPUT PWB are connected.

Refer to the close-up also.

Note:

When the connection which is wrong in the JIG (Extension cable kit) is done it becomes cause of damage.

2. extension wire for SR6004/5004 INPUT PWB を接続します。

拡大図も併せて参照して下さい。 ■

注意)

サービス用延長治具を間違った接続をすると故障する場合が あります。



Fig.1 USB/CNT PWB Side





Note:

As for CN66 of CN31 of USB/CNT PWB, and MAIN PWB, the connection becomes loose upon service. Please confirm the firm connection.

注意)

サービスに際し、USB/CNT PWBのCN31とMAIN PWBのCN66は接続が緩くなります。しっかり接続されていることを必ず確認して下さい。



8. DUAL BACKUP MEMORY

This product has a Dual Backup Memory function. The conventional Backup functions to memorize, in the EEP-ROM (IC89) in the circuit, a current setting of the moment the main power is turned off so that it can be restored when it is turned ON again. Meanwhile, the DUAL BACKUP MEMORY is capable of memorizing any arbitrary setting that is configured while the product is in operation so as to restore it at any time.

When servicing units returned from end-users for repairs, use this function to back up the current setting (e.g. Tuner Preset). This will enable the units to be returned to the users after repairs, with the setting unchanged.

NOTE : If end-users use this function, the data will be overwritten.

• HOW TO OPERATE

-Backup-

- Configure a setting you would like to save in the MEMO-RY and hold down the [MEMORY] and [ENTER] buttons on the Front Panel at the same time for 3 seconds or more.
- 2. The FL Display indicates "MEMORY SAVING" while the Backup is being performed.
- 3. The FL Display indicates "COMPLETE" when the Backup is completed.

-Recovery-

- 1. Hold down the [MEMORY] and [MENU] buttons on the Front Panel at the same time for 3 seconds or more.
- 2. The FL Display indicates "MEMORY LOAD" while the Recovery is being performed.
- 3. After the FL Display indicates "COMPLETE", the product goes into Standby mode. When the power is restored, the Recovery is completed. The FL Display indicates "NO BACKUP" if the DUAL BACKUP MEMORY has not been activated with no data to be recovered saved in the Memory. This function does not back up the levels of Main ZONE Volume, ZONE A Volume and ZONE A Speaker Volume. When the Recovery is done, - ∞ is indicated.

SERVICE PRECAUTIONS

When the Flash Rom (IC89) on the INPUT PWB is replaced or when the DSP CODE is rewritten for a version upgrade, make sure, in order to maintain consistency with the Backup Memory, to clear the DUAL BACKUP MEMORY in thefollowing way :

-How to clear the Backup Memory--

- 1. Hold down the [MEMORY] and [CLEAR] buttons on the-Front Panel at the same time for 3 seconds or more. 🖄
- 2. The FL Display indicates "BACKUP CLEAR" while the memory is being cleared.
- 3. After the FL Display indicates "COMPLETE", the operation is completed.

本機は Dual Backup Memory 機能を持っています。 通常の Backup は製品の主電源が切られた時に、その時の状態 を回路上の EEP-Rom (IC89) に Memory して、電源が ON された時にその状態を復帰させますが、DUAL BACKUP MEMORY 機能は、動作状態にある任意の状態を Memory し て、いつでもその状態を復帰させることが出来る機能です。 この機能を使って End User から修理依頼を受けた時の状態 を Back Up させておけば、修理後に確認の操作をしても、 User が使用していたときの状態 (Tuner の Preset 等)を復 帰させて返却することもできます。

ご注意: End User がこの機能を使用していた場合はその Data は上書きされてしまうので注意が必要です。

・操作方法

-Backup 操作 -

- 1. 製品を Memory したい状態にして、Front Panel 上の [MEMORY] と [ENTER] ボタンを同時に 3 秒以上押し続 けます。
- 2. FL Display に "MEMORY SAVING" と表示され Backup 処理が行われます。
- 3. FL Display に "COMPLETE" と表示されれば処理は完了 です。

-Recovery 操作 -

- 1. Front Panel 上の [MEMORY] と [MENU] ボタンを同時 に3秒以上押し続けます。
- 2. FL Display に "MEMORY LOAD" と表示され Recovery 処理が行われます。
- FL Display に "COMPLETE" と表示され製品は一度 Standby 状態となり復帰後 Recovery 処理が完了します。 この時、DUAL BACK UP MEMORY 操作がされてなく、 Recovery する Data が Memory されていない場合は FL Display に "NO BACKUP" と表示されます。 また、Main ZONE Volume, ZONE A Volume, ZONE A Speaker Volume の各 Volume 値についてはこの機能で は Backup されずに - ∞で Recovery されます。

・Service 時の注意点

INPUT PWB 上の Flash Rom (IC89) を交換した場合また は、DSPCODE を Version Up 等の理由から書き換えた場合 は、BackupMemory との整合性の為に必ず次の方法でDUAL BACKUPMEMORY の消去を行います。

-Backup Memory の Clear 操作 -

- Front Panel 上の [MEMORY] と [CLEAR] ボタンを同時 に3秒以上押し続けます。
- 2. FL Display に "BACKUP CLEAR" と表示され Clear 処 理が行われます。
- 3. L Display に "COMPLETE" と表示されれば処理は完了で す。

9. WRITING AND UPDATE SOFTWARE

Software for MAIN CPU, flash ROM for DSP, HDMI CPU can be updated/downloaded. Have update/download application software. ("FDT V4.03", "da708_writer.exe", "FlashSta. exe") There are four mode of download, regarding to the target of software as bellow.

Mode 1: Update/Download MAIN CPU's software to internal Flash-ROM

This mode is to update/download the software for MAIN CPU.

The target devise is internal flash ROM of CPU (IC105) on CUP12207Z (HDMI PWB).

The updating of software takes about 2 minutes and 40 seconds.

Mode 2: Update/Download DSP's software to Flash-ROM

This mode is to update/download the software for DSP. The target devise is Flash-ROM (IC116) on CUP12207Z (HDMI PWB).

The unit needs to be set writing condition, by three front buttons.

The updating of software takes about 6 minutes and 30 seconds.

Mode 3: Update/Download HDMI CPU's software to internal Flash-ROM

This mode is to update/download the software for HDMI CPU.

The target devise is internal flash ROM of CPU (IC61) on CUP12207Z (HDMI PWB).

The unit needs to be set writing condition, by three front buttons.

The updating of software takes about 1 minutes.

Mode 4: Update/Download USB CPU's software to internal Flash-ROM.

This mode is to update/download the software for USB CPU. The target devise is internal flash ROM of CPU (IC35) on CUP12211Z (USB PWB).

The unit needs to be set writing condition, by three front buttons.

The updating of software takes about 1 minute.

NECESSARY EQUIPMENT

The following items are required for updating/downloading. Windows PC (OS: Windows2000 or WindowsXP) with Serial port.

