

Master Control Panel

User's Guide for remote control module

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The Master Control Panel is a sophisticated cordless remote control module which puts you in control of all functions on the Beomaster 5000 FM/AM receiver, other hi-fi components in the 5000 series and other suitably automated Bang & Olufsen products connected to the Beomaster 5000. It cannot be used with non-Bang & Olufsen products.

Primary and Secondary functions

The Panel's operation buttons are divided into primary and secondary functions.

Primary functions - those you'll use frequently for playing programmes, regulating volume, switching on and off, etc. are grouped logically on the top half of the Panel. (Top drawing)

Secondary functions - those for programming, storing or pre-setting functions are placed underneath a hinged aluminium lid on the bottom half. (Bottom drawing)

Illuminated symbols, words or numbers are displayed temporarily on the Panel's screen to confirm your instructions or tell you the system's operational status. The displays disappear after a few seconds.

Time Programming the system to

- 26 Play at the same time everyday
- 27 Play at any time during a seven-day period
- 28 Play at specific time on same day of the week
- 29 Stand-by at the same time everyday
- 30 Stand-by at any time during a seven-day period
- 31 Record at any time during a seven-day period
- 32 Record at the same time everyday
- 33 Re-doing a programming instruction
- 34 Checking programmed instructions
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- 36 Playing two programmes in sequence
- 37 Rewind a tape while playing another programme
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- 40 What the displayed symbols mean

2 Loading the batteries

Your Master Control Panel is supplied with four 1.5 volt alkaline-cell batteries.

To load the batteries: turn the Panel upside down on a soft surface. Your tap is suitable.

Remove the tiny panel by sliding it up with your thumb.

Insert two batteries in the lower end of the compartment. Make sure the batteries' negative (-) poles point downwards.

Insert the third battery in the upper end of the compartment, negative (-) pole pointing down.

Hold the third battery in place while you insert the fourth in the space in the middle. Negative pole (-) pointing down.

Replace the sliding panel. (Notice its slotted profile, so you'll understand how to slide the panel easily back into position).



To verify that your Master Control Panel is in good working order, stand it in front of the mains power connected Beomaster receiver (see separate manual) and press **[P1]**. You will see this display on the Panel: **P1**. (If a station is stored on P1 you will also hear sound from the radio). The display disappears after a few seconds. To switch off, press **[0]**. The receiver switches off. You will see this display on the Panel: **0**. It disappears after a few seconds.

Replacing batteries

When the inserted batteries are running low, you will see this display: **BATTERY**. It will appear periodically when there is about 25% power left in the batteries and continuously when there's only about 10%.

To replace them, purchase four 1.5 volt dry cell batteries. We recommend Alkaline batteries. Load them as described above. □

3 Switching on

When the correct batteries are correctly inserted, the Master Control Panel 5000 is in its "stand-by" position and is ready for action. There is no "on" button.

Selecting any programme source gives the desired result. For example: press **[P1]**.

The system starts playing the radio programme stored on P1, and you will see this display on the Panel: **P1**. (See 20, 21).

Likewise, pressing **[STATUS]** gives you an immediate visual update of the system's operational status. (See 18). □

4 Switching on for the first time

If the Panel is being used for the first time, after connecting the Beomaster 5000 receiver to the mains power supply (see Beomaster Manual), you will see this display on the Panel:

SET CLOCK. (See below: 5, Setting the clock).

The **SET CLOCK** display will also appear once if there has been a power cut. It is designed to remind you to reset the clock to the correct time. □

5 Setting the clock

The **[SET CLOCK]** button is one of the secondary functions, underneath the panel's lid.

Open the Panel's lid. (See 6). You will find the **[SET CLOCK]** button under the section marked **TIME PROGRAMMING**.

This is a 24-hour clock. (See right: **Using a 24-hour clock**).

To set the clock, press **[SET CLOCK]**. The Panel will display **SET CLOCK** and a day. For example **TUE** (for TUESday). Press **[DAY]** until you see a display of the day you require.

The Panel will display a day of the week in the following abbreviations:

MON for MONday
TUE for TUESday
WED for WEDnesday
THU for THURsday
FRI for FRIday
SAT for SATurday
SUN for SUNDay

When you've found the day you require, proceed to the orange digits on the primary panel to set the time.

Press the four digits corresponding to the time in hours and minutes.

Then press **[STORE]**.

To check what you have programmed, press **[STATUS]**.

An example: today is Tuesday, and it is now 13:30 (1.30 p.m.). Here's how you set the clock:

Press **[SET CLOCK]**.

You will see this display:

SET CLOCK. It must remain visible while you give your programming instructions. If it disappears, start again.

Press **[DAY]** until you see this display: **TUE**

Press **[1]** **[3]** **[3]** **[1]**.

Each number will be displayed until you see: **13:31**.

Press **[STORE]**. When the display disappears the clock is set at 13:31.

Press **[STATUS]** to check.

Remember Press **[SET CLOCK]**
[DAY]
TIME
[STORE]

Check **[STATUS]**

Using a 24-hour clock

The "a.m." hours are the same. For "p.m." settings, use as follows:

12:00 noon = 12:00
1:00 p.m. = 13:00
2:00 p.m. = 14:00
3:00 p.m. = 15:00
4:00 p.m. = 16:00
5:00 p.m. = 17:00
6:00 p.m. = 18:00
7:00 p.m. = 19:00
8:00 p.m. = 20:00
9:00 p.m. = 21:00
10:00 p.m. = 22:00
11:00 p.m. = 23:00
12:00 p.m. (midnight) = 00:00 □

6 Opening the Panel's lid

Place the Panel so that its buttons and display surface face you. Using both index fingers, put one on either side of the Panel where the hinged aluminium lid meets the primary operating panel.

Pull the lid forward and up towards you. The hinged lid will open. Let it lie flat while you use the secondary operation buttons. To close the Panel's lid, lift the hinged panel and shut it lightly. You will hear a click. □

7 Switching off

Press **0**. You will see this display on the Panel: **0**. It will disappear after a few seconds. If you're playing on a Beosystem 5000, the entire music system will go into its "stand-by" position.

If you're playing on a Beomaster 5000, and the products connected are not suitably automated Bang & Olufsen products, only the Beomaster will go in its stand-by position. The other products must be switched off in their normal modes (see separate manuals). Products connected via a Bang & Olufsen Remote Mains Switch (see separate manual) will go into "stand-by". □

8 Playing a tape

Press **[TAPE 1]**. You will see this display: **TP1**. It will disappear after a few seconds.

If the connected deck is a Beocord 5000, the deck will start automatically. Listen to the music. If there is no tape in the deck, you will see this display: **NO TAPE**.

To stop playing, press **[STOP]**. You will see this display: **TP1 <<>>**.

To rewind the tape, press **[<<]**. You will see this display: **TP1 <<>>**. To fast forward the tape, press **[>>]**. You will see this display: **TP1 >>>**.

To fast forward the tape so that it starts playing from the next pause in the music (ie the next track), press **[ADVANCE]** once. You will see this display: **TP1 >>**.

To play music which starts two, three, four, etc tracks ahead, press **[ADVANCE]** twice, three, four times, etc. You will see this display: **TP1 >>>** on the Panel. (The Beocord 5000 displays numbers corresponding to the number of times you have pressed **[ADVANCE]**. See separate manual).

To rewind the tape so that it starts playing from the previous pause, press **[RETURN]** once. You will see this display: **TP1 <<>>**.

To play the music which starts two, three, four, etc tracks previous to your position on the tape, press **[RETURN]** twice, three, four times, etc. You will see this display: **TP1 <<>>**. (The Beocord 5000 displays numbers corresponding to the number of times you have pressed **[RETURN]**. See separate manual).

If the connected deck is not a suitably automated Beocord, press **[TAPE 1]** to select tape as source, then operate the deck in the usual way. You will see this display on the Panel: **TP1**.

If a second tape deck is connected, press **[TAPE 2]** and operate as for Tape 1. You will see this display: **TP2**. (For recording tapes, see **24, 25**). □

9 Playing a record

Press **[PHONO]** (for PHONOgraph, meaning record player). You will see this display: **PH**. It will disappear after a few seconds.

