

RU-V6000T Remote Control:

LEVEL I CONTROL

REJECT: Ceases playback and spins-down the disc.

PLAY: Begins playing a disc, or resumes play. (In Level II, *Programming Mode*, prepares the player to receive code.)

MULTI-SPEED SET (SLOW / FAST): Sets the fixed speed at which multi-speed play will occur.

STOP: Freezes the image.

SCAN (FWD / REVERSE): Moves quickly forward or backward through the disc. Rapid scanning continues as long as the button is depressed.

DISP: Displays or removes the display of current chapter/frame/or time code numbers on the screen.

SEARCH: Specify the number to be searched to by using the digit buttons, then press the SEARCH button to execute. Set the "address flag" using the FRAME/CHAP button. (It is the same as the END button). After searching, the player presents a still frame.

MULTI-SPEED (FWD / REVERSE): Plays forward or reverse in the speed that is set with MULTI-SPEED.

AUDIO 1/L & 2/R: These are the ON/OFF buttons for up to four channels of audio. AUDIO 1/L turns ON/OFF 1/L and 3/L ; AUDIO 2/R turns ON/OFF 2/R and 4/R.

AUTO STOP: Plays to a specified chapter, frame or time code number, then freezes the frame.

STEP (FWD / REVERSE): Produces a still video image. Subsequent presses of the STEP FWD button advances to the next frame. STEP REV presents each preceding frame.

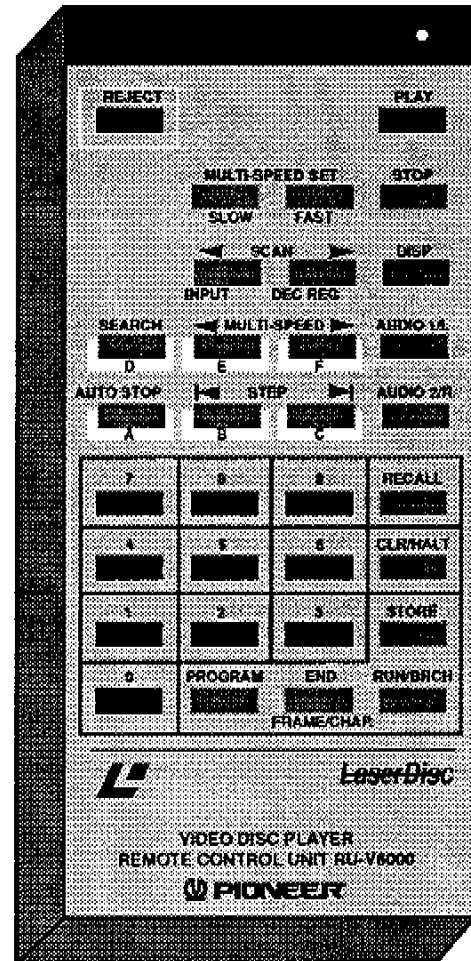
NUMERIC BUTTONS (0-9): Use these buttons to enter locations on the disc for searches and auto stops. (Enter 1000 SEARCH, 1200 AUTO STOP to play a specific video segment.) First, use the FRAME/CHAP to set an address flag, indicating chapter, frame or time code searches.

CLEAR / HALT: As CLEAR, this removes erroneous inputs.

END / FRAME/ CHAP: In *Normal Control Mode*, FRAME/CHAP establishes the type of address flag (chapter, frame or time code) to be used during a search or auto stop.

The RU-V6000T is used with the LD-V6000 and the LD-V6000A for Level I control. It can also be used to send Level II code to the internal memory of both players or to enter viewer responses to Level II programs played on these players.

NOTE: The RU-V6000T remote is shipped with a plastic template covering some of the buttons. To gain access to all buttons on the RU-V6000T, remove the plastic template by lifting the side tabs.



LEVEL II PROGRAMMING / CONTROL

LETTERED BUTTONS (A-F) and NUMERIC BUTTONS (0-9): After the player is put into *Programming Mode* and the PLAY button is pressed, use these buttons to enter Level II HEX codes. These buttons are also used for viewer responses during Level II program execution.

INPUT / DEC REG: In *Programming Mode* allows INPUT or DEC REG commands to be entered into a Level II program.

RECALL: Preceded by numbers, this button is pressed to call up specific register locations for use in Level II programs.

CLEAR / HALT: As HALT, pressing this button stops Level II program execution. In *Programming Mode*, it enters a HALT command into a Level II program.

STORE: Stores data in registers for Level II Programs.

PROGRAM: Puts the player into *Programming Mode*, ready to receive Level II code.

END / FRAME/ CHAP: As END, exits *Programming Mode* and returns to *Normal Control Mode*.

RUN/BRANCH: In *Normal Control Mode*, RUN causes the player to execute a Level II program that has been entered into Memory. In *Programming Mode*, it is used to enter a BRANCH command into the program code.