RS-232C Dsub-9 pin cable (female to female/straight type) Update software to MAIN CPU. (FDT V4.03)

Update software to flash ROM for DSP. (da708_writer. exe, etc... in DSP folder)

Update software to HDMI CPU. (FlashSta.exe, etc... in HDMI folder)

Update software to USB CPU. (FlashSta.exe, etc... in USB folder)

Use RS232C Dsub-9 pin cable (female to female/straight type) to connect PC and the RS-232C port in rear panel of the unit, when updating/downloading each of software.

MAIN マイコン、DSP のフラッシュ ROM、HDMI マイコン のソフトウェアは更新、および書き込みが出来ます。 更新および書き込みには書き込み用アプリケーションが必要で す。("FDT V4.03", "da708_writer.exe", "FlashSta.exe") 書き込みには下記の 4 つのモードがあります。

Mode 1: Update/Download MAIN CPU's software to internal Flash-ROM

このモードは MAIN マイコンの更新および書き込み用です。 基板 CUP12207Z (HDMI PWB)のIC105のマイコン内 部のフラッシュ ROM に書き込みます。 書き込みにかかる時間は約2分40秒です。

Mode 2: Update/Download DSP's software to Flash-ROM

このモードは DSP のフラッシュ ROM の更新および書き込み用です。

基板 CUP12207Z (HDMI PWB)のIC116のフラッシュ ROM に書き込みます。 本機のフロントボタン3つから書き込みモードにする必要 があります。

書き込みにかかる時間は約6分30秒です。

Mode 3: Update/Download HDMI CPU's software to internal Flash-ROM

このモードは HDMI マイコンの更新および書き込み用です。 基板 CUP12207Z (HDMI PWB) の IC61 のマイコン内部 のフラッシュ ROM に書き込みます。 本機のフロントボタン 3 つから書き込みモードにする必要 があります。 書き込みにかかる時間は約1分です。

Mode 4: Update/Download USB CPU's software to internal Flash-ROM

このモードは USB マイコンの更新および書き込み用です。 基板 CUP12211Z (USB PWB)のIC35のマイコン内部 のフラッシュ ROM に書き込みます。 本機のフロントボタン 3 つから書き込みモードにする必要 があります。 書き込みにかかる時間は約1分です。

必要機器

下記は更新および書き込みに必要な機器です。
Windows PC (OS : Windows2000 またはWindowsXP) で Serial ポートのあるもの
RS-232C ストレートケーブル (9Pin メス -9Pin メス)
MAIN マイコン用書き込みソフトウェア (FDT V4.03、など)
DSP フラッシュ ROM 用書き込みソフトウェア (DSP フォルダ内 da708_writer.exe、など)
HDMI マイコン用書き込みソフトウェア (HDMI フォルダ内 FlashSta.exe, など)
USB マイコン用書き込みソフトウェア (USB フォルダ内 FlashSta.exe、など)

それぞれのソフトウェアを更新および書き込みする場合、RS-232C ケーブルで本機リアパネルの RS232C コネクタと Windows PC の Serial ポートを接続します。

Download Utility (FDT)

[A] SOFTWARE (fdtv403r00.exe) DOWNLOADS AND INSTALLS PROCEDURE

[A-1] DOWNLOADS OF THE SOFTWARE

(Flash Development Toolkit: the rest is FDT)

- Download the software for update of the MAIN CPU.
- 1. Launch the browser.
- 2. Type the "http://www.renesas.com/" into an address. And click the Go or press the Enter on keyboard of PC.
- **NOTE :** This site is managed by RENESAS technology corp. The following explanation may differ from the actual composition. When different, please proceed alonwith the site composition of RENESAS.

ユーティリティのダウンロード

[A] ソフトウェア (fdtv403r00.exe) のダウンロード とインストール手順

[A-1] ソフトウェアのダウンロード

(Flash Development Toolkit: 以下 FDT) メイン CPU アップデート用ソフトのダウンロード

- ブラウザ (インターネットエクスプローラー等)を起動します
- アドレスバーに http://www.renesas.com/ を入力して、 キーボードの Enter を押します。
- ご注意: このサイトは株式会社ルネサステクノロジーが管理しているため、説明と実際のサイト構成が異なる場合があります。その場合は実際のルネサスのサイト構成に沿って進めて下さい。

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A login ID is necessary to download the FDT. If you have Login ID, please advance to step 8. If you do not have Login ID, Click the MY RENESAS. FDT をダウンロードするにはログイン ID が必要です 既にログイン ID をお持ちの方は手順 8 へ進んでください。 ログイン ID を持っていない方は MY RENESAS をクリック してください。

3. Click the "REGISTER NOW!".

3. "新規登録 "をクリックしてください。



4. Choose Non secure or Secure in Security Level your network environment.

Choose English or another one in region and language.

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- 5. Input the each item.
 - Note: The items displayed by a language and region are different.
- 5. 各項目を記入します。

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- 8. Click the Software download in the Design support.
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- 9. Type the "Flash Development toolkit" into the keyword search.
- 9. キーワードサーチに「フラッシュ開発ツールキット」を入 力します。

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	Peripheral Driver Ge nerator	Peripheral Driver Generator V.1.04	Jul.06.09		
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	BIS	M16C/Tiny Series IBIS 3.3V Rev.1.0	Jun.26.09	M16C/Tiny IBIS Supply Voltage: 3.3V ± 0.3V Package: PLGP064KB-A (64P6G-A)	
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- 10. Click the [Evaluation Software] Flash Development Toolkit V4.03 Release 01
- 10. 【無償評価版】フラッシュ開発ツールキット V.4.03 Release 01」をクリックします。

The latest edition is FDT V4.03 at present. (July. 2009) It is in FDT V4.03 as follows and explains it.

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14. Scroll down the page.

14.ページをスクロールし	ます。
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15. Click the Download.

15. Download(ダウンロード)をクリックします。

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	When executing the dow of the directory used for Follow the instructions in In case of MS-Windows 3 Administrator. No one but	nloaded file in a directory, the executing has enough capaci- dicated by the installer. XP and 2000, make sure that is the user who has the author	installer is automatically executed.(by.) staller is executed by one who is a by of an Administrator can install thi	Make sure the drive authorized as an s tool.	
	Comments				
	Be note that this software is eval	uation version with no technic	al support service.		
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	Product Name	File Name	File Size	Download	
	(Evaluation Software) Flach Development Toolkit V 4.03 Release 01	fdtv403r01.exe	39,512,496 bytes (37.68 Moytes)	Download	
© 2003-2009 Renesas 1	Technology Corp. All rights reserved.	Vieb Site Usage Condition	e i <u>Privacy</u> i <mark>10855 i</mark> 5	Stemp	
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- 16. Click the Save. Save the fdtv403r00.exe on your PC's hard disc.
- **NOTE:** A file name is change by improvement.