If the connected record player is a Beogram 5005 or a suitably automated Beogram:

When you press **[PHONO]**, the record player will start, determine the speed of the record and play it automatically. Listen to the music.

If there is no disc on the platter, you will see this display: **PH NO DISC**.

To stop playing a record, press **[STOP]**. You will see this display: **PH <<>>**. The pickup lifts out of the groove but the record continues to rotate.

To resume play, press **[PHONO]** again. You will see this display: **PH**.

To stop play and switch off the record player, press **[STOP]** twice. Or press **0** to put the entire system in its "stand-by" position.

If you select another programme source (for example Tape 1) while playing a record, the pickup lifts out of the groove but the record continues to rotate. If no new instruction is given to the record player after 30 minutes it will go into its stand-by position.

If the connected record player is not a suitably automated Beogram: press **[PHONO]** to select record player as source, then operate the record player in the usual way. You will see this display on the Panel: **PH**. □

10 Repeating a record

If the connected record player is the Beogram 5005, you can repeat the record which is in play, up to seven times, consecutively. Here's how:

Press **[PHONO]**. You will see this display: **PH**. After a few seconds you will hear music from the first track. Unless you interrupt play (see **9**, Playing a record), the entire record will be played.

To repeat the record, press **[PHONO]** again, while the record is in play.

You will see this display: **PH**.

You can repeat the record up to seven times. Press **[PHONO]** the number of times required. □

11 Playing a radio programme

When any of the nine pre-set buttons are pre-set to radio stations on the Beomaster 5000, all you have to do to play a radio programme is press the programme number you require. For example, press **[P1]**. You will see this display: **P1**. And hear the programme stored on P1.

You can tune and store radio stations in FM, LW and MW on any of the nine buttons. You decide which stations are stored on which buttons. (For how to tune and store stations, see **20, 21** and separate manual for Beomaster 5000). □

12 Playing a compact disc

Press **[AUX-CD]**. You will see this display: **AU** (for Auxiliary).

If the connected Compact Disc Player is the Beogram CD 50:

When you press **[AUX-CD]**, you will hear music from the first track within a few seconds. If no disc is loaded, you will see this display: **AU NO DISC**. (See Beogram CD 50 Manual).

To stop playing, press **[STOP]**. You will see this display: **AU << >>**. To resume play from the same position, press **[AUX-CD]**. You will see this display: **AU** and hear the music.

You can play all tracks on the entire disc in this way. You can also select specific tracks or program the track selection you want to hear. (See 13).

At the end of the last track the Beogram CD 50 stops automatically and goes into stand-by. If no new instruction is given after 30 minutes the entire system will also go into stand-by.

Playing the next track(s)

Let's say you are listening to track 1 but you don't want to hear the rest of it. To play the next track, press **[ADVANCE]** once.

You will see this display: **AU >>** and hear the music after a few seconds.

To play the music which starts two, three, four, etc tracks ahead, press **[ADVANCE]** twice, three, four times, etc. You will see this display: **>>**, followed by **AU**. The Beogram CD 50 displays the numbers of the tracks as you move along. (See Beogram CD 50 Manual).

Playing the previous track(s)

Let's say you are listening to track 5. You want to hear the same track from the beginning.

Press **[RETURN]** once. You will see this display: **AU <<** and hear the music after a few seconds.

To play the music which starts two, three, four, etc tracks previous to your current position, press **[RETURN]** twice, three, four times, etc. In quick succession. You will see this display: **<<**, followed by **AU**.

The Beogram CD 50 displays the numbers of the tracks as you move along. (See Beogram CD 50 Manual).

Direct access to any track

You can play any track immediately, irrespective of the current track location.

Let's say you are listening to track 4. You want to hear track 10. Press **[TRACK]**, then **[1]** **[0]**, then **[AUX-CD]**. You will see this display: **T 10**, then **AU**, and hear the music after a few seconds.

Fine search within a track

Some tracks are up to 15 minutes long, so you might want to listen to specific sections within a track. Just like on a tape.

To move forward, press **[>>]**. You will see this display: **>>**, followed by **AU**. The Beogram CD 50 quickly scans the track(s) ahead until you press **[STOP]** (for a pause) or **[AUX-CD]** to resume play.

To move back, press **[<<]**. You will see this display: **<<**, followed by **AU**. The Beogram CD 50 quickly scans the previous track(s) until you press **[STOP]** (for a pause) or **[AUX-CD]** to resume play.

If the connected Compact Disc Player is not a Beogram CD 50, press **[AUX-CD]** to select this source, then operate the player in the usual way. You will see this display on the Panel: **AU**. □

13 Programming tracks on a compact disc

Programming the tracks you want to hear

You can program the system to play your favourite tracks in sequence. It then automatically plays the tracks you want to hear, skipping the tracks you don't want to hear.

Here's how: Press **[AUX-CD]** to select this source on the Beomaster 5000. You will see this display: **AU**.

After a few seconds you will hear music from the first track. The Beogram CD 50 displays the total number of tracks on the compact disc inserted. (See Beogram CD 50 Manual).

If the auxiliary source is already selected on the Beomaster (it displays **AU**, see Beomaster Manual), there is no need to press **[AUX-CD]**.

To program a specific track, press **[TRACK]**, then the track number required, then **[STORE]**. Repeat this operation until you have programmed (stored) all the tracks you want to hear, in the sequence in which you want to hear them.

For example:

Press **[AUX-CD]** to select this source. You will see this display: **AU**.

Press **[TRACK]**, then **[4]**, then **[STORE]**. You will see this display: **T 4**, followed by: **AU**.

Repeat the operation for as many tracks as you care to program.

When you are ready to listen to your programmed track selections, press **[ADVANCE]**. You will see this display: **AU** and hear the music after a few seconds. *Your programmed track selections could look like this: tracks 4, 2, 10, 5, 8, 1. They will be played in that sequence.*

Track numbers will be displayed on the Beogram (see Beogram CD 50 Manual).

To cancel all programmed track selections, press **[TRACK]**, then **[CLEAR]** (a secondary button under EXTENSION). You will see this display on the Panel: **AU**.

Remember

AUX-CD source is selected.

Press **[TRACK]**
NUMBER
[STORE]

Programming the tracks you don't want to hear

You can also tell the Panel which tracks you don't want to hear. If you have played a specific selection of tracks previously, press **[TRACK]**, then **[CLEAR]** to cancel this selection. (Removing the disc from the Beogram also clears the temporarily stored track selection. See Beogram CD 50 Manual).

To tell the Panel which tracks you don't want to hear, press **[AUX-CD]** to select this source. You will see this display: **AU**. You will hear track 1 after a few seconds. Press **[TRACK]**, then the number of the track you don't want to hear, then **[CLEAR]**.

For example:

Press **[AUX-CD]** to select this as source. You will see this display: **AU**.

Press **[TRACK]**, then **[3]**, then **[CLEAR]**. You will see this display: **T 3**, followed by **AU**.

Repeat the operation for all the tracks that you don't want to hear.

When you are ready to listen to your programmed track selections, press **[ADVANCE]**. You will see this display: **AU** and hear the music after a few seconds. The tracks which you have cleared won't be played.

Track numbers will be displayed on the Beogram (see Beogram CD 50 Manual).

At the end of the last track, the Beogram CD 50 will automatically stop and go into its stand-by position.

Remember

AUX-CD source is selected.

Press **[TRACK]**
NUMBER
[CLEAR] □

14 Repeating tracks on a compact disc

Press [AUX-CD]. You will see this display: **AU**. After a few seconds you will hear track 1.

You can now listen to the entire compact disc or program the track(s) you want to hear, or the track(s) you don't want to hear as described previously (see 13).

To repeat the entire compact disc or your programmed track(s), use the PLAY NEXT function described in 36. □

15 Sampling tracks on a compact disc

If you don't know the various tracks on a compact disc and therefore can't tell the system which tracks to play or which to skip, you can either play the entire disc (See 12) or let the system scan the disc, giving you a brief audible sample of each track.

Here's how: press [AUX-CD] to select this source. You will see this display: **AU**.

