

APPLICATION NOTE ANUSERDSA0001

Functional specification of user software for DSA applications

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1) Power on

At power on, the tray (if any) is closed, and the table of content (TOC) is read. The display will show the TOC, or the text 'no dISC' if no disc was present.

2) Open/Close (for tray modules)

If the **open/close** key is operated and the tray is closed, then the tray opens, and the text 'OPEn' appears. If the **open/close** key is operated and the tray is open, then the tray closes. After the tray is closed, the TOC is read. If no disc is present, the text 'no dISC' appears.

3) Play/Replay

A) Play

When pressing the **play/replay** key, and the player is not in *play mode*, then the *play mode* is set : play all (programmed) tracks in normal sequence.

B) Replay

When pressing the **play/replay** key, and the player is already in *play mode*, then the function is *replay* : now a jump to the start of the actual playing track is executed.

4) Stop/Clear Memory

A) Stop

When the player is in *play mode* and the **stop/clear memory** key is operated, then the function is *stop*. The program memory is not cleared.

B) Clear Memory

When the player is not in *play mode* and the **stop/clear memory** key is operated, then the function is *clear memory* (if any track had previously been memorised).

5) Next/Previous Track

A) Player not in play mode

When the player is in *stop mode* and the **next/previous** key is operated, then the function is *select the next/previous track in the sequence*.

B) Player in play mode

When the player is in *play mode* and the **next/previous** key is operated, then the function is *jump to the next/previous track in the sequence and keep playing*.

6) Program

A) Store

If the player is in *stop mode*, a track is selected, and the **program** key is pressed, then the selected track is programmed. Now the total program time is shown.

B) Clear

If the player is in *stop mode*, a programmed track is selected, and the **program** key is pressed, then the selected track is cancelled. Now the total programmed time is shown.

C) Review

If tracks have been previously programmed, but no track is selected, and the **program** key is pressed, then all tracks stored in the program are successively displayed.

7) Search Forward/reverse

By operating the **search forward** or **search reverse** key, the *search* function is initialised. There are 2 speeds of searching, the fastest one occurring after a few seconds.

8) Pause

If the **pause** key is operated and the player is in *play mode*, the player will mute the music and freeze the display.

Operating the **pause** key in *pause mode*, will release the *pause mode*.

9) Repeat

By operating the **repeat** key, the *repeat mode* will change from *no repeat*, to *repeat all*, and from *repeat all* to *repeat one* and to *no repeat* again.

Repeat all : if the end of the last track in the sequence is reached, then a jump to the first track in the sequence is made.

Repeat one : if the end of the actual playing track in the sequence is reached, then a jump to the start of the track is made.

10) A-B Repeat

During play, the first time pressing the **A-B** key sets time *A*. The second time pressing the **A-B** key sets time *B*. Now the *A-B* function is active. This function means : when time *B* is reached, then jump to time *A*.

11) Shuffle

By operating the **shuffle** key, the *shuffle mode* in the player is toggled. When the player is in *shuffle mode*, then all tracks will be generated (and played) randomly.

12) Scan

If the **scan** key is pressed, the *scan mode* in the player is toggled. When the player is in *scan mode*, then the first 10 seconds of each track are successively played.

13) 0 to 9 keys

The **0 to 9** keys are used for direct track selection. By pressing the first number an active time is initialised, in the case a second digit can be input. During this active time, a second number can be shifted into the track selection.

When the active time ends or a second **0 to 9** key was pressed, the selected track is jumped.

14) Fast

When the **fast** key is pressed before **search forward** or **search reverse** key, the speed of search is initiated with the highest search speed.