16. Save(保存)をクリックします。Fdtv403r00.exe をパ ソコンのハードディスクに保存します。 ご注意: 改版によりファイル名は変更されることがあります。

Installs Utility (FDT)

[A-2] [A] INSTALLS OF THE SOFTWARE (Flash Development Toolkit Ver.4.03)

- 1. Open the folder with the downloaded file.
- 2. And double click the fdtv403r00.exe

ユーティリティのインストール

[A-2] [A] ソフトウェアのインストール

- (Flash Development Toolkit Ver.4.03)
- 1. ダウンロードしたファイルのあるフォルダを開きます。
- 2. Fdtv403r00.exe をダブルクリックします。



3. Click the Next.

3. Next をクリックします。



- 4. Check the International (English),and click the Next.
- 4. "International (English)" にチェックを入れ、Next をク リックします。

Renesas Flash Development Toolkit (v4.03) – InstallShield Wizard	×
Select Language	5
Language selection will determine the language of the installed help and ooornetation. ooornetational (English)) ooornetational (English)) ooornetational (English) ooornetational (English) ooornetational (English)	
Release Notes	
< Back Next > Cancel	

- 5. Check the I accept the terms of the license agreement, and Click the Next.
- 5. I accept the terms of the license agreement に チェックを入れ、Next をクリックします。

Renesas Flash Development Toolkit (v4.03) – InstallShield Wizard 🛛 🔀
License Agreement Please read the following license agreement carefully.
Software User License Agreement The customer (hereafter referred to as "Licensee") and Renesas Technology Corp.(hereafter referred to as "Licensor") do hereby agree to the terms and conditions as specified in this Software User License Agreement(hereafter referred to as "Agreement") concerning the enclosed this software and its explanatory manuals. ARTICLE 1. Definition 1.1 "Licensed Software" shall mean the main unit of the C compiler, Assembler, Simulator and related executable programs, the "Library" as defined in Section 1.3 below and documentation such as explanatory manuals for the Licensed Software and all
 ○ I accept the terms of the license agreement ○ I do not accept the terms of the license agreement
InstallShield Cance Cance

6. Click the next.

6. Next をクリックします。



- 7. Check the mot file type, and click the Next..
- 7. mot ファイル形式をチェックし、Next をクリックしま す。

Renesas Flash Developm	ent Toolkit (v4.03) – InstallShield Wizard 🛛 🔀
Select Options	RENESAS
Setup requires you to ma	ake the following choices:
Clean up old settings	s. This option removes any existing settings before
Associate data files. Da	ata files will open in FDT.
.a20	□.fpr
🛄 . a37	🗹.mot
.bin	.rec
.cde	
.ddi)	
	< Back Next > Cancel

8. Click the Next.

8. Next をクリックします。



9. Click the Install.

9. Install をクリックします

Renesas Flash Development Toolkit (v4.03) – InstallShield Wizard 🛛 🔀
Ready to Install the Program The wizard is ready to begin installation.
Click Install to begin the installation.
If you want to review or change any of your installation settings, click Back. Click Cancel to exit the wizard.
In the IIC bis of J
Instalionieid <u>Rack Install</u> Cancel

10. The Setup Status bar appears.



11. Click the Finish.

11. Finish をクリックします。



Update Firmware (SR6004 Main FDT)

Mode 1: Update/Download MAIN CPU's software to internal Flash-ROM

NECESSARY EQUIPMENT

The following items are required for updating/downloading.

• Windows PC (OS: Windows2000 or Windows XP) with Serial port.

RS-232C Dsub-9 pin cable (female to female/straight type) Flash Development Toolkit 4.03 or latest version (fdtv403r00.exe or latest version)

Use RS232C Dsub-9 pin cable (female to female/straight type) to connect PC and the RS-232C port in rear panel of the unit, when updating/downloading MAIN CPU

[M1-1] The writing software setup procedure

- 1. Launch the Flash Development Toolkit v4.03 (FDT)
- **NOTE :** Please refer to "[A] SOFTWARE (fdtv403r00.exe) INSTALL PROCEDURE", when you do not install FDT.
- 2. Click Start, Programs, Renesas, Flash Development Toolkit 4.03 and Flash Development Toolkit 4.03.

ファームウェアのアップデート

・Mode 1: Update/Download software for MAIN CPU. メイン CPU ソフトウェアのアップ デート

必要機器

下記はアップデートに必要な機器です Windows PC(OS: Windows2000 または Windows XP) でシリアルポートを備えたもの RS232C 用ストレートケーブル (9 ピンメス -9 ピンメス) Flash Development Toolkit 4.03 または最新版 (fdtv403r00.exe または最新版) 夫々のソフトウェアをアップデートする場合、本機のリアパ ネルにある RS232C コネクターとパソコンのシリアルポー トを接続します

[M1-1]メイン CPU 書き込み用ソフトウェアのセットアップ

- 1. Flash Development Toolkit v4.03 (FDT) を起動します。
 - **ご注意:** FDT がインストールされていない場合は、[A] ソ フトウェアインストール手順を参照して下さい。
- 2. スタート、プログラム、RENESAS、Flash Development Toolkit 4.03 および Flash Development Toolkit 4.03 をクリックします。



- 3. Check the Create a new project workspace, and click the OK.
 - **NOTE :** It is needs setup for SR6004 When you have already setup, please advance to "[M1-2] Writing Procedure for MAIN CPU".
- Create a new project workspace をチェックし、OK をクリックします。
 - **ご注意**: すでに SR6004 用のセットアップが済んでいる 場合は、[M1-2] メイン CPU の書き込み手順へ進 んでください。.

Welcome!	? 🔀
©reate a new project workspace	OK Cancel
C Open a recent project workspace:	<u>×</u>
C Browse to another project workspace	<u>A</u> dministration

- SR6004 is inputted into the Workspace Name. (It is simultaneously inputted into Project Name.) Click the OK.
- Workspace Name に SR6004 を入力します。(同時に Project Name にも入力されます) OK をクリックします。

New Project Workspace		? 🛛
Projects		
FDT Project Generator	Workspace Name: SR6004	_
	Project Name: SR6004	_
	Directory: C:¥marantz¥SR6004	<u>B</u> rowse
	CPU family: All Flash Devices	•
	<u>T</u> ool chain: None	×
, Properties		
	ОК	キャンセル

- 5. Input the Filter "M3087".
 - Then, selected "M3087BFK " and Click the Next. 🖄
- 5. Filter に M3087 を入力します。 M3087BFK を選択し Next をクリックします。 <u>ふ</u>

G	hoose Device Ar	nd Kernel			
	The FLASH Develor Select the device ; Filter: M3083	opment Toolkit supports you wish to use with th	s a number of Revesas FLA iis project from the list belo	SH devices. w.	Other
	Туре	Full Name	kernel Version	Info	
	M32C M32C M32C M32C M32C M32C M32C M32C	M30873FH M30875FH M30875FJ M30878FJ M30879FK M30879FL	11.00 11.00 11.00 11.00 11.00 11.00 11.00		
	M32C	M3087BFL	1 1 00		
	Generic BOOT De	evice Generic BOOT D	Devi… NŽĂ		
	<				>
			< 戻る(キャンセル

6. Choose the Serial port number in the Select Port. And click the Next.

6. シリアルポート番号を選択し、Next をクリックします。

Communications Port	
	Use this page to select your desired communications port/interface. All settings may be changed after the project is created. Select port: Select an Interface type to connect to the target device with. Normally this will be "Direct Connection" or simply left blank.
	Select Interface: Direct Connection マ く戻る(B) 次へ(N) > キャンセル