Now press [TRACK], then , then [STORE]. You will see this display: **T 0**, followed by **AU**. (The Beogram displays: **SCAN PLAY**, see Beogram CD 50 Manual).

After a few seconds, you will hear a 12-second sample of the music on track 1.

If you want to listen to this track, press [TRACK], then [STORE] while the track is being sampled.

If you don't want to listen to this track, press [TRACK], then [CLEAR] while the track is being sampled.

If you refrain from pressing [TRACK], [STORE] or [TRACK], [CLEAR] while the track is being sampled, the Beogram will automatically store track 1. (The entire track will then be played later).

After this 12-second sample of music from track 1, the Beogram CD 50 proceeds to the next track, and the next, until all tracks on the inserted disc have been sampled.

Each time, it is up to you to [STORE] or [CLEAR] the track being sampled. Or let the Beogram CD 50 store it automatically (if you don't do anything).

When all tracks have been sampled, the Beogram will automatically start playing the first stored track.

Remember
AUX-CD source is selected. To sample, press [TRACK]

[STORE] □

16 Regulating volume levels

Select a programme and listen to the music.

For example, press [TAPE 1].

To reduce volume, press

[VOLUME].

To increase volume, press

[VOLUME].

You will see all or part of this graphic symbol:



It indicates "higher" or "lower" volume. The green line indicates the mid point between "soft" and "loud".

Keep your finger on the appropriate button until you hear the volume level you want. □

17 Silencing the system, without switching off

Select a programme and listen to the music.

For example, press [TAPE 1]. If you want to stop listening to the programme being played, without switching off the entire system, press [MUTING].

The loudspeakers are silenced and the volume symbol blinks to indicate that no sound is coming from the speakers.

To resume listening, press [MUTING] once again or press the programme source: for example [TAPE 1]. □

18 What's the system's operational status?

Press [STATUS]. The Panel will display the system's current operational status. If the clock has been set, time will also be displayed in hours and minutes.

For example: Let's say it's 15:30 on a Thursday. If the system is in its stand-by position, you will see this display: **0 THU 15:30**.

If you are playing a tape on Tape 1, you'll see a display like this example:



volume level/balance/bass/treble

TP1 THU 15:30
source/day/time.

You can also get an update of the operational status of individual products, irrespective of the operational mode of other products in the system.

For example, you are now listening to the tape deck. You would like to know the operational status of the record player.

Here's how:

Look under EXTENSION.

Press [CONTROL], then [PHONO], then [STATUS]. You will see a display like this, for instance: **C then PH, then PH NO DISC**. Of course, the tape deck and the rest of the system are not affected by this operation. □

19 What time is it?

Press [STATUS]. If the clock is set correctly (see 5), you will see the day and the time displayed on the 24-hour digital clock.

For example: **THU 15:30** (which means THURSDAY 15:30 or 3.30 p.m.).

This information will appear together with an update of the system's operational status. For example, if the system is in its stand-by position you will also see this display: **0**. □

20 Tuning radio stations

When the nine pre-set buttons are pre-set to radio stations on the Beomaster 5000, all you have to do to play a radio programme is press the programme number you require.

You can tune and store stations in FM, LW or MW on any of the nine buttons. (See 21 or Beomaster Manual).

If you want to listen to stations other than those stored on the nine pre-set buttons, you can tune these via the Panel. (See below).

Tuning stations in the same waveband

Choose a radio programme. For example, press **P1**. You will see this display: **P1** and hear the radio programme stored on that pre-set button.

To tune and listen to other stations in the same waveband, press **ADVANCE**. The Beomaster 5000 automatically tunes the next station transmitting on a higher frequency in that waveband. For example, if your P1 programme is FM, you will advance up the FM waveband.

During scanning, you will see this display: **FM >>**. Only stations with an acceptable signal strength will be tuned.

Frequency numbers are displayed on the Beomaster 5000. You can stop the Beomaster at a specific frequency number by pressing **STOP** at anytime during scanning.

To leave a tuned station and resume scanning and automatic tuning, press **ADVANCE** as many times as required.

There is no between-station noise during scanning.

When all frequencies have been scanned to the end of the scale, you will see this display:

FM << >>. (The Beomaster displays: **FM 108.0 MHz**).

To scan and tune stations in lower frequencies, press **RETURN**.

You will see this display: **FM <<** and hear the next station down the scale.

When all frequencies have been scanned to the beginning of the scale, you will see this display:

FM << >>. (The Beomaster displays: **FM 87.5 MHz**).

Tuning stations in a different waveband

To tune stations in a different waveband, select a radio programme. For example, press **P1**. You will see this display: **P1**. Now press **ADVANCE**.

If the radio station stored on P1 is an FM station, you will see this display: **FM >>**.

To tune and listen to stations in AM, press **>>**. You will see this display: **AM >>**.

Whenever you press **ADVANCE**, the Beomaster scans the AM wavebands (both Long and Medium wavebands), moving up the frequency scale. It automatically tunes the next station which has an acceptable signal strength.

Frequency numbers are displayed on the Beomaster.

You can stop the Beomaster at a specific frequency number by pressing **STOP** at any time during scanning. There is no between-station noise during scanning.

When all frequencies have been scanned to the end of the AM wavebands, you will see this display: **AM << >>**. (The Beomaster displays: **MW 1610 KHz**).

To tune stations transmitting on lower frequencies, press **RETURN**. You will see this display: **AM <<**. When all frequencies have been scanned to the beginning of the AM scale, you will see this display: **AM << >>**. (The Beomaster displays: **LW 150 KHz**).

To switch to FM waveband, press **>>**. You will see this display: **FM >>**.

Of course, if you started off on an AM station (stored on P1), the instructions are the same, only the display now shows **AM** instead of **FM**, and vice versa. □

21 Storing or pre-setting radio stations

You can tune and store radio stations in FM, LW or MW on nine pre-set buttons. These allow instant recall of the stored station at the touch of a button. You decide which stations are stored on which buttons. Space is provided for you to make a note of which stations you have stored on which buttons.

To store a station, you must first tune it.

Here's how: Press one of the pre-set buttons. For example, press **P6**. You will see this display: **P6**. You will hear noise or a previously tuned station.

Now press **ADVANCE**. You will see a display of **FM** or **AM**, followed by **>>**.

Both **<<** and **>>** will change wavebands and cause the Beomaster to start scanning the appropriate frequency scale from the top: **<<** or the bottom: **>>**.

Let's say the display you see is FM, but you wanted to tune and store an AM station, press **<<**.

You will see this display: **AM**. You will have changed wavebands. The radio will scan the AM wavebands starting from the top of the frequency scale. The Beomaster stops at the first station with a suitable signal strength.

To store this station, press **CONTROL**, then **STORE**, then **P6**. You will see this display: **C**, then **P6**.

To scan stations on lower frequencies, press **RETURN**. You will see this display: **AM <<**. The Beomaster tunes the first station with a satisfactory signal strength. To store this station on the P5 button, press **CONTROL**, **STORE**, then **P5**.

To tune and store stations in the FM waveband, press **>>** to change wavebands. The radio starts scanning the FM waveband, starting at the bottom of the FM frequency scale. It stops at the first station with suitable signal strength. Repeat storing instructions as above.

Remember

To tune, press **P** **ADVANCE** **RETURN** (search on same band) **<<** / **>>** (change waveband, automatic tuning)

To store, press **CONTROL** **STORE** **P** □

Make a note of which station is stored on which button, and the station's frequency. Since you might want to change these from time to time, use a pencil.

	Station	Frequency
P1	_____	_____
P2	_____	_____
P3	_____	_____
P4	_____	_____
P5	_____	_____
P6	_____	_____
P7	_____	_____
P8	_____	_____
P9	_____	_____

22 Regulating bass, treble and balance

To regulate bass, treble and balance, it might be wise to start from a neutral position. To do this, press the button marked **NEUTRAL** on the Beomaster itself. (See Beomaster 5000 Manual).

Individual controls for regulating bass, treble and balance (between the left and right speakers) are placed underneath the Panel's lid.

Select a programme. For example, press **P1** and listen to the music. You will see this display: **P1**. To discover the operational status of the system, press **STATUS**. The display indicates volume level, balance, bass, treble, programme, day and time. For example, you will see this display on the Panel:

 PI THU 15:30

Notice the displays for balance, bass and treble. These controls are now in their neutral positions.

Open the Panel. (See 6). Look under **SOUND**.

To increase bass, press and keep your finger on **▲ BASS** until you hear the effect you require.

To reduce bass, press and keep your finger on **▼ BASS** until you hear the effect you require.

To increase treble, press and keep your finger on **▲ TREBLE** until you hear the effect you require.





To reduce treble, press and keep your finger on **▼ TREBLE** until you hear the effect you require.

Bass and treble levels are indicated on the same symbol. In response to your instructions, this symbol changes as follows:

	bass and treble are neutral		treble level is above neutral
	bass level is above neutral		treble level is below neutral
	bass level is below neutral		

To regulate the balance between left and right speakers, press **◀ BALANCE** (more sound in left speaker) or **BALANCE ▶** (more sound in right speaker) as required.

The balance symbol changes as follows:

	the sound level of both speakers is the same (neutral)		more sound in left speaker
	more sound in right speaker		more sound in right speaker

23 Storing preferred sound levels

Volume, bass, treble, balance
Select a programme. For example, press **TAPE 1**. You will see this display: **TP1**, and hear the music. Press **▲ VOLUME** (louder) or **▼ VOLUME** (softer) until you hear the volume level you desire. You will see a display like this example:



Open the Panel. (See 6). Look under **SOUND**. Press **▲ BASS** (more) or **▼ BASS** (less), **▲ TREBLE** (more) or **▼ TREBLE** (less), **◀ BALANCE** (more sound in left speaker) or **BALANCE ▶** (more sound in right speaker), until you hear the levels you require. (See 21).

Now look under **EXTENSION**. To store the levels you've set, press **CONTROL**. You will see this display: **C**.

Press **STORE**, then **BALANCE ▶**. You will see this display: **C**. It confirms that your preferred sound levels: volume, bass, treble and balance, are now stored. The Panel will then automatically display the programme which you're listening to. For example: **TP1**. Note: If the loudspeaker balance is set to one of its extreme positions, i.e. all sound in either the right or the left speaker, it cannot be stored, but will return to its neutral position.

The system will begin with these levels everytime you start playing a programme. Of course, during play you can still regulate volume, bass, treble and balance in their normal modes as described in 16 and 22, without cancelling the stored information. □

24 Recording on Tape 1

You can make tape recordings from any of the following sources: a radio station a record a compact disc another tape recorder a microphone

You can record any of these programmes via the Master Control Panel, if the Beocord 5000 is set up as described in the separate Beocord Manual. And if it is possible to record on the cassette tape in the deck. (See Beocord Manual).

The system will automatically select the Tape 1 input for recording. For recording on Tape 2, see 25.

From the Panel:

Select a programme source. For example, press **PHONO**. You will see this display: **PH**. And hear the music.

Press **RECORD** (the green button in the Panel's **CONTROL** section). If there is a suitable cassette in the deck and the deck has been

correctly set-up you will see this display: **RECORDING POSSIBLE**. Press **RECORD** once again. You will see this display: **RECORDING**, and the deck will indeed be recording. All displays disappear after a few seconds.

Note: Once you have started recording, you can't change the programme source until you have pressed **TAPE STOP** or **RETURN** (green buttons).

If there is no cassette in the deck, you will see this display: **NO TAPE**. If the tabs at the back of the inserted cassette have been removed or if you have not pressed **REC. OPEN** on the Beocord you will see this display: **RECORDING IMPOSSIBLE**. (See Beocord Manual).

To stop recording, press **TAPE STOP**. You will see this display: **PH RECORDING POSSIBLE**. The deck automatically makes a four second spacing on the tape before it stops. **To continue recording** press **RECORD**. >

To stop recording and rewind the tape to where you started your recording in order to do a retake, press **[RETURN]** (green button). You will see this display:

◀ **RECORDING** then **PH**. The deck will automatically cue the tape so you can record again. (To be sure the tape has rewound completely, press **[STATUS]** until you see **RECORDING POSSIBLE**). To continue recording or do a retake press **[RECORD]** once again.

To stop recording and rewind the tape to where you started recording in order to listen to the recorded tape, press **[TAPE STOP]**. You will see this display:

PH RECORDING POSSIBLE. To listen to the recording, press **[TAPE 1]**, then **[RETURN]** (white button). You will see this display: **TP1** ◀, and hear the recorded sound. □

25 Recording on Tape 2

You can make tape recordings on the deck that is connected to the TAPE 2 socket. Programme source can be any of the following: a radio programme a record a compact disc another tape recorder a microphone

If the deck connected to the TAPE 1 socket is the programme source, the system automatically selects Tape 2 for the recording. In this mode, operate Tape 2 as described in 24, Recording on Tape 1.

If any other source is desired you must select and operate Tape 2 as described next, but this is a longer procedure than recording on Tape 1.

Make sure the Beocord 5000 or suitably automated Beocord deck is set-up as described in their separate Beocord Manuals. And that a suitable cassette is inserted. (See Beocord Manuals).

From the Panel: Select a programme source. For example, press **[PHONO]**. You will see this display: **PH**. After a few seconds you will hear the music.

Open the Panel. (See 6). Look under EXTENSION. Press **[CONTROL]**. You will see this display: **C**.

Press **[TAPE 2]**. You will see this display: **TP2**. Press **[RECORD]** (green button). You will see this display: **PH RECORDING POSSIBLE**.

Now press **[CONTROL]**, **[TAPE 2]**, **[RECORD]**. You will see this display: **PH RECORDING**, and the Beocord will indeed be recording music onto the cassette in Tape 2.

To stop recording, press **[TAPE STOP]**. You will see this display: **PH RECORDING POSSIBLE**. The tape stops after making a four second spacing so you're ready to record the next track.

Of course, you can give the deck instructions such as **[STOP]**, **[RETURN]**, **[ADVANCE]**, **[◀]** or **[▶]** as described previously. (See 24, or Beocord Manual).

Remember

If Tape 1 is source, operate Tape 2 in normal mode. (See 24). For any other source,

press: SOURCE

CONTROL
TAPE 2
RECORD
CONTROL
TAPE 2
RECORD

 □

Time Programming of the system

The Beosystem 5000 offers comprehensive programming facilities. These allow you to use the system as a convenient time-shifting device, a sophisticated alarm clock and a convenient memory bank! You will find programming instructions in the following section.

The system will memorise up to 12 different activities at any one time. When this memory capacity is full, you will see this display: **NO INPUT**, if you try to program new instructions.

Before you start programming the system, press **[STATUS]** and check that the time shown on the system's clock is correct. You will see a display like this, for example: **0 SUN 15:30**. (Meaning that the system is in its stand-by position and it's now SUNDAY, 15:30 (3.30 p.m.)). If the time is incorrect, set the clock. (See 5).

Note: It is important that you read through the complete programming sequence for a particular activity before you start your programming. No, you can't damage the system by trying but programming instructions must be given in the correct sequence. Follow the arrows on the Panel. They are intended to remind you of the correct sequence.

If the display disappears from the Panel before you've completed a programming sequence, you'll have to start again - right from the beginning. Programming is neither difficult nor complex - just logical and sequential. You'll get used to it!

You can always give the system programming instructions for time-related activities, irrespective of the system's current mode of operation - provided there is capacity in the system's memory.

26 Play at the same time everyday

You can program the system to play any of the following programmes at the same time everyday: a record a tape a compact disc a radio programme

Here's how: Open the Panel. (See 6). Look under TIME PROGRAMMING.

Press **[PLAY]**. You will see this display: **PLAY**, plus a display of the day of the week. For example, **PLAY SUN** (for SUNDAY).

Select the programme you want to play. For example, press **[P1]**. You will see this display: **P1**. Press **[DAY]**, until you see this display: **ALL**, meaning everyday. Press the digits for the time you require. For example, press **[8]** **[0]** **[0]**. You will see this display: **08:00**, (for eight in the morning). Press **[STORE]**. The displays return to the system's current operational status and disappear after a few seconds.