- 7. Un-check the Use Default, and choose the 57600 in Recommended Speeds. Click the Next.
- 7. Use Default のチェックを外し、Recommended Speeds として 57600 を選択します。

Connection Type
 In FLASH Development Toolkit can connect to your device in a connect to your device a connect to yo

- 8. Check the Automatic in Protection. Check the Advanced in Messaging. Click the Finish
- Protection から Automatic を、Messaging から Advanced にチェックをして、Finish をクリックします。

Programming Options
The FLASH Development Toolkit offers a device protection system, plus an advanced messaging level for use with hardware and kernel development. The FLASH Development Toolkit offers a device protection system, plus an advanced messaging level for use with hardware and kernel development. The FLASH Development Toolkit offers a device protection system, plus an advanced messaging level for use with hardware and kernel development. The FLASH Development Toolkit offers a device protection system, plus an advanced messaging level for use with hardware and kernel development. The FLASH Development Toolkit offers a device protection system, plus an advanced messaging level for use with hardware and kernel development. Mat level of device protection would you like? Messaging Toolkit will display verbose messages whenever it is communicating with the Target device. This mode is useful for Interface hardware development, and Kernel development.
〈戻る但 完了 キャンセル

[M1-2] Writing Procedure for MAIN CPU

- 1. Connect the RS-232C on rear panel of the unit and the Serial Port of windows PC with RS-232C cable.
- 2. Launch the Flash Development Toolkit (FDT), When FDT is not launch.

When FDT is already launch, please advance to step No.6.

3. Click Start, Programs, Renesas, Flash Development Toolkit 4.03 and Flash Development Toolkit 4.03.

[M1-2]メイン CPU の書き込み手順

- 1. 本機のリアパネルの RS232C コネクターとパソコンのシ リアルポートを RS-232C ケーブルで接続します。
- 2. Flash Development Toolkit (FDT) を起動します。FDT が既に起動している場合は、6 へ進んでください。
- 3. スタート、プログラム、RENESAS、Flash Development Toolkit 4.03 および Flash Development Toolkit 4.03 の順にクリックしてくださ い。



- 4. Check the Browse to another project workspace, and click OK.
- 3. Browse to another project workspace をチェックし OK をクリックします。

Welcome	ļ	? 🛛
<u>~</u>	C Greate a new project workspace	OK Cancel
	C Open a recent project workspace: C:¥marantz¥SR6004¥SR6004.AWS	<u>_</u>
		<u>A</u> dministration

- 5. Choose SR6004.AWS in SR6004 folder under Workspace folder. And Click the Open.
- 5. Workspace フォルダーの下にある SR6004 フォルダー の中の SR6004.AWS を選択します。

Open Workspace	;					? 🗙
ファイルの場所①:	🗀 SR6004		• +	• 🗈	•	
C SR6004						
ファイル名(<u>N</u>):	SR6004.AWS				開(
ファイルの種類(工):	FDT Workspac	es (*.aws)		•	キャン	tu I

- 6. Right button of mouse click on the SR6004, and select the Add Files... in a menu.
- 6. SR6004 から右クリックして、Add Files…を選択しま す。



- 7. Browse and choose the sr6004_rom_yymmddv.mot, and click the Add.
- 7. sr6004_rom_yymmddw.mot を選択し、Add をクリックします。
- **NOTE :** The yy is two digits of year. The mm is month. The dd is date. The v is release number.
- **ご注意**: yy は西暦下2桁、mm は月、dd は日にち、v はリ リース番号を表しています。

Add File(s)		? 🛛
ファイルの場所の:	🗀 main	- 🔁 🖆 🎟 -
% sr6004_rom_090	07081.mot	
 ファイル名(N):	sr6004_rom_0907081.mot	Add
ファイルの種類(工):	Project Files	▼ キャンセル
	🥅 Relative Path	

• Update/Download DSP's software to Flash-ROM

- 8. Connect RS-232C on the rear panel of the unit and Serial Port of windows PC with RS-232C cable.
- 9. Insert a thin rot to the hole near the RS-232C terminal and push the switch inside to turn on the switch.

Update/Download DSP's software to Flash-ROM

- 8. 本機のリアパネルの RS232C コネクターとパソコンのシ リアルポートを RS-232C ケーブルで接続します。
- 9. 本機リアパネルの RS232C コネクター近くにある穴に細 い棒を挿して内部のスイッチを押します。



Hole of rear panel

- Connect the mains cord into the unit. And press the POWER ON/OFF button for turn on the unit. (N, K version)
- **NOTE :** When the unit is into boot mode, STANDBY LED is not lights.
- 11. Click the Device in the menu bar and select the Connect to Device.
- 本機に電源コードを接続します。
 POWER ON/OFF ボタンを押して本機の電源を入れます。(N、Kバージョンのみ)
- ご注意:このとき本機はブートモードになりますが、 STANDBY インジケーターは点灯しません。
- メニューバーから Device をクリックして Connect to Device を選択します。

SR6004 - Flash Develop	ment Tool	kit (Unsupported Freewa	re Version)
<u>File Edit View Project Too</u>	ls <u>W</u> indow	Device Help	
🖬 🕹 🖻 📾 🎽 🦮		Connect to Device	Of/HAR+C
2° A A ™ # # Σ	92 🕨 🐝	✓ Disconnect	
	1	JErase FLASH Blocks	Ctrl+Alt+E
		Blank Check	Otrl+Alt+B
- 🚱 SR6004		🚏 Upload Image	Ctrl+Alt+U
		Downjoad Active File	Ob/HAIt+P
		92 Go From Address	
		▶ Bun	OtrI+Alt+R
		🐝 Block Locking	Ctrl+Alt+L
		Block Protection	Ctrl+Alt+T
		Cagcel Operation	Ctrl+Break
		🔑 Configure Flash <u>P</u> roject	Alt+Shift+R
Projects			
X Elash Development Teathit	and floor		
riash Development Toolkit	and tlash art	programming components	
CG: Windows XP [Admin]			
FDT API initialised version 4,0	6, 00, 008		
FCF Settings Applied M3087BF	L. C. Progra	am Files¥Renesas¥FDT4.03¥kern	sis#ProtD#M3087BI
< > [[FDT] SR6004 / Find	in Files /		
DT Connect to the device			

- 12. Click the Device in the menu bar and select the Erase FLASH Blocks.
- 12.メニューバーから Device をクリックし、Erase FLASH Blocks を選択します。

🏁 SR6004 - Flash Developme	nt Toolkit (Unsupported Freew	are Version)
Eile Edit View Project Tools	Window Device Help	
🔒 X 🖻 🛍 🌌 🖌	Connect to Device	OFHAR+C
🎾 🚜 🧳 👬 🌮 Σ 😫	Q Usconnect	
	CF Erase FLASH Blocks	Ctrl+Alt+E
	Black Childe	Otri+Alt+B
- W STODUG	Download Active File	Ctrl+Alt+P
	Σ FLASH Checkgum	Gtrl+Alt+S
	😫 Go From Address	Otrl+Alt+G
	Bun Dirah Lashing	Otri+Alt+R
	Block Protection	Ctrl+Alt+T
	Cancel Operation	Ctrl+Break
	Continue Elash Resident	AbaChittaD
	Compute Flash Project	AR*onitt+R
Projecty		
Flash Development Toolkit ar are provided without support	d flash programming components	
CS: Windows XP [Admin]		
FDT API initialised version 4, 03, 0	0, 008	
FOR Settings Applied Mous/DFL,	warrogram niestnenesastru 14.05tker	iers#ProtD#M30670
IFDT1 SR6004 & Find in F	Hes /	
EDT Connect to the device		
or our need to and device		