Your programming instructions have been stored. The system will now play P1 everyday at 8.00 a.m.

To check what you have programmed, press **[STEP]** until you see this display:

PLAY P1 ALL 08:00.

As a precaution, you might also want to program the system to go into its stand-by position everyday at a certain time. That way, you program a daily "stop" to the music as well! (See 28).

Remember Press **[PLAY]**

SOURCE
DAY
TIME
STORE

 Check **[STEP]** □

27 Play at any time during a seven-day period

You can program the system to play any of the following programmes at any time during a seven-day period:
a record
a tape
a radio programme
a compact disc

Here's an example: Today is Monday and it is 10.00 a.m. You want the system to play P3 at 13:00 (1.00 p.m.) on Wednesday.

Here's how: Open the Panel. (See 6).

Look under TIME PROGRAMMING.

Press [PLAY]. You will see this display: **PLAY MON**.
Press [P3]. You will see this display: **P3**.

Press [DAY] until you see this display: **WED** (for WEDnesday).
Press the digits: [1] [3] [0] [0]. You will see this display: **13:00**.

Press [STORE]. The displays return to the system's current operational status and disappear after a few seconds. Your instructions have been stored.

To check your programmed instructions, press [STEP] until you see this display:

PLAY P3 WED 13:00.

Remember Press [PLAY]
SOURCE
DAY
TIME
STORE
STEP

Check [STEP]

28 Play at specific time on same day of the week

You can program the system to play any of the following programmes at a specific time on the same day of the week, e.g. at 2 p.m. every Friday:
a radio programme
a record
a compact disc
a tape

Here's an example: Today is Wednesday and it is 11.00 a.m. You want to program the system to play a radio programme on P1 at 14:00 (2 p.m.) every Friday for the next couple of months or so.

>

> 29

To check your programming, press [STEP]. You will see this display: **PLAY 0 ALL 09:15**. (In machine language, playing 0 is the same as going into the stand-by position so that's what the system will do everyday at 9.15).

Remember Press [PLAY]
● 0
DAY
TIME
STORE
STEP

Check [STEP]

30 Stand-by at any time during a seven-day period

You can program the system to go into stand-by (that is, stop playing) at any time you choose during a seven-day period.

For example, at 17:40 on Monday.
To do this press [PLAY]. You will see this display: **PLAY** and the actual day of the week (for example, **WED**).

Press [0] (for stand-by). You will see this display: **0**.

Press [DAY] until you see this display: **MON** (for MONday).

Press the digits: [1] [7] [4] [0]. You will see this display: **17:40**.

To store, press [STORE].

To check your programming, press [STEP]. You will see this display: **PLAY 0 MON 17:40**. (In machine language, playing 0 is the same as going into the stand-by position so that's what the system will do on Monday at 17.40).

Remember Press [PLAY]
● 0
DAY
TIME
STORE
STEP

Check [STEP]

> 28

Here's how:

Open the Panel. (See 6).

Look under TIME PROGRAMMING.

Press [PLAY]. You will see this display: **PLAY**, plus a display of the day of the week. *For example*

PLAY WED (for WEDnesday).

Select the programme you want to play. *For example*, press [P1].

You will see this display: **P1**.

Press [DAY], until you see **FRI** (for FRIday).

Press the digits: [1] [4] [0] [0]. You will see this display: **14:00**.

Press and keep your finger on [STORE] until the word **ALL** appears next to **FRI** (FRIday). The

displays disappear after a few seconds. Your instructions have been stored. The system will play your radio programme every Friday at 2 p.m. until you instruct it to do otherwise.

To check your programmed instructions, press [STEP] until you see this display:

PLAY P1 ALL FRI 14:00.

Remember Press [PLAY]
SOURCE
DAY
TIME
STORE
(keep finger on latter)
Check [STEP]

Check [STEP]

29 Stand-by at the same time everyday

You can program the system to go into stand-by (that is, stop playing) at the same time everyday. *For example at 9.15 a.m.*

To do this press [PLAY]. You will see this display: **PLAY** and the actual day of the week (for example, **MON**).

Press [0] (for stand-by). You will see this display: **0**.

Press [DAY] until you see this display: **ALL**.

Press the digits: [9] [1] [5] [0]. You will see this display:

09:15.

To store, press [STORE].

>

31 Record at any time during a seven-day period

You can program the system to make unattended recordings from a radio station at any time during a seven-day period.

For example, today is Tuesday and it is 16:00 (4.00 p.m.). You want the system to record a radio programme on Monday at 17:00 (5.00 p.m.).

Here's how:

Check that the Beocord 5000 or a suitably automated Beocord is set up as described in the separate Beocord Manual, and that there is a suitable cassette tape in the Beocord. (See Beocord Manual).

Open the Panel. (See 6). The following instructions must be given in sequence, so read them all before you start.

Look under TIME PROGRAMMING. Press [RECORD]. You will see this display: **RECORD** and **TUE** (for TUEsday).

Press [P3]. You will see this display: **P3**.

Press [DAY] until you see this display: **MON** (for MONday).

Press the digits: [1] [7] [0] [0]. You will see this display:

17:00.

Press [STORE]. Your instruction will be stored. The displays return to the system's current operational status.

To check your programmed instruction, press [STEP] until you see this display:

RECORD P3 MON 17:00.

If you don't want to listen to the radio programme while it is being recorded, press [VOLUME] until the sound disappears, just before putting the system into stand-by, the last time before your programmed recording is due to start.

>

> 31

To stop recording at the end of the programme, program the system to go into stand-by at your chosen time. (See 30). You can also press the stand-by button, if you're in the vicinity.

Remember Press **RECORD**
SOURCE
DAY
TIME
STORE
Check **STEP**

32 Record at the same time everyday

You can program the system to make unattended recordings from a radio station at the same time everyday.

For example, today is Tuesday and it is 16:00 (4.00 p.m.). You want the system to record a radio programme everyday at 17:00. (5.00 p.m.).

Here's how:
Check that the Beocord 5000 or a suitably automated Beocord is set up as described in the separate Beocord Manual and that there is a suitable cassette tape in the Beocord. (See Beocord Manual).

Open the Panel. (See 6). The following instructions must be given in sequence, so read them all before you start.

Look under TIME PROGRAMMING. Press **RECORD**. You will see this display: **RECORD** and **TUE** (for TUESday). Press **P3**. You will see this display: **P3**. Press **DAY** until you see this display: **ALL** (for everyday). Press the digits **1** **7** **0**. You will see this display: **17:00**. Press **STORE**. Your instruction will be stored. The displays return to the system's current operational status.

To check your programmed instruction, press **STEP** until you see this display:
RECORD P3 ALL 17:00.

If you don't want to listen to the radio programme while it is being recorded automatically, press **VOLUME** until the sound disappears, just before putting the system into stand-by.

To stop recording at the end of the programme, program the system to go into stand-by at your chosen time. (See 30).

Remember Press **RECORD**
SOURCE
DAY
TIME
STORE
Check **STEP**

33 Re-doing a programming instruction

Look under PROGRAM.
If you press a wrong button or give wrong instructions during

programming, simply press **CLEAR** to remove the instruction and start again.

34 Checking programmed instructions

You can get an update of which programmes or instructions are stored in the Panel at any time you wish.

Open the Panel. (See 6). Look under PROGRAM. Press **STEP**. You will see a display of the first set of programmed instructions stored in the Panel.

For example: PLAY P1 ALL 08:15. (which means play P1 everyday at 8.15 a.m.).

To see a display of the next set of programmed instructions, press **STEP** again. You will see, for example: **PLAY 0 ALL 09:15**.

To see a display of the next set of programmed instructions, press **STEP** again. Repeat as many times as necessary, until you see this display: **NO INPUT**. It indicates that no more programmed instructions have been stored.

35 Cancelling programmed instructions

Open the Panel. (See 6). Look under PROGRAM. To cancel programmed instructions, press **STEP**. When you see a display of the programmed instructions you want to cancel, for example **PLAY P1 SUN 08:00**, press **CLEAR**. Both the display and the programmed instructions disappear and are cancelled.