13. Click the Select All and Erase.

13. Select All と Erase をクリックします。

Region	Start	End	Size	Written	Locking	Protection		Select All
M3087BFK								
🖃 🗹 User Flash	0×00F40000	0x00FFFFFF						
- EB16	0x00F40000	0x00F4FFFF	64 K	Unknown	Unlocked	N/A		Select written
🗹 EB15	0x00F50000	0x00F5FFFF	64 K	Unknown	Unlocked	N/A		
🗹 EB14	0×00F60000	0x00F6FFFF	64 K	Unknown	Unlocked	N/A		
🗹 EB13	0x00F70000	0x00F7FFFF	64 K	Unknown	Unlocked	N/A		
🗹 EB12	0x00F80000	0x00F8FFFF	64 K	Unknown	Unlocked	N/A		
🗹 EB11	0x00F90000	0x00F9FFFF	64 K	Unknown	Unlocked	N/A		
🗹 EB10	0x00FA0000	0x00FAFFFF	64 K	Unknown	Unlocked	N/A		
🗹 EB9	0×00FB0000	0x00FBFFFF	64 K	Unknown	Unlocked	N/A		
🗹 EB8	0x00FC0000	0x00FCFFFF	64 K	Unknown	Unlocked	N/A		
🗹 EB7	0×00FD0000	0x00FDFFFF	64 K	Unknown	Unlocked	N/A		
🗹 EB6	0×00FE0000	0x00FEFFFF	64 K	Unknown	Unlocked	N/A		
🗹 EB5	0x00FF0000	0x00FF7FFF	32 K	Unknown	Unlocked	N/A		
🗹 EB4	0x00FF8000	0x00FF9FFF	8 K	Unknown	Unlocked	N/A	_	
ER3	0×00EEA000	0×00FEBEEE	8 K	Unknown	Unlocked	N/A	~	

- Press right button of mouse on the sr6004_rom_yymmddv.mot, and select the Download File in a menu.
- 14. sr6004_rom_yymmddv.mot の上からマウスを右ク リックし、メニューから Download File を選択します。

🌮 S R6004 – Flash Dev	elopment Toolkit – (Unsupported Free	ware Version)			
Eile Edit View Project	Tools Window Device Help				
	[¶4] <u>-</u> ™.a´a				
]]	·Σ ≌ ▶ ♥ ● ♪ ⊕´ ⊕´ ⊕`	6			
SR004 SR6004 SR6004 SR6004 SR6004 Sr6004 Sr6004	les				
	Add Files.	INS			
	Remove Files				
	 Allow Docking 				
	Hide				
	Properties				
	Display Block Usage.				
	User Boot Flash				
	Download File				
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	Compare File->Device Checksum Compare File->Device (Complete Device)				
	Compare File->Device (Compare Device) Compare File->Device (File Data Only)				
Projects					
Erasing_'EB2' Erased block EB2 0x00FF	FC000 - 0x00FFDFFF)				,
Erased block EB1 0x00FF Erasing 'EB0' Erased block EB0 0x00FF	FE000 - 0x00FFEFFF) FF000 - 0x00FFFFFF)				
Erase complete					
[FDT] 5R6004 /	Find in Files /				
Download this target file			U	CP OFF	JP 🖮 🜒 🗛 般 😂 🥔 🖾 🕬 🗉

15. Software is written into the MAIN CPU. The writing of software takes about 2 minutes.

-94

15. メイン CPU にソフトウェアが書き込まれます。書き込み には約 2 分かかります。

ile Edit View Broject Iools Window Bevice Help	
🖬 🗴 🕫 🕼 🙀 🐂 📃 🗖 🖌 🕺 👘	
>> // 多原素●∑ 22 ▶ ◎ ● /メ	
<u>⊘</u> Projects	
Erase complete Processing F10 ⁻¹ /rb Orbas Loaded Disa Farahi - rb Orbas Loaded Writer, mears to Arriva. ID.007F0000 - 0.007F00FF1 Writer, images to Arriva. ID.007F0000 - 0.007F00FF1 Writer, image to Arriva. ID.007F0000 - 0.00F80FF71	
[F07] \$86004 / Field in Files /	_
iting to M30878FL on COM1 🛛 🗾 👘 🕄 A AB 🕹 🕫 🗊 👬	

- 16. Click the Device in the menu bar and select the Disconnect.
- 16. メニューバーから Device をクリックし、Disconnect を選択します。

SR6004 - Flash Development Too	kit (Unsupported Frees	(are Version)
File Edit View Project Tools Window	Device Help	
	Connect to Device	Ctrl+Alt+C
	Cisconnect	
] 🌶 🕰 🏕 🖬 🎽 🐃 🕨 🖉	Frase FLASH Blocks	Ctrl+Alt+F
×.	R Blank Check	Ctrl+Alt+B
B SR6004	💞 Upload Image	Ctrl+Alt+U
E G S-Record Files	Download Active File	Otrl+Alt+P
sr6004_rom_0907081.mot	∑ FLASH Checkgum	Ctrl+Alt+S
	💁 Go From Address	Ctrl+Alt+G
	▶ Bin	Otrl+Alt+R
	🍣 Block Locking.	Ctrl+Alt+L
	Block Protection.	Ctrl+Alt+T
	Cancel Operation	Otrl+Break
	🔎 Configure Flash <u>P</u> roject	Alt+Shift+R
Projects	-	
x 0.00554000 0.00554055 1	00000100	
0x00FFA000 - 0x00FFA0FF Length : 0	200000100	
0x00FFD000 - 0x00FFECFF Length : 0	x00001D00	
0x00FFFD00 - 0x00FFFDFF Length : 0	×00000100	
0x00FFFF00 - 0x00FFFFFF Length : 0	<00000100	
624.25 K programmed in 128 seconds		
Image successfully written to device		
() (EDT) SPERION (End - The /		
I I T I F I ([T D I] SK6004 / Find in Files /		
Disconnect from the device		

17. Click the OK.

I/.UK をクリックしま 9	フリックします。
-----------------	----------

Block Locking		
On Disconnect		
Lock State At Connection	State At Disconnect	What should FDT do by default
🖃 🛄 M3087BFK	~	when disconnecting from a
🖻 🛄 User Flash		device with locking ability:
🕂 🛄 EB16	Unlocked	
EB15	Unlocked	C Set Locks/Unlocks
- 🗂 EB14	Unlocked	
- 🗂 EB13	Unlocked	C Query User To Set
- 🗂 EB12	Unlocked	LUCKS/ UNICCKS
- 🛄 EB11	Unlocked	O Nothing
- 🗂 EB10	Unlocked	
- 🖸 EB9	Unlocked	
- 🛄 EB8	Unlocked	Enable Editing
EB7	Unlocked	
- 🛄 EB6	Unlocked 🛛 👻	
	(OK Cancel
		Odiloci

18. Click the File and select the Exit in menu.

18. File をクリックし、メニューから Exit を選択します。

🎾 S R5004 - Flash	Developme	nt Tool	kit (Unsupported Freeware Version)		- 8 🗙	s
<u>Eile E</u> dit <u>V</u> iew Pro	oject <u>T</u> ools	₩indow	Device Help			<u> </u>
Glose	Ctrl+F4		. M & B			
New Workspace		▶ 🌾	• 🗡 🛛 🖬 🕹 📽 🖉			
Save Workspace					1	
Close Workspace						
🗳 Open Data Fi <u>l</u> e	Ctrl+R					
Save	Ctrl+S					
Save As.						
Recent Workspaces	,					
Recent Data <u>Files</u>	,					
Egit		1				
	<u> </u>					
Projects					 	
S60 K programmed in	FFFFFF L 115 seconds	ength : Ox	00000100		<u>^</u>	
Image successful	ly written to	device				
Disconnecting						
Disconnected						
(FDT] SR 50	04 / Find in I	iles /			<u>×</u>	
Exit FDT - you will be p	rompted to sa	ve modifie	ed documents	UCP OFF) JP 🖮 🌒 A般 🧐 🥔 🛛 🛄 📜	

- 19. Press the POWER ON/OFF button for turn off the unit. (N and K version).
- 20. Disconnect the mains cord and RS-232C cable from the unit.
- 21. Insert a thin rot to the hole and push the switch inside to turn off the switch.
- POWER ON/OFF ボタンを押して本機の電源を切ります。(N,K バージョン)
- 20. 本機から電源コードと RS-232C ケーブルを外します。
- 21. 穴に細い棒を差し込み、内部のスイッチを押して書き込み モードを解除します。

MAIN CPU Version

- 1. Connect the mains cord into the unit.
- 2. Press the POWER ON/STANDBY or POWER ON/OFF button for turn on the UNIT.
- 3. Press the AUTO, EXIT and CLEAR buttons simultaneously more then 3 seconds.
- 4. The FL display shows "SERVICE MODE" and the model name for 2 seconds.

メイン CPU バージョン

- 1. 本機に電源コードを接続します。
- POWER ON/STANDBY または POWER ON/OFF ボタンを押して電源を入れます。
- 3. AUTO, EXIT および CLEAR ボタンを同時に 3 秒以上押 します。
- 4. 本機の FL ディスプレイに SERVICE MODE と機種名が 表示されます。

S	Е	R	V	Ι	С	Е		М	0	D	Е	
				S	R	6	0	0	4			

Press the [ENTER] button, The FL display changes as follows.

MAIN CPU Version \rightarrow Serial No. of unit \rightarrow TI DSP Code B1 Version \rightarrow TI DSP Code B2 Version \rightarrow HDMI CPU Version \rightarrow USB CPU Version \rightarrow FL Test 1 \rightarrow FL Test 2 \rightarrow FL all clear \rightarrow Normal operation (Exit Service Mode)



5. ENTER ボタンを押すと FL ディスプレイの表示が下記の 通りに変化します

MAIN CPU Version \rightarrow Serial No. of unit \rightarrow TI DSP Code B1 Version \rightarrow TI DSP Code B2 Version \rightarrow HDMI CPU Version \rightarrow USB CPU Version \rightarrow FL Test 1 \rightarrow FL Test 2 \rightarrow FL all clear \rightarrow Normal operation (Exit Service Mode)

V	0	9	0	7	2	3		1	Ν				
	YearMonthDate						V	/ersic	on	De	estina	ation	

Mode 2: Update/Download DSP's software to Flash-ROM

Update/Download Software for DSP (Mode 2)

1. Put the "DSP (SR5004 SR6004)" folder into anywhere on your PC's hard disc.

Mode2: Update/Download DSP'ssoft wareto Flash-ROM

Update/Download Soft warefor DSP (Mode2)

 "DSP(SR5004 SR6004)"フォルダをPCの任意のフォ ダにコピーします。



- 2. Connect the RS-232C on rear panel of the unit and the Serial Port of windows PC with RS-232C cable.
- 3. Connect the mains cord into the unit.
- 4. Press the POWER ON/OFF (STANDBY) button for turn on the unit.
- Press the ENTER, CLEAR and BAND buttons simultaneously more than 3 seconds to turn the unit into Loading Mode.
- 6. The FLD shows "SELECT MAIN" after showed "LOADING MODE".
- 7. Turn the INPUT SELECTOR to change display from "SELECT MAIN" to "SELECT DSP" on FLD.
- 8. Press the ENTER button.
- 9. "SELECTED : DSP" shows on the FLD.

- 2. 本機のリアパネルにあるRS-232CコネクタとWindows PCのSerialポートをRS-232Cケーブルで接続します。
- 3. 本機に電源ケーブルを差します。
- POWER ON/OFF (STANDBY)ボタンを押し、本機の を入れます。
- 5. ENTER, CLEAR, BANDの3つボタンを同時に3秒以上 し続け、本機をローディングモードにします。
- FLに"LOADING MODE"と表示された後、"SELECT MAIN"と表示されます。
- 本機のINPUT SELECTORを回して、FLの表示 を"SELECT MAIN"から"SELECT DSP"に換えます。
- 8. ENTERボタンを押します。
- 9. FLに"SELECTED: DSP"と表示されます。

- 10. Double click the da708_writer.exe. And launch the SR8001 TI Writer.
- **10. da708_writer.exe**をダブルクリックし、SR8001 TI Writer を起動します。

🔁 DSP (SR5004 SR6004)	
<u>File E</u> dit <u>V</u> iew F <u>a</u> vorites <u>T</u> ools <u>H</u> elp	<u>11</u>
$\begin{array}{c c c c c c c c c c c c c c c c c c c $	n ≣ •
Address DSP (SR5004 SR6004)	▼ @Go
DSP (SR 5004 SR 6004)	
da708_writer.exe Application Modified: 9/4/2006 3:58 PM Size: 1.35 MB	
Attributes: (normal)	uter //

11. Choose the **COM Port number**.

11. 使用する**COMポート番号**を選択します。

		×
2. FileOpen	3. SEND	Exit Discon
NEXT Con	tinue	
	2. FileOpen NEXT Con	2. FileOpen 3. SEND NEXT Continue

12. Click the Connect.

12.	Connectをクリックします。
-----	------------------

SR8001 TI Writer			×
1. Connect	2. FileOpen	3. SEND	Exit Discon
COM1 -			
	NEXT Cor	ntinue	

- 13. "Connection OK!!" appears on SR8001 TI Writer. And click the **FileOpen**.
- **13. SR8001 TI Writer**上に**"Connection OK!!"**と表示された ら、**FileOpen**をクリックします。