Repeat the **STEP** and **CLEAR** instructions as many times as necessary, to cancel as many programmed instructions as required. When all programmed or stored instructions have been cancelled, you will see this display:
NO INPUT.

Note: You can disconnect the system from the mains power supply without erasing stored programmes. This is a useful feature if you're going away on holidays, etc. When you return, simply set the clock (see 5) and you're back in business.

36 Playing two programmes in sequence

You can tell the Panel what you want to hear next when the record, tape or compact disc you are currently listening to has ended.

Here's how:

Select a programme. For example, press [PHONO]. You will hear the music and see this display: **PH**.

Now look under EXTENSION.

To hear a tape at the end of the record, press [PLAY NEXT], then [TAPE 1]. You will see this display: **PLAY NEXT TP1**. After a few seconds, you will see this display: **PH** to remind you that you're currently listening to a record.

At the end of the record, the record player is switched off automatically, the cassette deck is switched on and you will hear the music.

You can also tell the Panel to play a radio programme next. For example, press [PLAY NEXT], then [P1]. You will see this display: **PLAY NEXT P1**. After a few seconds you will see this display: **TP1**, reminding you that you're currently listening to a cassette tape.

At the end of the tape, you will hear the radio programme. Since transmitted radio programmes are received as a single uninterrupted (never-ending) sequence of events, the system can't switch from a radio programme to another programme source.

37 Rewind tape while playing another programme

You can rewind tape in a Beocord 5000 or suitably automated Beocord while listening to another programme.

Here's how:

Let's say you are listening to a record. You want to rewind the tape in the suitably automated Beocord connected to Tape 1.

Open the panel. (See 6).

Look under EXTENSION.

Press [CONTROL]. You will see this display: **C**. Press [TAPE 1]. You will see this display: **TP1**. Press [REWIND]. You will see this display: <<. The Beocord will start rewinding the tape, while you continue listening to the record.

When the entire tape is rewound, the Beocord stops automatically. If no new instruction is given to the Beocord, after 30 minutes, it will automatically go into stand-by.

If a suitably automated Beocord is connected to Tape 2, operate as for Tape 1.

Remember

You are listening to a programme (e.g. a record). To rewind a tape while listening to the programme:

press [CONTROL]
[TAPE 1]
[REWIND] □

38 Trouble-shooting: "What if ...?"

There's no denying it, the Master Control Panel incorporates an awful lot of complex technology. It offers numerous functions and features many of which you'll only get to know after you've lived with the system for some time.

That is not to say that you have to be an expert to get the best from your music system. Far from it. But there is a chance that the day will come when you press a few buttons and nothing, or the wrong thing, will happen. Or the Panel will display a ?, meaning "what?"

Before you call your dealer, remember that a recent survey shows that over ninety percent of all reported "electronic faults" were not faults at all; but errors in the way users had operated the device or set the controls.

Quite often, it's the simplest problems that are most annoying and frustrating. The "if only I knew how" sort of problems. This simple trouble-shooting section is designed to help you solve some of them. It might also save you an unnecessary service call.

What if I press the wrong button while giving programming instructions to the Panel?

If the display is still visible, press [CLEAR] and start again. (26)
If the display disappeared before you finished programming your instruction, that is, before you pressed [STORE], see below.

What if the displays on the Panel disappear before I have finished programming my instructions?

Start your programming sequence again, right from the beginning. Until you have pressed [STORE] while all the instructions are displayed, the system won't recall a thing.

At the beginning, especially if you are reading and trying out the more complex programming instructions at the same time, you might find that the displays disappear before you've completed your instructions. Take heart and be patient, once you learn the step by step logic of the system, such instructions become commonplace routines which you'll dispense with in a matter of seconds. >

What if I carefully programmed the system to record a radio programme while I was away, but when I got home the programme was not recorded?

A number of errors can be responsible. Check the following:

- What is the position of the Beocord 5000's input selector switch? It should be switched to "LINE". The other positions are AUX (for AUXiliary source) and MIC (for MICrophone).
 - What is the position of the recording level sliders on the Beocord?
 - Did you press [REC OPEN] on the Beocord?
 - Have the tabs at the back of the cassette been removed?
 - Is the Beocord properly connected?
- (For all of above, see Beocord Manual).

The radio was playing when I entered the room but I know for sure that I switched it off before leaving home.

You probably programmed the system to play/record at a certain

time, but forgot to program it to "stand-by" later on. Check the Panel's program/store status. To do this, press [STEP]. You will see a display of the programmes stored for automatic play/recording. For example, **PLAY P1 (on) SAT (at) 12.20**. You can either cancel the programmed instruction (see 35), or program the system to stop playing at the end of the programme. For example, *program the Panel to PLAY 0 (stand-by) on SAT at 13:00. (27, 32)*

How will I know when I have cancelled or cleared all my programmed instructions?

When you press [STEP], you will see this display: **NO INPUT**. If there are still programmed instructions on the Panel, when you press [STEP], you will see a display of the instruction. For example, **PLAY P1 (on) SAT (at) 12:20. (34, 35)**

What does the display: NO TRANSMISSION mean?

No transmission means either that your instruction on the Panel did not get through to the Beomaster 5000 or that the Beomaster's answer did not reach the Panel. The latter also explains why you might actually hear sound from the system (i.e. your instruction is carried out) but the Panel still flashes **NO TRANSMISSION**.

Check that the back of the Panel and the front of the Beomaster 5000 can "see" each other. If you have installed the Master Control Link (a Bang & Olufsen product, see separate manual), check that the back of the Panel and the front of the Master Link can "see" each other.

Remember that your Master Control Panel and the other products communicate via infra-red light signals. Make sure that there are no opaque surfaces which might block the passage of light between the products.

Also, avoid placing the products in excessive ambient light since this can confuse the passage of the system's infra-red light signals.

What if there's no sign of life on my Panel?

Check that the batteries are loaded correctly. They should be in series, with the negative (-) poles pointing downwards. (2) If loaded correctly, see below.

How will I know when to put new batteries in the Panel?

The Master Control Panel is programmed to tell you when there is between 10% and 25% power left in the batteries currently being used. You will see this display: **BATTERY**. If there is up 25% power left, the display appears intermittently, getting more frequent as the reserve gets lower. When there's only about 10% left, the display will be shown continuously.

We recommend that you purchase Alkaline type batteries. Your Panel requires four 1.5 volt batteries. >

What if the Panel displays SET CLOCK although I know I/my dealer set the clock when the system was installed?

Check the time shown on your watch. Compare it with the time and day shown on the Panel. (Press [STATUS] to see the displays). Are they correct? If there has been a power cut, or if the Beomaster 5000 has been disconnected from the mains power supply for more than 30 seconds, the Panel will warn you that the time which is stored is no longer correct. (The time lapse might be minutes, hours or days ... who knows?) By displaying **SET CLOCK**,

the Panel reminds you to check it out and reset the clock. To set the clock: Press [SET CLOCK], then press [DAY], then digits for hours and minutes, followed by [STORE]. (5)

Why are there two [RETURN] buttons among the Panel's primary operation buttons?

The button marked [RETURN] (green letters) is used only when you are making tape recordings

on a Beocord 5000 or a suitably automated Beocord. It cues the tape so you can do a retake. The ordinary [RETURN] button (white letters) is used with programme sources like radio, tape, compact disc and record (when a suitably automated Beogram record player with tangential arm is used). It is used to find the track(s) of music previous to the one you are listening to currently. Or tune a station on a frequency lower than the one which you're listening to currently. (8, 12, 20, 24, 25)

What if the Panel displays: PLAY or RECORD followed by NO INPUT everytime I try to program it to play/record a programme?

You have already stored twelve programmes. The system can store 12 programmes at a given time. To check how many programmes are stored, press [STEP] and count the number of programmes which are displayed in sequence. At the end of the last programme you will see this display: **NO INPUT**. To cancel a programme, press [STEP]. When you

see the display of the programme you want to cancel, for example **PLAY P3 TUE 19:00**, press [CLEAR]. This programme will be cancelled. You can now program and store instructions for an additional programme. (26-35)

What if I try to program an incorrect time, for example 16.90?