💑 SR8001 TI Writer			×
1. Connect	2. FileOpen	3. SEND	Exit
COM1 -	Connection Push [FileOpen] to	n OK!! Load Dsp Code.	Discon
	NEXT Con	tinue	

- 14. Choose the pa17_c78_yymmdd_v.upd. And click the **Open**.
- 14. pa17_c78_yymmdd_v.updを選択し、**Open**をクリックします。
- **NOTE :** The yy is two digits of year. The mm is month. The dd is date. The v is release number.
- 注意:yyは年の下二桁、mmは月、ddは日、vはリリース番号

Open							? ×
Look <u>i</u> n: 🔁	DSP (SR5004 SR6004)	•	÷	£	Ċ		
a]pa17_c78	_yymmdd_v.upd						
File <u>n</u> ame:	pa17_c78_yymmdd_v.upd					<u>O</u> per	
Files of type:	DA708 Firmware Data(*.upd)		•	·	Ĺ	Canc	el
	C Open as read-only						//
File <u>n</u> ame: Files of <u>type</u> :	pa17_c78_yymmdd_v.upd DA708 Firmware Data(*.upd) Open as read-only			-		<u>O</u> per Canc	•

15. Click the **OK**.

15. **OK**をクリックします。

da708_w	riter 📉
•	C:\Documents and Settings\w_kikuchi\Desktop\SR5004_SR6004\DSP (SR5003 SR6003)\pa17_c78_080508_1.upd
	OK

16. Click the SEND.

16. SENDをクリックします。

		×
. FileOpen	3. SEND	Exit
	****	Discon
ded. Push [SE	ND] to start TX Data	
NEXT Co	ntinue	
	. FileOpen Ided. Push [SE NEXT Co	. FileOpen aded. Push [SEND] to start TX Data

- Software is written into the DSP Flash ROM.
 The writing of software takes about 6 minutes and 30 seconds.
- **17.** ソフトウェアがDSPフラッシュROMに書き込まれます。 書き込みにかかる時間は約6分30秒です。

💑 SR8001 TI Writer			×
1. Connect	2. FileOpen	3. SEND	Exit
			Discon
СОМ1 🔻	Now S	ending!!	
		1	
	NEXT C	ontinue	

18. Click the OK.

18. **OK**をクリックします。



19. Click the Discon.

19. **Discon**をクリックします。

💑 SR8001 TI Writer			×
1. Connect	2. FileOpen	3. SEND	Exit
COM1 -			Discon
	NEXT Co	ntinue	

20. Click the Exit.

SR8001 TI Writer			×
1. Connect	2. FileOpen	3. SEND	Exit Discon
	NEXT Con	itinue	

- 21. Press the **POWER ON/OFF** button for turn off the unit. (Except /F B, /U1B)
- 22. Disconnect the mains cord.
- 23. Disconnect the RS-232C cable from the unit.
- 21. POWER ON/OFFボタンを押し、本機の電源を切りま す。(/F B, /U1Bを除く)
- 22. 本機から電源コードを外します。
- 23. 本機からRS-232Cケーブルを外します。

Mode 3 : Update/Download HDMI CPU's software to internal Flash-ROM.

Update/Download Software for HDMI CPU (Mode 3)

1. Put the "HDMI (SR5004 SR6004)" folder into anywhere on your PC's hard disc.

Mode 3 : Update/Download HDMI CPU's software to internal Flash-ROM.

Update/Download Software for HDMI CPU (Mode 3)

1. "HDMI (SR5004 SR6004)"フォルダをPCの任意のフォル ダにコピーします。



- 2. Connect the RS-232C on rear panel of the unit and the Serial Port of windows PC with RS-232C cable.
- 3. Connect the mains cord into the unit.
- 4. Press the **POWER ON/OFF (STANDBY)** button for turn on the unit.
- 5. Press the ENTER, CLEAR and BAND buttons simultaneously more than 3 seconds to turn the unit into Loading Mode.
- 6. The FLD shows "SELECT MAIN" after showed "LOADING MODE".
- 7. Turn the **INPUT SELECTOR** to change display from "SELECT MAIN" to "SELECT HDMI" on FLD.
- 8. Press the ENTER button.
- 9. "SELECTED : HDMI" shows on the FLD.

- 2. 本機のリアパネルにあるRS-232CコネクタとWindows PCのSerialポートをRS-232Cケーブルで接続します。
- 3. 本機に電源ケーブルを差します。
- POWER ON/OFF (STANDBY)ボタンを押し、本機の電源 を入れます。
- 5. ENTER, CLEAR, BANDの3つボタンを同時に3秒以上押 し続け、本機をローディングモードにします。
- 6. FLに"LOADING MODE"と表示された後、"SELECT MAIN"と表示されます。
- 本機のINPUT SELECTORを回して、FLの表示 を"SELECT MAIN"から"SELECT HDMI"に換えます。
- 8. ENTERボタンを押します。
- 9. FLに"SELECTED: HDMI"と表示されます。

- 10. Double click the FlashSta.exe. And launch the M16 Flash Start.
- **10. FlashSta.exe**をダブルクリックし、**M16 Flash Start**を起 動します。



11. Check the Internal flash memory in the Select Program.

Choose the **COM Port number**. And click the **OK**. Select ProgramのInternal flash memoryにチェックをして下さい。
 使用するCOMポート番号を選択します。

使用する**COMポート番号**を選択します。 **OK**をクリックします。

Select Program	×
Select Program	
Internal flash memory	
C M16C/80 boot loader	
M16C/10 flash starter	
-R\$232C	
Port COM1 💌	
OK Exit	_

12. Click the Refer....

12. Refer...をクリックします。

ID Check						X
FilePath						
ID						
MCU Type MCU Type M16C/	20 62 🔘	M16C/80	м32С О	38000	C R8C	
Refer		OK		(Cancel	

- 13. Choose the HDMI_REPV5_yymmdd_hvv.upd. And click the **Open**.
- **NOTE :** The yy is two digits of year. The mm is month. The dd is date. The vv is release number.
- **13. HDMI_REPV5_yymmdd_hvv.upd**を選択し、**Open**をクリックします。

注意:yyは年の下二桁、mmは月、ddは日、vvはリリース番号

Open					<u>? ×</u>
Look in: 🧲	HDMI (SR5004 SR6004)	← 6	È 💣	•	
HDMI_REF	PV5_yymmdd_hvv.mot				
J.				-	
File <u>n</u> ame:	HDMI_REPV5_yymmdd_hvv.mot			<u>U</u> pen	
Files of <u>type</u> :	Motlora Hex File (*.s;*.mot;*.s2)	•		Cance	

- The FilePath and ID are inputted automatically, and the MCU Type is selected to R8C automatically. Click the **OK**.
- FilePathとIDは自動的に記入され、MCU TypeはR8Cが選 ばれます。
 OKをクリックします。

ID Check		X
FilePath	C:\Documents and Settings\w_kikuchi\Desktop\	
ID	FF FF FF FF FF FF	
- MCU Тур О M160	e C/20 62 O M16C/80 M32C O 38000 O R8C	
Refer	OK Cancel	

15. Click the Setting....

15. Setting...をクリックします。

M16C Flash Start	×
Load (ID)	Program
Blank	Erase
Read	Setting
Status	Download
E. P. R	Version
B. P. R	
VDC_0FF	VDC status (M32C/83)
C_E.P.R.	
	Exit

- Choose the **57600** in the Baud rate.
 Choose the **40** in Program_intervals(ms).
 Click the **OK**.
- 16. Baud rateから**57600**を選択します。 Program_intervals(ms)を**40**にします **OK**をクリックします。



17. Click the E.P.R....

17. E.P.R...をクリックします。

M16C Flash Start	×
Load (ID)	Program
Blank	Erase
Read	Setting
Status	Download
E. P. R	Version
B. P. R	
VDC_OFF	VDC status (M32C/83)
C_E.P.R.	
	Exit

18. Click the OK.

18. **OK**をクリックします。



19. Software is written into the internal Flash-ROM of HDMI CPU.

19. ソフトウェアがHDMI CPUの内部フラッシュROMに書き 込まれます。

The writing of software takes about 1 minute.