You will see this display: ?. (It is displayed very briefly and undoubtedly means "what?"). The Panel will ignore your illogical instruction. If you were programming the system to play/record at that time, start again. (26-32)

What if the Panel refuses to accept 24:00 as a time-related programming instruction?

Press 0 0 0 0 instead of 2 4 0 0. You will see this display: **00:00**. That's midnight.

For example, press [PLAY], then [P1], then [DAY], then [0] [0] [0] [0], then [STORE].

To check it, press [STEP]. You will see this display:

PLAY P1 SAT 00:00.

What if I want the Panel to retain my programmed instructions but skip over two weeks since I'll be away on holidays?

For example, I still want the system to play a record everyday at 08:00, but not until I'm at home again. Disconnect the Beomaster 5000 from the mains power supply and leave it disconnected while you're on holidays. When you return home, connect the receiver to the mains supply. Select a programme on the Panel. For example, press [P1]. You will see this display: **P1 SET CLOCK**.

Set the clock. (See 5)

The Panel will recall your programmed instructions. To check these, press [STEP] and watch for the displays. (34) >

What if I have programmed my system to wake me at 7.00 every morning, but want to skip Sundays and Saturdays?

Program PLAY 0 (stand-by) on SAT(urday) at 7:00 and PLAY 0 (stand-by) on SUN(day) at 7:00. (See 30). Make sure that these instructions appear in front of the instruction to play every morning. The Panel is programmed to carry out the first logical instruction it meets.

Why does the display ? appear?

It appears whenever you try to program the panel with an incorrect or illogical instruction. For example, if you try to key in a time greater than 24:00. (See 5, Setting the clock: Using a 24-hour clock). Or if you try to play a new programme source when you are recording from another.

What if the Panel goes crazy?

There are two possible causes and two things you can do to help:

1. Check that there is mains power supply to all the products that are **connected** to the receiver. If there isn't, the data link which allows the products to "talk" with each other will be "broken", causing the Panel to act crazy. When all products are connected properly, the link should function properly.

2. If the problem persists, static electricity or major mains current fluctuations have probably affected the system's computer memory. Try disconnecting all products from the mains power supply for at least one minute. Connect them up again. (See Beomaster Manual). Set the clock. (See 5). Try operating again. The Beomaster 5000 has an automatic reset programme which should correct this fault. If the problem persists, call your authorised Bang & Olufsen dealer.

What if I have more than one Master Control Panel, do I have to set the clock on each of them?

No. You set the clock once and for all, using one Panel. There's only one clock and it is in the

Beomaster 5000. However, time is displayed on any Master Control Panel 5000 which is correctly set-up and correctly operated.

What if, while playing a record, I programmed a sequence like this: PLAY NEXT, TAPE 1; PLAY NEXT P2, but at the end of the record, P2 came on. What happened to TAPE 1?

The system's sequencing capacity is for two programmes: the one being played, and one other, which is to be played next. It accepts your most recent "PLAY NEXT" instruction as the correct instruction. (36)

What if I programmed a track on the compact disc as one I did not want to hear, but changed my mind while the disc is being played?

No problem. You can get direct access to any track at any time. Just press **TRACK**, then the number of the track you want, then **AUX-CD**. You will hear this new track immediately. (See 12). You can also tell the system to recall a track which you have previously

"cleared". Press **TRACK**, then the number of the track you want, then **STORE**. The track will be played in sequence after the other stored tracks. (12, 13)

What if I want to record a compact disc?

Go right ahead. A compact disc is a programme source just like your records, a radio programme, or a recorded tape! The Beogram CD 50 gives a special tone which makes it easier for you to set the correct recording level on your Beocord cassette deck. (24, 25, 31, 32) □

39 Glossary of Buttons and Terms

Primary buttons

VOLUME Reduces volume level. (softer) (16, 23)

VOLUME Increases volume level. (louder) (16, 23)

MUTING Silences the speakers, so that you cannot hear the reproduced sound, although the rest of the system continues functioning. (17)

STATUS Gives you an immediate update of the system's operational status. (18)

0 Puts the system into stand-by. This means that the Master Control Panel and the rest of the Beosystem 5000 components can communicate with each other. (7)

[P1 1] to [P9 9]

Used with radio: Buttons from 1 to 9 for selecting pre-set radio programmes (11)

Used with 24-hour digital clock: digits for setting clock and time programming activities. (5, 26-32)

Used with the Compact Disc Player: digits for selecting specific tracks. (12-14)

TAPE 1 Selects Tape 1 input as programme source. If a Beocord 5000 or suitably automated Beocord is connected, pressing **TAPE 1** also starts play. (9, 24, 25, 31, 32)

TAPE 2 Selects Tape 2 input as programme source. If a Beocord 5000 or suitably automated Beocord is connected, pressing **TAPE 2** also starts play. (9, 24, 25, 31, 32)

PHONO Abbreviation for phonograph (meaning record player). Selects this input as programme source. If a Beogram 5005 is connected, pressing **PHONO** also starts play. (9, 10, 26, 27, 34-37)

AUX-CD Abbreviations of AUXILIARY and Compact Disc. Button for selecting this input as programme source. If a Beogram CD 50 is connected, pressing **AUX-CD** will start playing the loaded compact disc. Pressing **AUX-CD** again, once the disc is in play, activates the Player's repeat play function. (12, 14, 26, 27, 36, 37)

RETURN (green letters). When a Beocord 5000 or suitably automated cassette deck is in its recording mode, this button stops recording and rewinds the tape to the beginning of the recorded segment. (24)

RECORD (green letters). Starts recording on tape in a suitably set-up Beocord 5000 or suitably automated Beocord cassette deck. (24, 25)

STOP Used with record player, compact disc player or cassette deck: stops play (as opposed to recording).

TAPE STOP (green letters). Stops tape transport during recording. (24, 25)

RETURN (white letters). Used with the radio: Scans radio frequencies moving down the scale, seeking and tuning stations which transmit on lower frequencies. (20, 21)

Used with the cassette deck or Compact Disc Player: Seeks the previous pause on the tape/disc and plays the track which starts there. (8, 12, 13)

ADVANCE Used with the radio: Scans radio frequencies moving up the scale, seeking and tuning stations which transmit on higher frequencies. (20, 21)

Used with the cassette deck or the Compact Disc Player: Seeks the next pause on the tape/disc and plays the track which starts there. (8, 12, 13)

<<< **>>>** Rewinds/fast forwards the tape in a Beocord 5000 or suitably automated Beocord cassette deck. (8) Switches from FM to AM or AM to FM wavebands. (20, 21)

Scans the tracks of the loaded compact disc in forward or reverse direction. To stop scanning, press **STOP** or **AUX-CD**. (12, 13)

TRACK Used with digits to select tracks and give programming instructions to the Beogram CD 50 Compact Disc Player. (12-15)

STORE (Primary button). Stores tracks selected on the compact disc. (13-15)

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Secondary buttons

BALANCE **BALANCE** Buttons for regulating the sound balance between the left and right speakers. (22, 23)

BASS **BASS** Buttons for regulating bass up and down, in order to get more or less bass. (22, 23)

TREBLE **TREBLE** Buttons for regulating treble up and down, in order to get more or less treble. (22, 23)

PLAY Button for initiating time-related programming instructions. (26, 27)

RECORD (green letters). Button for initiating time-related programming instructions. (31, 32)

SET CLOCK Initiates the set clock programming routine. (5)

DAY Displays the days of the week for use in setting the clock and giving time-related programming instructions. (5, 26-32)

STORE (Secondary button). Stores all pre-set and time-related programming instructions. (5, 13, 21, 23, 26-32)

STEP Reveals time-related programmed instructions which

are stored in the system. (26-32, 34, 35)

CLEAR Cancels time-related programmed instructions. (35) Allows you to skip tracks on the compact disc which you don't want to hear. (13, 15)

CONTROL Gives extended operating control over other programme sources. For example, if you are currently listening to a record and want to rewind the tape on the Beocord 5000 connected to TAPE 1 socket, press **CONTROL**, then **TAPE 1**, then **<<<**. You will see this display: **C TPI <<<**. Followed by **PH <<<**. The tape rewinds and goes into automatic stop. (37)

You can also use **CONTROL** to get the operational status of any connected product. (18)

PLAY NEXT Allows you to program the system to play two programmes in sequence. (36)

Programme source Product, component or material from which sound information (signal) is obtained. For example, Tape 1, Phono (meaning record player) radio, etc.

Digital display A display of numbers, usually illuminated, and shown temporarily on display panel.

LED Abbreviation of Light Emitting Diode, used in illuminated displays.

Waveband A range of wavelengths or frequencies used for a particular type of radio transmission. The Beomaster 5000 receiver can receive and playback radio stations that are transmitted in FM, Long and Medium wavebands.

Beosystem 5000

The following are separate, automated Bang & Olufsen hi-fi products designed to work together as a complete system. Naturally each product will also work with products from other manufacturers, but to enjoy the convenience of one-touch distance operation, they must be connected to a Beomaster 5000 receiver:

- **Beomaster 5000** A Bang & Olufsen FM/AM receiver.

- **Beogram 5005** A Bang & Olufsen tangential tracking record player.

- **Beogram CD 50** A Bang & Olufsen compact disc player.

- **Beocord 5000** A Bang & Olufsen cassette deck.

Master Control Panel 5000 Name of a Bang & Olufsen remote control module which allows you to operate the Beomaster 5000 from a distance. If other automated B&O products are connected to the Beomaster 5000, you can also operate these from a distance.

Master Control Link Name of a Bang & Olufsen product which, when connected to a Beomaster 5000 and installed correctly, allows you to connect speakers in adjoining rooms and operate and listen to the central sound system from these rooms. The system is then operated via a Master Control Link (a receiving and transmitting device) which is installed in the adjoining room. Or via a Master Control Panel 5000, which communicates with the Beomaster 5000 via the Master Control Link.

40 What the displayed symbols mean

PH for PHono. The record player is selected as programme source (9, 10, 24, 25)

PH NO DISC A Beogram 5005 is connected to the receiver's PHONO (record player) socket. You have selected record player as source but there is no record on the platter. (9)

AU for AUxiliary. The auxiliary input is selected as programme source. This could, for instance, be a Compact Disc Player. When the Beogram CD 50 Compact Disc Player is connected, this display also begins and follows all displays pertaining to instructions given to the Beogram CD 50. (12-15)

AU NO DISC A Beogram CD 50 is connected to the receiver's AUX(i- liary) socket. You have selected this as source but there is no disc on the player. (12)

TP1 for Tape 1, selected as source. (8, 24, 25)

TP2 for Tape 2, selected as source. (8, 24, 25)

TP1 NO TAPE You have connected a Beocord 5000 to the receiver's TAPE 1 socket. Tape 1 is selected as source but there is no tape in the deck. (8)

TP2 NO TAPE You have connected a Beocord 5000 to the receiver's TAPE 2 socket. Tape 2 is selected as source but there is no tape in the deck. (8)

P1, P2, etc. (to P9). You have selected one of nine pre-set or stored radio programmes. (Can be stations tuned in FM, LW or MW). (11, 20, 21)

NO TRANSMISSION The instruction you have given on the Panel did not get through to the Beomaster 5000 receiver or its reply did not get back to the Panel. (1-3)

0 (Stand-by) The Beomaster 5000 is in its stand-by position (a temporary "off" switch). If the entire Beosystem 5000 is connected up, the entire system is in its stand-by position. (7)

SET CLOCK Set the system's clock via the Panel. This display

appears to remind you to check that the day and time are correct, if there has been a power cut or if the Beomaster 5000 has been disconnected from the mains power supply for more than 30 seconds. (5)

MON for MONday

TUE for TUEsday

WED for WEDnesday

THU for THUrsday

FRI for FRIday

SAT for SATurday

SUN for SUNday

ALL for everyday

13:30 An example of time displayed on the system's 24-hour digital clock. As you know, this means 1:30 p.m. (5)

RECORDING POSSIBLE It is possible to start or resume recording on a tape in the Beocord 5000. (24, 25)

RECORDING IMPOSSIBLE It is not possible to make a recording on the cassette tape in the Beocord 5000 deck. (For example, the tabs at the back of the cassette have been removed or you have not pressed **REC OPEN** on the Beocord 5000). (24, 25)

<< RECORDING You have pressed **RETURN** (green letters) during recording. The tape in a Beocord 5000 is now rewinding to where you started recording so that you can do a retake. The deck will automatically cue the tape so you can record again. (24, 25)

TP1 << You have pressed **RETURN** or **<<** while in the Tape mode. The tape in a Beocord is rewinding. (8, 37)

TP1 >> You have pressed **ADVANCE** or **>>** while in the Tape mode. The tape in the Beocord is fast forwarding. (8)

TP1 <>> You have pressed **STOP** while in the Tape mode. The tape in the Beocord has stopped. The Beocord connected to the TAPE 1 socket is in its stand-by position. (8, 18)

FM > Moving up the FM frequency scale, the Beomaster is scanning this waveband in order to tune the next station which has an acceptable signal strength. (20, 21)

> 40

AM >> Moving up the AM frequency scale, the Beomaster is scanning LW and MW frequencies in order to tune the next station which has an acceptable signal strength. (20, 21)

FM << Moving down the FM frequency scale, the Beomaster is scanning this waveband in order to tune the next station which has an acceptable signal strength. (20, 21)

AM << Moving down the AM frequency scale, the Beomaster is scanning LW and MW frequencies in order to tune the next station which has an acceptable signal strength. (20, 21)

FM <<>> You are at the end of the FM frequency scale. To tune other FM stations, press **RETURN** or **ADVANCE**. This display can also mean that during the Beomaster's automatic scanning of the FM waveband you have pressed **STOP**, thus forcing it to tune a specific frequency. (20)

AM <<>> You are at the end of the AM frequency scale. To tune other AM stations, press **RETURN** or **ADVANCE**. This display can

also mean that during the Beomaster's automatic scanning of the AM waveband you have pressed **STOP**, thus forcing it to tune a specific frequency. (20)

C Stands for Control. Appears whenever you press the **CONTROL** button. For example, when storing your preferred volume, bass, treble and balance levels. (21, 23, 37)

NO INPUT If you see this display when you press **STEP** it means that there are no more programmed instructions stored on the Panel. (26-32, 34)

If you see the display when you've tried to store a new programming instruction, it means that you've already stored 12 programmes and there's no more storing capacity in the system.

? A question mark appears whenever you try to give the Panel an illogical or non-sequential instruction. Ignore it and start again.

BATTERY Appears when there's between 10% and 25% power left in the batteries loaded in the Panel. (2)

T Stands for Track. Appears whenever you press **TRACK**, for example when selecting or rejecting a track on a compact disc. (13, 15)

T 6 An example of a compact disc track number displayed on the Panel when you are selecting or rejecting a track. (13, 15)

AU << You have pressed **RETURN** while in the AUX mode. If a Beogram CD 50 is connected, the system will find and play the previous track of music. This display also appears if you press **<<**. The system quickly scans the previous tracks on the loaded compact disc, until you press **STOP** (for a pause) or **AUX-CD** to resume play. (15)

AU >> You have pressed **ADVANCE** while in the AUX mode. If a Beogram CD 50 is connected, the system will find and play the next track of music. This display also appears if you press **>>**. The system quickly scans the tracks ahead, until you press **STOP** (for a pause) or **AUX-CD** to resume play. (14, 15)


AU <<>> You have pressed **STOP**, while in the AUX mode. If a Beogram CD 50 Compact Disc Player is connected, it will have stopped playing. To resume play from the same position on the disc, press **AUX-CD**. (12-15)

AU RECORDING You are recording from the Beogram CD 50 Compact Disc Player. This display appears if you try to give the Compact Disc Player new programming instructions while you're recording.

Graphic symbols for

 volume


 balance

 bass

 treble




















































































(In addition, when you press **MUTING** to silence the system, these symbols blink for a brief period). (16, 17, 22, 23) □