きを込みにかかる時間は約1分です。

Program 🗶
Program.
(Cancel)

20. Click the OK.

20. OKをクリックします。



21. Click the Exit.

21. Exitをクリックします。



- 22. Press the **POWER ON/OFF** button for turn off the unit. (Except /F B, /U1B)
- 23. Disconnect the mains cord.
- 24. Disconnect the RS-232C cable from the unit.
- 22. POWER ON/OFFボタンを押し、本機の電源を切りま す。(/F B, /U1Bを除く)
- 23. 本機から電源コードを外します。
- 24. 本機からRS-232Cケーブルを外します。

Mode 4: Update/Download USB CPU's software to internal Flash-ROM.

Update/Download Software for USB CPU (Mode 4)

1. Put the "USB (SR6004)" folder into anywhere on your PC's hard disc.

Mode 4: Update/Download USB CPU's software to internal Flash-ROM.

Update/Download Software for USB CPU (Mode 4)

1. "USB (SR6004)"フォルダをPCの任意のフォルダにコピー します。



- 2. Connect the RS-232C on rear panel of the unit and the Serial Port of windows PC with RS-232C cable.
- 3. Connect the mains cord into the unit.
- 4. Press the **POWER ON/OFF** (**STANDBY**) button for turn on the unit.
- 5. Press the **ENTER**, **CLEAR** and **BAND** buttons simultaneously more than 3 seconds to turn the unit into Loading Mode.
- 6. The FLD shows "SELECT MAIN" after showed "LOADING MODE".
- 7. Turn the **INPUT SELECTOR** to change display from "SELECT MAIN" to "SELECT USB" on FLD.
- 8. Press the ENTER button.
- 9. "SELECTED: USB" shows on the FLD.

- 本機のリアパネルにあるRS-232CコネクタとWindows PC のSerialポートをRS-232Cケーブルで接続します。
- 3. 本機に電源ケーブルを差します。
- POWER ON/OFF (STANDBY) ボタンを押し、本機の電源 を入れます。
- 5. ENTER、CREAR、BANDの3つボタンを同時に3秒以上押 し続け、本機をローディングモードにします。
- 6. FLに"LOADING MODE"と表示された後、"SELECT MAIN"と表示されます。
- 本機のINPUT SELECTORを回して、FLの表示が"SELECT MAIN"から"SELECT USB"に換えます。
- 8. ENTERボタンを押します。
- 9. FLに"SELECTED: USB"と表示されます。
10.Double click the FlashSta.exe. And launch the M16 Flash Start.

10.FlashSta.exeをダブルクリックし、**M16 Flash Start**を起動 します。

🔁 USB (SR6004)
<u>File Edit View Favorites Tools Help</u>
Address 🗋 USB (SR6004)
USB (SR6004)
FlashSta.exe Application
Modified: 1/7/2005 1:09 PM
Size: 364 KB
Attributes: (normal)
Type: Application Size: 364 KB 364 KB 📃 My Computer 🥼

11.Check the **Internal flash memory** in the Select Program.

Choose the **COM Port number**. And click the **OK**. 11.Select ProgramのInternal flash memoryにチェックをし

て下さい。 使用する**COMポート番号**を選択します。 **OK**をクリックします。

Select Program 🔀				
Select Program				
Internal flash memory				
M16C/80 boot loader				
M16C/10 flash starter				
RS232C				
Port COM1 💌				

12.Click the Refer....

12.**Refer...**をクリックします。

ID Check						X
FilePath						
ID						
MCU Type M16C/	20 62 🔘	M16C/80	M32C	C 38000	C R8C	
Refer	1	OK			Cancel	_

- 13.Choose the SR6004_USB_yymmdd_v.mot. And click the **Open**.
- **NOTE :** The yy is two digits of year. The mm is month. The dd is date. The v is release number.
- 13.SR6004_USB_yymmdd_v.motを選択し、**Open**をクリックします。

注意:yyは年の下二桁、mmは月、ddは日、vはリリース番号

Open		? ×
Look in:	USB (SR6004)	- 🔁 🖆 🎫
FR6004_L	JSB_yymmdd_v.mot	
J.		
File <u>n</u> ame:	[SR6004_0SB_yymmdd_v.mot	Upen
Files of type:	Motlora Hex File (*.s;*.mot;*.s2)	Cancel

- 14. The FilePath and ID are inputted automatically, and the MCU Type is selected to R8C automatically. Click the **OK**.
- **14.FilePathとID**は自動的に記入され、MCU TypeはR8Cが選 ばれます。 **OK**をクリックします。



15.Click the Setting

15.**Setting...**をクリックします。

M16C Flash Start	×
Load (ID)	Program
Blank	Erase
Read	Setting
Status	Download
E. P. R	Version
B. P. R	
VDC_0FF	VDC status (M32C/83)
C_E.P.R.	
_	Exit

- 16.Choose the **57600** in the Baud rate. Choose the **40** in Program_intervals(ms). Click the **OK**.
- 16.Baud rateから**57600**を選択します。 Program_intervals(ms)を**40**にします **OK**をクリックします。



17.Click the E.P.R....

17.E.P.R...をクリックします。

M16C Flash Start	×
Load (ID)	Program
Blank	Erase
Read	Setting
Status	Download
E. P. R.,	Version
B. P. R	
VDC_OFF	VDC status (M32C/83)
C_E.P.R.	
	Exit

18.Click the OK.

18.**0K**をクリックします。



19.Software is written into the internal Flash-ROM of USB CPU.

19.ソフトウェアがUSB CPUの内部フラッシュROMに書き込まれます。

The writing of software takes about 1 minute.

書き込みにかかる時間は約1分です。

Program	×
]
Program.	
[Cancel]	

20.Click the OK.

20.**0K**をクリックします。



21.Click the Exit.



- 22.Press the **POWER ON/OFF** button for turn off the unit.
- (Except FB and U1B)
- 23.Disconnect the mains cord.
- 24.Disconnect the RS-232C cable from the unit.
- 22.POWER ON/OFFボタンを押し、本機の電源を切ります。
- (FBとU1Bを除く) 23.本機から電源コードを外します。
- 24.本機からRS-232Cケーブルを外します。